

ISSUE 40!

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...and Much, Much More!!!!!!!!!!!!!!!!!!!!

DIPLOMACY WORLD is a quarterly publication dealing with the game Diplomacy. Subscriptions within the United States are \$8 per year (4 issues) or \$11 if sent by 1st class mail. In Canada, subscriptions are \$11(US)/year. Overseas subscriptions are \$11/year (surface) or \$15/year (air). Please make check or money order (US funds only) payable to R. C. Walker and mail to 1273 Crest Dr., Encinitas, CA 92024. Submissions of articles and other material for publication to Kathy Byrne, 29-10 164th St., Flushing, NY 11358.

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DIPLOMACY WORLD was founded in 1974 by Walter Buchanan as a service to the Diplomacy hobby at large and as a publication-of-record for hobby statistics and other data. D.W. is dedicated to the goals of covering the entire spectrum of the hobby fairly and to printing the best original articles available. This is Pandemonium Publication #899½.

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Guest Editorial ③

by Bruce Linsey

Last issue, Kathy Byrne declared, "I need your help to make DIPLOMACY WORLD into exactly what it should be, the best publication in this hobby." This noble goal will be achieved, she observed, only if you readers get off your collective duffs and help out by writing articles.

"The best publication in this hobby" -- that's going to be no easy chore, what with such finely produced zines as EUROPA EXPRESS, NO FIXED ADDRESS, and EXCELSIOR gracing our hobby. Yet, it is certainly desirable to pursue this end, so that once again DIPLOMACY WORLD might be regarded as a proud flagship containing much of the hobby's best writing. In order to help the editors achieve this enviable state, and perhaps simultaneously steer a few other zine publishers in the right direction, I'd like to offer the following advice.

1. Build a large circulation. Obviously, DIPLOMACY WORLD has no problem in that regard, being the most highly circulated zine in the hobby. Only one hobbyist out of every several seems inclined to actually sit down and write for zines, so if you have 100 readers, your odds are better than those of a publisher who has 50. Also, people generally like to know that their writing is going to be widely read.

2. Become known as an "article zine". Again, there is no need to tell this to the DIPLOMACY WORLD staff, since this zine already has that reputation. Ever hear the old saw that the rich get richer? Well, a zine that runs articles tends to receive more. Dave Kleiman's THE DIPLOMAT is a fine zine, but because of the emphasis on games only, it receives few if any articles. On the other hand, Gary Coughlan of EUROPA EXPRESS stresses lots of good reading material...and as a result the zine repeatedly generates more.

3. Pay well for articles, and advertise the fact! Now we get into an area where even the DIPLOMACY WORLD editors might benefit. In VOICE OF DOOM, I would invariably follow a written contribution with a statement to the effect of "thanks, Joe, and six free issues for the above article." I'm sure that got old for some readers, and I certainly took a lot of ribbing for doing it. But I'll tell you what: the steady stream of articles that flowed into my mailbox while I was publishing made it all worthwhile.

I think that DIPLOMACY WORLD, which does pay for articles, should stress the fact more

visibly. Kathy would have done well to mention it in her editorial, for example. Anyway, consider it mentioned now!

4. Print articles promptly. Writers don't like to wait...and wait...and wait to see their work in print. This is not always possible for DIPLOMACY WORLD, since it's a quarterly publication...but at least the editors do try to get articles into the very next issue when possible. Clearly, if the zine starts now to stick to its quarterly schedule, this problem will be minimized.

5. Appeal to a broad spectrum of readers by covering a wide range of topics. DIPLOMACY WORLD #39 accomplished this in superb fashion by running articles about cons, hobby polls, humor, strategy, other games, and so on. (And something tells me that this issue is going to offer similar variety!) Randolph Smyth's FOLIO is often a source of great reading...if you happen to enjoy articles on how to negotiate. But the highest degree of reader participation is found in those zines whose editors encourage and print articles on a wide range of subjects. This is possible even with DIPLOMACY WORLD's "stick to Diplomacy" policy, as last issue illustrated so nicely.

6. Present these articles well. If possible, start each contributed article on the top of a new page, with the title and the name of the author prominently displayed. Retype submitted articles carefully -- no author likes to see his writing butchered by typos or otherwise faulty transcription. I remember one occasion on which I omitted a dateline for an article submitted by the hobby's premier writer, Chuff Afflerbach. Luckily for me and for VOICE OF DOOM's readers, Chuff is good-natured and after properly chastising me came right back and submitted more marvelous prose for the zine. But, that little mistake could have cost me. Editing for grammar is fine, but don't change the fundamental content without the author's permission -- you can always debate his points in your reply afterwards.

Needless to say, DIPLOMACY WORLD has absolutely no problems in the presentation of contributed articles.

7. Lay a few foundations of your own. The articles in VOICE OF DOOM didn't all just pop in out of thin air. Many of them were generated as the result of writing contests

A Tribute to the Wooden Blocks



by Jane Proskin

For years now, the controversy has been raging in Diplomacy circles about the length of the fleets used in Diplomacy games. A large part of the problem is that Avalon Hill does not manufacture all the pieces the same size. For example, one of the Diplomacy sets that I bought fairly recently contained a little dinky Russian fleet that was barely as long as an army is wide. And a certain French fleet in that set is much longer than normal. This, I think, is grossly unfair to Russia. Suppose those two fleets were battling for control of the North Sea late in the game. Such a war could easily be crucial to the game's outcome. Yet France could suddenly turn around and taunt Russia with a mocking "My fleet's bigger than your fleet!" And there would not be a SINGLE THING that Russia could do about it. Except, maybe, he could build another fleet and bring it into the battle, consequently reducing his forces in some other region where they may be sorely missed.

There are some other problems with that big French fleet. For one thing, it doesn't quite fit into Rome. So France's southern efforts can be hindered immensely if that fleet is in the Med. As an example, in one recent game where I was Austria, my French ally offered to support my army from Venice into Rome. He had a normal fleet in Naples, and that monster fleet in the Tyrrhenian Sea. For some reason, I just assumed that the support would come from Naples, but it didn't. Instead, he ordered BIG F Tyr S AUSTRIAN A Ven-Rom, and as a result my move failed. You see, the Rulebook clearly states that a unit may give support only into a space to which it could also have moved. Since that fleet could not fit into Rome (as the Italian player took great pains to prove), it therefore couldn't have moved there, so obviously it couldn't support a move there either...and the support was ruled invalid.

The little Russian fleet, on the other hand, is too small to be on the north coast of StP. It gets lost. So if Russia decides to build that particular fleet in that particular province, he is at a disadvantage because it must always be built on the south coast. Nor can this fleet convoy an army -- it always falls off.

I have another gripe with another

Diplomacy set that I own. Usually, you get eight armies and eight fleets for each country, right? But in this set, there were nine Italian fleets and only seven Italian armies. This would be OK, I guess, but to confuse things even further, one of those nine fleets is precisely the same size and shape as an army! So the first time I mixed up the pieces, I lost track of which army was really a fleet. And now whenever we play with that set, we just have to choose one of the Italian armies at random to serve as a fleet. But, there's still the problem of having nine fleets and only seven armies...

I won't dwell much on the problems I have had with a certain Turkish fleet that is tapered at both ends and thus won't stand up. Since that is how we indicate support in our games, that fleet can never give any. So whoever is playing Turkey in our games usually places it in Syria where it is out of the way and can't do any harm. Handy province, that Syria.

Anyway, enough of this nonsense about shapes and sizes. How about colors? England and France are the worst offenders here. I swear that I own at least four distinct colors of English fleets. And I have French fleets ranging from English to Italian in color. Thank god for Germany, whose fleets are usually uniform (except I do own one German fleet that is painted white and is thus occasionally mistaken for Russian). Anyway, it is possible to find fleets of practically any color in the rainbow if you own just five or six Diplomacy sets.

Finally, I have an Austrian army that is exactly the same as all other Austrian armies except that there is a little nick along one edge. Just a chip off the old block, I guess.

Sigh. Those plastic stars and anchors are just soooo boring. Bring back the wooden blocks, Avalon Hill!

[Thanks, Jane, for a humorous tribute to the wooden blocks that many U.S. Diplomacy players have come to know and love. If there is any player out there who actually prefers the plastic pieces to the wooden, it has thus far escaped my attention.]

by Derek Caws

It has recently been suggested that the rise of German fortunes in postal Diplomacy games, and the decline of England and Russia, may possibly lead to more Anglo-Russian alliances. This suggestion started me thinking about the prospects of such an alliance, and I thought it might be worth a little more investigation.

An Anglo-Russian alliance would certainly be unusual, but not impossible because any alliance can be made to work with enough effort by both players. Looking at the 1901 set-up, this alliance would appear to have two possible formats: an early joint attack on Germany, or a back-to-back stand against France and Turkey. I'd like to examine both of these alternatives in turn.

Looking first at the attack on Germany; we must first consider the question of openings and the initial fate of Norway. England doesn't want too many problems at first, so it's probably best not to antagonize France, and therefore a move to the Channel in S '01 should be ruled out. This dictates fleet moves for England to the North and Norwegian Seas. The army should obviously move to Yorkshire, in preference to either Edinburgh or Wales, to maintain safety from a French attack without appearing anti-French. In the fall, the English player should convoy to Hol/Den and take Norway with his northern fleet.

But how should Russia open? F StP-Bot obviously, but what else? F Sev-Bla is vital to keep Turkey out of the south, and this leaves only the two armies to be ordered. A War-Sil would cause Germany a lot of problems, and A Mos-Ukr maintains a defensive barrier in the south. Russia should obviously not move A Mos-StP as this would threaten England's only certain build, in Norway. The next decision to be made is in regard to Sweden, assuming Germany opened to Denmark. I think Sweden should be ceded to Germany in fall '01, thus allowing England to convoy to Denmark and splitting Germany's forces. Russia can support himself to Rumania and should capture it, and can try for either Munich or Berlin. Whatever happens, Germany is restricted to one gain, and must lose Sweden immediately.

From this point, the situation becomes unclear as the play of Germany cannot be predicted accurately, and so definite moves for the alliance cannot be planned too far in advance. However, the destruction of Germany is assured, especially if France can

be enticed into the arena early on. Future plans should include a joint attack on France, depriving the light blue pieces of any advantage they may have gained in the carve-up of Germany, and a strengthening of Russia's position in the south. From there on, Italy becomes a target for England and Turkey a target for Russia. And then -- who knows? The fight for victory is on as the alliance disintegrates.

The other alternative for the Anglo-Russian alliance is a back-to-back stand against both countries' respective southern neighbors, France and Turkey. With this plan, the friendship of Germany is important, particularly for England; without German assistance, an English attack on France is like banging your head against a brick wall. The plans for this format of the alliance are by nature less predictable than for the joint attack on Germany, but the question of the fate of Norway still remains. Obviously, if he is to attack France, England should open to the Channel, and F Edi-Nth is an almost automatic follow-up to this. I think the army should once again go to Yorkshire, rather than to Wales, in order to maintain flexibility. In F '01, a supported convoy to Belgium is conceivable depending on the openings employed by France and Germany, and is virtually assured of success if Germany has cooperated and opened to Burgundy. All this means that Norway is likely to be vacant, and so I believe that Russia should be prepared to capture it in 1901 and hence open A Mos-StP in the spring. F Sev-Bla and A War-Ukr are also virtual certainties, Ukr in preference to Gal to avoid antagonizing Austria and thus giving a chance of Austrian support against Turkey. F StP-Bot is, of course, automatic. In the fall, Rumania can be taken with a fleet and a second fleet built in Sevastopol. If England is fairly confident of Belgium, then Russia can take Norway; otherwise England should be allowed to take it.

Future plans for this alliance are even hazier than in the first alternative form of the alliance, but once again Germany is likely to be high on the list of targets. As the carve-up of Italy and Austria begins, the maneuvering by both parties would have to start.

(continued on p. 40)

WHITESTONIA HITS 100!

by Sue R. Mouth

The Bright Side

Quick, class! What's the Diplomacy hobby's number one funzine? EUROPA EXPRESS, the three-time winner of the Runestone Poll? Nope -- you're all wet! The number one Dipdom funzine is WHITESTONIA (just ask publisher John Caruso), and it just hit issue #100.

WHITESTONIA has a number of good qualities, the primary one being its long record of ultra-reliability. In well over six years, this heart has ne'er skipped a beat! In addition, it is consistently one of the best sources of hobby news (cons, services, etc.) available anywhere. And, as is the case with many long-term chat zines, WHITESTONIA has its own hard-core group of participants and supporters, which of course means a steady supply of good reading material. As a result the zine is often very large.

WHITESTONIA is of course home to the subzine KATHY'S KORNER, published by Kathy Byrne. Whether Kathy is opting to play the role of sympathetic listener, drunken baglady, avid jets fans, or just general tease (and she plays them all equally well!), her friends have come to know and love her monthly journey into their mailboxes.

Lest I leave the impression that frivolity reigns supreme in KK, there are pithier debates as well. Recently Kathy has been running a series of interesting discussions on Ming techniques reminiscent on a smaller scale of BRUX's round-table discussions. Questions are asked, usually two at a time, with responses due next month. And what does Kathy do when someone disagrees with her? Why...why...she'll playfully bite his nose off, that's what!

So WHITESTONIA can be lots of fun.

The Dark Side

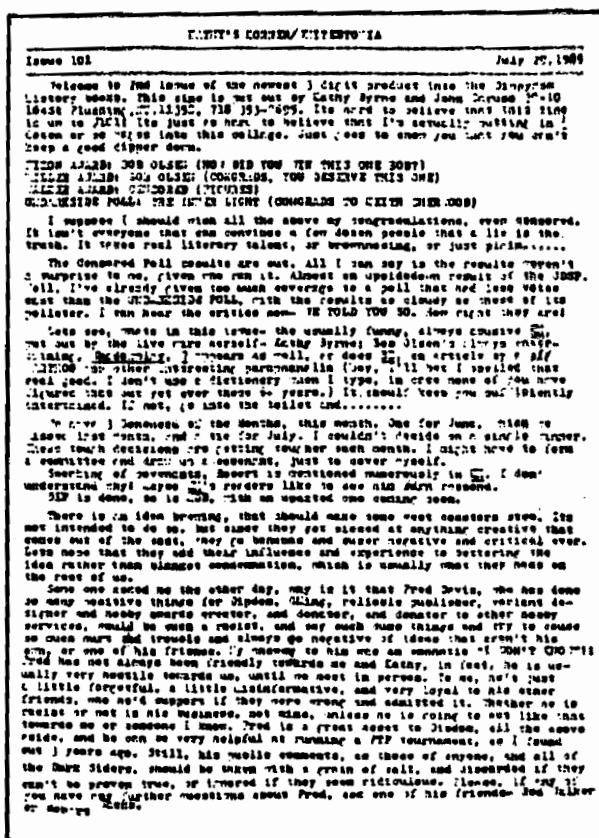
No objective review of WHITESTONIA could omit the fact that the zine has a dark side which, unfortunately, takes away from the fun. The usage of English is fair to poor, but that pales beside the other problem. WHITESTONIA (and KATHY'S KORNER) have a sad habit of heaping undeserved abuse on some highly-respected hobbyists. For example, in a recent issue, Caruso printed the question, "why is it that Fred Davis...would be such a

racist, and say such dumb things and try to cause so much hurt and trouble...". Mark Berch and Bruce Linsey are referred to as "two dishonest people", and the latter is habitually called "Jackass", "Sewer Mouth", and "Shit Head" by Kathy. Damaging and untrue charges find their way into the zine with alarming frequency: a while back Kathy accused Linsey of writing a nasty letter to one of her children...but the charge turned out to be 100% a Byrne fabrication. Thus, if you want to enjoy WHITESTONIA's good qualities, you'll have to suffer through this stuff as well (John and Kathy try to pass it off as just in fun, but that just doesn't wash any more). The zine plunged this year from its usual Zine Poll standing in the teens to 60th place, and the

incessant nastiness must certainly be regarded as a large part of the reason.

This is too bad, because if John and Kathy would but clean up this part of their act, WHITESTONIA might truly become the number one funzine in the hobby. The publishers have the energy to build it into same, and in terms of reliability and longevity, it has few peers.

In summary, if you choose to subscribe, some of the content must be taken with a huge grain of salt. Be that as it may, Kathy and John are to be congratulated -- CONGRATULATIONS! -- on reaching their 100th issue.



FRED DAVIS JR.

①

-- MR. DIPLOMACY --

by Bruce Linsey

What man has worked harder, and done more to further others' enjoyment of postal Diplomacy, than any other person alive? In my opinion, that honor belongs to Fred Davis Jr. of Baltimore. Oh, I am aware of the accomplishments of the Walkers, Berches, and Coughlans out there, and they too deserve high praise for helping to build the hobby that we have today. But you never hear a whole lot about Fred. That's because while others bask in the spotlight, Fred Davis's style is to work silently and behind the scenes, busting his butt so that you and I, and everyone else, might enjoy postal Diplomacy that much more. In short, he is the hardest worker I have ever known.

Fred was born on June 1, 1930, in Brooklyn. He and his wife Inge have been married 28 years; they have one son, Kevin, age 12. Fred is a member of Mensa, and his hobby involvement began on October 19, 1968, when he was shown the game by a fellow member. Right away, Fred knew that he would have to buy the game and try it (the stars must have been smiling on the hobby that day!). In his first postal game he was eliminated, but he enjoyed the game anyway and kept on playing. Curiously, Fred didn't actually get to try face-to-face play for nearly two years after his first postal gamestart.

Not long after he began playing, Fred toyed with the idea of publishing. This remained merely an idea for a couple of years, then something happened to bring these dreams to fruition. The catalyst was that in March 1972, the Maryland Mensa Chapter decided to purchase a mimeograph with which to print its newsletter. Fred stepped in and offered to pay one-third of the cost if he could house the machine and use it to produce a Diplomacy zine as well. The arrangement proved satisfactory (and in fact, continued for five years), and thus BUSHWACKER was born, taking its name from a comic strip character Fred had invented back in the sixth grade. Originally Fred had planned to run two games at a time, sticking solely to variants. The number has since increased to (a staggering) three, but the variants-only restriction is still adhered to religiously. BUSHWACKER today ranks right up there with GRAUSTARK as a publication of exemplary, long-term reliability. Even at the outset, though, its greatness was recognized when it received the 1972 Johnny Award (later renamed the Calhamer Award) for best new variant zine.



Fred Davis Jr.

But his players and loyal subscribers are far from the only people to have benefitted from Fred's kindness and hard work. For years, he has been designing variants, and giving advice and help to others who aspire to do the same. As custodian of the North American Variant Bank, he has collected and catalogued hundreds of variant games, making these available to anyone in the hobby on request. In October 1974, he co-founded the Mensa Diplomacy SIG (Special Interest Group) with Don Horton, and served as its original chairman. Today, the SIG forms an important branch of the hobby, and is a constant source of novices. Fred has served as IDA vice-president and acting president, and has been a member of the Don Miller Memorial Award committee since its inception two years ago. In 1982, he served on the DipCon committee, and helped to run one of the best tournaments I've ever attended. Recently, Lee Kendter appointed him to assist with handling the Miller Numbers. His "Diplomacy Chronology" in D.W. was a Rod Walker Award nominee, and has provided newer hobbyists with an informative and entertaining look at the hobby's

HIT & RUN DIPLOMACY

9

by Bruce McIntyre

The nine of us had gathered to play Diplomacy. Quickly realizing that nine was a bad number, we decided to (gaspl) play a Variant of The Game. All of a sudden eight voices were shouting. The ninth (mine) was quite silent as I locked up the fridge. The argument over which variant would be played continued to raise the roof until I found something that would shut them up.

When the sound of the cymbal crash had faded somewhat, the phone rang. "Gotta go," said Bob. "The fraternity beer pong team needs me." And he left. There was a long silence.

"Well, so much for Cline Nine Man," said Wally.

Another long silence. Finally, someone spoke. "What's beer pong?" None of us were completely sure, but Danny recalled an article somewhere, in which beer pong was described as the latest campus sport. The object, according to Danny, was to hit one of two mugs of beer placed on your opponents side of the table, while defending your own from being hit. The reason for this, of course, was to avoid handicapping yourself--once your mug was hit, you had to down it. Corry said "Sounds interesting. Anyone wanna go watch so we can play normal Dip?"

It didn't work. More silence. Then Roland asked why I had locked up the fridge (but not quite in those words). I jogged their memories to the last time we had had to decide on a variant. "Yeah," said Ivan. "By the time we'd finished boozing up, we hadn't decided anything, except that only seven of us were still sober enough to play."

Then, silence decided that it was welcome. It moved around, had a good look through the cupboards, stopped a distant radio from blaring out hard rock, singlehandedly caused a lull in traffic, and became content to just fly around like a bee without the buzz. I felt something had to be done.....

When I regained consciousness (after the others had simultaneously jumped on me to drown out the sound of the cymbals), I announced my brainstorm with a somewhat feeble "Eureka." After some discussion, we decided to start a game of...

HIT & RUN DIPLOMACY

Hit & Run Diplomacy is a variant of the game of Diplomacy, and varies from the parent game in that a) no negotiation may take place away from the table, b) units move one by one in random order instead of simultaneously, c) orders are not written, they are "performed", d) each supply centre lost carries with it the proviso that the loser must drink a predetermined amount of alcohol, usually one beer. The details of these rule changes are outlined below:

- 1) Players must remain at the table to negotiate. Any talking counts as negotiation. If there is a gamesmaster, he should keep absences to a minimum, and try to ensure that 6 of the players are at the table at all times.
- 2) Before each season, each player receives, from a standard pack of cards, one card per unit to be moved, or, in the Winter seasons, one card per supply centre. The cards rank by denomination over suit; the first two cards are the aces of spades and hearts; the last two are the deuces of diamonds and clubs. The cards are called out from top to bottom, and the order of movement is thus decided randomly.
- 3) Moves are "performed" by flicking the wooden block from one place to another. If a collision occurs, the piece collided with has no recourse unless it ends up in a province occupied by another piece. In this case, its owner may move it to any adjacent province or disband it. If a piece hits more than one other piece, or knocks a piece off the board, it is removed from the board immediately, and its owner forfeits all other moves for that season. A piece knocked off the board by another piece...

from. If a piece is moved onto an illegal space, such as a fleet inland or an army in a sea space, it goes back where it came from, although any collisions it made are part of the result. Pieces ending up on a borderline must be moved into a legal space or disbanded. Armies may jump over water except to get to the continent from England or vice versa; in this case, there must be a convoy route present (though enemy fleets are accessible) at the time of the move. Fleets which make up this convoy route may later move in the same season. There are no supports, but a player may flick a unit out of a supply centre.

- 4) Each Winter season, players must drink a beer (or other predetermined quantity of alcohol) for each centre they have lost in that year--even if they gained double that number of new supply centres.

Once the rules were agreed upon, I declared the fridge open--but nobody wanted a drink!

Instead of drawing for countries, we decided to let Ivan play Russia, and assign the rest according to the last two letters in our names. It was certainly something we'd not have thought of without the aid of sobriety: Roland played England, Danny-Germany, Ivan-Russia, Mickey-Turkey, Corry-Austria/Hungary, Wally-Italy, and I played France. Ted, proclaiming that somebody had to drive home, decided to GM. Before I start, I'd better mention that you'll get a lot more out of this if you use a board, and set it up. A map just won't cut it.

Twenty-two cards were dealt to establish Winter 1900 positions when Ivan pointed out that there was a great difference between placing his army Moscow here, and placing his army Moscow there. Finally all the pieces were--very carefully--placed, and we were ready to begin.

Wally laid down the ace of spades, and put his finger in the Ionian. "Army Marseilles in the corner pocket," he proclaimed, and two seconds later we were all trying to get the French army out of the dog's mouth, with little success. Wally removed the F Nap from the board, saying to me, "Sorry, Bruce, didn't mean to hit you so hard." I put a somewhat less gnarled light blue fleet back into Mar, as close to Italy as I legally could.

Roland was next, and to my dismay he quickly knocked my F Bre into North Africa! "Just defending myself," he claimed.

A finger appeared in Tyrolia. It was Danny's, aimed at my A Par. "Now wait just one minute," I protested, making a Maginot line with my right hand. "Try to remember, I've got last move on you." (This wasn't completely true, but it worked.) "Why don't you help me attack Italy?"

"Switzerland's in my way."

"Not in this variant it ain't."

Bump! Italy's A Ven went flying into Tunis, while Germany's A Mun came to rest right on Venice's dot.

By far the highlight of the first round was the next move. Mickey decided that A Con-Bul just wasn't good enough in this variant. A slight change, a good flick, and a bit of luck made it A Con-Mun!

Later on, with a fleet in the North Sea, Roland tried to "convoy" his army to Belgium, and ended up in the Ruhr illegally forcing him to go back. Ivan scored a major coup with the back-to-back moves A Mos-Vie (knocking Corry's army into Piedmont), and A War-Vie (knocking the first army into Trieste, which had been vacated previously).

By the end of 1902, Wally had taken some of my wooden blocks to the pool hall to practice, England was still trying to make a successful landing, Ivan had threaded his way through no less than 12 units to get Turkey's fleet out of StP, from the distant starting point of Portugal, and there were French units all over the board. We found that it was very possible to make threats about the cards we didn't hold ("I've got the next move, so go the other way, or

else.") and with my scatter theory position, I benefitted most from this technique. Thus, I gained units quickly, and moved them out of range as quick as possible, leaving only units in Bel, Bur, and Pie to block entry. Finally, after I was dealt what would likely be the last six moves, with fifteen centres already, I decided to strike. Unfortunately, the rest of the players were fed up with my threats, and had conspired to take all three home centres before I even had a flick! But I had it all planned out, and after I played five more pieces, I had only to attack Munich successfully to win, although Corry would have the last move, following mine, with his army in Munich. The catch was that the only unit I hadn't moved already was deep in StP, way up at the northeast corner of the board. Not only that, my two units in Boh and Sil formed an impassable fortress, guarding Munich fatalistically. Not only that, the other players were counting empty beer cans and quickly coming to the conclusion that I had not yet been forced to drink one. I decided to try to knock one of the fortress units close to Munich for next time. Flick....

We all watched as the wooden block slid towards Munich, and leaped into the air just past Warsaw (where the fold in the board is), coming down on top of the Austrian unit in Munich!

"Your move," I said nonchalantly to Corry.

Instant advice from four voices filled the air. "Make sure ya stay in Munich," "Take him with ya to Switzerland," and "Don't hit it too hard" were the three most agreed upon suggestions. Corry, having lost all his home supply centres an average of four times each, was in another world, and desperately trying to concentrate with 2 gallon of beer rolling around inside him. Finally, he put his finger down.....and the phone rang--just as he flicked.

"Hi there Bobby, you shun ufa gun," slurred Corry, as the others prepared to leave gloomily. "I think Brooshie won, but I alsho think I'm gonna throw up."

[Bruce McIntyre is the publisher of EXCELSIOR, which was recently voted "Rookie of the Year" in the North American 'Zine Poll. We are pleased at Bruce's debut article in DIPLOMACY WORLD. As you can see, he is a clever and talented writer.]

(FRED DAVIS...continued from p. 8)

past. And, need I add that the above only scratches the surface of the world of good that Fred Davis has done for postal Diplomacy.

Fred's greatest pleasure, though, is in adjudicating games -- especially those of his own design. He enjoys the omnipotent feeling of being both the creator and gamesmaster of variant games for his players. His least favorite aspect of the hobby is feuding -- he finds it incredible that some people can be so nasty as to spoil the fun for the rest of us. As for his future in the hobby, Fred plans to continue publishing BUSHWACKER for a long time, and will soon be resuming the Mensa SIG chairmanship and issuing a new catalog for the Variant Bank.

Outside the hobby, Fred has a broad variety of interests, including railroads and ships (especially passenger liners and warships), science fiction, and history. But

within the hobby, he will long be remembered as a pillar of postal Diplomacy for years and years, and perhaps even more as a thoughtful, kind gentleman of the highest principles.

You're a good man, Fred Davis Jr., and I've been privileged to call you a friend these past six years. For all you've done, I thank you -- and I'm sure the rest of DW's readers share that sentiment.

[DIPLOMACY WORLD's readers are of course familiar with Fred Davis Jr. and his hard work in support of the hobby. Thanks to Bruce for this tribute to him -- I can think of no one who deserves it more.

Bruce neglected to mention that a sample of Fred's excellent variant 'zine BUSHWACKER can be had for a SASE. The address is 1427 Clairidge Rd., Baltimore, MD 21207.]

A Novice Discovers some Helpful Hobby Services

by Paul Gardner

Her name was Bambi. Furbal had been captivated by her. Unfortunately for Furbal, in wrapping her lovely legs around his ample middle she had put the wraps on Furbal's academic career at good ole Morgul U. When the dean of men had discovered that those legs belonged to the underage daughter of an alum on whose deep and open pocket the school orcball program depended, Furbal had been deemed expendible and had been sent packing back to the Shire.

Nuts! Not only was there no adequate replacement for Bambi in the Shire; there was basically nothing to do but sit around and eat -- a depressing prospect for an ambitious hobbit like Furbal. Fortunately for him he had discovered the dark arts of Diplomacy while at Morgul U. and had even learned of the postal branch of Dip, so that he could play from the comfort of his hobbit hole.

As he took the list of his new fellow players/opponents from the wizened hand of the wizard, G.M.Dalf (affectionately called Gmdalf by his players -- at least those he didn't drop from the games), Furbal felt ill. He wanted excitement, but hated the sight of blood -- especially his own -- and here were six unknown, but doubtless dangerous, people all seeking the honor of draining him of his precious bodily fluids (even speaking metaphorically, this did not appeal to him). The addresses were from places like Orthanc, Moria, Angmar, and Mordor; and he had been flunking geography when they kicked him out of Morgul U. Gmdalf, knowing this, said, "Ceer up and remember the great rings of the hobby services: 'One ring to list starts and results, One ring for player ratings, One ring for the novice packet, One for the Zine Register, and One ring to bring it all together, to make sense of it, and that's the Gamer's Guide.'"

"That's pretty crummy poetry, Gmdalf," said Furbal cynically.

"Well, what do you expect for 50¢ per issue -- Tolkien?" answered the wizard defensively.

"What is this ring nonsense about anyway? Are you telling me that I have to go on a quest just to play Diplomacy?"

"The rings aren't really rings. We who've been running -- er, I mean, we in the hobby call them that to remind each other that you can marry a woman and have a family or you can marry Diplomacy -- you can't have

both, at least most of us can't. And as for the quest, you're not going to trust the postal mules, are you? After you and your trusty pack animal have tramped a few thousand miles over hill and dale and fen, you'll have gained a lot of experience and perspective -- and in your case, bub, you need a very big dose of both," intoned Gmdalf, looking hard into the hobbit's glassy eyes for a sign of comprehension.

Finally the glass shattered and a sigh escaped Furbal. "OK, I'll go, but only if you come with me, Gmdalf."

"No way, gopher breath. I've got better things to do than play wet nurse to a hobbit who doesn't know better than to bounce around with underaged women. You're lucky you just got bounced out of M.U. Some of the places you're going, they shoot first and ask questions later. Nope, feller, they're your dues, you pay 'em."

And so it was that Furbal rode into the east strapped (he was no horseman) to the back of a flatulent mule. For months, it seemed, they followed the great Postal Route east, getting sidetracked in backwater post offices, and missent to little old ladies with no interest in being diplomatic about Furbal's presence in their mailboxes, not to mention flatulent mules. Finally, they ended up at a cave marked 5300 W. Gulf Bank #103.

"Gee, Europa," breathed Furbal to his steed (who on Gmdalf's advice, he had named Europa Express. When he had asked why, the wizard had rolled his eyes for the tenth time and through clenched teeth just said, "Because it's a good name, dodo-brain, just trust me on this one.>"). "This must be the place, but Gmdalf didn't say anything about a dragon." That was indeed true. Gmdalf had not mentioned a dragon, but there they were. Signs all over the place -- "Beware of Dragon", "Keep out: Man-eating dragon". Furbal quivered with fright but to keep things moving he entered the cave and became more frightened when the lid slammed shut behind him. "Oh great!", he thought, "Europa hates the dark," but he continued forward when the giant pencil shoved him from behind. Down into the smelly pit it shoved him. Dark as ever it got hotter and smellier, and it seemed as though he could hear the sound of a ponderous breathing, or maybe it was cattle stampeding, he wasn't sure. He thought that it would go on forever, but suddenly Europa stepped into a vast cavern. Quickly Furbal looked around for some

place to hide, but what he noticed most of all was the absence of anything remotely like a dragon. Brightly lit from above, the cavern's immense floor was carpeted in green like grass, but after a quick nibble, Europa spit the stuff right back out. All about the floor were large men, strangely dressed and chasing a white sphere about, except for those that were waving angrily at Furbal and Europa. One even started to run at them so Furbal turned to dash away and ran smack into a great horse ridden by a man with pointy-toed boots, some kind of leather legging, and a wide-brim hat curled up on the sides.

"Howdy, partner!" he boomed. "What can I do for you?"

"Where's the dragon?" asked Furbal distractedly, thinking about the man running up from behind.

"Dragon?! Why, you don't believe in tha...oh, HEY! I know what you want. So you thought this was the home of the dragon? No, this here's the 'astrodome'; here's THE DRAGON'S LAIR," he announced, reaching into his saddle bag and putting a booklet into Furbal's hand. "Now you'd better mosey on out because these folks have a little game going on here."

"Thanks!" muttered Furbal as he turned Europa and headed into the tunnel leading back up out of the cavern. Europa had barely taken two steps when a tall man in a white smock stepped in front of the pair.

"Hey, son! Let me look at that dental work! Hmmm, that's a nasty-looking bicuspid you've got there. Better step into my office over here so I can take an x-ray."

"Nooo!" Furbal squeaked. He was more afraid of dentists that anything he had yet encountered in his life. "We-e-we, er, I have a quest, I-I have to go north, quickly, can't stay, sorry!"

"Oh, hey! Now I know who you are. Stephen just told me about you. Hold on a second here and let me get you something." The man hurried off leaving Furbal to wonder how anyone could know about him and his quest, as dark suspicions of espionage and illegally opened mail began to haunt him. But the dentist quickly returned, placed another booklet in his hands similar to the one the cowboy had given him (this one was called EVERYTHING), said a few goodbyes, and disappeared into the darkness of the tunnel from which he had emerged.

Riding toward the next stop on the quest took him far north. In the cold he was

routed through a city of millions, all ghosts -- the evil kingdom of Angmar? He didn't care. At least the postal route didn't lose him in an overflow swamp. With relief, he trekked into a small town, to a house on a quiet street and up some stairs. This seemed too easy. At the top of the stairs all he found was three men hunched over a table playing some game.

"Five, six -- picking up wheat -- seven, eight, nine. Building three million. OK, done," said one. The dark-haired man looked up from the game then and caught sight of Furbal. "Yes, sir, what would you like?" Furbal told him. "No problem -- get plenty left," said the man, scurrying past an empty refrigerator to a back room strewn with papers and what looked like back issues of zines. He returned with a booklet labeled SUPERNOVA.

"This should get you going." Quickly the man rejoined the game and asked the player next to him, "You done yet?"

Furbal walked away reading, vaguely glad to be escaping the John Denver music playing in the background. Now Furbal retraced his steps south past the ghost city through a place that reminded him strangely of Mordor with its noxious smells. Soon he found himself in a labyrinthine cavern rising above the ground, rather than hidden below (similar in that regard to the one in which he had feared finding the dragon). His main regret was that he had had to leave the trusty Europa outside and continue on foot, because although these walls were well-lit Furbal found no recourse but to walk, and he never walked when he could avoid it -- especially in a cavern as endless as this one seemed to be. He arrived at a place oddly named "Customer Orders Processed". He didn't feel a need to be processed, but didn't know what else to do. So he waited under the bright lights of the peculiar place till a man of no particular description came to him.

"This what you wanted?" he asked, shoving a small book entitled THE GAMER'S GUIDE TO DIPLOMACY into Furbal's hands. Furbal nodded. "OK, that's three bucks."

"Hrrmph! Advice was free in the old days of Middle Earthiness," thought Furbal, but he knew that things were different here, so he paid and left.

One last stop and he'd be ready to sit back, relax, and play Dip. Gmdalf had said that this one wasn't strictly necessary, but Furbal just figured he might as well collect

(continued on p. 15)

by Richard Hucknall

It is now several years since Richard Sharp documented the Austrian Hedgehog openings in DOLCHSTOSS #47. Richard introduced them by explaining that since Austria had the worst record for eliminations, his first duty was therefore to defend himself. This started an upsurge of Hedgehog openings and by the time that Richard's excellent book, THE GAME OF DIPLOMACY, was published, his attitude had hardened so much that he dismissed other Austrian openings as "inadequate". Thus Hedgehog openings began to become the norm, rather than the exception.

Originally, I too was convinced that the Hedgehog was the answer to Austria's problems, but over the last two years or so I have become more and more disillusioned, and I now consider that except for certain circumstances, it is a bad opening. For those who don't already know, the Hedgehog is F Tri-Ven, A Vie-Gal, and A Bud-Rum (or more usually, A Bud-Ser -- the Southern Hedgehog). The argument for these apparently violent openings is that they keep Russia out of Galicia, completely stop Italy in his tracks if he tries for Trieste (or split his armies if he tries A Ven-Tyo, A Rom-Ven), and virtually guarantee Austria retention of all home centers and one build in 1901.

My view is that if Austria is fairly sure that both Italy and Russia will attack in S '01 then the opening is warranted; however, it will probably only prolong the agony unless Austria is able to split the alliance somehow. I believe this is the only time the Hedgehog should be used -- a desperate situation requiring drastic measures. Far better for Austria to try and convince them not to attack and make an opening that will capture both Greece and Serbia in 1901, and this is not as difficult as the advocates of the Hedgehog make it out to be.

First of all, Russia must be kept out of Galicia, and I think the best way is to seek German help on this point. Germany should be asked if he will order F Kie-Den, and in addition to please tell Russia that he will be doing so and will stand Russia out of Sweden in the fall if a unit is moved to Galicia in the spring. Most Germans will be sympathetic to this approach for several reasons, and the request is not as outlandish as may first appear. Germany should recognize that a successful Russian attack on Austria is bad news as a strong Russia invariably causes Germany problems in the middle game, and this is one way of keeping him down to a reasonable size in 1901/02. Furthermore, although I

believe that the fleet opening to Denmark is usually Germany's best option, it is not always desirable for Germany to stand Russia out of Sweden. In fact, given Russian F Swe (and perhaps A/F StP), English A/F Nwy, and German F Den after the 1901 builds, Germany is in an interesting diplomatic position and will have earned Russian thanks by allowing him Sweden. So the German "threat" to Russia is powerful and yet not really sufficient to anger Russia, and will most likely have the effect of pushing Russia into a war with Turkey, which is all to Austria's advantage. By no means can it be a certainty, then, but the Austrian should get a pretty clear idea of whether or not Galicia is likely to be invaded from his diplomacy with both Germany and Russia.

The Italian problem is more difficult and much more dangerous. Italy has very little to lose and much to gain from attacking Austria. If he fails he can take Tunis and wait around for other offers which are almost certain to come his way. If he does succeed, he is on his way to a good game. Consequently, Italy should be encouraged to play a Lepanto Opening (an Austro-Italian attack on Turkey), or perhaps even the Key Lepanto. (As Austria I don't like the Key Lepanto, but it does have the merit that you know Italy will order to Trieste so that you can take the appropriate defensive action!) If Italy doesn't bite at this bait, or if you suspect that he will attack anyway, then Austria has to consider the moves of A Rom-Ven with A Ven to either Trieste or Tyrolia. If Austria believes Russia will not be going to Galicia, then he has just one unit with which to defend against Italy while taking Serbia and Greece. That unit is A Vie. It then remains whether to order A Vie-Tyo or A Vie-Tri, and I believe the odds are in favor of the Austrian player. Opening statistics show more Italian moves to Tyrolia than Trieste, and some of the moves to Trieste are as the result of a pre-arranged Key Lepanto or standoff. So an order to Tyrolia does look to be the best bet. Even better is if Austria can persuade Germany to order A Mun-Tyo in a peacekeeping role, but experience shows that Germany usually has different and more pressing uses for A Mun. Scrutiny of letters from Russia, Italy and Turkey may give some help in the decision between moving to Tyrolia and Trieste, but it should be remembered that if Italy gets into Trieste then an Austrian home center is certain to be lost in 1901. However, if A Vie goes to Trieste while Italy plays to Tyrolia

and Venice, Italy has only a 50-50 chance of taking an Austrian center.

If played successfully, this Balkan Gambit (as Richard Sharp named it) in either its Tyrolian or Trieste variation has the distinct advantage of keeping Austria friendly with both Russia and Turkey until at least 1902 -- plus the gain of two centers. Furthermore, if Italy does play the Lepanto, Austria remains friendly with everyone. If things go wrong then it can be difficult, but the skill comes in the diplomacy and in recognizing what is likely to happen.

The drawback to the Hedgehog, as I see it, lies in the fact that Austria makes too many enemies and causes himself to be surrounded. But more important, the lone fleet is bottled up in Trieste, and not only does this deny Austria further fleet builds, it also denies him the important strategic position of F Gre. This supply center I consider to be one of the key spaces on the board, bordering the important seas of Ionian and Aegean. I submit that it is Austria's prime duty to get the fleet to Greece, and if necessary to take risks to do so!

I have checked out some details from NEW STATSMAN (the British Diplomacy statistics publication) which, although not proving anything, are thought provoking. In issue #5 there were 344 recorded games completed up to April 1978, and these included 37 Austrian wins -- a pretty good achievement. As Richard Sharp's original Hedgehog article did not appear until November 1976, I think it is fair to say that most (if not all) of these games began before the article was published. In NEW STATSMAN #10 there were 509 completed games up till December 1979, and the Austrian wins now total 45. That means that in the 165 games completed in the intervening 20 months, Austria won a mere 8! Unfortunately, at the moment, I don't have any information regarding the increase in popularity of the Hedgehog openings since November 1976. Nevertheless, I'm certain that the Hedgehog openings have increased dramatically over the last few years which suggests that this may be the reason for the decline in Austrian wins. I believe that although the Hedgehog may be a good defensive opening, it does not provide the basis for a win.

[Richard Hucknall is the former publisher of the British 'zine FALL OF EAGLES. We're pleased at this opportunity to present some of his strategy writing to you in D. W.]

all the "rings" while he was at it, so he mounted Europa again and rode out of the rank lands heading west. Unfortunately, the sweet air didn't last. As he approached his last stop, the atmosphere again became Mordor-like, with acrid smoky air and the thrumming and pounding of forges. He found his destination, which was a house in this town. Without further incident, he collected the ZINE REGISTER from the man there, and turned for home.

It was not till he had returned to his old hobbit-hole and recovered from his travels that Furbal found that Gmdalf had dropped him from his game for not sending in moves while he was on his quest. Furious, Furbal cancelled his sub to Gmdalf's zine and, putting his new ZINE REGISTER to good use, picked up several other good zines and sent subscription money to them instead. So now as he sat back to await their arrival, he picked up his "rings" to learn all he could about Diplomacy. He had a feeling these rings would be better than gold.

[Paul Gardner is the publisher of NOT NEW YORK, and as you can see he has a different and entertaining approach to writing about Diplomacy.

Paul asked that the hobby services and publications alluded to in his story be summarized for D. W.'s readers. So, in order of appearances:

Furbal's steed, EUROPA EXPRESS, is of course named after Gary Coughlan's 'zine.

The cowboy in the dragon's cave is Stephen Wilcox, publisher of THE DRAGON'S LAIR, home of the Dragon's Tooth Rating System for postal Diplomacy players.

The dentist in the story is Bill Quinn, a dentist in real life as well. Bill is the Boardman Number Custodian. EVERYTHING, the official publication of the BNC, is currently being published by the super-reliable Dave Kleiman.

Following this meeting, Furbal rode through a ghost city (New York, perhaps?) and into a small town. The dark-haired man playing Empire Builder and listening to John Denver music is of course Bruce Linsey, and he distributes SUPERNOVA, the novice packet.

The "man of no particular description" is with Avalon Hill Game Co. For \$3.00 you can buy from them a copy of my book, THE GAMER'S GUIDE TO DIPLOMACY.

The last custodian encountered on Furbal's quest is Roy Henricks, who distributes the 'Zine Register.

Addresses for Henricks, Quinn, Linsey, and Wilcox appear elsewhere. Others are: Gary Coughlan, 4614 Martha Cole Lane, Memphis, TN 38118; Dave Kleiman, 651 Fenster Ct., Indianapolis, IN 46234; and the Avalon Hill Game Co., 4517 Harford Rd., Baltimore, MD 21214.]

The 1985 Runestone Poll

The results of the ninth annual Runestone Poll, founded by John Leeder and now run by Bruce Linsey, are out. Complete results are available from Bruce Linsey, 73 Ashuelot St., Apt. 3, Dalton, MA 01226 for \$2 (\$1 if you voted). The Runestone Poll has three parts: 'Zine Poll (since 1977), Subzine Poll (since 1983), and GM Poll (since 1978).

'ZINE POLL

The columns show rank, score (out of a possible 10), number of votes cast for the 'zine, 'zine name. Scores are a combination of modified mean and preference matrix score. 10 votes needed to make this list.

1.	9.494	104	THE VOICE OF DOOM
2.	9.300	60	NO FIXED ADDRESS
3.	9.240	93	EUROPA EXPRESS
4.	9.140	28	SNAFU!
5.	8.643	42	EXCELSIOR
6.	8.360	38	SLEEPLESS KNIGHTS
7.	8.209	28	PERELANDRA
8.	7.965	82	DIPLOMACY DIGEST
9.	7.881	36	THE DIPLOMAT
10.	7.782	38	MAGUS
11.	7.747	32	ANDUIN
12.	7.591	13	MACABRE
13.	7.586	27	FROBOZZ
14.	7.557	17	THE INNER LIGHT
15.	7.263	27	FOL SI FIE
16.	7.237	18	THE CONCERT OF EUROPE
17.	7.203	15	THE DOGS OF WAR
18.	7.179	16	NOT NEW YORK
19.	7.147	48	THIRTY MILES OF BAD ROAD
20.	7.143	34	XENOGOGIC
21.	7.094	109	DIPLOMACY WORLD
22.	6.984	15	EFGIART
23.	6.878	46	MIDLIFE CRISIS
24.	6.854	28	LIFE OF MONTY
25.	6.837	51	BUSHWACKER
26.	6.722	22	FEUILLETONIST'S FORUM
27.	6.714	34	WINSOME LOSESOME
28.	6.411	34	SO I LIED
29.	6.343	17	TACKY
30.	6.334	22	LONE STAR DIPLOMAT
31.	6.198	17	HOUSE OF LORDS
32.	6.170	20	THE APPALACHIAN GENERAL
33.	6.140	24	TER-RAN
34.	6.036	34	CATHY'S RAMBLINGS
35.	5.972	11	EMHAIN MACHA
36.	5.893	23	THE GAMER'S ZINE
37.	5.862	17	STAB-BACK
38.	5.834	25	IRKSOME!
39.	5.825	13	REDWOOD CURTAIN
40.	5.815	12	D-DAY!
41.	5.771	30	EVERYTHING
42.	5.691	25	LIBERTERREAN

43.	5.488	25	MURD'RING MINISTERS
44.	5.290	11	COSTAGUANA
45.	5.219	19	CHEESECAKE
46.	5.184	20	THE CANADIAN DIPLOMAT
47.	4.931	42	EREHWON
48.	4.888	37	GRAUSTARK
49.	4.794	11	OMNIPOTENT
50.	4.734	21	THE PRINCE
51.	4.528	11	DIPPY
52.	4.432	13	BIG HITS OF MID-AMERICA
53.	4.426	15	REBEL
54.	4.378	30	GIVE ME A WEAPON
55.	4.283	13	FESTUNGS HOF
56.	4.250	36	POLITESSE
57.	4.167	25	PONTEVEDRIA
58.	4.145	19	APPALLING GREED
59.	4.133	21	WHO CARES?
60.	3.810	40	WHITESTONIA
61.	3.772	15	BERSAGLIERI
62.	3.520	26	HAI! JIKAI!
63.	3.214	16	COAT OF ARMS
64.	3.091	23	NORTH SEALTH, WEST GEORGE
65.	3.046	26	BOAST
66.	3.033	13	RETALIATION
67.	3.007	13	KNOWN GAME OPENINGS
68.	2.874	13	THE ELECTRIC PENGUIN
69.	2.640	27	ENVOY
70.	2.550	18	RAGING MAIN
71.	1.263	26	FEUDESSE

SUBZINE POLL

Same columns. Final score was the same as the modified mean. Only 5 votes needed to make this list.

1.	8.333	11	MeANNderings
2.	8.000	14	Humboldt
3.	8.000	11	High Plains Gonzo
4.	7.200	24	Fiat Bellum
5.	7.182	13	FNORD
6.	7.158	23	Hare of the Dog
7.	7.111	9	Conference Call
8.	7.111	11	Sex Appeal
9.	6.813	20	Orphan City
10.	6.778	11	The Little Dipper
11.	6.643	16	Expletive Deleted
12.	6.526	46	The Echo of Doom
13.	6.476	25	Benzene
14.	6.444	9	The Toast of Philadelphia
15.	6.444	11	Malaguena
16.	6.417	14	Diplomacy by Moonlight
17.	6.348	27	Femme Fatale
18.	6.333	9	Corn off the Cobb
19.	6.333	11	Perlmutter's Revenge
20.	6.273	13	Butter Battles
21.	6.167	36	Kathy's Korner
22.	6.143	7	Screed

23.	6.143	43	Savonlinna
24.	6.128	47	Chomps & Miams
25.	6.125	8	The Space Viking
26.	6.125	10	Galimatias
27.	6.094	38	Mos Eisley Spaceport
28.	6.071	16	Strange Doings
29.	6.000	14	Submarine Warfare
30.	6.000	7	Shadowplay
31.	6.000	10	Bottoms Up
32.	5.938	20	Debi's Filler
33.	5.778	9	Magnificent 7
34.	5.700	12	Only Yesterday
35.	5.700	12	E*S*A*D
36.	5.500	16	The Boob Report
37.	5.462	15	But I'm Happy
38.	5.143	7	Cubists' Corner
39.	4.846	15	The Beholder
40.	4.222	9	Phyllis's Pyramid
41.	3.400	17	Father Knows Less
42.	3.250	10	Vicious Hate Sheet
43.	2.594	40	Foot in Mouth
44.	2.267	17	Bad Doggie
45.	1.250	10	Feudette

GM POLL

Same columns; final score was the modified mean. Five votes to make the list.

1.	9.625	10	Mark Larzelere
2.	9.533	17	Gary Coughlan
3.	9.429	16	Andy Lischett
4.	9.300	24	Bruce Linsey
5.	9.167	6	John Daly
6.	9.143	16	John Boardman
7.	9.000	11	Steve Langley
8.	8.778	11	Steve Heinowski
9.	8.765	19	Dave Carter
10.	8.750	24	Dave Kleiman
11.	8.714	7	Doug Beyerlein
12.	8.524	25	Paul Rauterberg
13.	8.500	12	Mark Luedi
14.	8.400	12	Jim Meinel
15.	8.385	15	Ron (Canada) Brown
16.	8.364	13	Randolph Smyth
17.	8.333	9	David McCrumb
18.	8.286	7	Mark Coldiron
19.	8.200	17	Jeff Richmond
20.	8.167	6	Howard Christie
21.	8.125	8	Jim Benes
22.	8.125	10	Pete Gaughan
23.	8.000	13	Steve Hutton
24.	8.000	9	Jim Bumpas
25.	8.000	7	Earl Whiskeyman
25.	8.000	7	Judy Winsome
27.	8.000	5	Paul Gardner
28.	7.800	5	Mike Mazzer
28.	7.800	5	Tro Sherwood

30.	7.571	7	Fred Davis
31.	7.556	9	Cathy Ozog
32.	7.545	13	Russ Rusnak
33.	7.538	15	Scott Hanson
34.	7.500	6	Mike Conner
35.	7.400	5	Don Del Grande
35.	7.400	5	Michael Lee
37.	7.375	10	Konrad Baumeister
38.	7.286	7	Barry Hickey
39.	7.250	8	Lu Henry
40.	7.000	6	Mike Mills
41.	6.875	8	Robert Acheson
42.	6.875	10	Ron (California) Brown
43.	6.833	6	John Caruso
44.	6.800	5	Mike Ehli
45.	6.500	6	James Early
46.	6.429	7	Marc Peters
47.	6.400	5	Gregg Fritz
48.	6.250	8	Mark Keller
49.	6.167	6	Tom Mainardi
50.	6.125	8	Dick Martin
51.	6.000	6	Eric Kane
52.	5.889	9	Roy Hemricks
53.	5.857	7	Melinda Holley
54.	5.833	6	Larry Peery
55.	5.800	5	Robert Sacks
56.	5.600	12	Rod Walker
57.	5.333	6	Bob Howerton
58.	5.000	9	Herb Barents
59.	4.000	8	James Woodson

We are especially pleased at the enormous turnout of voters for DIPLOMACY WORLD. While we'd like to fare a little better in the standings next year, we realize that this will come with a more regular publishing schedule.

THE CREAM SHALL RISE! (Bruce Linsey's new 'zine for publishing the poll results) gave an in-depth statistical analysis for all 'zines, subzines, and GMs making the main lists. While space limitations preclude us from reprinting all of this here (and stealing Bruce's thunder), we'd like to give you DIPLOMACY WORLD's distribution of votes: We received 3 zeros (!), no ones, 2 twos, 4 threes, 6 fours, 13 fives, 10 sixes, 20 sevens, 15 eights, 19 nines, and 17 tens. A lot of you have been quite forgiving regarding our recent problems...we thank you.

In the "preference matrix", 'zines were compared against each other on a head-to-head basis, taking into account only those ballots naming both 'zines in a given pair. Thus, as shown on the next page, 20 ballots compared DIPLOMACY WORLD and ANDUIN. Of those people, eight preferred DW, nine preferred ANDUIN, and three rated us equally.

DIPLOMACY WORLD

LOST TO	ANDUIN	BY A SCORE OF	8 TO	9	ON 20	BALLOTS
DEFEATED	THE APPALACHIAN GENERAL	BY A SCORE OF	6 TO	3	ON 9	BALLOTS
DEFEATED	APPALLING GREED	BY A SCORE OF	7 TO	4	ON 12	BALLOTS
DEFEATED	BERSAGLIERI	BY A SCORE OF	9 TO	0	ON 9	BALLOTS
LOST TO	BIG HITS OF MID-AMERICA	BY A SCORE OF	2 TO	3	ON 6	BALLOTS
DEFEATED	BOAST	BY A SCORE OF	12 TO	5	ON 19	BALLOTS
TIED	BUSHWACKER	BY A SCORE OF	14 TO	14	ON 32	BALLOTS
LOST TO	THE CANADIAN DIPLOMAT	BY A SCORE OF	3 TO	4	ON 8	BALLOTS
DEFEATED	CATHY'S RAMBLINGS	BY A SCORE OF	11 TO	10	ON 23	BALLOTS
DEFEATED	CHEESECAKE	BY A SCORE OF	5 TO	4	ON 10	BALLOTS
DEFEATED	COAT OF ARMS	BY A SCORE OF	8 TO	1	ON 10	BALLOTS
DEFEATED	THE CONCERT OF EUROPE	BY A SCORE OF	6 TO	4	ON 10	BALLOTS
DEFEATED	COSTAGUANA	BY A SCORE OF	4 TO	2	ON 8	BALLOTS
DEFEATED	D-DAY!	BY A SCORE OF	3 TO	2	ON 6	BALLOTS
LOST TO	DIPLOMACY DIGEST	BY A SCORE OF	22 TO	25	ON 61	BALLOTS
LOST TO	THE DIPLOMAT	BY A SCORE OF	7 TO	8	ON 19	BALLOTS
DEFEATED	DIPPY	BY A SCORE OF	4 TO	1	ON 7	BALLOTS
DEFEATED	THE DOGS OF WAR	BY A SCORE OF	5 TO	4	ON 10	BALLOTS
LOST TO	EFGIART	BY A SCORE OF	4 TO	7	ON 12	BALLOTS
DEFEATED	THE ELECTRIC PENGUIN	BY A SCORE OF	6 TO	2	ON 8	BALLOTS
DEFEATED	EMHAIN MACHA	BY A SCORE OF	3 TO	1	ON 4	BALLOTS
DEFEATED	ENVOY	BY A SCORE OF	10 TO	3	ON 15	BALLOTS
DEFEATED	EREHWON	BY A SCORE OF	24 TO	6	ON 32	BALLOTS
LOST TO	EUROPA EXPRESS	BY A SCORE OF	10 TO	35	ON 52	BALLOTS
DEFEATED	EVERYTHING	BY A SCORE OF	7 TO	5	ON 21	BALLOTS
LOST TO	EXCELSIOR	BY A SCORE OF	7 TO	11	ON 19	BALLOTS
DEFEATED	FESTUNGS HOF	BY A SCORE OF	6 TO	2	ON 9	BALLOTS
DEFEATED	FEUDESSE	BY A SCORE OF	16 TO	2	ON 20	BALLOTS
DEFEATED	FEUILLETONIST'S FORUM	BY A SCORE OF	10 TO	6	ON 17	BALLOTS
DEFEATED	FOL SI FIE	BY A SCORE OF	7 TO	5	ON 16	BALLOTS
DEFEATED	FRBOZZ	BY A SCORE OF	11 TO	4	ON 15	BALLOTS
DEFEATED	THE GAMER'S ZINE	BY A SCORE OF	7 TO	4	ON 14	BALLOTS
DEFEATED	GIVE ME A WEAPON	BY A SCORE OF	10 TO	3	ON 15	BALLOTS
LOST TO	GRAUSTARK	BY A SCORE OF	7 TO	11	ON 20	BALLOTS
DEFEATED	HAI! JIKAI!	BY A SCORE OF	13 TO	4	ON 19	BALLOTS
LOST TO	HOUSE OF LORDS	BY A SCORE OF	5 TO	7	ON 14	BALLOTS
TIED	THE INNER LIGHT	BY A SCORE OF	4 TO	4	ON 10	BALLOTS
DEFEATED	IRKSOME!	BY A SCORE OF	10 TO	6	ON 16	BALLOTS
DEFEATED	KNOWN GAME OPENINGS	BY A SCORE OF	7 TO	1	ON 9	BALLOTS
DEFEATED	LIBERTERREAN	BY A SCORE OF	9 TO	4	ON 15	BALLOTS
DEFEATED	LIFE OF MONTY	BY A SCORE OF	10 TO	5	ON 18	BALLOTS
DEFEATED	LONE STAR DIPLOMAT	BY A SCORE OF	7 TO	4	ON 13	BALLOTS
DEFEATED	MACABRE	BY A SCORE OF	3 TO	1	ON 6	BALLOTS
DEFEATED	MAGUS	BY A SCORE OF	13 TO	10	ON 25	BALLOTS
DEFEATED	MIDLIFE CRISIS	BY A SCORE OF	15 TO	9	ON 28	BALLOTS
DEFEATED	MURD'RING MINISTERS	BY A SCORE OF	9 TO	5	ON 15	BALLOTS
LOST TO	NO FIXED ADDRESS	BY A SCORE OF	5 TO	20	ON 29	BALLOTS
DEFEATED	NORTH SEALTH, WEST GEORGE	BY A SCORE OF	12 TO	3	ON 15	BALLOTS
LOST TO	NOT NEW YORK	BY A SCORE OF	4 TO	7	ON 11	BALLOTS
TIED	OMNIPOTENT	BY A SCORE OF	4 TO	4	ON 9	BALLOTS
LOST TO	PERELANDRA	BY A SCORE OF	4 TO	13	ON 21	BALLOTS
DEFEATED	POLITESSE	BY A SCORE OF	18 TO	6	ON 27	BALLOTS
DEFEATED	PONTEVEDRIA	BY A SCORE OF	12 TO	7	ON 21	BALLOTS
DEFEATED	THE PRINCE	BY A SCORE OF	8 TO	3	ON 11	BALLOTS
DEFEATED	RAGING MAIN	BY A SCORE OF	13 TO	1	ON 15	BALLOTS
DEFEATED	REBEL	BY A SCORE OF	8 TO	1	ON 9	BALLOTS
LOST TO	REDWOOD CURTAIN	BY A SCORE OF	3 TO	4	ON 7	BALLOTS
DEFEATED	RETALIATION	BY A SCORE OF	6 TO	3	ON 9	BALLOTS
LOST TO	SLEEPLESS KNIGHTS	BY A SCORE OF	5 TO	7	ON 15	BALLOTS
LOST TO	SNAFU!	BY A SCORE OF	5 TO	9	ON 15	BALLOTS
DEFEATED	SO I LIED	BY A SCORE OF	11 TO	6	ON 21	BALLOTS
LOST TO	STAB-BACK	BY A SCORE OF	5 TO	7	ON 13	BALLOTS
LOST TO	TACKY	BY A SCORE OF	5 TO	6	ON 12	BALLOTS
DEFEATED	TER-RAN	BY A SCORE OF	6 TO	3	ON 11	BALLOTS
LOST TO	THIRTY MILES OF BAD ROAD	BY A SCORE OF	13 TO	14	ON 32	BALLOTS
LOST TO	THE VOICE OF DOOM	BY A SCORE OF	10 TO	35	ON 53	BALLOTS
DEFEATED	WHITESTONIA	BY A SCORE OF	13 TO	8	ON 27	BALLOTS
DEFEATED	WHO CARES?	BY A SCORE OF	7 TO	3	ON 12	BALLOTS
DEFEATED	WINSOME LOSESOME	BY A SCORE OF	13 TO	5	ON 21	BALLOTS
DEFEATED	XENOGOGIC	BY A SCORE OF	14 TO	8	ON 26	BALLOTS

THIS ZINE DEFEATED 47 OF THE OTHERS.
 THIS ZINE LOST TO 20 OF THE OTHERS.
 THIS ZINE TIED 3 OF THE OTHERS.

RAW SCORE = 27

PREF MATRIX SCORE = 6.929

The following 265 people were listed as having voted in the 1985 Runestone Poll. This is by far the largest turnout of any hobby poll ever conducted in North America, making the results far more significant and representative of the hobby than ever before. We will be strongly encouraging DIPLOMACY WORLD's readers to get out and vote in still greater numbers in the 1986 poll!

Robert Acheson	Gary Coughlan	R.K. Greenalch	Brian Lorber	Jeff Punches
Chuff Afflerbach	Frank Cunliffe	Ken Hager	Alex Lord	Bill Quinn
Bart Aikens	Rod Currie	Jake Halverstadt	Rob Lowes	Michael Quirk
Jeff Albrecht	Chris Daley	Garry Hamlin	Jerry Lucas	Phil Redmond
David Anderson	Phil Dancause	Ty Hare	Mark Luedi	Craig Reges
Peter Ansoff	John Davies	Steve Heinowski	Ronald Lynch	Rich Reilly
Frank Arrwood	Fred Davis	Nelson Heintzman	John MacFarlane	Clark Reynolds
Charles Arsenault	Howie Dawson	Roy Henricks	Jim Makuc	David Rice
Doug Baker	Don Del Grande	Lu Henry	Rex Martin	Jeff Richmond
J.R. Baker	Rich Delzer	Barry Hickey	Alain Martine	John Ringhoffer
Marvin Baker	Dave Ditter	Nancy Hurrell	David McCrumb	Jim Robertson
Tony Barbieri	Don Ditter	Randal Husk	Bruce McIntyre	Rob Robinson
Mike Barno	Michael Ditz	Steve Hutton	John McMullen	Dave Rogerson
Allen Barwick	Brian Dorion	Nancy Irwin	Andy Meier	Terence Ross
H.D. Bassett	Richard Dorsey	Was Ives	Mike Meisner	Bill Salvatore
Konrad Baumeister	Mark Duarte	Jaap Jacobs	Victor Melucci	Don Scheifler
Uli Baumeister	Stephen Dycus	Ed Jedry	Scott Mercer	Rob Schmunk
Bill Becker	James Early	Pat Jensen	John Michalski	Bert Schoose
Mark Berch	Richard Edison	Mark Johnson	Craig Mills	Mark Schwendiman
Simon Billenness	Mike Ehli	John Kador	Mike Mills	Phil Senn
Kerry Blant	Greg Ellis	Eric Kane	Conrad Minshall	Ian Shaw
Russell Blau	Randy Ellis	Dave Kaufman	Ralph Morton	Glenn Sherrill
Paul Boben	Joel Erion	Len Kay	Mark Murray	Bill Shirley
Mike Bohannon	David Ezzio	Jim Keeley	Glenn Nelsen	Larry Sims
David Bongard	Mark Fassio	Mark Keller	James Nicoll	Bob Slossar
Jeff Breidenstein	Nick Felella	Lee Kendter	John Nizalowski	Malc Smith
Anthony Brooks	Jim Ferguson	Paul Kenny	Jeff Noto	Randolph Smyth
Kevin Brown	John Ferguson	Mike Kettman	Steven Nozik	Ronald Spitzer
Ron Brown (CAL)	Robyn Finley	Neil Kiersz	Bob O'Donnell	Joseph Stark
Ron Brown (CAN)	Jack Fleming	Doug King	Nick O'Donohue	Mark Stegeman
Walt Buchanan	Lin Foote	Dave Kleiman	Bob Osuch	Newel Stephens
Don Burd	Mark Frueh	Marshall Kline	Jay Ouzts	Alan Stewart
Scott Cameron	Pete Fuchs	Steve Knight	John Pack	John Stewart
Chris Carrier	Michael Gabriel	Win Knowles	Pat Pakel	Robert Stimmel
Linda Carson	Jim Gardner	Richard Kovalcik	Dan Palter	Kevin Stone
Dave Carter	Paul Gardner	Stephen Kreisler	Joel Peacher	R.G. Sutherland
Stephen Cartier	Claude Gautron	Ron Krukowski	Robert Peart	Don Swartz
Geoff Challenger	Bruce Geryk	Peter Kurucz	Larry Peery	Bob Sweeney
Jim Chatfield	Ken Gestiehr	Terry Lachcik	Marc Peters	Gerry Thompson
Robert Cheek	Rod Gilbert	Lex Lambert	Jim Petersen	Don Tinker
Doug Christie	Evans Givan	Eric Lanier	Mark Petersen	Lynn Torkelson
Howard Christie	Ruth Glaspey	Larry Lansing	David Pierce	Pierre Touchette
Hugh Christie	Neill Goltz	Travis Laster	Steven Piper	Joe Tuharsky
Joe Clement	James Goode	James Lawniczak	Stan Plummer	Gerry van Alkemade
Mike Coburn	Paul Goodrich	Michael Lee	Hugh Polley	Eric Verheiden
Mike Colandro	Daniel Gorham	John Leeder	Whitt Pond	Conrad von Metzke
Mark Coldiron	Mark Gorski	George Leritte	Bruce Poppe	Byron Vorensky
Pat Conlon	Dave Grabar	Mark Lew	John Price	Mitch Wageler
Mike Conner	George Graessle	David Lincoln	Kirby Price	Dennis Walker
Steve Cooley	Lauri Graessle	Bruce Linsey	Lew Pulsipher	John Walker

more.....

Runestone voters (cont.).....

Rod Walker	Daniel Winsberg
James Wall	Rob Wittmond
Daniel Wallick	William Wulff
Dick Warner	Bill Young
Stephen Wilcox	Dan Young
Don Williams (MASS)	James Young
Jim Williams	Jeff Zarse
Tim Winger	

THE 1985 BRITISH 'ZINE POLL

Richard Walkerdine has published the results of the 1985 British 'Zine Poll, which this year collected 248 votes -- almost as many as the Runestone Poll! The scoring is different between the two polls. In the British Poll, voters rank their ten favorite 'zines and the scoring system gives 10 points for a first-place vote, 9 for a second, and so on. 5 votes were needed to make the list. Here's how they finished (the columns show rank, score, number of votes, and 'zine name).

1.	468½	83	MAD POLICY
2.	302½	56	DOLCHSTOSS
3.	292	53	HOME OF THE BRAVE
4.	289½	50	HOPSCOTCH
5.	285	51	'ZINE TO BE BELIEVED
6.	284	42	DENVER GLONT
7.	268	56	GREATEST HITS
8.	239	43	WAR & PEACE
9.	236	46	ODE
10.	226	43	CUT AND THRUST
11.	219½	33	THING ON THE MAT
12.	169½	34	BOOJUM
13.	160½	40	DIBDIBDIB
14.	157	25	BACK TO THE DARK AGES
15.	166	28	RAPSCALLION
16.	135½	34	ROSTHERNE GAMES REVIEW
17.	132	20	VIENNA
18.	129½	23	LOKASENNA
19.	129	25	MORRIGAN
20.	122½	30	GAZFINC
21.	120½	26	SAURI'S ALLSTAR UNLIMITED
22.	119	32	HOWAY THE LADS
23.	114	24	PRISONERS OF WAR
24.	111	25	NMR! /A BOLT FROM THE BLUE
25.	101	21	TAKE THAT YOU FIEND
26.	95½	22	BRUTUS
27.	93	27	MACH DIE SPUHL
28.	90	16	MELLOW YELLOW
29.	88	19	DER NETZROLLER
30.	84	19	COOLNACRAN
31.	77½	24	OXYMORON
31.	77½	20	PIGBUTTON

33.	77	15	IMAZINE
34.	75	16	SPIELWISE
35.	74	12	NOW EAT THE RABBIT
36.	72	16	MASTERS OF THE PRIME
37.	71	15	DIVERSIONS
38.	68½	10	ASTRADYNE
39.	66	18	VORTIGERN
40.	63½	20	JE MAINTIENDRAI
41.	59	20	THE DOMINO PRINCIPLE
42.	57	17	THE ROAD GOES EVER ON
43.	52	12	SODDER
44.	50	12	DEMON'S DRAWL
44.	50	12	THE RING
46.	49½	14	BRUCE
47.	49	14	GALLIMAUFRI
47.	49	20	TRIUMVIRAT
49.	48	14	C'EST MAGNIFIQUE
50.	47	14	MERCURIUS AULICUS
51.	46½	10	MOUSE POLICE
52.	44½	8	THE FIVE YEAR PLAN
53.	42½	13	HISPIDURI
54.	42	13	OBJECTIF
55.	41	10	OATH ON THE COLOURS
56.	40	11	FASTER THAN LIGHT
57.	38	12	FLIE EN DEUX
58.	37½	8	STABSANZEIGER
59.	37	7	DER AMTSBLATT
59.	37	10	DER GRINSENDE BEOBACHTER
61.	36	8	THE WHITE RABBIT
62.	35	10	INFERNAL DESIRE
63.	32	12	WALAMALAYSIA GAZETTE
63.	32	9	WIENER UNITED KURIER
65.	28	5	DIE POPPEL REVIEW
66.	27	5	DOTTENDORFER SOCCER
66.	27	5	RUNESTONE
68.	26	5	TRACK EVENTS
69.	25	6	KOPFBALL
69.	25	9	QUARTZ
71.	22	6	SPIELBLATTCHEN
72.	21	5	BOHEMIAN RHAPSODY
72.	21	6	20 YEARS ON
74.	19	8	NEWSPEAK
75.	18	6	DER SCHNUFFLER
75.	18	5	NEXT STOP JUPITER
77.	15	7	SCHOOL FOR SCANDAL
78.	14	6	BARBAROUS LEAGUE
79.	13	7	CONFLICTIGAZET
79.	13	5	MONOCHROME
81.	12	5	IF
81.	12	5	SPANNER
81.	12	6	VOPALIEC-JEUX
84.	9	5	MORITURI TE SALUTANT
85.	8	5	AMBIORIX

Clearly, there are many continental European 'zines included in the British 'Zine Poll. Thanks to Richard Walkerdine for his usual superb job running this poll.

by Dan Stafford

The IPR system is one of several player ratings systems based on the Calhamer Point Count (1 point per game, going to the winner or evenly divided among drawing players). The IPR is maintained by Dan Stafford, 58 W. 9th, Apt. E, Columbus, OH 43201. IPR results are published after each issue of EVERYTHING comes out. The IPR is kept in a "current" status, meaning that it uses game results only from the more recent issues of EVERYTHING. The results which follow have been updated to encompass issues #49-64. As was the case with this year's Runestone and British 'Zine Polls, note that the person who ran the thing also won it! In the columns below, we have rank, IPR (Calhamer) Points, Total Wins & Draws, Total Wins, Number of Gamestarts in the past 12 months, and name.

1.	11.3	17	8	1	Dan Stafford
2.	9.9	18	6	9	Kathy Byrne
3.	8.2	17	3	2	Dave Carter
4.	6.8	9	6	0	Jack Masters
5.	6.6	11	5	3	Dick Martin
6.	5.8	11	3	11	Paul Rauterberg
7.	5.6	9	4	1	Blair Cusack
8.	5.3	6	5	1	Randolph Smyth
9.	5.1	8	4	2	Tom Ripper
10.	4.5	6	4	2	Ron Brown USA
11.	4.4	14	1	2	Tro Sherwood
12.	4.2	5	4	2	Pete Fuchs
13.	4.1	11	2	8	Steve Arnawoodian
14.	4.1	10	2	0	Don Ditter
15.	4.1	7	3	3	Russ Rusnak
16.	4.1	7	2	4	Kevin Kozlowski
17.	3.9	6	3	1	Bill Becker
18.	3.8	6	2	0	John Kador
19.	3.7	7	3	0	Lee Kendter
20.	3.6	6	3	1	Fred Townsend
21.	3.6	6	2	0	Dan MacLellan
22.	3.5	6	2	9	Al Pearson
23.	3.5	6	2	3	Stan Johnson
24.	3.5	4	3	0	Greg Haskew
25.	3.3	5	3	0	John Stewart
26.	3.3	5	2	1	Ron Brown CAN
27.	3.3	5	2	1	Dave Grabar
28.	3.3	4	3	0	Tim Haffey
29.	3.1	7	2	0	Eric Kane
30.	3.1	6	2	0	Bob Osuch
31.	3.0	7	1	3	Mike Mazzer
32.	3.0	6	2	1	Jim Meinel
33.	3.0	6	1	0	Gene Boggess
34.	3.0	6	2	0	Arturo Guajardo
35.	2.9	5	2	2	Don Swartz

36.	2.8	5	2	8	James Wall
37.	2.8	5	2	0	John Horn
38.	2.8	4	2	0	Tim Burton
39.	2.8	4	2	0	Bill Quinn
40.	2.7	6	2	2	Steve Langley

(These results were taken from EUROPA EXPRESS #46.)

Ethical Standards

by Bruce Linsey

In DIPLOMACY WORLD #34, John Caruso set forth a set of Ethical Standards for his use in WHITESTONIA. The topic of hobby ethics has been of interest to me for a long time, and therefore I'd like to offer the following further comments on John's suggestions. (The numbered points are John's and the comments following each are mine.)

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

Generally, of course, this is a good guideline. However, there are two exceptions. Some GMs have set forth a provision which allows for houserule changes while a game is in progress. If such a provision is in effect, and the players are aware of it, then there really can't be any complaints if it is used. That notwithstanding, the GM should still not make significant changes to the game's procedure without the unanimous consent of the players or a compelling reason to do so.

The other exception arises when a GM writes a new houserule to cover a circumstance heretofore not mentioned in the houserules. For instance, it may occur to the GM that he hasn't adequately covered season separations, and so he writes a houserule which does so, adding it to the game. In this situation he hasn't changed the game procedure itself... he has merely clarified it by changing the houserules.

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

Usually, it is possible to correct an error with "little disruption of the game", and if it is, the GM should do so. In the rare case where this is not possible (i.e. an intervening season has been played), then the GM should go with whatever course of action seems least disruptive and most fair -- even if it means letting the error stand.

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

There is no particular reason why the choice of ombudsman should necessarily rest with the player rather than the GM.

More importantly -- and there was a great debate on this question in the pages of THE VOICE OF DOOM a while back -- it isn't always desirable for the GM to call an ombudsman anyway. Consider, for example, a situation in which the player and the GM disagree about orders submitted over the phone. (As a side note, any GM worth his salt will carefully write down such orders and read them back to the player...but I digress.) An ombudsman, who after all was not a party to this phone call, is in no position to decide whose version of events is accurate. In this circumstance -- and there are a few other rare cases -- the GM may legitimately tell the player that his ruling is final.

4. The GM will try to avoid practices that might make the game irregular or unrateable. (Example-- The GM will not play in his own games, etc.)

Or, if such practices are going to be used, the GM should make this well-known to the players in advance. If Joe Blow wants to run his games allowing fleets to move inland (or whatever), fine -- just as long as he lets his players know they aren't going to be rateable. I'm sure that John Caruso was referring to games purporting to be "regular Diplomacy", of course.

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

This guideline is very well stated. I personally think that the "1 turn every 3 months" is far too lenient, assuming we're talking about 4- or 5-week deadline games (as most are). While short, occasional delays are to be expected from all but the most conscientious GMs, one turn every three months just doesn't come close to acceptable standards.

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

Again, this is well conceived and stated. There is one exception, which seems to be universally accepted throughout the hobby. Nobody I know of has expressed an objection to a game in which a player lives close to the GM (thereby giving him a financial and/or time advantage in the area of player-GM communications). And in many zines, one finds games where some -- but not all -- of the players live in close proximity to each other. (This, however, is thankfully frowned upon by the current BNC.)

Generally, though, I think that there would be virtual unanimity of opinion that this guideline is a good one.

My thanks to John Caruso for promoting and discussing the topic of ethical standards for GMs. I hope that the above comments are of additional help to new GMs and other concerned hobbyists.

FAR EAST

A Diplomacy Variant by Vern Schaller, 1982
with modifications by Fred Davis, 1983

This variant was inspired in a number of ways by two other variants that I have come to know quite well over the years: COLONIA by Fred Hyatt, and JIMMU by Michael Mills. What I enjoyed most about COLONIA was the intricacy of the sea spaces and the islands associated with them - particularly in the Pacific area. JIMMU introduced to me the concept of certain sea spaces which permitted an unlimited number of fleets - a concept I found intriguing. The most interesting features of both of these variants have been embodied in my own variant - FAR EAST.

1. The Rules for Diplomacy as defined in the 1971 edition of the rules will apply except as modified below.
2. Play begins with the Spring, 1991 turn. This year was chosen because Viet Nam is included as one of the Powers in this game, and this obviously dictates a modernistic setting. Each year has a Spring, Fall, and Winter Season just as in regular Diplomacy.
3. There are five Powers in FAR EAST. The names of these Powers and their respective Home Supply Centers as well as starting units are defined as follows:

<u>Power</u>	<u>Home Supply Centers and Starting Units</u>
JAPAN (red)	A Sapporo, F Tokyo, F Nagasaki
CHINA (yellow)	A Peking, F Shanghai, F Canton
VIET NAM (green)	A Hanoi, F Da Nang, F Saigon
INDONESIA (blue)	F Sumatra, A Java, F Celebes
AUSTRALIA (white)	F Brisbane, A Melbourne, F Perth

4. All Builds must be in the Home Supply Centers initially assigned to each Power. Obviously, the Home Supply Center must still be controlled by the Power that originally owned it and it must be unoccupied.
5. There are a total of 27 Supply Centers in FAR EAST (R). The victory criterion is possession of 14 of these Supply Centers. Home Supply Centers have been defined in Rule 3. The neutral Supply Centers are as follows: Borneo, Burma, Cambodia, Korea, Malaysia, Manila, Marianas, Mongolia, New Guinea, New Zealand, Taiwan, Timor.
6. All sea spaces with the exception of Oceans operate the same way that sea spaces do in regular Diplomacy. The North Pacific Ocean, Mid-Pacific Ocean, South Pacific Ocean and the Indian Ocean have the following special rules:
 - 6.1 Oceans may be occupied by an unlimited number of Fleets. No Fleet can be dislodged from an Ocean space.
 - 6.2 An order for a Fleet to move to an Ocean always succeeds as long as the Fleet is in a space adjacent to the Ocean to which it was ordered. It is never necessary to Support a Fleet into an Ocean space.

6.3 Fleets may freely exchange spaces if one or both of these spaces are Oceans. In other words, if you had the situation of JAPAN: F North Pacific - Mid-Pacific, AUSTRALIA: F Mid-Pacific - North Pacific, both orders would succeed as would INDONESIA: F New Guinea - South Pacific, AUSTRALIA: F South Pacific - New Guinea.

6.4 A Fleet ordered from an Ocean to a coastal land space, island, or a regular sea space is subject to the normal rules of Diplomacy regarding Standoffs and Dislodgements with respect to the space to which it is ordered with the exception of the exchange provision defined in Rule 6.3 .

Example 1: AUSTRALIA: F Mid-Pacific - Marianas
JAPAN: F Mar. - Mid-Pacific, F North Pacific - Marianas

Example 2: AUSTRALIA: F1 Mid-Pacific (S) F2 Mid-Pacific - Marianas,
F2 Mid-Pacific - Marianas.
JAPAN: F Mar. - Mid-Pacific, F North Pacific - Marianas

6.5 A Fleet in an Ocean Space may convoy an Army as well as issue Support orders for units in adjoining spaces or for another Fleet in the same Ocean Space to move to an adjacent space. A Support order issued by a Fleet in an Ocean Space can never be cut.

6.6 A Fleet Dislodged from a coastal land space, island, or ordinary sea space adjacent to an Ocean may always retreat to that Ocean even if the dislodging Fleet came from the same Ocean Space.

6.7 If a particular Power has multiple Fleets in the same Ocean Space, it is helpful, but not required, to differentiate the fleets when preparing orders by assigning a number to each of the Fleets such as F1, F2, etc. These numbers do not designate specific Fleets and are not a permanent feature of these Fleets.

7. There is one double-coasted land space in FAR EAST and that is Thailand which has both an East Coast and a West Coast.

8. There are 7 land bridges in this game which are identified by two parallel lines connecting two land spaces such as the bridge joining Sumatra and Malaysia. Both Armies and Fleets may move freely between the two connected land spaces as if there were a contiguous border between the two land spaces. A unit on one side of the bridge may issue a Support order for a unit on the other side of the same bridge, and Retreats across a bridge are permitted.

These land bridges also act as demarcation lines between sea spaces. The bridge connecting Mindanao and Manila, for example, separates the South China Sea from the Philippine Sea. Fleets may move freely, subject to the normal rules of Diplomacy, from one sea space to another as if the bridges did not exist as bridges, but were, instead, simply borders.

ADDITIONAL NOTES on FAR EAST (Revised) (by Fred Davis - 1983)

It is presumed that the Soviet Union has disintegrated into its component parts, and that the United States and the European Powers are busy with their own problems, leaving the Far Eastern states to themselves. Of interest to this game is that the Vladivostok area has again become independent, as it did during the 1917 Revolution, and formed some sort of Far Eastern Republic called "Eastasia." In a draft scenario, this was a S.C. called "Vladivostok," but this appears to unbalance the game, so it was returned to an ordinary space. (Players are free to experiment with making the space a SC).

The areas formerly called "Inner Mongolia" and "Manchuria" no longer legally exist in modern China. In addition, both are shown in the wrong location on Vern Schaller's original Far East I map. Manchuria borders on Korea, for example, and is cut off from the Pacific by the U.S.S.R. Here in Far East (Revised), the province shown as Manchuria is a combination of Jehol and Antung provinces in China proper, plus the eastern half of the former Inner Mongolia and the southern part of what used to be Manchuria. The remaining portion of old Manchuria has been named "Amur" here for the large river which forms Manchuria's northern boundary with the U.S.S.R. (actually off of this map). "Eastasia" is a shorthand name for the Vladivostok area, borrowed from 1984. Parts of China proper were left in the Manchuria space here, as they were incorporated into the "Inner Mongolia" space in Far East I, in order to retain the Peking province as an inland SC.

The Japanese home island of Shikoku is shown without being named on both this map and on the original. For game purposes, it will be presumed in Far East (Revised) that the new ordinary space "Kyoto" includes the Shikoku area.

The former Guam space has been renamed "Marianas" and reduced in size. This is a combination of Guam, Saipan, Rota and Tinian. (The latter three formed the Northern Marianas Terr. under U.S. sponsorship in the 1970's). Perhaps the Marianas merged and formed an independent state, which is why the U.S. doesn't get involved.

The Kyoto province was added to Japan because I believe that every Great Power should have some ordinary spaces for maneuvering purposes. Sakhalin could be considered to be part of Japan, too, as the southern half of this island (the only part shown here) was under Japanese control from 1906 to 1945.

Several liberties have been taken with this map, including omission of many islands and areas like Hong Kong and Sabah (North Borneo), for game purposes. The island of Sumbawa was added for esthetic purposes in Indonesia, but made impassable.

Spaces added in Far East (Revised):

Supply Center: Timor (island)

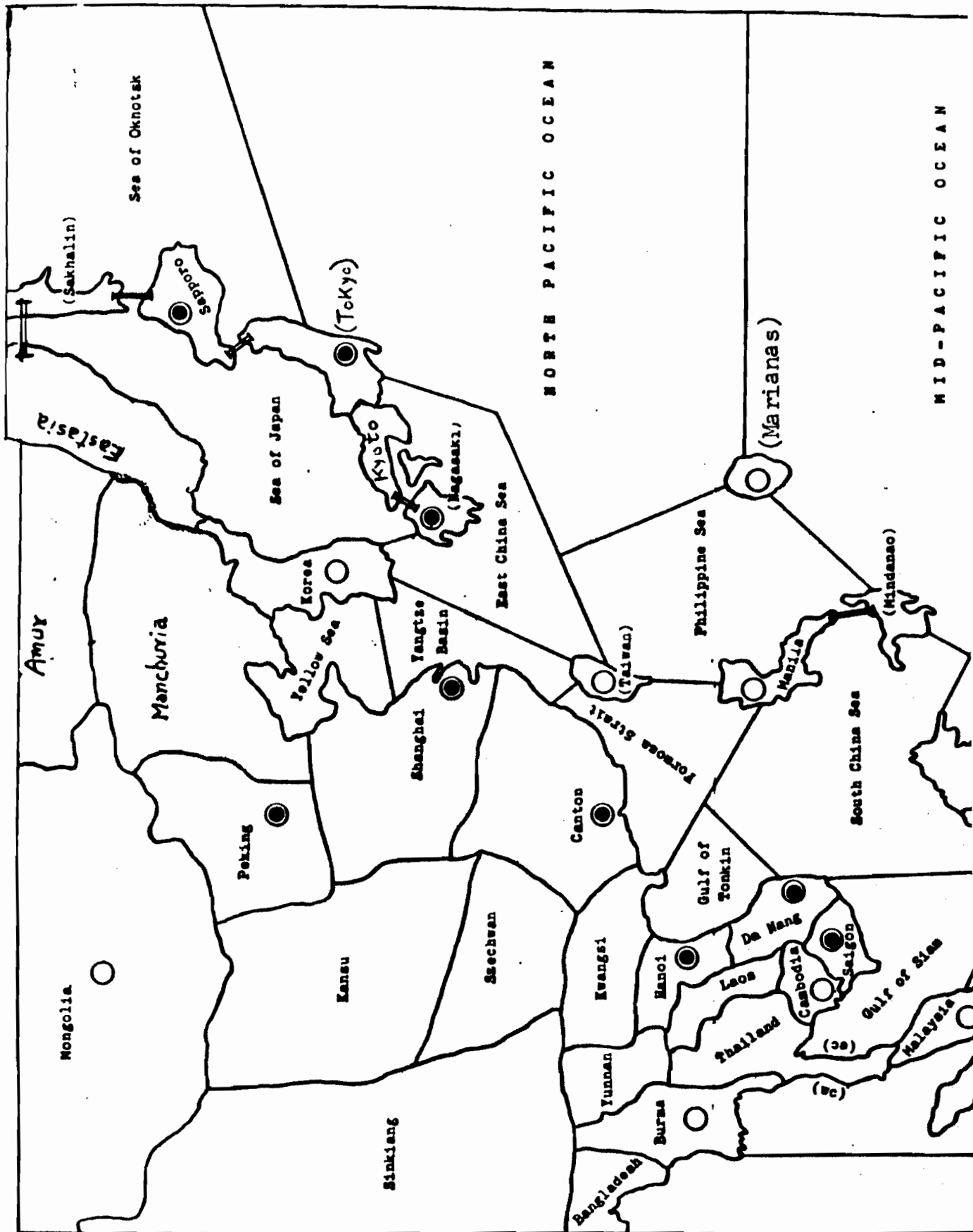
Other land spaces: Amur, Eastasia, Kyoto

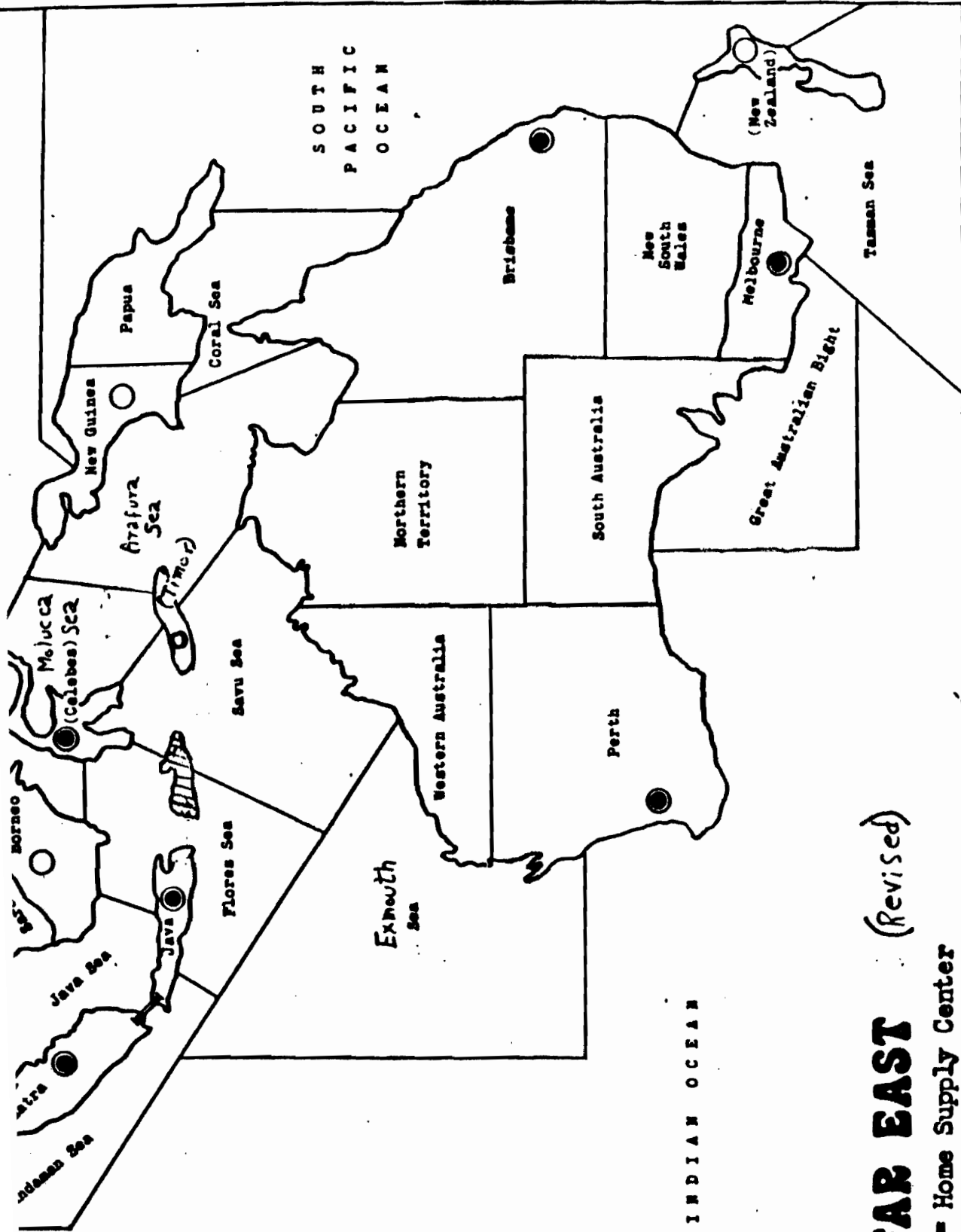
Sea space: Molucca Sea

Name Changes: Guam to Marianas. Timor Sea to Exmouth Sea (this was in the wrong location for Timor Sea anyway). Mongolian Republic to Mongolia.

Shape Changes: Manchuria, Arafura Sea

Spaces Deleted: Kirin, Inner Mongolia (Now mostly parts of Manchuria or Eastasia)





FAR EAST (Revised)

© - Home Supply Center

Designed by Vern Schaller, 1982 As amended by Fred Davis, 1983

FAR EAST (Revised)Standard Abbreviations

Amur Amur	Jeh Jehol	Papu Papua
AndS Andaman Sea	Java Java	Pek Peking
AraS Arafura Sea	JavS Java Sea	Pert Perth
		Phil Philippine Sea
Bang Bangladesh	Kans Kansu	Saig Saigon
Born Borneo	Kir Kirin	Sakh Sakhalin
Bris Brisbane	Kor Korea	Sapp Sapporo
Burm Burma	Kwan Kwangsi	Sara Sarawak
	Kyo Kyoto	SAus South Australia
Camb Cambodia	Laos Laos	Savu Savu Sea
Cant Canton		SCS South China Sea
Cele Celebes	Mal Malaysia	Shan Shanghai
CorS Coral Sea	Man Manchuria	Sink Sinkiang
	Melb Melbourne	SoJ Sea of Japan
DaN Da Nang	MOS Molucca Sea	SoO Sea of Okhotsk
Eas Eastasia	Mar Marianas	SPAC South Pacific Ocean
ECS East China Sea	Mind Mindanao	Suma Sumatra
EXS Exmouth Sea	Mnl Manila	Szec Szechwan
Flor Flores Sea	Mong Mongolia	
Form Formosa	MPAC Mid-Pacific Ocean	Taiw Taiwan
		TasS Tasman Sea
GAB Great Australian Bight	Nag Nagasaki	Thai Thailand
GoS Gulf of Siam	NPAC North Pacific Ocean	Tim Timor
GoT Gulf of Tonkin	NSW New South Wales	Tok Tokyo
	NTr Northern Territory	
	NwG New Guinea	WAus Western Australia
Han Hanoi	NwZ New Zealand	
		Yang Yangtze Basin
IND Indian Ocean		YelS Yellow Sea
		Yunn Yunnan

NORTH AMERICAN DIPLOMACY PLAYERS' SURVEY #3

by Lew Pulsipher

Ten years ago two extensive Diplomacy surveys garnered on the order of a 15% response from the members of postal Diplomacy fandom. The results were so interesting, both to me and many others, that I've decided to do the survey again. Although at least one person warned me that only a 5% response rate could be expected, I've decided to try in hopes of getting a good response.

To encourage participation, the following "door prizes" will be awarded to randomly-selected respondents to this survey: two copies of Science Fiction and Fantasy Diplomacy Variants Package (contributed by Lew Pulsipher); one copy of the "Diplomacy Chronology"; or any two variants published by Fred Davis; one copy each of Supernova and The Cream Shall Rise, published by Bruce Linsey; one copy of the Lexicon of Diplomacy, published by Mark Berch. Prizes may be exchanged for other publications of equivalent value. My thanks

to those who contributed prizes.

Results and some comparative analysis of the survey will be supplied to anyone who publishes the survey, or anyone who encloses a self-addressed, stamped envelope with his response. However, it is my intention to provide DIPLOMACY WORLD with first publication rights if possible.

My thanks to those who offered comments on drafts of this survey: Mark Berch, Kathy Byrne, Fred Davis, Bruce Linsey, Larry Peery, and Rod Walker.

Please note that Bruce Linsey, who just finished running the 1985 Runestone Poll very successfully, will be collecting and tabulating the survey forms. Thus, forms should be sent to Bruce at 73 Ashuelot St., Apt. 3, Dalton, MA 01226; or, for those who object to Bruce, they may be sent to me at 5102 Catalpa Rd., Fayetteville, NC 28304. Thanks to Bruce for helping out with this project.

NORTH AMERICAN DIPLOMACY PLAYERS' SURVEY #3

The first two NADP Surveys were conducted in 1974 and 1975. 156 and 168 people responded to those two surveys. All publishers are requested to reprint this form. All information provided by respondents is strictly confidential. You MUST give your name in order to be tallied, to avoid duplicates. PRIZES: Several DIP publications will be awarded to randomly selected respondents. PLEASE RESPOND BEFORE 20 NOVEMBER 1985 to Bruce Linsey, 73 Ashuelot St., Apt. 3, Dalton, MA 01226 or Lew Pulsipher, 5102 Catalpa Rd., Fayetteville, NC 28304.

EXPERIENCE

Name: _____ Age: _____ Sex: M __, F __. Year you began playing postal DIP _____; face-to-face DIP _____; convention tournament DIP _____; electronic-mail DIP _____; telephone DIP _____; postal DIPvariant _____; face-to-face DIPvariant _____. Have you played as a replacement in postal DIP: No __, Yes __.

Do you or did you publish a DIPzine (not subzine or carbon copy): Yes __, No __. Do you or did you GM postal DIP games or variants: Yes __, No __. How many hours per week do you devote to DIPLOMACY? _____.

How well do you think you play postal DIPLOMACY (0=very poorly, 5=average, 10=very well): _____ Face-to-face DIPLOMACY: _____ How many postal DIPgames (standard and variant) have you been in (completed or in progress): 0-5 __, 6-10 __, 11-20 __, 21-40 __, 41+ __ Did you respond to NADPS #1 or 2: No __, Yes __. How many DIPzines do you read regularly (not counting subzines): 1-3 __, 4-6 __, 7-9 __, 10+ __. How many overseas DIPzines do you read regularly? _____.

Are you married: No __, Yes __. Are you a student: No __, Yes __. Mark if you play: bridge __, board wargames __, role-playing games __, DIPvariants __, computer games __. Do you own a computer: No __, Yes __. If yes, do you own a modem: No __, Yes __. Do you read science fiction: No __, Yes __. Do you play non-DIP games by mail: No __, Yes __.

How many pages of game press releases do you write per quarter year: 0-1 __, 1-5 __, 5-10 __, 10-20 __, 20+ __. Check items you've read from: Game's Guide to Diplomacy (Walker) __, Diplomacy Games and Variants (Pulsipher) __, The Game of Diplomacy (Sharp) __, Strategy & Tactics of Postal Diplomacy (Peery) __, Supernova (Linsey) __, Lexicon of Diplomacy (Berch) __, SF/F Variants Package (Pulsipher) __, Lord of the Rings (Tolkien) __, Getting to Yes (Fisher and Urey) __, You Can Negotiate Anything (Cohen) __, Foundation Trilogy (Asimov) __.

OPINION

In the following, no particular order is needed, nor need you name 5.
5 most important people in Diplomacy fandom _____

5 most skilled postal DIP players _____

5 favorite active DIPzines _____

GAMESMASTERING

What postal deadline length do you prefer (weeks): 2 __, 3 __, 4 __, 5 __, 6 __. What would be a reasonable game fee for an experienced GM with a good reputation (assume a sub to the zine is required separately): _____. How should countries be assigned: by chance __, by player preference __. Who "owns" the postal game: GM __, players __.

ZINES

Think about your ideal of a zine to play postal games in. How many postal games (including non-DIP) should be run in the zine? _____. Circulation would be: less than 25 __, 26-50 __, 51-100 __, 100+ __. Number of editors: _____. Number of subzines: _____. Your GM is __, is not __ the publisher.

(detach here)

PLAYING THE GAME

Assign numbers indicating the relative importance in play of these three elements of Diplomacy (0=no importance, 5=average importance, 10=very important): tactics____, strategy____, negotiations____.

In a perfectly played game of DIP, what would be the inevitable outcome: no inevitable outcome____, win____, 2-way draw____, 3-way____, 4-way____, 5-way____, 6-way____, 7-way____.

Assign numbers (0=hopelessly weak, 5=average, 10=very strong) to indicate the comparative strength of the countries in standard DIP: Aus____, Eng____, Fra____, Ger____, Ita____, Rus____, Tur____.

Assign numbers to indicate comparative value to you of the following DIPgame finishes (0=no importance to 100=highest importance; please assign 100 to at least one outcome): win____, 2-way draw____, 3-way____, 4-way____, 5-way____, 6-way____, 7-way____, 2nd place____, 3rd____, 4th____, 5th____, 6th____, 7th____.

What part (in %) would you say chance, as opposed to skill, plays in: DIP____, Chess____, Poker____, Bridge____, Adv. Dungeons&Dragons____. Using the first letter of each country name, list in order your playing preferences from most preferred to least preferred:_____. List in order the four strongest two-country alliances in DIP: 1_____, 2_____, 3_____, 4_____.

AGREE/DISAGREE

Answer the following with: Z=not familiar with the idea, A=agree strongly, B=agree somewhat, C=neutral/no opinion, D=disagree somewhat, E=disagree strongly.

If the army or fleet designation is missing from an order, or is wrong, then the order should be disallowed.

The GM should strictly maintain his deadlines, not accepting late orders under any circumstances.

GMs generally aren't considerate enough of the interests of the players. _____

It is better to be a one-unit puppet than to be wiped out. _____

DIPLOMACY is the best game I ever played. _____

The maintenance of the Boardman Numbers is vital to the hobby. _____

The Novice Packet (Supernova) is vital to the hobby. _____

"How to win" articles contribute to my enjoyment of the hobby. _____

"How to win" articles help improve my playing ability. _____

With unlimited time, FTF games are more likely to end in a draw than postal games. _____

Unordered units should not be eliminated when dislodged in order to minimize the effect of missed moves on postal DIP. _____

A unit ordered both to hold and support is double-ordered, and therefore unordered. _____

GMs should publish reasonably comprehensive houserules to set forth their specific procedures for their players. _____

A GM should not try to GM more than six games at once. _____

There ought to be a "world championship" postal DIP tournament. _____

There ought to be a "world championship" FTF DIP tournament. _____

"Demonstration games" contribute to my enjoyment of the hobby. _____

There ought to be a single, universal rating system as in chess. _____

I never ally again in the same game with someone who stabbed me. _____

I never ally again in any game with someone who stabbed me. _____

I enjoy postal DIP more than FTF. _____

Please mail this form by November 20 to Bruce Linsey, 73 Ashuelot St., Apt. 3, Dalton, MA 01226 or Lew Pulsipher, 5102 Catalpa Rd., Fayetteville, NC 28304. Results will be made available soon after that date. First publication rights will go to DIPLOMACY WORLD if its publishing schedule coincides reasonably with the above deadline.

/SPECIAL REQUEST TO ALL DIPLOMACY WORLD READERS: PLEASE PARTICIPATE! //

Also: please note that Bruce Linsey has indicated his willingness to accept responses (snicker) over the phone.

The Dragonstooth Rating System was first established by Steve McLendon for DIPLOMACY WORLD. It is now maintained by Stephen Wilcox, 5300 W. Gulf Bank, #103, Houston TX 77088. The DTRS calculation system was last explained in D.W. #31...or see the latest ed-

ition of THE DRAGON'S LAIR, 50¢ from Stephen. TDL also contains the complete DTRS listings for all players with completed games (a few hundred by now). Only the first 100 players appear below. Statistics are based on all the latest issues of EVERYTHING, 43-64.

DTRS Applied to the Great Powers

Rating	Country	W	2D	3D	4D	5D	6D	7D	S	E	Rating Difference from last issue
11.33	ENGLAND	53	51	57	47	13	6	0	245	218	- .15
11.31	FRANCE	58	45	53	47	15	6	0	255	211	+ .09
9.57	RUSSIA	67	39	43	32	9	5	0	209	286	.00
9.47	TURKEY	54	34	45	37	12	4	0	233	271	- .03
8.11	GERMANY	55	34	45	29	12	6	0	200	309	+ .05
6.70	ITALY	35	23	36	31	13	6	0	251	295	- .07
5.98	AUSTRIA	50	28	33	33	11	3	0	157	375	+ .11

Again not a lot of change since last issue due to the small number of game finishes that appeared in E64. Note, however, that France is now two hundredths of a point behind England. Whichever of those two countries does better in the next E will hold the top spot.

BEST AUSTRIA

	W	D	S	E
1) 21.67 Kieth Sherwood	1	2	0	0
2) 18.97 Phil Cooper	1	1	0	0
3) 17.98 Peter Reese	1	0	1	0
4) 16.58 Jack Frost	1	0	1	0
5) 16.45 Mark Frueh	1	0	1	0

BEST ITALY

	W	D	S	E
1) 27.18 Kathy Byrne	3	1	3	0
2) 21.23 Tom Ripper	2	0	0	1
3) 17.34 J. Ron Brown	1	1	0	0
4) 16.75 Tom Swider	1	2	0	1
5) 15.68 Russ Rusnak	1	0	1	0

BEST ENGLAND

	W	D	S	E
1) 21.49 Dan Stafford	1	2	0	0
2) 20.64 Bill Becker	1	2	0	0
3) 20.09 Blair Cusack	1	2	0	0
4) 19.51 Dan McLellan	1	0	1	0
5) 19.36 Lee Kendter Sr.	1	5	0	0

BEST RUSSIA

	W	D	S	E
1) 27.67 David Lincoln	2	0	0	0
2) 27.17 Dan Stafford	2	1	0	0
3) 20.53 Ron J. Brown	1	1	0	0
4) 19.85 Jeff Albrecht	1	1	0	0
5) 18.95 Bill Hart	1	1	0	0

BEST FRANCE

	W	D	S	E
1) 31.76 Jack Masters	3	1	0	0
2) 31.37 Dan Stafford	2	3	0	0
3) 24.40 Blair Cusack	3	0	0	2
4) 21.29 Kathy Byrne	1	1	0	0
5) 20.71 Lee Kendter Sr.	1	2	1	0

BEST TURKEY

	W	D	S	E
1) 27.16 Randolph Smyth	2	0	0	0
2) 20.72 Bob Osuch	1	2	0	0
3) 19.59 Russ Rusnak	1	1	0	0
4) 19.25 Dave Ditter	1	1	1	0
5) 18.70 Tom Ripper	1	1	0	0

BEST GERMANY

	W	D	S	E
1) 25.08 Lee Kendter Sr.	2	0	1	0
2) 22.99 Don Ditter	2	0	1	1
3) 21.17 James Wall	1	1	0	0
4) 17.76 Stan Johnson	1	1	3	0
5) 17.34 J. Ron Brown	1	1	0	0

PLAYER RANKINGS

TOP BOARD

		W	D	S	E
1)	33.12	Don Stafford	6	9	0 1
2)	31.04	Jack Masters	5	1	0 2
3)	29.99	Peter Fuchs	4	0	0 2
4)	28.67	Mark Berch	3	3	0 1
5)	27.92	Phil Richmond	2	0	0 0
6)	27.67	David Lincoln	2	0	0 0
7)	27.54	John Stewart	2	0	0 0

SECOND BOARD

8)	27.47	Randolph Smyth	6	0	4 2
9)	27.02	Jim Grosch	2	1	0 0
10)	26.90	Bill Oxner	2	0	0 0
11)	26.88	Tom Ripper	4	4	0 2
12)	26.33	Peter Reese	2	1	3 0
13)	25.18	Lin Foote	2	1	0 1
14)	24.66	Fred Townsend	3	2	3 1

THIRD BOARD

15)	24.32	Tim Burton	2	2	1 1
16)	24.19	Andy Lischett	2	1	0 1
17)	23.87	Kieth Sherwood	1	5	1 0
18)	23.79	J. Ron Brown	4	3	4 2
19)	23.50	Greg Haskew	3	1	1 3
20)	23.32	Arturo Guajardo	2	5	0 1
21)	22.44	Drew McGee	2	0	0 1
	22.44	Russell MacKechnie	1	1	0 0

THE THUNDERING HERD

23)	22.27	Mark Passio	1	3	1 0
24)	22.17	Don Swartz	2	2	4 0
25)	21.89	Kathy Byrne	7	11	12 4
26)	21.84	Kevin Kozlowski	1	4	1 1
27)	21.56	Bob Slossar	1	2	0 0
28)	21.54	Lee Kendter Sr.	4	8	4 2
29)	21.46	James Wall	2	2	0 2
30)	21.42	David McCrumb	1	1	0 0
31)	21.41	Don Ditter	3	8	3 3
32)	21.38	Mark Larzalere	1	3	2 0
33)	21.04	Brian Flower	1	1	0 0
34)	21.01	Dan MacLellan	2	6	3 3
35)	20.66	Stephen Wilcox	1	1	0 0
36)	20.40	Bob Gosselin	1	1	0 0
37)	20.39	Uli Baumeister	1	4	2 0
38)	20.37	Bill Hart	4	3	2 5
39)	20.36	John Horst	1	1	0 0
40)	20.33	David Ezzio	2	0	0 2
41)	19.87	Paul Rauterberg	3	7	3 4
42)	19.85	Art Italo	1	1	0 0
43)	19.78	Jeff Albrecht	1	3	0 1
44)	19.70	John Kevern	1	3	1 1
45)	19.29	Ron J. Brown	1	2	0 1
46)	19.25	Ed Menders	1	0	1 0

47)	19.05	Bill Schiwautz	1	3	3 1
48)	18.73	Scott Cameron	1	2	1 0
49)	18.64	Tim Haffey	2	1	2 2
50)	18.63	Dave Ditter	2	5	3 3
51)	18.62	Russ Ruznak	3	4	2 4
52)	18.26	Ralph Morton	1	1	0 1
53)	18.17	Bob Osuch	3	4	5 3
54)	18.15	Cathy Cuning	0	3	0 0
55)	18.11	Mark Frueh	1	2	2 1
56)	18.05	Joe Turharski	1	0	3 0
57)	18.03	Blair Cusack	5	4	1 9
58)	17.71	Ned Goltz	1	1	0 1
59)	17.62	John Horn	1	3	0 2
60)	17.58	Bryan Jurkowski	1	2	1 0
61)	17.50	Mark Rowell	1	1	3 1
62)	17.38	Bob Sergeant	3	2	3 4
63)	17.35	Robert Cheak	1	1	2 1
64)	17.30	Charles Gratto	1	1	0 0
65)	17.27	Eric Diamond	1	0	2 0
66)	17.02	Robert Kraus	2	0	0 3
67)	16.90	Mike Mazzer	1	6	2 2
68)	16.87	Charles Kaplan	2	1	0 3
69)	16.74	Marc Peters	1	2	0 2
70)	16.40	Mark Luedi	0	3	1 0
71)	16.22	Doug Karnes	1	1	3 1
72)	16.18	Dave Carter	0	6	4 1
73)	16.11	Tom Graessle	2	1	0 3
74)	15.81	Randy Ellis	1	2	2 1
75)	15.48	John Caruso	2	6	5 4
76)	15.41	Jim Williams	0	3	1 1
77)	15.37	Al Pearson	2	3	3 4
78)	15.11	H.D. Bassett	1	2	3 1
	15.11	Ron Kelly	2	0	2 3
80)	15.10	Bill Becker	2	6	5 5
	15.10	John Daly	1	4	2 1
82)	14.92	Jack Powers	0	2	1 1
83)	14.73	Michael Conner	0	2	1 1
84)	14.70	Mark Keller	0	2	1 0
85)	14.66	Bill Hawley	0	2	0 0
86)	14.25	Bob Bragdon	1	1	1 2
	14.25	Stephen Lee	2	4	2 5
87)	14.16	Jeff Sandelin	1	2	0 1
88)	14.03	Steve McLendon	3	3	4 7
89)	13.64	Elmer Hinton	1	0	0 1
90)	13.39	Jack Schneider	1	0	0 1
91)	13.36	Dick Martin	3	4	4 7
92)	13.21	Joe Dubinski	1	0	2 1
93)	13.17	Bob Beardsley	1	1	0 2
94)	13.00	Evans Givau	1	1	1 2
95)	12.75	Pat Hart	1	0	0 1
96)	12.66	John Kador	2	2	4 6
97)	12.50	Rick Griffin	1	0	0 1
	12.50	Mike Henry	1	1	0 3
	12.50	John Jordon	1	0	0 1
	12.50	Don Scheifler	1	1	1 2

THE VOICE OF DOOM HITS 100!

by Mark L. Berch

You may recall that back in DIPLOMACY WORLD #38, we promised to review THE VOICE OF DOOM on the occasion of its hundredth issue. Two things initially intervened in those plans: VOICE OF DOOM folded with no prior warning, and Kathy Byrne came on board the DW staff, with full veto powers over the content. But almost a year after its fold, VOICE OF DOOM remains in the minds of many as one of the greatest all-time hobby publications, as evidenced by its top finish in the '85 Runestone Poll. So, since DW is committed to serving the interests of the entire hobby, we will this once make exceptions to the policies of reviewing active zines only and of allowing Byrne her veto power, and give this classic the recognition it has earned.

VOICE OF DOOM's great strength lay in the fact that it had the highest degree of reader participation ever for a zine. This was demonstrated by its uncut letter column, which typically ran 20 to 35 pages per issue, and hit 69 pages in the final issue, a record only recently broken by NO FIXED

ADDRESS. The round-table discussions pertaining to live hobby issues (treatment of off-the-record letters, player ethics, and so on) always gathered a huge variety of entertaining responses. And each year, Bruce ran a "Doomie of the Year" contest in which a deserving subscriber was awarded that honor.

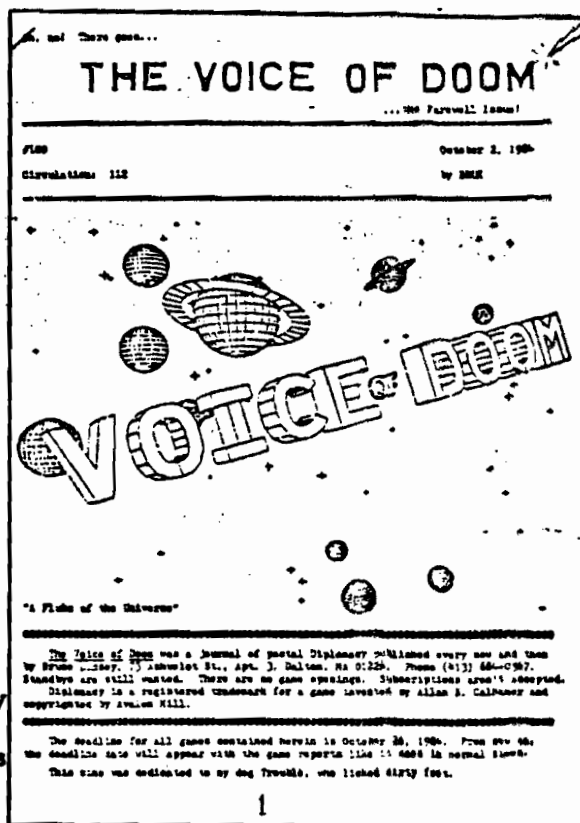
With the hundredth (and final) (and fifth anniversary) issue, the zine went out in grand style: 270 pages (a record that even Larry Peery hasn't broken...yet) and over 70 articles, many of them on the topic

of negotiations. Chuff Afflerbach, a long-time contributor, submitted a marvelous satirical essay which captured the essence of BRUX's unique, controversial personality; Gary Coughlan wrote one of his famous plays for the issue; and Bruce himself provided the grand finale with his 29-page article, "The History of a Diplomacy Zine", which won the Rod Walker Award for literary excellence (and which I understand is

available from Bruce for 60¢ to cover his costs... check it out!).

VOICE OF DOOM was renowned -- or notorious, depending on one's point of view -- for its comprehensive house rules. It seemed that Bruce had a house rule for everything! His philosophy was quite simple: if a given circumstance might arise in a game, then even if it was extremely unlikely, there was no particular reason not to set forth his ruling in the house rules, even if a few of the rules never actually got used. This logic is irrefutable, it seems to me, although many debates arose not because of the length of his rules so much as their specific content. He was always very strict in the interpretation of badly-written orders, for instance --

but at least the resulting rulings made for entertaining debate which might not have come up anywhere else in the hobby! VOICE OF DOOM always had detractors, and as a result always finished lower than it deserved in the Runestone Poll (making this year's result all the more gratifying!). There are those who would like to purge it from the hobby's history entirely. But to the dozens and dozens of people who looked forward to those delightful articles and letters each month, to the players who knew that their games would come out on time every time, THE VOICE OF DOOM will live forever as a special friend.



1983X

THE D.W. DEMO GAME

JAMESMASTER: Rod Walker
COMMENTATOR: Eric Verheiden

[This game began in DW 34. See that issue for player list & info on the notation used (this was modified in 1903...see DW 36.)]

Spring 1907

AUSTRIANS PRESS ONWARD, IN PREPARATION OF TOTAL DOMINATION OF EUROPE. CAN NOBODY STOP THE BIG RED MACHINE? IS BIRSAN SUPERHUMAN? FROGS, LIMEYS, RUSKIES, AND TURKS ARE ALL QUAKING IN THEIR BOOTS AS THE GAME DRAWS TO ITS INEVITABLE CONCLUSION. . . .

AUSTRIA-MORDOR (Edi Birsan): a boh-VIE, a trl-PIE, a ven-APU, a apu-TRI c by f ADR, a rom-TUN, f NAP h, f alb-ION, f aeg-EAS, a con-SMY

ENGLAND (Don Ditter): f stp(sc)-BOT, a fin-STP, f nwy-BAR, f nth-NRG, a ruh-BUR, a pru-BER s by f BAL

FRANCE (Lee Kendter): f NAT h, f bre-MID, a bel-RUH, a par-PIC, a ber-KIE, a mun-TRL, a pie-VEN, a tus-ROM, f THN c aus a rom-tun, f tun-WES, f lyo-TUS

RUSSIA (Konrad Baumeister): a sil-BOH, a war-GAL, a arm-RUM c by f BLA

TURKEY (Mark Berch): f ank-CON, f smy-AEG

Fall 1907

OOPS! AUSTRIANS DOWN TO ONE UNIT ALL OF A SUDDEN -- AND THAT THANKS TO A SPECTACULAR CONVOY! COULD IT BE THAT HIS TACTICS WEREN'T QUITE OPTIMAL? MEANWHILE, RUSSIA DOUBLES IN SIZE, AND SO DOES TURKEY! GM BEGINS TO DOUBT HIS SENSES AND SUSPECT THAT THESE CLOWNS ARE JUST PUTTING ON A SHOW FOR THE ENTERTAINMENT OF THE MASSES. . . .

AUSTRIA-MORDOR: a vie-GAL, a PIE h, a tri-TRL, a apu-ALB c by f ADR, f nap-APU, a tun-NAF, a smy-STP c by f EAS & f ION. Owns: ~~ppp~~, ~~fff~~, ~~lll~~, ~~sss~~, ~~ttt~~, ~~uuu~~, ~~vvv~~, ~~www~~, ~~xxx~~, ~~yyy~~, ~~zzz~~, stp (1). Disband 9.

ENGLAND: f NRG & f BAR c aus a smy-stp, a stp-KIE c by f BOT & f BAL & s by a BER, a bur-GAS. Owns: edi, lpl, lon, swe, den, ~~ppp~~, nwy, ber, kie (8). Build 1.

FRANCE: a kie-RUH, a ruh-BUR, a pic-PAR, f NAT & f MID & f WES & f THN c aus a smy-stp, a trl-VEN, a ven-TRI, f tus-ROM, a rom-NAP. Owns: bre, mar, par, por, spa, hol, ~~klf~~, mun, tun, bel, ~~fff~~, rom, nap, tri, ven (13). Build 2.

RUSSIA: a boh-VIE, a gal-BUD, a rum-SER, f bla-CON. Owns: mos, sev, war, rum, vie, bud, ser, con (8). Build 4.

TURKEY: f aeg-GRE, f con-BUL(EC). Owns: ank, con, bul, gre (4). Build 2.

Winter 1907

HEY, AT THIS RATE, BIRSAN WILL NEVER GET EDI!!!

AUSTRIA: Disband a gal, a pie, a trl, a alb, f adr, f apu, a naf, f eas, f ion.

ENGLAND: Build f LPL.

FRANCE: Build f MAR, f BRE.

RUSSIA: Build f SEV, a WAR, a MOS.

TURKEY: Build f SMY, a ANK.

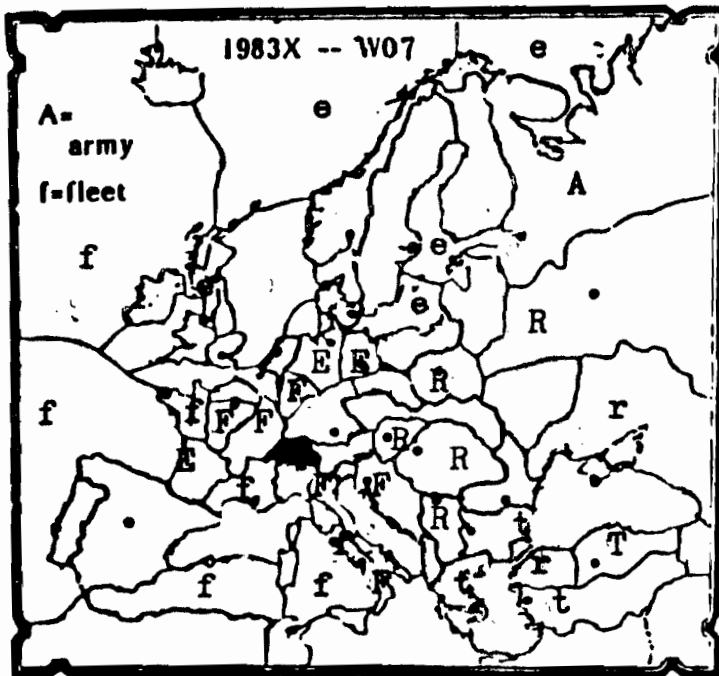
[In S07, a concession to Austria was proposed; it was defeated in F07 by a resounding vote of Y1-N1-HAHAHA(=N)3. In F07, a five-way draw was proposed. It was defeated in W07 by a vote of Y0-N5. In W07, a concession to Italy was proposed. We await the outcome with baited breath...after all, Kathy Byrne took over Italy in its death throes, and though she's awfully good at playing that country, we doubt that even SHE can pull this one out...]

COMMENTARY:

It would seem that the Austrian has decided to sacrifice a bit of strength in favor of a new and exciting position. Perhaps he felt that his ten units in the South were too cramped and that St. Pete afforded him more flexibility. It comes as little surprise to me that the other powers all helped him carry out this daring plan. But, with the new Russian vitality, might we perhaps expect a stab soon -- and one which might easily prove fatal to the red forces?

Speaking of Russia, it appears that he has now recouped enough to make major thrusts both west and south, with the latter coming mostly at the expense of England's new holdings. The new southern fleet surely cannot bode well for Berch, whose recent article on stabbing may at least convince Konrad that a stab of Turkey need not be fatal...in fact, need only focus on one center. (Sneaky guy, that Berch!)

by Joan Extrom



And while we're discussing one-center stabs, it isn't unlikely that England will do just that to Austria if Russia doesn't. The problem is that the Austrian would find such a stab extremely difficult to recover from at this point. Perhaps he has overlooked this in performing what otherwise would have been the perfect plan to make a larger stab absolutely impossible.

The biggest winner out of all this seems to be Kendter. I had earlier stated that a game plan for French victory seemed a bit far-fetched; with these new developments, I may have to revise that thinking. While the invader in Gascony may well cause a headache or two before it can be hunted down, France has the power to knock Ditter out of his homeland while still progressing eastward.

The Turkish prospects are not quite so rosy despite his mini-comeback. France can bottle him up in the Med, so he'll have to search elsewhere for gains -- and guess where that means. If this occurs to Konrad, then Berch can expect the worst -- but on the other hand, there's always the possibility that Konrad won't notice that Turkey has nowhere else to go and therefore won't defend against him. Of course, if he reads this before the Spring 1908 season is played, we might assume that that possibility will be significantly reduced.

So, the best guesses now regarding the outcome are either a French victory, or a five-way draw as the opposition miraculously unites in time to stop the threat.

DipCon '85 was the first major con I'd ever attended, and it exceeded my wildest expectations. I'm more of a socializer than a hard-core gamer, so I played in only one of the seven (seven!) rounds of the Diplomacy tournament. Of far greater importance is the fact that I met many interesting people; Ed Henry, Pete Gaughan, Greg Ellis, Chris Lee, and Russ Rrrrrrrrusnak to name just a few. But my husband Ken (Deadwood) Corbin placed fifth in the tournament, so I suppose I'd better tell you about that. The top eight finishers were:

1. J.R. Baker
2. Ron Spitzer
3. Jay ????? (oops -- didn't catch his full name!)
4. Chris Lee (brother of the famous Michael Lee)
5. Ken Corbin (whoever that is!)
6. Chris Mazza
7. Jay Shufeldt
8. Greg Ellis (who everyone thought would finish higher, due to his 21-center victory)

The top seven received awards. Additionally, there were a number of other awards given. "Best Newcomer" went to Brad Street, who picked up the game very quickly. The "Bad Sportsmanship" Award went to Rrrrrrusnak. Bruce McIntyre won the "Invisible Dipster" Award for doing the least negotiating. The "T-Bone" Award for playing Austria most often went to Jay ??????. And the "Tiny Toad" Award went to my daughter, Samantha Corbin, for being the youngest (and in my totally unbiased opinion, the cutest) player there. Samantha is already piling up awards at age 2, having won the 1984 Doomie of the Year Award last October.

As for my first tournament game; well, a four-way draw isn't bad, right? And you East Coast dippers will be pleased to hear that MaryCon in Virginia won the bid for next year's DipCon.

[Joan Extrom is a well-known and universally liked hobby member from Oregon. We would like to thank her for writing her first article for DIPLOMACY WORLD, and in the process giving our readers an over view of DipCon '85 -- this article could never have been written by someone who wasn't there. Joan is also the hostess of LepreCon, plugged elsewhere in this issue.]

STEVE HUTTON

-- HOBBY FRIEND --

by Bruce Linsey

Once in a great while, we all meet someone who, through his or her own personal qualities, is able to make us feel appreciably better about humanity in general. Three years ago at Origins in Baltimore, I had the pleasure of meeting such a person: Steve Hutton. To many in the Diplomacy hobby, Steve is known for his steel-trap mind; that cold, piercing logic expressed with an ultra-literate pen and a rapier wit which on a monthly basis delights the readers of his NO FIXED ADDRESS, currently the hobby's top-ranked active zine. To me, however, Steve Hutton is far more: a sensitive and caring individual for whom I have a deep sense of trust and respect. It is my firm belief that he who gets to know Steve Hutton will find himself richer for the experience.

Steve was born in London, Ontario, 22 years ago. He recently graduated from the University of Waterloo, and is intrigued by acting (though he doesn't do much, admitting that his talent is limited) and writing (for which he has a great deal of talent). His ambition, in fact, is to become a professional writer. He could, you know!

Steve's entrance to the hobby took place in 1979, the same year Gary Coughlan and yours truly joined it. He had previously played Diplomacy face-to-face, and through THE GENERAL learned about DIPLOMACY WORLD. He started his postal playing career in the pages of the ill-fated PASSCHENDAELE; and in 1982, when that zine was folding, realized that the affected players wouldn't be in any position to complain about a GM as mobile as he was, and so took up publishing and provided a home to a few orphaned players. He holds the position of CDO Coordinator, doing "precious little" in that capacity by his own admission. Some of what he has done includes reworking the CDO constitution, and the "dirty work" of contacting folding publishers in an attempt to smooth the game transfers. But his chief contribution to the hobby is his zine. In the 1982 Marco Poll, NFA was voted "best new zine"; it skyrocketed into second place in the 1985 Runestone Poll. Few question any more the importance and prominence of Steve's zine: it is a leading light in the postal Diplomacy community; a consistent source of good reading material and current hobby news (like the time Rod Walker stated in the February issue that DW #39 would probably be out in January, but I digress...). In short, Steve Hutton and NFA have arrived -- and are here to stay for a long, long time.



Steve Hutton

Agree or disagree with him, Steve Hutton commands respect. (You get the picture: when Hutton talks, people listen...) This does not derive from a low-profile, steady approach a la Fred Davis; to the contrary, Steve will unhesitatingly express any of his opinions, controversial or otherwise, when asked (and sometimes when not!). But he is as even-handed and logical as a person can get. Trying to slip a nonsequitur past him is rather like trying to sneak a hydrogen bomb past a rooster on the Soviet border at sunrise; next to impossible. His ability to pick through a pile of verbiage and isolate relevant facts is uncanny. For that reason, and his willingness to print just about anything, NFA's letter column contains the liveliest debates in the hobby today. A recent issue included over 90 pages of letters (!!) -- a hobby record by a long shot -- and plenty of other juicy reading material to boot. A bundle of energy, Steve is!

When asked, Steve states that he tried to pattern NFA after three zines: CHEESECAKE,

(continued on p. 38)

by Ted Sommer

Sherlock and I were enjoying our afternoon tea one day at my residence when the post arrived. It had been but a short year since my friend had interested me in the game of Diplomacy, and having decided to try my hand at this intriguing-looking pasttime, I'd quickly sent in a gamefee. I had drawn England in the game, and had begun by negotiating furiously. Apparently my efforts paid off, for I had one of the most successful games ever played by anyone in postal Diplomacy.

The previous month had brought the news that my England had won the game, and the gamesmaster requested endgame statements from all participants. Today the post brought the next issue of the zine, and sure enough there was a game-end statement from each of the seven players. Alas, though, it seemed quite impossible to tell much about the game from these statements alone, and the GM had neglected to reprint the final supply centre chart which had appeared the previous month.

Nonetheless, I was elated with my victory and showed the zine to Sherlock, who lit his pipe and began to browse through the end-game statements. "Congratulations, Watson," said he. "I see you won against some pretty stiff competition. Let's see, it says here that Gary Coughlan, Randolph Smyth, BRUX Linsey, Mark Berch, Kathy Byrne, and Ig Lew were also in the game. You must have really done some fancy negotiating!"

"Indeed I did," I replied. "But it is unfortunate that the GM did not print the final supply centre chart with the end-game statements. Now, you have very little idea how the game progressed."

"Not so, my dear Watson," he replied. "To the contrary, these end-game statements are quite informative."

He spread the zine out on the table, and together we read the following end-game statements:

Ig Lew (FRANCE): my troubles began in 1901, when I didn't take any neutral centers. despite this, I was able to build in '01. in 1902, one of my units moved out of and then back into my homeland. another of my units entered Spain in spring '02, and moved to the mid-atlantic ocean the following season. also in spring '02 I moved a unit into Austria. so by the end of 1902, one of my units was not adjacent to any supply centers, and then I moved to the Irish sea in spring '03. I'd like to play this game over again!

Gary Coughlan (GERMANY): Mah dismahl showing was lahgely percipitatusd bah mah own inept- itewd. Ah think Ah must be the fust Guhmuny evuh to be uhlmuhnated in 1901! But Ah steel had fun watching the rest of thuh game from the grave.

Ah think it was intuhrestin that nobody evuh tried any impossible moves, or misawduhed any yewnits, aw declined any beeulds, and no yewnits wuh evuh left unawduhed! Exactly two yewnits wuh awduhed to hold in 1902, and exactly sevun ahmies wuh beault in 1901.

Mah biggust problem was in tryin to take a newtral centuh in 1901. Weel... Ah did try to do so, but with those spring '01 results and the uthuh playuhs' fall '01 awduhs, theyuh warn't any way Ah could'uv done so. Congratchulateeuns to Watson on his 18-centuh win in 1903!

Randolph Smyth (TURKEY): I first thought about attacking Russia. Indeed, after the S '01 moves, I had a unit adjacent to Sev. But the plans fell through, and I wound up taking three neutrals and building three armies in 1901.

1902 was a pretty productive year for me, even though in the spring of that year three of my units merely exchanged places in rotation. All of my units moved in S '02!

1903 wasn't quite as successful, however; I started out the year having to play three units short, performed a self-bounce in the spring, and all of my units bounced in Bulgaria during the fall of that year.

My major mistake may have been that no Turkish fleet ever entered a water space.

Kathy Byrne (ITALY): I got, Spain in 1903, without ever having entered, a French home center! In fact, in S '03 I ordered, all of my units to hold, but then they all moved in fall '03, and one of them, ended up in Russia that year! Plus, I was in, Burgundy by the end of 1902! And I was in, Austria by the end of 1901, and my fleet had a choice, of four centers to attack in S '02! Congratulations to Watson for, his win, this was a very, exciting game! But how do you, play this damn country, anyway?!

BRUX Linsey (AUSTRIA): What can I say? This wasn't exactly my most successful game! I started out well by gaining three in 1901, without even taking a German center. But after that, things didn't go as well. In 1902, I supported an Italian unit into

Turkey, but I finished the fall '02 season with units in four different countries -- and none of them in supply centers! Indeed, I felt fortunate that I still owned Budapest after 1902.

In 1903 all of my units bounced in Bohemia, leaving it empty. The army in Warsaw successfully supported a move in F '03, and Silesia was empty after the S '02 moves. That's all I have to say. Maybe I should go back to teaching!

Mark Berch (RUSSIA): What a game -- it was positively loaded with, uh, unique moves and clever strategies. Enough to keep me writing about obscure tactics for DIPLOMACY WORLD for a good two more years!

For my part, it's a pity that my fleet could not have stopped the German move to Livonia in 1901. Also, I made a mistake in that I did not move to an English-owned center in 1902; even though, given the right orders from me and others, it would have been possible for me to take three English-owned centers in the fall of that year. StP was left empty in F '02 because two of my armies bounced there. And surely there are not many games on record like this, where a Russian unit makes it to Burgundy but no Russian unit ever enters Belgium!

However, the most interesting happening of the entire game occurred in F '02, in my opinion. There is a grand total of two supply centers on the board which Turkey can never capture in 1902. I had the great skill and sense to capture them both in 1902!

It didn't surprise me that Watson landed up winning. He was able to persuade the other players to do some very strange things!

"My Dear" Watson (ENGLAND): This was my first game, and a very rewarding one. I amazed myself by winning in 1903! Thanks very much to all.

What surprised me the most was the frequency with which I left my supply centers empty. I didn't have any units in centers immediately following the S '02 season, and only two of my units were in centers following the S '03 moves (and of those two, only one was in a center that I owned!).

Just to recap a couple of my strategies, my northernmost army did not move west in S '03, and my F Nth did not move in that season either. Although it was a tough decision, I decided not to order F Nwy-Nwg in S '02. Some of the high points of the game (aside from winning it, of course) were

that I built three in 1901 and owned all three French home centers by the end of 1902.

After looking carefully at the above statements, I asked Holmes whether he might, given such skimpy information, be able to reconstruct the entire supply center chart for the game. His reply astounded me.

"Not only that, Watson, but I can now tell you every single order that was made during the course of the entire game!"

"No shit, Sherlock!" I cried, amazed. However, I'll bet you can't tell me what level of school BRUX used to teach."

"Elementary, my dear Watson."

"Wrong! But I'd still like to see you tell me exactly what happened in this game."

"Well now, Watson," he reflected, chomping furiously on his pipe. "If I were to do that, then I wouldn't be giving the readers of DIPLOMACY WORLD a chance to figure it out themselves, now would I?"

And, with a mischievous grin, he departed, promising only that the solution would appear in the next issue of DIPLOMACY WORLD.

[Ted has indeed (thank gawd!) sent along a solution, which will be published in D. W. #41.]

(STEVE HUTTON...continued from p. 36)

DIPLOMACY BY MOONLIGHT, and PASSCHENDAELE. If he were to give advice to a novice publisher, it would be that one should produce a zine to suit oneself, and not try to please others. This advice is 100% sound -- any publisher who sticks to this goal is bound to attract others with similar interests, and the ultimate result will be a zine which pleases all concerned anyway.

Steve's favorite aspect of the hobby is the opportunity it provides for him to write humor, which is one of his fortés, and to have an audience for it. The least enjoyable side of the hobby to him is the behavior of some people in feuds -- a situation which his own letter column has taken immeasurable steps to highlight and rectify.

Get to know Steve by subscribing to his zine and by corresponding with him. He is a unique personality, one of the finest in the hobby, and the gain will be yours...or my name ain't BRUX.

[Steve Hutton is indeed a leading light in the Diplomacy hobby today, and deserves every word of this nice tribute to him. There are none finer.]

The Hobby Enquirer

"For inquiring minds like yours..."

by Lynne

Hello, darlings, surprise, surprise! I know my most rabid fans are used to seeing me only in the pages of MAGUS but I figured if "Tweedle-Dee" Peel and "Tweedle-Dumb" Wrobel could bring their Mutt and Jeff show to DIPLOMACY WORLD last issue -- then why not moi? So I ringy-dingy-dinged Kathy Byrne who graciously agreed to have me, one of her favorite columnists, appear in the hobby flagship zine. (Oh, if they could see me now...and they are, dears, they are!)

Oh, and this past month in Dippyland has been positively chocked full of exciting and bizarre happenings, so better buckle your seat belts, it's going to be a bumpy ride.

DISNEYLAND WILL NEVER BE THE SAME;

Disneyland did survive the joint visit of Larry "I don't print fake Kathy Byrne recipes any more" Peery, Kathy "You name it and I'll boycott it" Byrne, and John "I don't tell any more AIDS jokes" Caruso! I just knew that someone's hair was going to be pulled out on this one but it was "happily ever after" time and the kiddies didn't even have to ask where Goofy, Pinocchio and Petunia Pig were that day! But they did have to ask which one (or was that which two?...) was Pinocchio (you know, darlings, the one whose nose always grew larger whenever Pinocchio told a lie!). We hear a fine time was had by all at "Ripley's Believe It or Not".....

YOU USE DIAL SOAP SO DON'T YOU WISH BOB OLSEN WOULD?

Yours Truly nearly barfed into my cuisses de grenouilles when I saw the 1985 Don Miller Memorial Award results! To refresh your memories, the DMMA was given for "contributing to the hobby's development of a sense of ethics" and this year's winner was (gag, gag) Bob Olsen! Having perused several of Bob's personal attacks and smears of various hobby members published in many zines during the past year, one wonders, doesn't one, if Bob's supporters are also deaf and dumb and not just merely blind? (Lava Soap would be even better for that potty mouth of yours, Bobby.....)

HOW ABOUT JULIE MARTIN, FOR A REFRESHING CHANGE, ED WROBEL?

Well, moi has just about OD'ed and gagged with a spoon on Ed Wrobel's unending fascination with Dick Martin's sex life (up to, and including, the photographs). Give us a welcome break, Ed Baby! In POLITESSE's February issue Ed showed us Dick in "an intimate pause", in March Ed anointed Dick "the svelte aficionado of the master race", in April Ed praised Dick for his "positive contributions to the gene pool", in May we were regaled by Ed with a picture of "Dick Martin is shown between female admirers" and in June Ed nearly had a true voyeuristic attack when he cooed about the Martins that "this primitive mating ritual was reportedly not observed at PudgeCon", and in the August POLITESSE, Ed said, "Did I mention" -- well, darlings, you get the picture by now, I'm sure! Yes, Ed, you certainly did mention it. Over and over and over and over. Now, how about giving it a rest.....

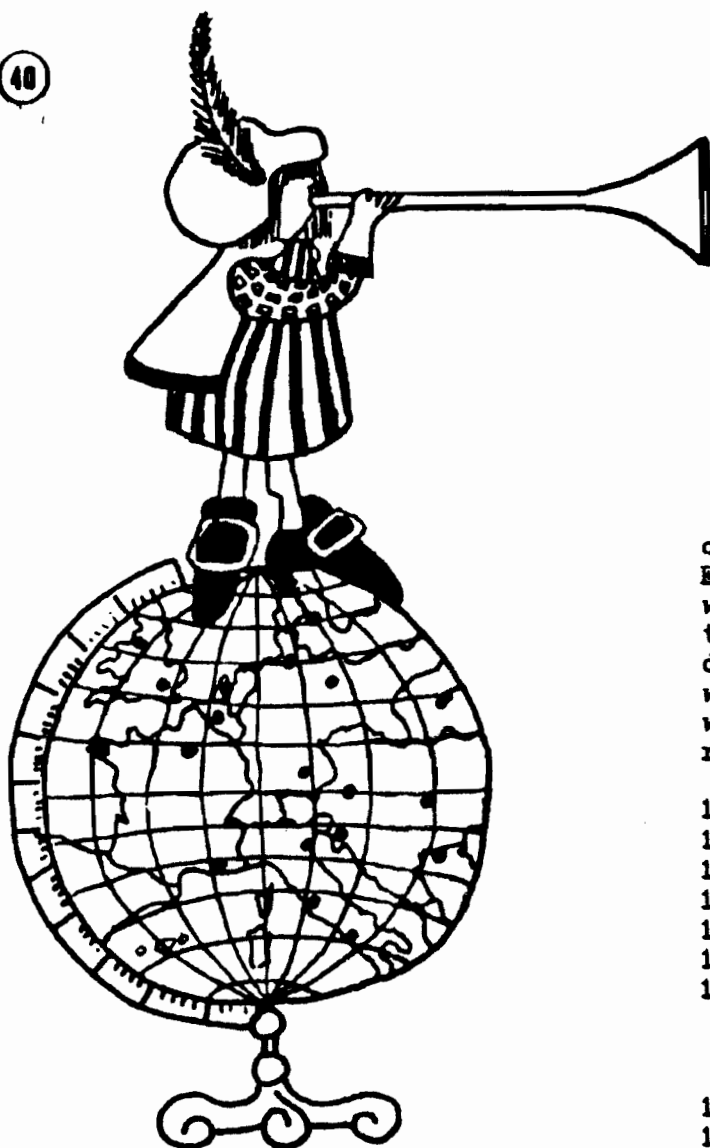
AND THAT TELEPHONE NUMBER IN FLUSHING IS 718-353-9695;

In the latest MAGUS, your very own Lynne's home turf (kissy, kissy), I see that Our Miss Byrne has been abusing the telephone yet again. Tacky, Kate, tacky! The Feisty Feminine Flushing Feuder has tweaked my ear in the past too. The upshot is that several of Kathy's friends are wondering which one of them should venture to teach the volatile Miss Byrne proper telephone manners when she abuses Ma Belle. Everyone thinks it's an excellent (not to mention a long overdue) idea but no one wants to be the one to bell this particular cat (meow).....

Ciao 'til next year...

Lynne

[Lynne's writing normally appears only in MAGUS, but just this once we are pleased to present her unique style in this special issue of DIPLOMACY WORLD (winky, winky!). We're sure you readers will enjoy it.]



WINNERS

EVERYTHING #64

Well, that's what we get for coming out on time this issue...only one new issue of EVERYTHING's game finishes to report. So we'll skip the country-by-country analysis this time, and wait till we have a larger data base to draw from. But, DIPLOMACY WORLD would like to congratulate the following winners of postal Diplomacy games (* = a replacement player):

1979KH	AUS	Andy Lischett *
1981IB	ENG	Peter Fuchs
1982AR	FRA	Bob Acheson
1982IL	GER	Eric Diamond
1982CQ	TUR	Dan Stafford
1982HQ	AUS	Mark Frush
1983AW	AUS	Carl Russell

And the following shared two-way draws:

1981AQ	RUS/TUR	Ralph Baty * / Ken Hager *
1981HE	ENG/FRA	John Caruso / John Daly
1982HV	AUS/RUS	Charlie Morris / Bill Hawley
1982HK	ENG/RUS	Jim Burgess * / Evans Givan *
1982AF	RUS/TUR	Chris Hawkins * / Mark Keller
1983AF	FRA/GER	Kevin Stone * / James Wall

Overall, the results of 19 games broke down as follows:

WINS.....	7
2-WAY DRAWS.....	6
3-WAY DRAWS.....	4
4-WAY DRAWS.....	1
5-WAY DRAWS.....	0
6-WAY DRAWS.....	1
7-WAY DRAWS.....	0

It would seem from the above that Austria has finally broken out of her slump, while Italy's prospects remain as poor as ever... perhaps we ought to lasso Mark Berch into a few more games as Italy to prop up that country's statistics...?

(ANGLO-RUSSIAN ALLIANCE...continued from p. 6)

So, prospects for both formats of the alliance appear to be good. Of the two, I think the first alternative is probably preferable because it enables the partnership to cooperate, ensures the quick demise of a major threat to both countries, and would be more exciting and dramatic to set up. Could this alliance be the turning point in England's fortunes?

[This is the first of Derek Caws' two articles in this issue. Derek publishes the highly regarded British 'zine, WAR & PEACE and we are very happy to present his writing for the first time ever in the pages of DIPLOMACY WORLD.]

THE LIBRARY SCAM

by Mark L. Berch

I've been in contact with Shep recently, and I asked him which of his scams had required the most preparation. And so it was that I learned about 1988LC. Ratinsmasters should consider whether or not Shep's win in this game should be rated.

88LC was guest-GMed by Chad Bowers in the zine LIBRARY OF LIES. Chad had been out of the hobby for several years, but fortunately he was still at his old address in Chicago. As I go there on business every year, I dropped by. We chatted some about the hobby, and I told him that I was doing some research on the playing career of Shep Rose. Did he remember 88LC?

"Sure. It was the only game I ever GMed. Shep was Austria, and started by promising the moon to Russia. But in S'01, Germany, Austria, and Turkey blitzed Russia, who went down fast. Italy had been pestering him slightly, but just as Russia was being wiped up, Shep allied with Italy to stab Turkey. When Turkey was down to about two centers, Shep stabbed Italy and Germany, both in the same season. With a France vs. England/Germany war brewing, neither of Shep's victims got much help. At just the right moment, he stabbed Turkey a second time, took all his centers, and got to 18 just in the nick of time because a western triple had formed against him."

I asked him why it was the only game he had GMed.

"It was fun, but I'm not really cut out for GKing. Bob Gerstl, the publisher of LIBRARY OF LIES, really had to talk me into it. I made an awful lot of little mistakes, but fortunately, Bob caught most of them."

"Did the players discuss the game with you?"

"Most of them did, including Shep. LIBRARY OF LIES was a small, cozy zine. There were only two games. The other one was GMed by Bob, I was in that one. Bob made a point of encouraging the players to discuss the game with their GM. He said it made GKing more interesting, and he was right, it did."

"Did you discuss the game with Bob?"

"Sure. I was France. I was in a three-way draw, which..."

"No, I meant 88CL."

"Oh yes. We'd often chat about it, and I'd tell him what was going on, what I'd heard.

It was a more interesting game than the one he was running."

I paused, wondering what would be the best way to put this.

"Chad, you're not going to want to hear this, but Bob and Shep were one and the same person. Bob Gerstl was just a pseudonym. You were set up."

Some of the blood drained from his face, and he knocked over his beer. "Bob was Shep?" His voice was quiet and shaky. "But I told him everything. Stuff from Italy and Turkey and Germany, that all went to Shep?" He was almost whispering.

"That was deception!" he said heatedly. "Deception of the GM!"

"I don't think so. That was the one line Shep would never cross. Tell me, did he as Shep ever say he was not Gerstl, or as Gerstl ever say he wasn't Shep?"

"Not that I recall. It never would have come up. Why would I ask him? But I'm sure I told Bob to keep all this in confidence. I must have."

"I'm not sure that he was under any obligation to keep such a promise. The rules, after all, say that players can tell each other whatever they like. He wasn't the GM. Not only that, but he probably had little need to pass this information on. He had no allies in that game for more than three years or so. He stabbed them all."

"That explains his perfect timing in the game, and a few good guesses that really helped him out. But why did he go to so much effort?"

"He needed the first game to establish LIBRARY OF LIES as a legitimate zine, and Gerstl as a real person. He wanted to foster an environment where players discussed the game with their GM. He would need that for his second game. He wanted to have some players to look over to talk into GKing the second game. He was counting also on the rapport that you had with him, as player to his GM in the first game, to carry over to the second game, where you would be GM to his role of pubber. Thus, in the first game, he was cultivating in you a willingness to discuss

(continued on p. 42)

the mediterranean

by Derek Caws

The sea spaces of the Mediterranean are of importance to most countries in a Diplomacy game, and vital to many. Hence, control of this area should be of high priority to most players. There are three main features to the Med as set out on the Diplomacy board; the Straits of Gibraltar, the Stalemate Line, and the Ionian Sea. I plan to discuss each of these in the context of controlling the Med.

The Straits of Gibraltar can be a major hurdle to the naval ambitions of many countries due to the ease with which they can be blocked. The countries most severely affected by this are England, Italy, and Turkey. Of the remaining countries, Austria and Germany usually have little or no naval presence, and Russia has the ability to avoid the problem by building fleets on both sides of the Straits. The remaining country, France, can gain great advantage from Gibraltar as it controls the Straits from the start and, like Russia, has the ability to build on both sides of them.

The Straits are very easy to block. From the west, only three fleets are necessary, in Portugal, the Mid-Atlantic, and the North Atlantic; the orders being F Por & F Nat S F Mid, F Mid holds. This is unbreakable, and the prevention of exit from the Med can make the eventual occupation of France much more difficult, or even impossible. Even from the east, only four fleets are required, in Portugal, Spain, the Western Med, and North Africa, with orders F Por & F Wes S F Spa(sc), F Spa(sc) & F Naf hold. This combination can effectively block any further English progress.

Moving east, the next critical point is the stalemate line which passes down the west coast of Italy. There are numerous variations on it, but typically the line passes between Marseilles and Piedmont, through Sardinia and Corsica, and between North Africa and Tunis.

The line can be held indefinitely from both sides and, when set up, is unbreakable. Obviously the stalemate line can be a major hurdle to a country's expansion through the Med and thus, great importance should be attached to passing beyond it or, if this proves impossible, to establish a position from which the line can be held.

The remaining major feature of the Med area is the central and controlling position of the Ionian Sea. This is, in my opinion, the most important space in the Med. A fleet here can control access to Austrian waters, is crucial to the expansion or restriction of

Turkey, opens access to the Italian centers, and is an important component of the stalemate line. The country which places a fleet here can usually dominate proceedings in the Med, a critical ability for Italy and to a lesser extent, Austria and Turkey. Those three countries cannot realistically hope to win without control of the Ionian, and their defensive prospects are greatly increased with possession of the space. For these countries the Ionian is of paramount importance, but it can also be a major asset to England, France, or Russia in breaking, or maintaining, the stalemate line.

To conclude, then, the Med is a vitally important area on the Diplomacy board, especially for the four southernmost countries. Control of the Sea depends on the advantageous use of its three main features. With competing interests, absolute control is difficult and made more so by the fact that its features make it easier to defend than to attack. So control of the Med is a major goal, but once it is attained, a country should be well on its way to victory.

[Derek's second strategy article is also a winner! We hope we are able to bring you more of his writing in these pages.]

(SHEP ROSE...continued from p. 41)

Dippy games with him, as well as trying to talk you into being a GM."

"Yes, but all that effort! He started work on 88LC a year before the game was even organized."

"It sounds simplistic, but Shep Rose really does like to win Diplomacy games. A lot of people say they do, but it's only talk for them."

"I guess I was the victim of his scam, a victim of his betrayal."

"Don't be so easy on yourself," I said, standing up and switching off the tape recorder. "The real victims were the other players, and it was you who betrayed them. A GM should not reveal what is said to him in confidence by a player. Never."

[By now, DIPLOMACY WORLD's readers are familiar with the dastardly deeds of the inimitable Shep Rose. Thanks to Mark Berch for these further revelations about the sleaziest Diplomacy player of all time.]

The uses to which a home computer can be put are limited only by the imagination of its owner. Having said that, we must not be unrealistic in our expectations. A computer is no more than cleverly designed circuits, powerless and meaningless without human control.

An analogy with the automobile is apt. In theory, there is no place on the earth's surface an automobile cannot take you. Yet, it is limited by the availability of roadways, bridges, and transport ships; and, without a driver, it cannot advance to the corner store and back.

The Diplomacy player who buys a home computer might have visions of the machine providing him with brilliant game orders or recalling any player's complete hobby record. Television and movies have led us to expect no less. But, though a computer can do these things, someone has to provide the machine with instructions and data -- and therein lies the rub.

Generally, we can divide a computer's functions into two broad areas of application: data management ("memory" or "storage") and data manipulation ("programming"). If you provide a computer with information, such as a list of addresses, or the orders for a game, you can instruct it to store that data on a magnetic tape or disk -- and then instruct it to recall that data later. In this application a computer is not much different than a sheet of paper and a pencil. The major advantages are that you can store tremendous amounts of information in a small physical space, you can make changes to the data without having to rewrite an entire page or pages, and a computer can "read" data stored in this way and hence manipulate it.

Word processing applications are an example of this kind of power. If you reverse the letters "i" and "e" after "c", word processing packages will permit you to change all such combinations in a document with one command (like, /cie/=/cei/all). The corrections to the entire document are made at the speed of light and there will be no sign of your corrections when you print the finished text. Or, if you don't like the way your paragraphs are indented, you can change all of them with one command.

A program is a set of instructions written in a "language" understandable by a computer. Some of the bottom line home computers cannot understand any language at all other than the instructions hard-coded into them by the manufacturer, but this

includes only the \$50.00 "specials". All other home computers can follow instructions written in a language called BASIC. A few can optionally understand FORTRAN, and there are a host of pseudolanguages for specialized products.

However, to understand the limits and capabilities of home computers, we need only look at BASIC. In BASIC instructions follow one another sequentially, though we can jump out of the series with a GOTO or GOSUB command. This inevitably places a serious limitation on what one can do. It is like having a car which can travel only a straight line on a paved road, and turn only onto other paved roads. Forget about dirt trails and cross-country trekking in BASIC.

As in all languages, there is a repetitive looping command so that we can execute the same set of commands as many times as needed, making some changes each time if necessary. This is one of the indisputable advantages to computing. The machine will follow the same instructions over and over, long past the point where a human being would begin smashing the furniture out of sheer frustration. For example, if you instruct your computer as follows:

```
100 FOR I = 1 TO 1000000
110 Print 'I AM A DUMMY'
120 NEXT I
```

it will write "I AM A DUMMY" one million times. Period. Without argument, hesitation, or error.

Otherwise, we can do simple arithmetic, check for conditions (IF A = 6 GOTO 500), and read and write data. Different companies will add different additional features to their BASIC, but, basically, that is all one can do.

Given these limitations it is possible to write a program to adjudicate Diplomacy games. Possible. But not worth the effort. Why?

Using BASIC we can check the validity of orders (does the player have the unit he's ordering, is it an Army or a Fleet), determine the commands (hold, move, support, convoy), its legality (can A Mos move to Par?), check for opposition to the order (i.e., is the space ordered to occupied by another unit, or is another unit ordered to that space), and calculate support and cut support strength. All this can be done within the limits of BASIC, though one can see that the logical process for processing each order is already complex.

But, where we run into problems is with the Convoy order. To answer the simple question, can A Lon move to Bel?, we must determine whether Lon and Bel are coastal provinces, if fleets in sea spaces bordering these provinces are ordered to convoy the unit, if any convoying fleets are dislodged, if there is a continuous series of fleets ordered to convoy the unit occupying adjacent sea spaces, if the move is opposed; if yes, calculate the supports and cut supports. Yes, a computer, following BASIC instructions, can do this. But at what cost?

I once estimated that the central memory requirements to execute an adjudication program are 40 - 60K. (This includes space for all the necessary data files and temporary files used during the execution of the program.) Without getting technical, what this means is that if you have a 16K computer, you have no hope of being able to run such a program. In fact, you may run into trouble with a 64K machine. (Central Memory Space, measured in Kilobytes, is featured prominently in computer ads. It is akin to Horsepower, or Displacement, when speaking of automobiles.) Another serious limitation is the storage of the program. There is no point in spending the weeks necessary to write such a complex set of instructions only to discover you cannot store it for use.

The cheapest storage medium is magnetic tape. For home use this is a cassette, and it simply is not physically large enough to store a program of this size. So, unless you have a machine that allows you to load from several tapes (most don't), you will need a disk to store your program.

Lacking a machine with at least 128K of central memory and a disk drive, you will not be able to use your computer to adjudicate Diplomacy games, unless languages more efficient than BASIC are developed for home computer use. In some areas, like glancing at a map to see whether a convoy will succeed, humans are much more efficient than machines -- for now.

Alright, how can you use your computer to add to your enjoyment of the hobby? In the areas of compiling statistics, on the hobby as a whole or in a specific game, compiling census data or maintaining mailing lists; a computer can take care of the monotonous work with much greater speed and accuracy than a human. An example of how I use a computer's memory capabilities and lack of emotional involvement in performing

subscription list and mailing label production. The mailing list is stored, with latest sub balance, on a disk. A program reads the list, deletes those with zero sub balances, calculates new balances, formats the addresses for the mailing labels, prints warnings for those subscriptions about to expire, tallies the basic stats I want to know (total subscribers, number expiring, total subscription money held), prints the labels, and stores the new list. The time to do all that is measured in microseconds, and I need only type a three-word command to have the computer set to work, as opposed to the hours it would take me by hand -- and the computer doesn't make simple arithmetic errors or add new spelling errors. That frees me to use the time saved for other things more enjoyable than subtracting .35 over and over again.

I am sure that those of you with home computers can think of similar applications to perform some of the more tedious tasks involved in your interaction with the Diplomacy hobby. Just remember to keep your application simple, and make use of the machine's ability to store and retrieve data, and to perform repetitive instructions which would otherwise drive you to distraction.

[Ron is of course the former publisher of SNAFU!, one of the best-looking and -edited 'zines ever produced. His article puts into perspective very nicely the possibilities and limitations of home computers' applications to Diplomacy -- a topic which is likely to become relevant to more and more hobbyists as we move toward the close of this century.]

IMPORTANT NOTES!

A few of you are receiving this issue of DIPLOMACY WORLD as a free sample. If you fall into this category, then we are soliciting a subscription from you (and hope we have sufficiently impressed you with this issue!).

DIPLOMACY WORLD #39 seems to have been victimized by exceptionally slow postal "service", so many readers may have only received it recently. We hope there aren't any cases in which this issue arrives before #40...but to make up for the lateness of #39, all U.S. and Canadian subscribers are receiving this issue by first class mail.

Also: our subscription records are in need of an update, so if your label doesn't account for a recent renewal, please be patient -- we will credit your subscription properly by next issue.



A Look at some Unorthodox Techniques of Persuasion

by Bruce Linsey

Some Diplomacy players will go to greater lengths than others in order to gain an advantage in a game. I was once criticized by two of my Swedish Roundabout (1981AM in EUROPA EXPRESS) opponents for forging a letter from Bob Osuch, ostensibly to increase the probability of success of a certain fleet move, but actually more for the sake of adding excitement to the game than anything else. The nature of the game is such that certain players feel that anything not specifically prohibited by the rules is OK. Discussion has appeared from time to time in the hobby literature on how far a player may go to persuade a fellow player to submit certain orders. I expect that most players would side with me on the question of forgery: it's a legitimate diplomatic ploy. Perhaps a somewhat smaller number would approve of a cash bribe: "It's worth \$10 if you'll support me into Vienna this turn," or some such. (Even I have my price; inquire privately.)

Let's get one thing straight at the outset. Like Shep Rose, I do not approve of cheating. If it's against the rules, I won't do it and don't expect me to condone it. In a game where deception of the GM is prohibited, for instance, I would never approve of the colossal sin of forging orders. But the intention of this article is not to discuss cheating, but rather to take a look at a rather extreme diplomatic strategy that, while not in violation of the rules, is still questionable on other legal, ethical, or moral grounds.

The questionable strategy I have in mind is murder. To prevent a potential misunderstanding, I do not approve of such tactics as a person. That is, I would despise anyone who murdered another person (especially if he murdered me) and as a citizen I would probably do my best to make sure he was brought to justice (especially if a reward was offered). But that's totally beside the point. What I really came here to discuss is how I as a GM would feel about a player who chose to employ this strategy. To illustrate with a concrete example, suppose I was GMing a game and called a standby for France. Suppose further that the standby was willing to give Germany a crucial support, but that the original French player had been stubbornly refusing to do this. Unfortunately for Germany, the original French

player has definitely stated his intention to return, and cannot be persuaded to give Germany the support he needs, which the standby would gladly give were he only to get into the game.

In the situation just described, my feeling as a GM is that the German player is totally justified in murdering the original French player in order to prevent his return into the game. This is not in violation of the VOICE OF DOOM houserules, so in terms of the game I would have to accept it as a legitimate diplomatic tactic (and, may I add, quite a persuasive one as well). Mind you, as a law-abiding citizen, I would testify to the hilt, even perjure myself -- but not violate the sanctity of the GM-player confidentiality relationship -- to get the creep put behind bars, but he would still be welcome in my games. I might add that I personally feel that such a tactic would have a very high probability of backfiring even in terms of the game situation, for a number of reasons. Mail to and from jails is traditionally slower than other places of abode, and your GM can't call you collect if your moves aren't in by the deadline day. Plus, in some states (list available on request), you could face capital punishment, which for obvious reasons would offset any positional advantage you may have gained from the murder. On the other hand, the prospect of imminent hanging is a very handy excuse for stabbing your ally for the win, rather than playing out that long two-way draw. And there is a more subtle but equally real risk you would incur. Despite its legitimacy, the fact remains that some priggish players will not approve of such an extreme measure and you run the risk of losing an ally as a result. Then again, he too can be offed, and eventually someone who does not want to be killed will turn up from the standby list. All of these factors should be weighed carefully before making a decision on whether to carry out this sort of strategy. If it will give you an immediate win, then you are probably justified in doing it. Again, I refer only to justification as a player trying to do as well as possible, and not as a decent human being. (Of course, if you're not a decent human being to begin with, what have you got to lose?) Otherwise, if the immediate gains might be too small to justify the

potential losses, you ought to think long and hard first. Not too long, though, or the opportunity will pass.

There's another risk that's fairly obvious, yet it could be overlooked by a novice. Be sure, if you feel you must kill, that the guy's moves haven't been sent in already! I know it seems clear that this would be the best procedure, but a surprising number of inexperienced players are prone to making this sort of gaffe. Such an oversight would be quite embarrassing for the murderer; not only would he have to deal with the law and the diplomatic disadvantages described above, but he would also have failed in the whole purpose of his little scheme, since the original player's moves would be used posthumously anyhow (see Houserule Amendments #945-958, covering posthumous orders). It may be possible to recover from this error by killing the postman, but that involves the murder of a non-player, an entirely different ethical issue.

The method you use should be chosen with care. Bear in mind that a really violent massacre such as an axe-murder will tend to magnify all of the disadvantages described above; e.g. you're more likely to get death row, and some of your allies may find this technique less to their liking than if, say,

you merely use cyanide. So it will pay to make your murder as diplomatically palatable as possible.

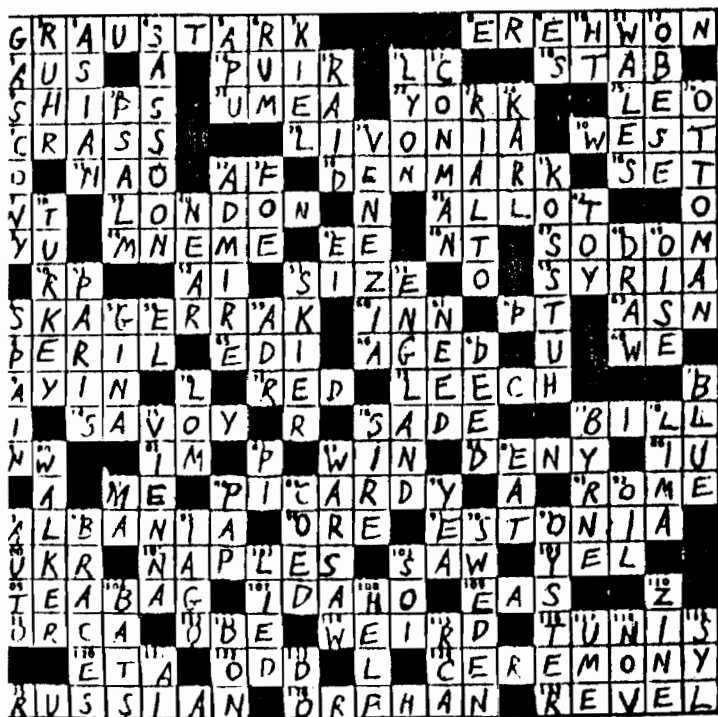
Finally, I must mention one other helpful hint. Although, as I've repeatedly stressed, I don't approve of this playing technique from a humanistic standpoint; if you're going to do it, at least do a thorough job of it. You will find very few players less willing to cooperate with you than one who you have tried unsuccessfully to murder, so if you don't finish the job right, you'll really have bungled your chances.

Further articles will deal with much more respectable variations such as inducing suicide, driving a person berserk (one of my specialties!), and bribing his wife to kill him (surely she's tired of this stupid game and this pointless article...).

[Bruce is the former publisher of THE VOICE OF DOOM, spotlighted elsewhere this issue. He requested that it be pointed out that this article was written with tongue planted firmly in cheek. We thank Bruce for providing D. W. with this entertaining bit of writing.]

DIPLOMACY W CROSS R D #3

SOLUTION



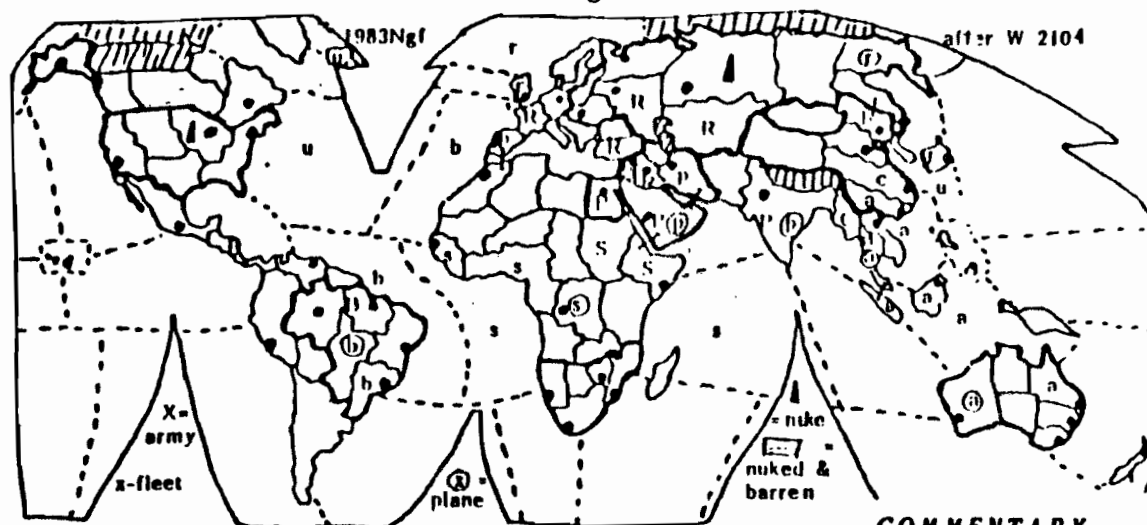
Steve Hutton was the only person to submit an entirely correct solution to last issue's crossword puzzle, and thereby wins a year's subscription to DIPLOMACY WORLD. A few others tried, and some even came close to solving the danged thing 100%. Of course, this task may have been made just a wee bit more difficult by the omission of clues for 3 down and 104 across, and the fact that 31 across was misspelled "NAO" instead of "NAT", and the minor matter that 52 across was given as 51 across instead. Heck, though, we didn't want to make it too easy -- looks as though we succeeded!

But remember: the puzzle is definitely George's, not mine...

FINAL CONFLICT III

1983Ngf

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COMMENTARY

GAMEMASTER: Tom Swider
COMMENTARY: Don Ditter

[Rules & map for the game appeared in
 DIPLOMACY WORLD #37.]

Spring 2104

AUSSIES WITHDRAW FROM CHINA AS RUSKIES DO
 LIKEWISE FROM GREATER ARABIA, BRAZZIES GET
 THEIR NOSE OUT OF OLD WORLD WARS & ALSO MOVE
 SOUTH!

AUSTRALIA (Marc Peters): f mal-JAV s by
 p PER, p mal-BRI, f phi-M.W.P., f SUM-n.e.
Indian, f can-VIE s by f CH.S. & p BOR.

BRAZIL (Bob Olsen): a bel h /d; see
 rule 8.A., not a friendly player, a cen.a.-
 COL, p mat-RIO, f RIO h, f n.e.atl-N.W.A.

CHINA (Banana Peel): a BUR h, f sha-
 YEL, a otb-PAK, f Pol s Wrobl /impossible/

PAN-ARAB LEAGUE (Mike Mazzer): f ibe-
 FRA(sc), f neatl-MOR, a som-ASL s by f NOWH-
 ERE, a EGY s amer a cal-nev /NSO/, a sau-
 SOM, f ita-XYZ, p PAK h, f mor-TUN

RUSSIA (Berne Switzerland): a fra-ENG,
 f NWG h, a TURKEY-bal /tactically inferior;
 disallowed by GM/, a BAG-kur s by a MANCHURIA
 f MON-dalton, f HUN h s f AUS, bra s BREST

SOUTH AFRICA (Overy Young): a cat-STVNS,
 f m.e.a.-MID, a JOHANSBURG nukes own citizens
 a by a RUS, a som-KENYA, f sun-MOON, p UKE-
 bedpan /no such odor/, a SMY-del

U.S.A. (Dave Anderson): f iceland
 tunnels to TASMANIA s by a CORE & f MANTLE,
 a MEX h, k BYRNE lies, f newzealand-TAS.SEA,
 a IVO h, nuke ber-MOS, a ptc-TYO, o ths s
 BORNC, f KAZ h s f TNT

The game continues to plod along, taking
 up space in DIPLOMACY WORLD that might be used
 for more interesting material. In any event,
 the sudden reversals were startling. Australia,
 Russia and Brazil all effected major shifts of
 strategy which seems to have caused the posi-
 tion to revert almost to its status of a game-
 year ago.

The question now is whether all the
 victims of those one-season stabs will be
 able to forgive and forget. I refer, of
 course, to China (pricked by Australia),
 Arabia (stabbed by Russia), and the entire old
 world, stabbed by Olsen.

A science fiction story I recall vaguely
 was premised on a solar aberration that forced
 everyone to tell the truth for a day; criminals
 turned themselves in, clandestine affairs were
 admitted to, etc., etc. It seems that the
 mini-stabs of Fall 2103 were the result of
 such a happening in this game, perhaps trig-
 gered by the side effects of the nuke which
 landed in Quebec. In the story, the world
 was never quite the same; people just
 couldn't forget what they had discovered
 about each other on that fateful day. Will
 things be different in this game? Will
 jilted allies be able to overlook the true
 feelings of their supposed friends? Time
 will tell.

[Tom Swider, the GM, is also the design-
 er of F.C.III and can be contacted at P.O.
 Box 1324, SUNY, Binghamton NY 13901. This
 variant (and its predecessors) are widely
 played postally.

[Don Ditter is a former Boardman Number
 Custodian and a highly-rated player of the
 regular game. He is playing in D.W.'s cur-
 rent Demonstration Game.]

HOBBY SERVICES

BOARDMAN NUMBER CUSTODIAN. Bill Quinn, 301 Conroe Dr., Conroe, TX 77301. The BNC assigns Boardman Numbers to new postal sections of regular Diplomacy in North America. Statistics on new and completed games are reported in the quarterly BNCzine EVERYTHING (subs are \$5, issues are at cost, about \$1 each). The BNC also determines whether a postal game includes irregularities which render it potentially unratable in various rating systems. Inquiries or allegations regarding a game which may be "irregular" should be sent to Bill.

MILLER NUMBER CUSTODIAN. Lee Kendter, Sr., 4347 Benner St., Philadelphia, PA 19135. Assigns Miller Numbers to new variant postal games and reports statistics on new and completed games in ALPHA & OMEGA (subs are \$5, issues are at cost, about 30¢ each). The question of "irregularity" does not arise with variants, but if a neutral opinion regarding a game problem is desired, refer it to Lee.

FEUD NUMBER CUSTODIAN. Chris Carrier, 1215 P St., Apt. 12, Sacramento, CA 95814. Assigns Feud Numbers to new sections of postal Megadiplomacy and reports statistics on new and completed feuds in THE MEGA-DIPLOMAT (subs are \$1 per issue). The FNC also determines whether a feud includes irregularities which might render it unpalatable under various moral and legal systems. Inquiries regarding a feud which may be "irregular" should be sent to Chris.

U.S. ORPHAN SERVICE. If your postal game has been abandoned by your GM, or if it is being mishandled in such a way that it might as well be abandoned, contact the USOS, c/o Jim Burgess, 100 Holden St. (3rd left), Providence, RI 02908 or Tro Sherwood, 4824½ Muir Ave., San Diego, CA 92107. The Orphan Service will help you find a new home for your abandoned or abused game.

NOVICE SERVICE. If you're new to postal Diplomacy (or even if you're not but would like to know more about it), get a copy of SUPERNOVA. This is a generous, 35-page collection of articles about the game and the hobby. It is \$1 from Bruce Linsey, 73 Ashuelot St., Apt. 3, Dalton, MA 01226.

GAME OPENINGS. Openings for postal games in North America are listed in our publication PONTEVEDRIA, published quarterly but updated continuously between issues. For a copy any time, send your request (with SASE if you can) to Rod Walker, 1273 Crest Dr., Encinitas, CA 92024. For openings in variant

postal games (and also other Diplomacy-like games), ask for a copy of BARATARIA.

'ZINE REGISTER. This is a listing of postal Diplomacy 'zines and services throughout the world. The 1985 edition is available from Roy Henricks, 128 Deerfield Dr., Pittsburgh, PA 15235. The cost is \$2. This is a very handy reference guide.

HOBBY PRISON CUSTODIAN. Ben Schilling, Apt. 315, 24730 Roosevelt Ct., Farmington Hills, MI 48018. Is there some hobby member you'd like to have put away for a few years? For a SASE, the HPC will tell you (or state publicly in extreme cases) exactly how many years in jail any hobbyist has accumulated for past crimes. Summaries will be published soon in the new hobby service publication, DUNGEONS AND DIPLOMATS. Cost: \$1 counterfeit.

HOBBY REPRINT SERVICE. The published literature of Diplomacy is vast. Most of it is out of print. Mark Berch, 492 Naylor Pl., Alexandria, VA 22304, publishes DIPLOMACY DIGEST, which specializes in reprinting the older, but still valuable (or interesting or amusing) material and making it available to everyone. Some more current material is also printed, and some very large reference issues (including the "Lexicon of Diplomacy") have been printed. Subscriptions are \$4 for 10 issues; inquire about back issues and special issues.

INTERNATIONAL SUBSCRIPTION EXCHANGE. This service will help you subscribe to overseas Dipzines without currency exchange problems. It is run by Steve Knight, 11905 Winterthur Lane, Apt. 103, Reston, VA 22091. Write to Steve for details on how the ISE works.

BLACK AND BLUE BOOK. Larry Peery, Box 8416, San Diego, CA 92102. This is a listing of all known Diplomacy hobbyists, together with addresses, primary areas of interest, and other data. This handy reference guide is \$4 from Larry.

HOBBY CUSTODIAN CUSTODIAN. Melinda Holley, Box 2793, Huntington, WV 25727. The HCC determines which hobby services are worthwhile, and which are irregular. If you have an inquiry regarding a hobby service whose custodian may be unacceptable under the HCC's guidelines, contact Melinda and she will render an opinion on whether a service run by that custodian is acceptable or a fiasco.

ANY MORE??? Let us know. We are glad to publicize useful hobby services. Send info to Rod Walker, 1273 Crest Dr., Encinitas, CA 92024.

the bloated mailbox

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[Correspondence should be sent to Rod Walker,
1273 Crest Dr., Encinitas, CA 92024.]

Dear Rod:

In my opinion, the best article in DIPLOMACY WORLD #39 was Daf Langley's "The Making of a Major Con". Some of your newer readers may not be aware of it, but smaller cons (which are what Daf was actually describing) are relatively new to the postal Diplomacy scene, at least in terms of their prominence and publicity. In the past five years in the hobby, we've seen the rise of ByrneCon (hosted by Kathy Byrne and John Caruso), DafCon (Steve and Daf Langley), PudgeCon (Bob Olsen), LepreCon (Joan Extrom and Ken Corbin), IndyCon (Dave and Lori Kleiman), MadCon (the Mad Lads), BRUXcon (Bruce Linsey), and KaneKon (me) just to name a few. All of these are similar in that they provide a vehicle by which postal friends and acquaintances can meet for two to four days and enjoy each others' company face-to-face. And yet, all cons have their distinguishing features as well. MadCon, for example, focuses on drinking, partying, and whooping it up -- or at least, such is their reputation. KaneKon, on the other hand, is serene and usually highlighted by a trip to the ocean or Shea Stadium. ByrneCons are great if you like to listen to gossip and drink; LepreCon and IndyCon focus on games. Smoking is taboo at LepreCon, KaneKon, IndyCon and BRUXcon; nobody cares what you in- or exhale at MadCon. At ByrneCons, you eat hams; at BRUXcons, cows' tongues. There's even a con in Canada now featuring hummus! In short, there are cons for every taste, culinary and otherwise, and one would have to be a total hermit not to enjoy this face-to-face aspect of the postal hobby.

Daf's article, then, is a great service to those of us who may want to add still another con to the hobby's calendar, or at least know a little more of what to expect when attending one. The advice she gave is all sound and will serve to help novice and veteran con-holders alike.
. Eric Kane

Eric is the former publisher of the highly-rated ANDUIN, and, of course, the host of KaneKon, which we hope will resume in 1986 after a one-year hiatus. Daf article was a true gem, we surely agree!

Dear Rod:

It's not very often that one encounters an article about old automobiles in a publication such as yours. In fact, I don't think I've ever come across anything like it. Living near Detroit, as I do, one hears a lot about this topic.
. Ben Schilling.

Uh, right. Unfortunately, Ben, I'm not sure I have the slightest idea exactly what prompted this letter, as it certainly doesn't refer to anything that's ever appeared in D. W. before, or for that matter, anywhere else in the hobby.

Dear Rod:

I've a question that's been bothering me for some time now. Why doesn't DIPLOMACY WORLD, which is supposed to cover the entire spectrum of the hobby, devote any space to a minority group which, while small, has made many significant contributions to the betterment of our gaming community? I refer, of course, to the homosexual Diplomacy players. You yourself, Rod, are a perfect example. You are among the foremost members of the gay Diplomacy community, together with Peery, Hutton, and others. There have been articles lauding the contributions of female Dippers, British Dippers...well, why not gay Dippers -- as well? Certainly I hope to see this inequity cleared up soon.

Have a great month!
. John Pack.

Well, John, it's not easy to please everyone, try though we might. But ask and ye shall receive. I've written one article entitled "Queer Tactics Used by Novices" and another called "The Austro-Russian Alliance: Enjoy Yourself While Staying Out of Gal". Alas, I was too fagged out to type them up for this ish -- next time, perhaps?

Dear Wrod:

DIPLOMACY WORLD #39 was decidedly darcimonorous and deliciously delightful. I was especially exuberant upon excitedly encountering the exceptionally exhilarating "Pigtalk" article, and would like to mitigate

any monumental misconceptions regarding any meritorious movements to bestow upon it the Rod Walker Award for 1985. Wremember that write-in votes are wrongfully wripped up and not wrated by Peery, so if the hobby wants to avoid another wound of Wrobelesque wranting and wraving, I wrequest that someone nominate my article this time. . . .
Ed Wrobel

Ed, you certainly are a very talented writer and it's a shame that your "Stranded Ego" article was snubbed for the award this year. Surely it's a tribute that your literary work, which of course is unparalleled in hobby history, received a barrage of write-in votes during the balloting despite its failure to be nominated. Even more gratifying to you, I'm sure, is the fact that these votes were all postmarked from Northern Virginia, where you live, and signed by people unknown to the rest of the hobby. Nice to have the hometown fans behind you, and all. You obviously attract a level of admiration that DIPLOMACY WORLD needs. Keep writing.

Dear Rod:

I'd like to be the first to congratulate you, Kathy Byrne, and George Graessle on a fine issue -- perhaps the best D.W. to date. Contrary to what you may have read elsewhere, I heartily approve of Kathy's editorship, and will continue to offer my support so long as issues like #39 appear.

I'll be especially happy to coordinate with the D.W. staff in my capacity as Rune-stone Pollster, and of course I'll be sending on the results of the N.A.D.P. Survey after they're tabulated too. And perhaps we'll come up with more tributes to deserving hobbyists like Fred Davis and Steve Hutton, eh? Keep up the good work -- it's awfully easy to get enthusiastic about a publication of the quality of D.W. #39!
Bruce Linsey.

Thanks for the kind words, Bruce, and hopefully we'll keep 'em coming at the same quality -- or even (gasp!) better -- as #39. With all the contributors we had to both last issue and this, how can we miss?

ANNOUNCEMENTS AND NEW 'ZINES

BILL QUINN NEEDS YOU to join his universal standby list! This is one of the most useful ideas anyone's had in this hobby in a long time. If you're willing to fill in as needed for vacated positions in orphaned games or for GMs who don't have long standby lists, write Bill and let him know your name and address, and how many positions you're willing to take on. You won't be charged any sub or game fees! Bill's address is 301 Conroe Dr., Conroe, TX 77301.

THE GARY L. COUGHLAN AWARD for 1985 has gone to Dave Carter, Ron Brown of SNAPU!, and of course Gary Coughlan himself. The award honors sustained (over a period of three years) excellence in publishing, as perceived by voters in the North American Zine Poll. Congratulations to the winners!

THE DOUG BEYERLEIN AWARD for 1985 has been awarded to Gary Coughlan, Dave Carter, Doug Beyerlein, John Daly, and Andy Lischett for sustained excellence (over a three year period) in GMing, as perceived by the voters in the North American GM Poll. Kudos to all five winners!

TER-RAN HAS HIT ITS 100TH ISSUE, and that excellent 'zine will be featured in a "Milestones" article in #41, probably by Kathy Byrne. We just want TER-RAN's fans to know we've not forgotten -- the "problem" seems to be that there's a rash of hundredth issues out this past year!

BENZENE is the name of a new 'zine (formerly a subzine) published by Ig Lew, 1327 W. 27th, #104, Anchorage, AK 99503. The 'zine contains one variant game, and a letter and commentary column largely about politics. Ig has perhaps the most entertaining writing style in the hobby. Issues are 60¢; send SASE for sample.

APOLOGIES TO MARK BERCH are due for a statement published last ish in Pete Gaughan's article. We erroneously printed that "Mark comes in for a lot of criticism for only running reprints of old Diplomacy articles." In fact, DIPLOMACY DICEST (which ranks as the eight most popular 'zine in North America, and sixth among active 'zines) runs much more than just reprints. But see for yourself by sending Mark a SASE for a sample, at 492 Naylor Place, Alexandria, VA 22304. D.W. regrets the error.

AND

NEW 'ZINES (cont.)

PLEASE KEEP YOUR ADDRESS CURRENT! D.W. is sent mostly via 3rd class ("bulk") mail. Although we "guarantee" both return and forwarding postage, we can't insure that the USPS will in fact forward your copy to you if you have moved. The forwarding postage is also billed by them to you as Postage Due (about 73¢)...we "guarantee" it at this end so that your issue won't end up in a dead-letter drop (but there's no guarantee of that, either). Furthermore: if the USPS returns your copy because you moved, and you did not give us timely notice, we must recharge the \$1 return charge to your subscription account (we'll absorb it if you moved after we mailed the issue). We will also have to charge your account with the extra postage needed to get your issue to your new address via first class. The best way to avoid all this is to make certain we have your correct address... including apt. # & ZIP code...at all times. We don't want to miss you or inconvenience you; so PLEASE help us keep our address files current. Address changes should be submitted to Rod Walker, 1273 Crest Dr., California Territory, U.S.A.

WHEN DO YOU EXPIRE? If your subscription expires with this issue, we have enclosed a notice (ignore blank sheets, which are in for weight purposes). **CHECK YOUR MAILING LABEL.** The number indicated there is the last issue on your current subscription.

ARTWORK for D.W. is done by good ol' J.R. Baker of Dickinson TX, who has become our new Art Editor. Anyone who wishes to submit artwork for D.W. should send it to him @ 3100 N. Meadow Ln., ZIP 77539.

VARIANTS. Beginning with this issue, as we promised last time, D.W. returns to a regular coverage of the variant scene. In this issue, we are pleased to present Vern Schaller's **PAR EAST** (revised) variant game, courtesy of Fred Davis. If you have a new variant, the North American Variant Bank would like a copy for its files. Copies may be sent to Fred @ 1427 Clairidge Ave., Baltimore MD 21207, and he'll also review the game in the following D.W.

LEPRECON '85 will be held over New Year's at the home of Bruce Linsey, 73 Ashuelot St., Dalton MA 01226 this year. Featured will be the games Diplomacy and Empire Builder, and a tongue will be served again this time. No smoking, please. Contact BRUX for more info.

LEPRECON is hosted each St. Patrick's Day by Joan Extrom and Ken Corbin, 35096 Kings Valley Hwy., Philomath OR 97370. Write for more info...or for a good time, call Joan at (503) 929-3223.

THE DON MILLER MEMORIAL AWARD has gone to Bob Olsen (who was the subject of an article last ish) for his entertaining writing and for hosting Pudgecon. Congratulations, Bob!

THE ROD WALKER AWARD was voted to Bruce Linsey this year for literary excellence as demonstrated in the publication of his article, "The History of a Diplomacy Zine" in **VOICE OF DOOM #100**. Congratulations, BRUX!

IT'S A TRAP! And not only that, but it's also the name of a beautiful new 'zine pubbed by Steve Knight, 11905 Winterthur Lane, Reston VA 22091. Digest sized, well-written, and entertaining; IT runs Diplomacy and the soccer game United, which is quite popular in Britain but just becoming a hit here in the U.S. Enclose a SASE for a sample. This is one you mustn't miss!

BERNIE OAKLYN IS BACK and is starting to publish again. Those of you new to the hobby should be informed that Bernie (whose real name is Bernard Tretick) was notorious for years in the hobby as a dishonest gamesmaster (e.g. having his sons in his own games under pseudonyms, with mail picked up at local maildrops to conceal their identities). We recommend that you avoid Bernie's publication; for further info write Rod Walker, 1273 Crest Dr., Encinitas CA 92024 or Mark Berch, 492 Naylor Pl., Alexandria VA 22304.

FRENCH LANGUAGE DIPLOMACY is available for those of you who read French, but not English, which makes this ad real useful, right? Contact Charles Arsenault, 4490 St.-Kevin #7, Montreal, PQ CANADA H3T 1H9; and request a copy of **SCIPIONIBUS**.

DIPLOMACY WORLD HAS BEEN FAKED TWICE, the first time by Al Pearson when he put out his excellent parody called "DIPLOMACY WORLD #31A". The second fake DW was produced by Bruce Linsey, 73 Ashuelot St., Apt. 3, Dalton MA 01226. You can write for a copy if you like. It was produced as a joke, and you should be getting it right about now. (Get it?!)

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