


# DIPLOMACY WORLD



"WALKER SHRUGGED"



#41  
WINTER  
1986



DIPLOMACY WORLD is a quarterly publication dealing with the game of Diplomacy. Subscriptions within the United States are \$12 per year (4 issues), including first class mail. In Canada subscriptions are \$14 per year (4 issues), including first class mail. Overseas subs are \$16 per year (4 issues) by surface mail, airmail by special arrangement. All prices are in US dollars. Make checks payable to DIPLOMACY WORLD or IDS and mail to Institute for Diplomacy Studies, Box 8416, San Diego, CA 92102, USA (619-295-6248). Submission of articles or feature materials to Kathy Byrne, 29-10 164th St., Flushing, NY 11358. Submission of news items or announcements to Larry Peery, Box 8416, San Diego, CA 92102-0416.

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Subscriptions received by the 10th of a month of issue (February-May-August-November) begin with the current issue. Others begin with the next issue. Selected back issues are available. See the INDEX AND MENU DIPLOMACY WORLD for an index of articles and ordering info for reprints.

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. DW is dedicated to the goals of covering the entire spectrum of the hobby fairly and to printing the best original articles available. DW is an IDS publication.

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Included in this mailing is DIPLOMACY WORLD #41, Winter 1986; the January 1986 regional editions; DIPLOMACY WORLD PAST THE AGE OF FORTY, A SPECIAL REPORT; DIPLOMACY WORLD FACTS, 1986; DIPLOMACY HOBBY FACTS, 1986; and THE STATE OF THE HOBBY, 1985, A REPORT; a total of 107 pages or so.

#### SEASONAL THOUGHT

One man's wasted space is another man's room to grow. Think about it.

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News items, public interest announcements, etc. matters of public record are published on a space available basis.

# PUBLISH OR PEERISH

by Larry Peery

No, even as DW's publisher, managing editor, and news editor I still can't resist a bad pun. The one on the cover and the above one is what you have to look forward to. Sigh...on the other hand, as a real live hobby old timer I can tell you that bad puns are one of the hobby's oldest traditions.

There have been some changes in DW in the last few months as most of you know. Some of them are obvious. Some of them are not. Some of them are important. Some of them are not. Some of them are completed. Some of them are not. Yes, I really do write that way. But I tried to keep it out of DW as much as possible; which is why you'll find my literary contributions to this issue in a special supplement. Just remember, as Kathy says, the more you write for this 'zine the less of my writing you'll have to read. That should be ample incentive for you. I honestly intended to keep this issue down to sixty pages, tops. But a funny thing happened on the way to the printer. It grew and grew and grew. Never, to my knowledge, has a DW publisher been faced with the problem of having too much good material for the 'zine. That, more than anything else, is a sure proof of DW's turnabout. The question is, of course, can we keep it up? And as one slowly approaches forty (as I am) or has just passed it (as Mike has) that becomes more and more a matter of concern. I think we can and that's why I pulled out all the stops and let the presses roll. Besides, if you think I was going to be the one to pick and choose which articles did and didn't get into this issue, you're crazy. You don't pay me enough to do that. So what I did was pull a complete section of articles from this issue for use as the theme material for the April issue. More on that later. But everything else I could find is here. The "in" basket for literary materials is empty (I think). We have to do it all over again. Again. Don't let anyone kid you, publishing DW is a lot of hard work, even for me. One tries, I found, to be especially perfect in putting out DW and, of course, one always fails. My first version had the Table of Contents on page seven! I'm not totally satisfied with this issue but I think it is a fitting beginning to a new life.

As DW's Managing Editor I am still learning and learning the hard way, by doing. I don't have a "system" completely worked out yet for handling DW's massive paper flow and scheduling. When you are doing something this big and involving this many people it just takes longer then it does to do even a relatively complex 'zine like XENOGOGIC. Still, I've learned from this issue and I expect to keep on learning as I go along. I thought I could put together an issue in about 50 hours. Instead it took closer to 100 hours. In spite of my pleas and deadlines a lot of material came in after the deadline. And there are always the glitches, like misplacing some of J.R.'s materials. Still, we are out on time, so I guess we can say we made it.

As News Editor I am least satisfied of all. Either the hobby has been in the doldrums for the past few months or everybody has been sitting on their butts waiting to see if DW would "really" make it. I have my own ideas about that. Well, the answer should be obvious by now. Kathy and her crew did a fine job in providing feature material for this issue but the news side is a bit thin. I really do need more input from the hobby's custodians, project workers, and publishers about their activities and--please--use the form I sent out. If you didn't get one let me know and I'll send another. I just can't physically sort through a hundred Dippy zines looking for news items

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## THE YEAR OF THE COMEBACK

by Kathy Byrne

The end of 1985 saw the scramble to save DIPLOMACY WORLD, and through the efforts of many this highly improbable goal became a reality. The question now becomes - what will 1986 mean for DW? I could say, "Your guess is as good as mine," but that would be a lie. The DW staff, especially Larry and myself, already have some very ambitious plans for 1986. Plans which include all of you.

In the dictionary, comeback as a noun means "recovery", and as a verb it is simply "to return to life or vitality;" that is our aim for DW in 1986. Our "comeback" is already a reality, as you read this issue I want you to remember - the best is yet to come. Larry and I intend to make each issue as interesting and entertaining as possible. We intend to cover a broader range of topics, and even have some DW issues with a theme.

To accomplish the above, it will be necessary for us to rely more on our readership. I am already working on a very special issue, but I could never do it alone, and so many of you have already been approached to lend a hand. The "mini" projects which we have planned will require the help of different members of our readership. I think that you are all about to find out that Larry and I are not shy about asking each and every one of you to use your talent to help improve DW.

Yes, Larry and I are pushy, and yes, we are not above badgering to get an article out of you, but please remember you did bring this upon yourselves. Since you choose to give DW a new lease on life, it is now our responsibility to see that the DW supporters are not let down. In a sense, you have handed Larry and myself a very sick patient and said, "Do something." We aren't miracle workers, but lucky for you we do love a challenge. Our patient has already undergone the surgery, and managed to live through it. Right now DW is lying in a recovery room waiting to see if the doctors' prognosis of "bigger and better than ever" is accurate. I guess that you could all just sit back in your easy chairs and wait to see if that happens, or you could become a part of DW's recovery. Personally, I like the latter suggestion, so why not make one of your New Year's resolutions to help put DW back on it's feet. We sure could use the help, and besides it'll be good for your ego knowing that you had a part in the DW comeback!

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Ms. Kathy Byrne, General Editor  
Mr. Larry Peery, Managing Editor  
DIPLOMACY WORLD  
San Diego, California

Dear Editors,

I began my "gaming" life with the likes of AFRIKA KORPS and WATERLOO, straightforward and fascinating (even if simplistic) "simulations" of history. Sometime during those dimly-remembered days, I first encountered DIPLOMACY. A shrug and on to the next wargame. But, at an impressionable point in my early college career in Santa Fe, my maturing sociability led me back to that strange game without dice. For the next dozen years, I dabbled in the hobby - being one of that very large amorphous mass of casual players who surround the central core of fanatics. I played with friends whenever possible (evenings of cheese and wine and laughter in Helena, now truly golden memories), attended a couple of conventions to play against my betters, and even tried out the pfm hobby. And, through it all, I occasionally stumbled across a little publication called DIPLOMACY WORLD.

It fascinated me. (But not enough to invest; college students and newlyweds are notoriously short of cash and attention.) I avidly read every word whenever a copy came my way. Here were articles on the play of the game, an occasional sample game, some tidbits of humor and irony. All aimed at increasing my enjoyment of the game rather than the ego of some far-away "editor". Of course, little word about the "feuds" and personalities of the hobby that I've since, to my regret, become all too aware of. I wish I could convey to you the sheer pleasure that settling down with DIPLOMACY WORLD gave me in those days - almost as sublime as those wonderful winter evenings spent playing. (Or maybe the magazine helped recall them . . . even better, stimulate them?) The then-members of the Helena Gaming Association used to pass the issues around until they were dog-eared beyond recognition. It was that sort of 'zine.

In 1982, after coming to Avalon Hill in January, I had the great pleasure to meet Rod Walker and several other DIPers at ORIGINS in Baltimore. My respect, and concern, for the hobby waxed. In the past four years my involvement in the hobby has been admittedly minimal, limited to giving it mention when space allows in The GENERAL and corresponding with a few "leading lights". I can now study it as an informed outsider; I have come to know the wider scope - that which passes beyond the mere playing of DIPLOMACY for fun - of the hobby. Throughout it all, I've had the greatest respect for DIPLOMACY WORLD and the editorial policies it represented. Now, I hear it is in trouble. What a shame.

But, it seems that a diverse group of folk - all willing to do more than wring their hands - got together to give the old dog another lease (or leash, as Rowlf would say) on life. Knowing some of these people, I have no intimation that their product will be any less than it once was. DIPLOMACY WORLD is the best forum to advance your hobby that I know. It should be required reading for anyone who aspires to play with the verve and imagination that the best of your compatriots do. Even the worst of cynics could not dispute that simple calculation. With the years of experience that you editors embody, I expect DW to remain that gem that I so loved reading.

If there is anything that I can do, professionally or privately, to help . . . just ask. I am always willing to advance a worthy cause. I think DIPLOMACY WORLD well qualifies. All the best to all of you. Good wishes and best luck on the venture.

Cordially,

Rex A. Martin  
Managing Editor/The GENERAL

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

October 8, 1985

Editor  
DIPLOMACY WORLD

Dear Sir:

I would like to express my thanks to Larry Peery for his vigorous and dedicated effort to rescue Diplomacy World in this crisis.

I would also like to thank those who were instrumental in arranging this transition, so that a last chance could be had to save this significant magazine.

I think we should not forget to thank Rod Walker and his staff for their efforts in publishing Diplomacy World for several years.

I would like to thank especially those fans who have come forward with contributions, and matching offers, and those publishers who have made matching offers of subscriptions to their own magazines. After all, we are all little guys, one way or another, and we all depend on the little guys.

To the future of Diplomacy World.

Yours very truly,

ALLAN B. CALHAMER

# DIPLOMACY WORLD: 1985 FINANCIAL REPORT

This report is basically for the last quarter of 1985 (e.g. from September through December, 1985) and is based on the records maintained by the comptroller for that period. I have reviewed these records and am convinced that they are reasonably correct.

## Income

Subscriptions.....	\$1531.00
Advertising.....	0.00
Interest.....	0.00
Pledge income.....	51.50
Sales of back issues	72.25
Sample income.....	125.75
Misc income.....	170.00
Reprints income...	371.00
Endowment Fund....	971.80
Anthology income..	244.00

Total Income 3537.30

## Expenses

Equipment.....	11.00
Telephone.....	47.48
Stationary & Paper	295.87
Postage & Mailing	201.44
Stamps.....	110.00
Printing/DW/IMDW	223.83
Printing/DW/jr	122.23
Printing/Anthology	312.91
Printing/Reprints	192.71
Misc. expense	46.68
Banking expenses	28.00

Total Expense 1592.15

Balance 1945.15

## What Does It Mean?

Basically what I have tried to do is use non-subscription money to cover the costs of getting DW going again and to finance various special projects, such as the Anthology and Reprint Series.

I have also tried to keep at least one half of the Endowment Fund intact to cover any unforeseen "emergency" costs.

Beyond that I have tried to pay the bills on time and keep things moving forward.

Most of the expenses to date have involved the three issues of DW, jr (the equal to a regular issue) and the special DW 40 mailing (also the equal to a regular issue). The costs of the Anthology and Reprint Series were covered by pre-publication orders. Future sales will be profits (less postage, etc.) for the Endowment Fund.

It will require a one time cash transfer from the Endowment Fund to cover the costs of getting DW going again; probably in the amount of some hundreds of dollars. We spent almost \$1 per ex-subber in contacting members

of the DW family during the "bankruptcy"; not all of them decided to rejoin us. So that cost has to be covered. In addition there were costs involved in the staff re-organization which were one time expenses. All in all we spent about \$500 getting DW back on its feet. Not a bad return.

My hope is that the Raffle and Telethon for 1986 will raise sufficient funds to cover the administrative costs for DW during the rest of 1986. Any income from the Anthology, Reprint Series, etc. should go back to the Endowment Funds.

In addition DW is still owed certain monies from various pledges, from the previous publisher, etc. That will help.

All in all, things look much better then they did three months ago thanx to the generosity of a lot hobby members and members of the DW family. You all have a right to be proud.






## HOBBY SERVICES: TO BE...

by Al Pearson

I would like to open up a discussion of Hobby Services and their funding. No, this isn't another suggestion on how to raise money, like the Dip-Tax. What I am interested in is a discussion of what constitutes a Hobby Service and how should these Hobby Services receive funds for operation.

Some may wonder why I am even interested in such a topic. Well, I have found myself in a position for the past two years of being involved in the decision as to how certain hobby-related funds are dispersed. I served on the past two DipCon Society Administrative Committees which have had to disperse money from the Detroit and Dallas tournaments, and Mike Mills solicited my opinion about the division of funds resulting from the PDO Auction. I have been disturbed by this question of who deserves what, and I am sure in the future many people associated with the DIPCON, the PDO, and other events will also have questions similar to mine about how they should divide their funds surplus.

My first question is what is a hobby service? I really don't know, and don't think that all of us can agree on one list or criteria. There are the traditional services---Boardman Number Custodian (BNC), Miller Number Custodian (MNC), and the Orphan Games Service (under various names). These provide a service to the hobby of giving continuity through the orderly identification and reporting of Diplomacy games as well as providing that games are continued even if the zines or GMs involved pass into hobby history.

But there are a lot of other activities which have been considered Hobby Services by some or most members of the hobby. This "second tier" of services includes (in my mind) the Hobby Census, the Ombudsman Service, the Zine Directory, and the two Hobby Novice Services (Supernova from Bruce Linsey and DIP from John Caruso). Each of these serves some segment of the hobby either by better informing individuals about publications or players or by assisting in mediating game related issues. There is still another set of projects (not to be considered lower in importance, just different in emphasis) which have been referred to as Hobby Services. These include the two Game opening services (from Walker and Sacks), and the Hobby Reprint Service (Diplomacy Digest).

So, who is to be funded? If I produce a listing of all Diplomacy players in West Virginia, or a pamphlet of all game openings conducted by Electronic Mail, or started a Hobby Fake Production Service, should I have the right to expect that my project be funded? I personally believe that a vast majority of those individuals involved in "hobby services" are sincere in their actions and believe these projects to be important to the hobby. Unfortunately there are also those who produce a project for what I regretably assume is either ego boost, personal publicity, or just have activities of an extremely limited scope. I wouldn't want to further any of these petty attempts with funds which could have been better used by other Hobby Services.

Back to the question of who gets this general hobby funding. I am afraid it resolves down to the fact that each monetary source will have to make its own decision as to which among the long list of services will be funded by that particular source. At the Detroit DipCon Society meeting the committee left the decision up to the whole group which came up with a percentage plan which was approved over-whelmingly but caused outcries from some other sources. I'm sure that no matter how any group decides to divide its funds there will be those who would prefer a different division. I will not either defend the Detroit decision or argue with it; it is a fact of life there will be disagreement about the division of funds for two reasons--- (1) most hobby services need outside funds to continue effective operation, and (2) by failing to fund (or "sufficiently" fund) an individual's service, he may take it as a personal attack or some sort of discrediting of his service. So it is important to decide which services are funded, and unfortunately I can't answer the question.

But let's assume we have decided which services need these funds, how much should each receive? Usually the division isn't based on how much a service needs; more likely the decision is how much of the total on hand should each service get, and this seldom reflects relative need. Several services are self-supporting and don't request funds, like the Zine Directory. Others get partial support from various sources like the BNC does through various donations and tournament funds. Others are funded primarily by the individual running the service, like most rating services.

This brings me to the point of the second question---anyone wishing to receive funds to assist in funding their hobby service should be willing to do what the BNCs have done, print a public accounting of the costs of the service and sources of funds. It is only when the hobby knows the cost of the services that an informed decision can be made as to what needs to be funded by general hobby funds.

Back to my hypothetical hobby service, the Hobby Fake Production Service; I might produce four fakes a year and distribute 50 of these to the major hobby publishers. I might become very well known and possibly receive some critical acclaim, but if it cost me \$600 a year to do this, I doubt the hobby in general would find the cost worth it. On the other hand there may well be several services which could function very well on \$100 a year that most of the hobby would agree need supporting. Without knowing the relative costs of the various projects (as well as what the project director sees as the major benefits of the service) we will continue to see a general lack of knowledge about these services and why they are funded along with the bickering associated with this whole process in past years.

So I would like to challenge the hobby to discuss these issues and to hopefully come to some agreement as to who and what should be funded, and I would like to also see the various hobby projects respond at some time in the future to the questions as to what they see as their value and functions as well as their operational expenses and need for support.

## DON'T JUST STAND THERE

by Mark L. Berch

The over use of the "hold" order is probably the single most common tactical error made by novice players, except for the accidental mis-order. There are sometimes better ways of defending a position than just having the unit hold, and this article will look at them.

1. The Moving Defense. Strange as it may sound, the best way to defend a position may be to move away from it. Suppose your lone army is in Sevastapol, facing the enemy in Moscow and St.Petersburg. Help, in the form of Fleet Smyrna is two seasons away. Army Sevastapol Hold won't do the job, since Army Moscow-Ukraine, Army St.Petersburg-Moscow will kick you out the following season. Army Sevastapol-Ukraine might work, but if the enemy shoots for Army Moscow-Sevastapol, you will not only lose the center, but will feel like a complete idiot to boot. Army Sevastapol-Moscow, however, will guarantee that you'll hold Sevastapol, since you've blocked Army St.Petersburg-Moscow. The principle is that you move toward the space held by the attacker. This will work unless the second piece (Army St.Petersburg in this scenario) can either go around the first unit, or can get support. If you need to hold the space for three seasons (say, Fleet Smyrna had some other task in the first season), your best bet would probably be to gamble on Army Sevastapol-Ukraine for a season, and then revert to this defense.

2. The Self-Standoff. For example, if you had Army Warsaw above, Army Warsaw-Ukraine, Army Sevastapol-Ukraine. Most players are well aware of it, but its very easy to overlook places where it can be used. Players sometimes foolishly shy away from the tactic, because they are afraid it will be foiled by the enemy supporting one of those moves. But that trick (the Reinhardt Gambit) is, in the real world, seldom done unless the self-standoff looks extremely likely. The problem with the Reinhardt Gambit is that so often, even if it works, the player hasn't gained much. So don't be overly afraid of the Reinhardt Gambit.

3. Unsolicited Support of Convoy. All right, you offered him help, he turned you down (and said he'd attack you any how). There's no need to sulk. You might as well do the support or convoy any how, for several reasons. First, if the attack might succeed even without your support, he may be doing it any how. He may have decided that its too risky to entrust you with this sensitive piece of information. Small powers being severely squeezed can become wild and unpredictable, believing that they must do something drastic to avoid being destroyed. As a result, they are viewed as much less trustworthy, and all too likely to pass along the letter. If you provide the support, and it turns out to have been needed, you will have a very grateful neighbor. Second, he may have turned down your offer because he didn't believe that you would provide the support or convoy. This is especially true if you had previously been helping someone else. If you do it, you've gained credibility, and he may well believe the offer for the next season. Third, it may sow a bit of confusion, as people wonder if you are or were allied at some time. Finally, he may have accepted your offer, but his letter saying so was delayed or lost in the mail --- or your change of orders might not get into the GM on time. Admittedly, these are all longshots, but I've known all of them to happen at one time or another.

And they are Zero Cost ploys, so what do you have to lose?

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PUBLISH OR PEERISH/Continued from page 2.

that belong in DW. You have to put this info in the form I need and get it in front of my nose so I won't miss it. It is, I know, going to take a while for you to get used to the way I do things. Don't worry about it. I expect it. We'll all adapt together, I hope, just as I hope we'll all work together peacefully.

I've included the first of the regional editions for all of you to see and evaluate, along with a copy of the DIPLOMACY WORLD FACTS and DIPLOMACY HOBBY FACTS that all those who write DW about Diplomacy will receive. Also for your perusal is a State of the Hobby Report for 1985 which you may find more interesting than you anticipate. Instead of listening to Ronald Reagan's State of the Union speech you can read vintage Peeribleah.

Be warned---and thankful---that future issues of DIPLOMACY WORLD will not be this size. It is financially impossible and far too much work for all those involved. However, we did have a lot of catching up to do and I thought this time we could do something just a bit special.

Again I face a dilemma because there are so many people I want to thank for their contributions to DW in the past months. The problem is that it would take another issue the size of this one to tell you who they are and what they did. Well over a hundred of you donated well over a thousand dollars to the DW Endowment Fund (or other donations). And even more sent in thousands of dollars on faith to subscribe, to buy copies of the Reprint Series and Anthology, back issues, etc. Most of these orders have been filled but---I have to confess---not all. Yet. Time is the problem, of course. But you have all been very patient and, amazing as it is, I can tell you that not one person has complained about not receiving something they ordered from me in the last few months. Obviously, many people volunteered to join the DW staff, wrote articles for the magazine, and contributed lots of advice (Most of it very good, thanx). Naturally there is always a pro and con to every decision that must be made in a project like this and, after listening to all advice, I have always made the decision that I felt was best for DW and the hobby. Some of them may not be popular and some of them may turn out not to have been particularly wise. It is always that way. But at least you know someone who cares is making the decisions and taking action on them. That, for me, is the bottom line. But to all of you, and especially to Mike, Kathy, and Rod, my thanx. You made an impossible job possible and, at times, even enjoyable. (See my article on Diploholism.)

Even as you read this we are already at work in planning the next several issues of DW. Indeed, we'll be back in your mailboxes before you realize it. In what may be one of the strangest suggestions you'll ever read in DW I suggest you put aside the magazine itself, and the Special Report, and turn to the inserts. I could have inserted these into the 'zine itself but I felt that their separate status would give them a special importance and (practically speaking) it was cheaper to print them this way. Pay particular attention to the DIPLOMACY WORLD FACTS and DIPLOMACY HOBBY FACTS. These are what hundreds of newcomers are going to see first about the hobby in a few weeks. If there is more information that should be there get it to me now. The State of the Hobby Report for 1985 is, I hope, the beginning of a new DW tradition, as is the article on the 10 most significant events in the hobby last year.

Continued on page 14

DIPLOMACY WOODY STYLE

by Kathy Byrne

Many years ago, one Stephen G. Arnawoodian (a.k.a. Woody) was inflicted upon this poor unsuspecting hobby. Woody's claim to fame has to be that he gave a new meaning to the word "diplomacy."

Normally when you join a postal game of Diplomacy, you receive letters of goodwill, offers of alliance or at least neutrality. However, when Woody is in the game, that all changes. Woody doesn't believe in wasting time writing letters.

Pity the poor novice who wrote Woody a nice friendly letter. Bob told Woody that it was his first game, and that he'd heard Woody was a good player. He said he hoped to form an alliance with Woody. Since Bob wanted to make a good impression, he told Woody all about his car which he was so proud of. Woody sent a typical response:

"Dear Kid,

I love novices, they are so easy to stab. The guy who told you I was a good player is probably lying to you in the game too. Your car sounds like a hunk of junk...

Woody"

You might think that this letter is the exception rather than the rule, so I'll give you another example.

Don Williams managed to get an alliance with Woody over the phone. In Fall 1901, however, he made the mistake of writing Woody a seven page letter. Woody's response was a classic.

"Dear Jerk,

If you ever send me another long letter, I'm stabbing you. I don't have time to waste reading long boring letters.

Woody"

You have to admit that Woody doesn't beat around the bush. You might wonder how Woody ever manages to do well in a game, well it is very simple --- he uses bribery.

I was in a game with Woody, and he and I were at war. So, he calls me up, and says, "What will it take to get you to pull off me?" I told him that he didn't have enough money. So he said, "I'll tell you what, I'll take your son, Frank, for two weeks during the summer." For two weeks of peace and quiet, even I would ally with Woody. By the way, this year he needed a lot of favors from me, so he had Frank for five weeks in the summer, and my son will be spending his Christmas and Easter Vacations with Woody also.

Woody once needed an alliance with Tom Mainardi, so knowing that Tom is an avid wrestling fan like himself, Woody convinced Tom to ally with him by getting ringside seats to one of the biggest matches in the WWF. Woody said it was no big deal, the scalper only charged him \$50 per ticket, and as Woody pointed out, that was a lot cheaper then what it costs him to feed my son for a week.

As Woody will tell you, everyone has their price, and he doesn't mind paying to get into a few draws. After all, he is a legend with an image to live up to.

# TOP OF THE TOADSTOOL

by J.R. Baker

When you come in last at "The National Tournament" DIPCON XVII, (e.g. the bottom of the bottom board), it's the pits! The more you think about it, the worse you feel...a vicious death spiral for the ID!!!

But, when you come in first at "The National Tournament" DIPCON XVIII, it's a fantastically emotional ego trip....To put it in words is like trying to explain what's behind the Cheshire Cat's grin...

I suppose if someone came in first one year and then last the next year, they would blame it on the other players...claiming a conspiracy (and perhaps be correct in doing so).

However, I found myself wondering and thinking repeatedly ..... Why did I come in FIRST this year, and LAST last year? How did I change in one year from the WORST DIP EVER to FIRST TOAD? What did I do to improve my game?

It really started to bother me, how did I come in last one year and then first the next year. Is it right to claim I did it all by myself? How much of my success was due to the fact that I came in last...last year and therefore was not considered a serious threat? How much was due to the fact that the scoring system was a secret and none knew that I was in first place going into the "final" round? Would I have done as well had I worn my first place badge from RAZORCON that I had won the week before? No, I don't think so.

I can truthfully say I didn't do it all myself. I had a lot of good teachers and I learned a lot of hard lessons. I went from reading one ZINE to READING five (and subbing to a few more).

I played (and studied) all seven countries.... their key openings, their short range, intermediate and long range goals, their options and their stalemate lines. I played against people who were good and people who thought they were good and people who were just learning. I played against people who understood position and tactics and people who didn't, people who lied to gain centers, people who didn't, and people who lied just to lie, even if it wouldn't gain them anything. And when ever something happened that I didn't expect, I asked myself WHY?

There was that word again, "WHY?" That all crucial word and all of a sudden it hit me! The answer to "WHY?" I finally understood the three most important things in a Diplomacy game....Position, position, and POSITION!!!!

COUNTRY POSITION - Each country has it's own strength and weaknesses, it's best possible opening, it's best builds, it's best defenses. These are determined by their POSITION on the board. Know them and use them to your advantage whenever possible. Not just the country you're playing, not just the countries next to you but even the countries behind the countries in front of you. It's a rare player that will weaken his position to help you, but if you can show him how to improve his position....

PLAYER POSITION - Like each country, each player has his own strengths and weaknesses, his own reputation. Most players favor the country they seem to do better at, but that's only a reflection of their ability to take advantage of the strengths and avoid the weaknesses of that country. Know yourself! Know your strengths, use them! And know your weaknesses, avoid them and stay on guard against trapping yourself! The greatest lesson I ever received was from Witt Pond, when I asked who was his worst enemy, he responded "myself!"

Even more important than the countries that surround you are the players themselves! Do they understand tactics? Do they cross game? Will they deal? Will they lose interest when the going gets tough? Do they prefer second place to a three way draw? Learn their strengths and weaknesses... Ask them, which is their favorite country, or if they really got their first choice. You can usually get more reliable information from your fellow players than any other source! "Why, it seems like you're always getting stuck with Germany!".... "That sure is an unusual opening."...."Why didn't you take...."

DYNAMIC POSITION - Each game has it's own dynamics (the flow of units). This is a result of the interaction of all the players, their skill or luck, their alliances and their fears. When the zine comes in your mail box, do you read just your moves, or just the moves of those next to you? Read (and study) every move near or far, they are all equally important! It does you little good to be winning a one on one battle if there's a triple alliance headed your way, and if you're losing, that may be all it takes to convince your opponent to back off! Be aware of the entire board, know who is doing what to whom and why. No matter how good you think you are, if someone else doesn't stop the guys on the other side of the board....sooner or later it's going to be your problem!

Being "FIRST TOAD" is an honor, and it carries certain responsibilities as well as it's privileges. So let me give you a little advice, and perhaps next year, you will be the one with the Cheshire Cat grin.

#### THE FIRST TOAD'S FAMOUS LAST WORDS -

1. Never lie to another player (unless it's going to make a big difference in the results of your next moves). It may not be to your advantage to tell them the whole truth, but if you lie once will he ever trust you again?
2. Never take a risk you don't have to. If it's a risk, and you loose, you may never recover.
3. Never tempt an ally with one of your home supply centers.
4. Never order one of your units to hold. (If you can't use it to support something, then mis-order it and it will hold by default!)
5. Never tell anyone information you don't want repeated.
6. Never pass up one sure build for two almost got a builds.
7. Always cover your assets (CYA).
8. (Almost) Always take advantage of your position.
9. Never build a unit you can't use, especially if it is going to threaten your ally!
10. Never, never ignore the threat on the other side of the board.

OK, all you toadies, this was a test. I repeat, THIS WAS A TEST!

What are the three most important things in a DIPLOMACY game?

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PUBLISHER OR PEERISH/Continued from page 10.

You may not agree with either but I hope they'll stimulate you to positive action on DW's and the hobby's behalf. My question to you is, "Now that we have saved DW; what are we going to do with it?" My initial response to that question is in that Report. Read it soon. And give me your feedback. A lot of important decisions have to be made in the next few months and I need your input, especially those of you who are novices, to make the right decisions.

I hope by next April's issue to have DW on a normal footing so that we can get on with other things. For now, enjoy this special issue.

Oh yes, if you have any especially bad puns send them along.

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#### DW STAFF POSITIONS

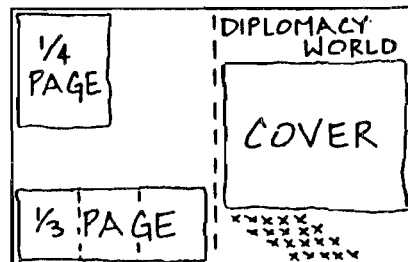
If you look at the inside front cover of this issue you will see that there are still several vacant DW staff positions which we need volunteers for. We need an advertising manager to go out and sell advertising in DW to hobby and gaming clients who might like to advertise in DW. We also need an independent auditor to conduct a yearly audit of the DW books. Th's should be someone with a financial or accounting background. We also need a Central Regional Editor to look after DW's interest in that area. I'm also looking for someone interested in variant Dippy to handle game openings in that area.

Also I need two volunteers to work on DW's two major fund-raising events for this year: the Raffle, scheduled for this spring, and the Telethon, scheduled for next fall. If you are interested in helping with either of these projects please let me know. DW's continued improvement depends on them.

DW staff positions are unpaid, of course, and are filled by volunteers. We depend on these people to make DW the hobby's premier publication. Would you like to join us?

#### — SEND D.W. YOUR ART —

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IN ALL OTHER CASES...or CONDITIONALS: BETTER SAFE THAN SORRY

by Stephen Wilcox

If you have never used the above phrase in writing your orders, then this article just might save you from a devastating NMR, even if you have orders on file! If you are familiar with this phrase and use it as needed, there just might be other ways this article can enlighten you to the most advantageous use of writing conditional orders.

There are several circumstances in which conditional orders should be used. The most obvious is when two or more seasons are combined. In postal Diplomacy games, retreats are usually combined with the following season. Retreats following Spring moves (Summer retreats) are usually due with the Fall moves. Retreats following Fall moves (Autumn retreats) are usually due with the Winter adjustments which are often combined with the Spring moves. This combining of seasons is done to speed up the real time that it takes to complete a postal game of Diplomacy -- often 2 to 3 years.

This can be used to your advantage. Whenever a Country anywhere on the board is making a retreat, consider every possible option that player has and what your moves would be in each case. If you would make the same moves no matter what happens with that retreat, then fine, submit those moves. If, however, one or more of their options affect what moves you should make, then send in conditional orders. Let's use for example the following situation: Germany has successfully retaken Munich from Russia. The GM lists Silesia, Bohemia, and Tyrolia as possible retreats. The German player would most likely turn in conditional orders such as: If Russia retreats to Silesia, make these moves..., and if Russia retreats to Bohemia or Tyrolia, make these moves... This, however, is not enough. Any unit retreating always has the additional option of retreating OTB (off the board). If the above conditionals were submitted and the Russian player did retreat OTB, the German player would be listed as NMR (no moves received) even though orders were sent in! This is because none of the conditionals were met. To resolve this, always list one of your sets of orders (usually the last) as, "In all other cases." Also, prior to doing this, double check the GMs listing of possible retreat spaces. In the above example, is a retreat to Burgundy possible? If so, include that in your conditionals. GMs rarely will delay a game for that type of mistake.

That was easy, but consider now if at the same time England forced Paris and France can retreat to Burgundy, Gascony, or OTB. Now, instead of five possibilities, that has multiplied to fifteen. You could handle all the possibilities the same way as above, but it might be easier to set up a matrix with all the possible Russian retreats across the top and all the French retreats down the side. Again, don't forget to list the OTB option. At the point each given pair of retreat possibilities meet, simply place a letter corresponding to a set of orders that follow the matrix. Several retreat combinations may lead to the same set of orders such that you might follow the 3 by 5 matrix with only 4 sets of orders labeled Set A, Set B, Set C, and Set D.

In the above example, the German player chooses not to use the matrix and submits the following conditional orders: If Russia retreats to Silesia, do this...; if France retreats to Burgundy, do this...; In all other cases, do this... . What happens if Russia retreats to Silesia and France retreats to Burgundy? Some GMs would simply use the first set of orders for which the conditions are met. Meaning, if the German player reversed the order that the first two conditionals were written, a different set of orders would be used in the event both are met. However, some GMs would decide that if both conditionals were met, there are two sets of valid orders therefore only the orders that are identical in both sets will be used. One way to get around this is to state on your orders, "use the first set listed to which the conditions apply." Another way is to restate the obvious in the second condition. For example: If Russia retreats to Silesia, do this...; If Russia does not retreat to Silesia and France does retreat to Burgundy, do this...; In all other cases, do this... . The main thing you need to do is make sure there is only one way to interpret your orders.

Let's go back to the OTB retreat option for a moment. In some circumstances it is extremely obvious that a player will not retreat OTB. Two such possibilities come to mind: (1) When a player has the opportunity to retreat onto an enemy's supply center after a Fall move, and (2) when a player has a piece dislodged near the front and he expects to build several units next Winter. Other than to avoid the NMR we talked about earlier, there is another reason to include a conditional for an OTB retreat. In these cases, a conditional is actually a probe for an upcoming NMR in the combined season. If it is an obvious poor decision to retreat OTB, and the unit does, it is a good possibility that the GM retreated it OTB as per the Rulebook because the player NMR'd. Your conditional will allow you to make full use of the other players NMR. Attacking occupied spaces with only one support and moving in without support to unoccupied spaces might be to your advantage. On the other hand, supporting this players units to hold may be necessary to keep someone else from taking advantage of his NMR. A few GMs, though not many, will allow you to include in your conditional orders whether the retreat OTB was made by the GM or the player. This would make the probe for an NMR almost a certainty. Remember, a player could have forgotten the Summer or Autumn retreat but still turned in a full set of orders for the Spring or Fall. Nothing is certain.

So far, all this discussion has been about retreats. Most of the above techniques can be applied to the Winter adjustment season as well. The biggest advantage gained by conditionals for a Winter season is a probe for an upcoming stab. Anytime an ally agrees to making, or not making, a certain build (or a retreat for that matter), conditional orders can be used to detect a stab even before any pieces have been moved. For example: As England, you have received a letter from a +1 France stating he will not be building F Brest but rather A Marseilles. Simply include in your orders an additional set in the event that he does build F Brest. Then, if he does, you will have blocked his stab as well as possible. You must also be careful how you word this conditional. All of the following have slightly different meanings: If France builds a F Brest, If France builds in Brest, If France builds a Fleet, If France does not build an Army, If France does not build in Marseilles, and If France does not build an A Marseilles. Note also that "If France builds a Fleet" is not a true opposite to "If France builds an Army." Players

always have the option to refuse a build. That enables you to use, "If France does not build" as a probe for an upcoming NMR for France assuming that it is obvious he will not choose to play short.

Conditional orders are also important when your opponent has removals due. Their removals often can tip you off as to what direction they will be heading or which country they will be placing the strongest defense against. Turn in conditionals for every possibility that would affect your moves. Remember to always label one set "in all other cases" just to be sure that all possibilities are covered. Also, determine what removals would be made by the GM in the event the player NMRs. If you are reasonably sure that that player would not make those removals, include an additional set of orders conditional upon those removals as a probe for an upcoming NMR. Just like for the unexpected retreat OTB or the surprising lack of a build, make your moves in this case assuming that the player has NMR'd. Again, a few GMs will allow you to include in your conditional whether the removal was made by the GM or the player.

Another time when conditional orders are generally accepted is when a stand-by player has been called and either the original player's orders or the stand-by player's orders might be used. If the orders you want to use differ with which player's orders will be used, send in both sets and label appropriately, "If the original player's orders are used" and "If the stand-by player's orders are used." As a side note, I have found stand-bys often do not communicate until they know for sure that they will inherit the position. I recommend writing any stand-by whose play can affect your position. Even then most do not respond, so consider enclosing a SASE with your letter. Your response ratio will rise dramatically as will your chances of gaining the stand-by as an ally. It is a quick way to show that you are interested in the game. Then again, it may turn out to be a waste of two stamps instead of one.

One final time in which conditional orders should be used lies in the area of season separations. The guidelines of what will constitute a season separation vary widely from GM to GM. Anytime your GM requires two or more requests to separate seasons, "And just in case" orders should be submitted along with any request for a separation. Your not doing so runs the risk of an NMR should the seasons not be separated. Even if your ally has promised to request a separation, submit "and just in case" orders. This is another method of probing for an upcoming stab.

As I have pointed out, GMs vary on how and when they accept conditional orders. What I have discussed is generally correct, but check your GMs Houserules or ask him to be sure. The use of conditional orders can not only assist you in improving your own position, but can also make it more difficult for someone else to destroy it. Conditional orders are an advantage available to everyone. Use them!

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Don't forget DIPCON XIX at MARYCON, 30 May to 1 June in beautiful, historic Fredericksburg, Virginia.....  
see MEGALOSAURESSE for details (in the regional editions).

## IN DEFENSE OF ALBANIA

by J.C. Hodgins

In all the copious Diplomacy literature, pertaining to strategy, tactics, alliances, personalities, stabs, revenge, psychology, openings, negotiations, and colour of units, one country has been notoriously left out. Albania. It is the intent of this article to rectify this sorry situation.

What is it about Albania that players don't like? It is, after all, quite a special place in the Diplomacy world. It is the smallest of the three non-Power, non-supply centre provinces on the Diplomacy board. This means, however, that players must continually move aside fleets and armies which reside in Albania so they can read the name of the province. This in turn leads an observant player to spread the word "He's going after Albania!", and another fine strategy inevitably goes down the drain.

Albania does not have a dot, which means that the economy can't produce enough goods to support an army or fleet. The Albanians have a complex about this and very often get mad at Switzerland because at least it is "impassable." Somebody should tell the Albanians that their economy, based largely on the production of horseshoes, is not a viable one in an age of mechanized transportation.

Situated on the Adriatic between beautiful Serbia, rugged Greece, and downtown Trieste, Albania also has access to the Ionian Sea. The people are friendly, but do get tired sometimes of being invaded by the red guys, the green guys, and the yellow guys. The white guys aren't much bother, but sometimes they sleep over too.

Albania is a favorite resort spot for Austrian fleets. The Austrians are always heading there on their way south in Spring 1901. They never stop for long, however, deciding to travel to Greece most times. Must be the food or something. The Turks, who generally have stronger stomachs than the rest of Europe, love to go there for "a good game of horseshoes."

Albania is usually a strategic goal of England. The Wicked Witch of the North quite often directs much diplomatic pressure on Germany to "stay the heck out of Albania!". This causes much consternation in Berlin as the Kaiser never has any desire to enter Albania any way. But no one likes to be pushed around, and so war usually breaks out. Statistically, Albania is the cause of 87% of all Anglo-German fights in Diplomacy.

Most of the other powers are content to leave Albania alone initially, and Italy has enough problems getting Army Venice to hold.

"All roads lead to Rome" is actually a misquote of the more accurate "All roads lead to Albania," which is itself only true because so many people over the years have LEFT Albania that it just SEEMS that all roads lead INTO it.

Albania is also near the beginning of any list of provinces in alpha-

betical order.

It has a big crease running through it when you open the board.

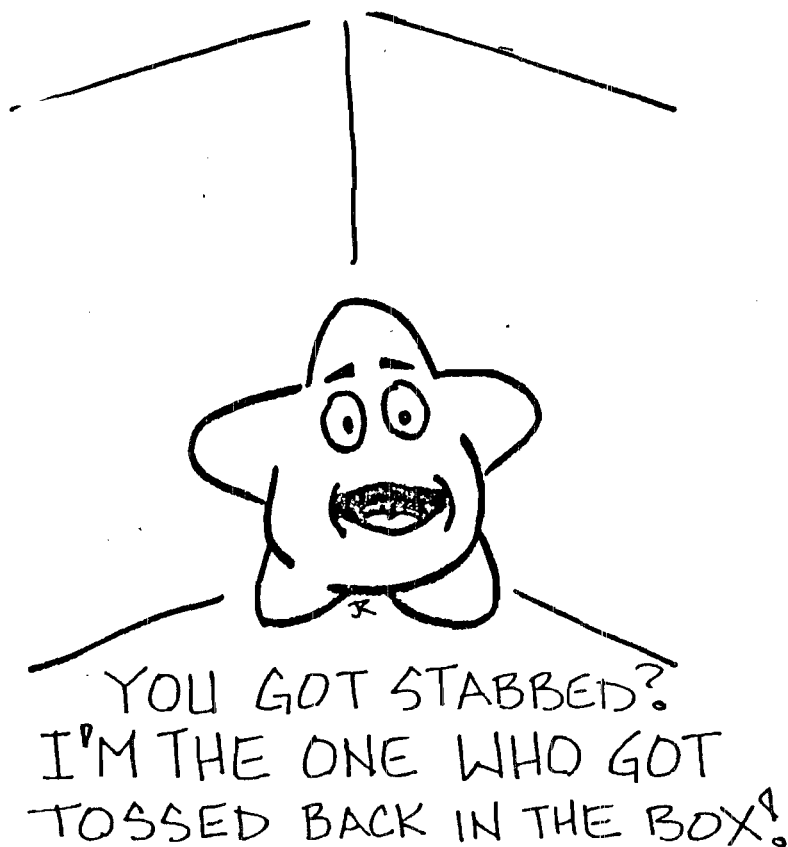
Hopefully, after reading the above information, Diplomacy players will have a better appreciation of this tiny but great province. Just remember, without Albania in Diplomacy, Trieste would touch Greece. So there!

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#### DIPLOMACY WORLD ADS

Although you wouldn't know it to look at this issue DW does encourage both commercial and classified ads. We are looking for suitable ads for the magazine for products or services that might be of interest to DW readers. We'll also include flyers or brochures in our mailings. DW family members can place classified ads in DW as well for their own use. I realize that until we recruit an advertising manager we aren't going to be doing much of this kind of thing but I do want it to be a matter of public record that we are interested in advertising for the magazine.

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# THE ENDLESS STAB

## CONFESSIONS OF A DIPLOMANIAC AFTER 25 YEARS

by Rod Walker

Somebody once asked me if Diplomacy players were really crazy. "Yes," I answered; "and here I am to prove it!" Now, it's true that everyone who enters Diplomacy fandom isn't crazy; but those who aren't depart in puzzlement and terror very quickly. So you can bet that people who are still in Diplomacy fandom after, say, 5 years are certifiable loonies. I've been in fandom 25 years. I used to ask people what that meant I was, but I don't any more. I mean, some of the answers...!

Since I'm stepping up to the position of "Editor Emeritus," which means I get oodles of glory but not much work, I thought I would favor you with some thoughts about Diplomacy in general and DIPLOMACY WORLD in particular, thoughts which might normally come of a combination of sleepless nights, a gallon of cocktails, and a healthy dose of some illegal recreational drug or other. Old-time Diplomacy players, of course, have such thoughts when they are sober, which ought to tell you something about the game right there. These days I subsist mostly on salt-free aspirin and unsweetened herb tea while my doctor simply shakes her head and mutters Pater Nosters and Ave Marias, chants mantras to a squatting statute of L. Ron Hubbard, and burns a little incense to an idol of F'qumahl, the fertility goddess of Inner Norumbega. (Don't worry, it's all right; this is California, you know.)

One day, when I was still wet behind the ears, and under the nose, and other places people get wet when they...well, no, not in a family 'zine... Anyway, one day in 1961, temptation came to me in the form of Conrad von Metzke. Um...in the form of a copy of the Atlantic which Conrad showed me, actually. It was an ad for a strange sort of game called DIPLOMACY. Our crowd were all Risk fans in those days, and many were the wild games we played amid the beer cans and Frito bags, the pizza boxes and the narcotic fumes, the cryptic popcorn and the fetid... Uh, be that as it may, we thought the game sounded just right for the treacherous crew we hung around with. So, seeing as a casual perusal of my bank account revealed some actual money, I was elected to send away for this potential new thrill.

That year, 1961, was a milestone for DIPLOMACY itself, too. For two years (1959), Allan Calhamer had been marketing the game out of his home, by mail, and occasionally convincing some large stores in some of the Eastern Cities to stock it. In that year, however, a small gaming company, Games Research, Inc., bought it. It was their ad that we responded to. It was only 15 years later, in 1976, that Avalon Hill acquired the game.

Well, the game got to us quickly in the mail. It was the big maroon box then, and the wood pieces, and the "copyright Allan B. Calhamer" board. A real collector's item if you could find one today...and yet that was already the second version of the set. An earlier version had numbered pieces, and the English units were red-white-blue tricolors. I've never even seen that version, and only knew one person who owned one. I tried to find one for years and gave up. It'd probably cost a fortune nowadays, and I'm not that crazy,

no matter what people say (oh, do shut up, Peery!). So we got the game and quickly learned it, and thus the San Diego Diplomacy and Cheap Beer Warehouse was born. We played wild, extravagant games and generally had a lot of fun... never taking it seriously the way so many people seem to do today and never suspecting that we might have gotten something in our blood.

Our group broke up in 1962 with the usual round of graduations, draft-dodging trips to Canada, new jobs, conversions to strange religions, and similar rites of passage. Conrad von Metzke made an abortive attempt to get a game going by mail (a fact which, when mentioned in certain quarters, is apt to cause apoplexy), and that was apparently the end of it.

Alas, no. I ran into Conrad again in 1966 and guess what? Postal Diplomacy had actually begun in 1963, and there were a few Dipzines named after fictional countries...GRAUSTARK, WILD N' WOOLY, BROBDINGNAG, RURITANIA, COSTAGUANA, BARAD-DUR, ORTHANC, TRANTOR, and the like. Something like Zeus, science fiction fandom had developed a splitting headache one day, and from its forehead sprang the fully armed (daggers, poniards, stilettos, dirks, knives...) figure of DIPLOMACY fandom. Well, naturally I had to get involved and immediately joined my first game (1966AA in GRAUSTARK) and a little later started my first 'zine (EREHWON). Games in those days were pretty wild, and I guess they still are. The news releases written by many players had a quality of literacy and wit which is missing in "press" now, but then you really have a different sort of crowd playing the game. (People tell me I'm always saying this. Well, it's true...and besides, if I didn't say it, think how disappointed those people would be.)

Thus began a career in which Conrad von Metzke and I spelled each other off by fading out of and back into the hobby with distressing irregularity. We did the same sorts of things...lose boodles of games, publish umpteen Dipzines simultaneously, custodiate the Boardman or Miller Numbers, feud with some hobby loony or other, edit DIPLOMACY WORLD...whatever looked like fun at the time and which would drive our enemies into foaming fits of hysteria...

A lot of wild things happened in the interim. There were the first feuds, which were minor (as we have now learned in the 80s) things over political issues, such as the classic tiff between John "Give Vietnam to Whoever Wants It" Boardman and Charles "If It Moves, Nuke It" Reinsel. There were the first fakes (1969): Eric Just's fake of my then-traditional April Fool issue and my massive fake of his entire 'zine (THE DIPLOMAT), in which every player in his games was shown as stabbing every other player. There were the first variants, the first scandals (even one of Watergate proportions), the first DipCons. It was an exciting time, and a time in which the hobby itself came to be regarded by many as more important than the game itself.

Now, of course, that's hogwash. I know the hobby well enough to know that it's not all that important. After all, at several times in my life I've spent every night, every weekend, every lunch hour, staying up late, getting up early, GMing Diplomacy games, writing Diplomacy articles, writing Diplomacy letters, publishing Diplomacy 'zines, making Diplomacy phone calls...without even being in a Diplomacy game! So I ought to know if some mere hobby is all that important, huh? (What? No, Peery, I didn't spend that much time on it. I mean, I didn't really have much else to do. No, I wasn't mega-dipping. I mean, if I were that much into it, I'd have given up eating,

wouldn't I? Now, can you look at me and honestly say I gave up eating, huh? Right? OK. Now shut up and let me pontificate.)

So along came DIPLOMACY WORLD. It really wasn't so much a new idea as a new version of an old hobby institution. You see, in the dim misty past, when there were fewer than 100 Diplomacy fans in the world, and only a dozen or so 'zines, everything that happened in the hobby got reported in one place: GRAUSTARK. All the Boardman Number statistics (and, in fact, more stats than we get now) were there. All the discussions of all the hobby issues. Articles on the game. Press releases that went on for pages. But gradually two things happened. The hobby of course got larger and there was more and more to cover; furthermore, GRAUSTARK itself changed. As a result, other people took over the increasingly extensive Boardman Number stats (eventually there had to be a separate zine for them...first NUMENOR and now EVERYTHING). The articles got less frequent. The humor became less good-natured and more political (hobby and, more often, national/international). The hobby news became more frequently hobby editorials. Ultimately the hobby no longer had a central zine...there was too much to cover in a small monthly (or triweekly) which also carried several games. But many people felt the need was still there.

At that time there was also a big interest in knowing about, and collecting, everything that had ever been published about DIPLOMACY. People would actually set up archives and collect reams of bibliographic information. (Talk about loonies...) If you don't believe me, come on over and I'll show you my bibliographic file some time. The looniest of that lot was Walt Buchanan, who finally was able to compile a virtually complete set of all DIPLOMACY publications from 1963 to 1978. In the process he began to publish HOOSIER ARCHIVES, which began as a list of what he had and didn't have. Then he began to publish reprints of articles in those old 'zines he found interesting. Then he started publishing original articles. Then hobby news. Then rating systems. Then a demo game. Are you noticing the pattern? Well, of course it got too big, even for a 'zine which came out as frequently as HOOSIER ARCHIVES did. So, in the end, Walt founded DIPLOMACY WORLD to be a central source for hobby news, statistics, and articles, just as GRAUSTARK was in the beginning. Walt kept it going for a while. Then Conrad von Metzke mismanaged it for a bit, after which Jerry Jones fooled around with it for a couple of years. I've been molesting the poor thing since 1981...and now it passes into another pair of eager hands.

And through all this the playing of Diplomacy goes on. The knives continue to flash bright under sun and fluorescent. The backbiting and the treachery continue to set new lows of human conduct. New ways to do in one's friends and allies continue to be hatched. And DIPLOMACY WORLD continues to be there to report it and to help it along. DIPLOMACY fandom, like its patron saints (such as Machiavelli, Metternich, Sweeney Todd, and J.R. Ewing) can't be stopped. I guess I won't stop, either. So raise your knifeblade high, plunge it deep, and enjoy.



# TURNABOUT DIPLOMACY

by Fred C. Davis, Jr.

Here's something a little bit different. The hapless neutrals of the Regular Game have become the Great Powers, and are going to enjoy themselves carving up the big, bad countries like France and Germany. Four clusters of "Regular" neutrals form four of the Great Powers here. Ireland is the fifth. Parts of the Slavic world - Poland, Lithuania, and Ukraine - compose the sixth. And we just couldn't forget our good friends in the Middle East for the seventh!

We had to ignore the old rules about each Great Power having 5 or 6 spaces. There's just no way to put six spaces into Ireland on this scale! Ireland has only four spaces; while each of the others have five; and only one, Benelux (the smallest) has six. Likewise, the number of spaces used to represent the Regular Great Powers varies according to the needs for playability. In some cases, the needed ordinary spaces have been placed in the Neutral areas instead of in this game's Powers. While the Regular game board has only two ordinary Neutral spaces, this version has 14, including Switzerland and Sicily.

Since this is a non-historic scenario, the game should start with '01 rather than 1901. This could be any century the players wished to adopt, but the existence of the Suez Canal would indicate a Post-1869 scenario. In this alternative time track, a different group of countries developed into Great Powers; while England, France, Prussia and Muscovy sat on the sidelines.

Note that Irish Sea has been enlarged and renamed "Bay of Biscay." Also, the Adriatic Sea now touches Athens. Several Direct Passages have been added. These should all serve to speed up interactions between the Turnabout Powers.

Most neutral spaces are named for provinces, but there are exceptions. I was going to call Northern France "Ile de France," but settled for "Paris" as less complicated. The northern Russian supply center is named "Archangel" for lack of a suitable provincial name. The ordinary space "Minsk" within the Slavic Union bears that name because "Byelorussia" is a rather long handle, and the name sounds humorous.

Middle Meast may be a bit removed from the other Powers. However, the High Ocean Box provides for a connection between the Atlantic and Mediterranean worlds. My apologies for the crowded conditions in Benelux.

Your comments and suggestions are welcome. (Publisher's Note: I would like to hear from anyone who actually plays Fred's variant, complete with moves, press, and commentary; perhaps if we get a good FTF report we can publish it.)

Here is a statistical comparison between Regular and Turnabout Diplomacy.

	Home SC's	Neutral SC's	(Total)	Home Ord.	Neutr. Ord.	(Total)	Sea Spaces	Grand Totals
Regular	22	12	(34)	20	2	(22)	19	75
Turnabout	21	18	(39)	13	14	(27)	23	89

Number of Neutral supply centers within two spaces of each Turnabout Power: Balkans - 6, Benelux - 5, Ireland - 4, Middle East - 4, Scandinavia - 6, Slavs - 6, Spain - 4.

### RULES FOR TURNABOUT DIPLOMACY

1. This game is played using the Standard Rules of Diplomacy, except as indicated below.
2. The Neutrals of the Regular game have become the Great Powers in this variant, while the former Great Powers have become the neutrals. Hence, it has been named "Turnabout."

The Great Powers and their Home Supply Centers are:

BALKANS (Bulgaria, Greece, Serbia): A Belgrade, A Sofia, F Athens.  
 BENELUX (Holland, Belgium): A Brussel, A The Hague, F Athens.  
 IRELAND: F Belfast, F Cork, F Dublin.  
 MIDDLE EAST (Egypt, Israel, Jordan, Syria): A Alexandria, A Damascus,  
     F Jerusalem (west coast).  
 SCANDINAVIA (Denmark, Norway, Sweden): F Copenhagen, A Stockholm, F Oslo  
 SLAVIC UNION (Called SLAVS for short): (Warsaw, Livonia, & an enlarged  
     Ukraine (Poland, Lithuania, Byelorussia, Ukraina, Don Cossacks)):  
     A Warsaw, A Riga, F Kiel.  
 SPAIN (Spain, Portugal): A Madrid, F Barcelona, F Lisbon

3. There are 39 supply centers. The Victory Criterion is 20.
4. High Ocean Box:
  - a. This Box connects the North and Mid Atlantic Ocean and Morocco spaces with the Arabia, Red Sea, and Persian Gulf spaces. This Box may be used only by Fleets, or, if the Army/Fleet Rule Option is used, by Army/Fleets.
  - b. Any number of units may occupy this Box at the same time. No Power can attack another unit inside. Units in the box may attack adjacent provinces, or support another unit in the box into an adjacent space. They cannot support an attack into an adjacent province from some other province. Units outside the box do not require support to enter, and cannot be kept out by units inside.
5. Direct Passages: All units may move and support between Belfast and Scotland, Lisbon and Morocco, Naples and Sicily, Kiev and Caucasus, and Alexandria and Arabia, without interfering with the abilities of fleets to move or support in the adjacent sea spaces.
6. The Canals make Alexandria (Egypt) and Rhineland one-coast provinces.
7. Ownership of the following supply centers permits their owners to build units there: Archangel, Mesopotamia, Milan (Archangel gives Slavs the chance to build Fleets on the Atlantic Coast. Milan allows its owner to become a Mediterranean seapower. Mesopotamia could be important to anyone using the High Ocean Box (See Rule 4).)
8. Special Characteristics of Certain Spaces:  
 Vineland is a land province off the board, represented by a square located between North and Mid-Atlantic Oceans. It may be occupied by an A or a F. There are two two-coasted provinces, Milan and Jerusalem.  
 Jordan touches Red Sea.  
 Switzerland is passable. Caspian Sea is impassable.

## 9. Abbreviations on the Map:

- a. Within Ireland: B = Belfast, C = Cork, D = Dublin, G = Galway
- b. Within Benelux: A = Antwerp, B = Brussels, F = Flanders, G = Groningen,  
H = The Hague, L = Luxembourg
- c. St. Elsewhere: Alb. = Albania, Cop = Copenhagen, Jer. = Jerusalem,  
Leb. = Lebanon, Mac. = Macedonia.

## 10. Optional Army/Fleet Rules

If the Army/Fleet Rule is adopted, the A/F Rules Module should be incorporated into these Rules at this point. (Available from Fred Davis).

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Recommended colors for Great Powers: Balkans: Red; Benelux: Black; Ireland: Green; Middle East: Yellow; Scandinavia: Dark Blue or Pink; Slavs: White; Spain: Light Blue or Brown.

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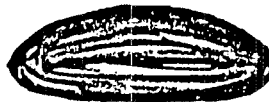
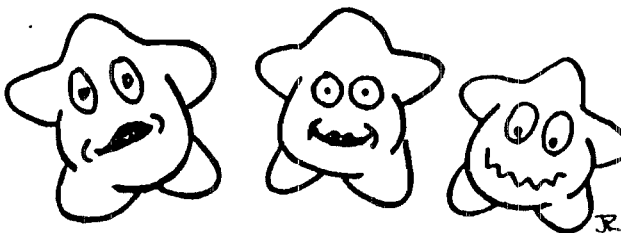
## VARIANT NEWS

The big news is that Fred Davis, Jr. has now received the complete North American Variant Bank materials from Rod Walker. This includes hundreds of original variants based on Diplomacy. Fred is preparing a new catalogue of all this material and we'll have details in April.

The DW Variant Demo Game, World Diplomacy IV, continues apace and we'll have a complete update for you in April. I just don't think you'll believe what has happened in the last six game years.

We've included a full size mapboard for Fred's TURNABOUT DIPLOMACY game. Let us know if you enjoy it. We hope it will stimulate some of you to try to play the game. If you do send us a brief write up and we'll publish it. We want to know if people are playing these games. If not, we won't publish large scale maps. It is expensive.

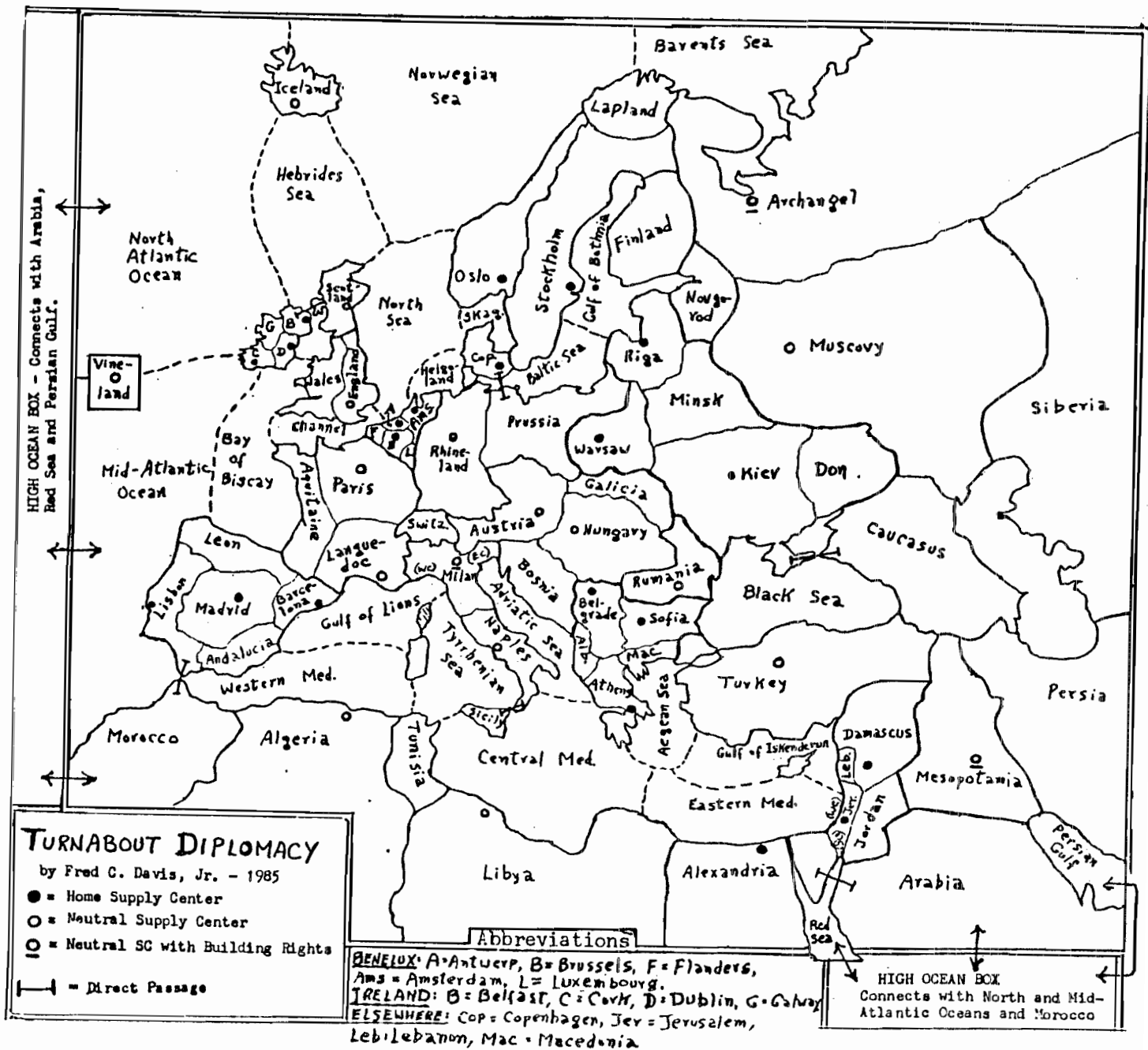
Of interest to variant players will be next fall's volume III of the DW ANTHOLOGY which will be devoted to variant games from past issues of DW. More than 40 games and articles will be included and it will be around 200 pages in length. If you want to reserve a copy be sure to let me know.



OH YEA! WELL I DON'T  
SEE YOUR NAME ON IT!

# ARE YOU A VARIANT DESIGNER?

If you've designed a variant, or have an idea for a variant game, or are just interested in the subjects of variants, variant play, or variant design; then you should get in touch with Fred Davis, Jr. (address on inside of the front cover). Fred is DW's variants editor, custodian of the North American Variant Bank, and publisher of his own heavily variant oriented BUSHWACKER. If it involves variants, Fred wants to know about it. And, of course, he is always looking for variants to publish in DIPLOMACY WORLD.



YOU CAN ONLY DIE ONCE

(OR CAN YOU??)

By Loki

Let's face it. For all intents and purposes D.W. died --- at least financially. Will D.W. defy the title of this work, suffer a relapse and succumb again? The sickness that ravaged that old body still stalks the land and is just as virulent and fatal. Was the ancient hulk merely lacking in normal, youthful resistance to a garden variety disease or was it purposely assaulted by a sinister, multifaceted, lethal "germ warfare." These questions must be examined, lest the debilitating illness recur.

Certainly one of the original viruses was the rating game. Sounds like a TV show! Look through old D.W.'s and you'll see page after page of columns of names along side of numbers. No, it isn't the individual's birth-date, cephalic index, social security number, or I.Q. It's their rating. Whee! Johnny gets to see his name in print --- Look Mommy!! Of course, everyone who is a frustrated number cruncher gets into the act and devises his own rating system. Did you win, win with Turkey, win in "7 years" or "70 years," win with an ally or an enemy, or draw with the help of a friend, relative, or the warden of the institution in which you are currently residing. These types of idiotic ratings and accompanying explanatory, arcane articles must have bored most intelligent readers. That was in the "Dark Ages" before low cost computers. Just the thought of the endless combinations and permutations those rating types could crank out on even a cheap, present-day computer makes me shudder.

We misfits and morons who play "D" do so for a multitude of reasons, but a rating must or should be near the bottom of the heap. Diplomacy needs many young and new folks constantly entering the hobby to maintain vitality and compensate for natural attrition or periodic "fade outs." If ratings are worshiped, what is a young or new player to think after several years of Postal Dippy and being in several games and not having a rating even as large as her/his ring size? They'll think their slobbs and boobs and drop out of a fine hobby. Needless to say such "failures" will not be subscribing to a D.W. brimming over with rating articles.

Some people think that rating articles are neat stuff. For the most part Loki believes ratings and rating articles are dull and a waste of paper. If that's what Diplomacy and D.W. are all about, maybe they belong in a common grave.

Odin willing, in future pieces Loki will focus his nimble thimble mind on other matters of equivalent, monumental unimportance.

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ASK LOKI is a regular feature of DW and Loki offers Ann Landers type advice for those with hobby or game related questions. Send them to : ASK LOKI, c/o DW, Box 8416, San Diego, CA 92102 and we'll forward them to Loki for a personal reply.

WHO KNOWS WHAT EVIL LURKS ... ???

---OR---

(Why you did or didn't do what you said you would or wouldn't)

by Stephen Swigger

One of the major differences between play-by-mail Diplomacy and face-to-face play is that the postal game leaves a public, written record of each season's orders and the comments of some of the participants in the form of press. This means the other members of the hobby can follow "WHAT" happened on the board but not necessarily "WHY." The astute observer can sometimes figure out the reasons behind the moves and sometimes the less astute are blessed with "expert" commentary to help clear away the veil. But how many times have you heard even the experts admit to having been completely wrong about what was going to happen?

Now obviously the players do not base their orders simply on board position alone. The game is Diplomacy, after all, so of course an observer would need to know the content of the communications between the players to better understand and predict the events. But even that would not be enough! For as we all know, and as outrageous as it may seem, Diplomacy players do not always say what they mean or mean what they say. It is each player's personal interpretation of the events, the communications and their own hidden agendas which makes every game unique and frequently unpredictable. And it is this personal perspective which is so fundamental to understanding the dynamics of the game, that we never really have the opportunity to see.

The end game statements are probably the closest the average observer comes to gaining this personal insight. They give each player's retrospective interpretation of a game's events and highlights. The flaw with these statements is that they are seldom forthcoming from all the players, particularly those who are eliminated early, and they benefit to too large a degree from hindsight.

Far better is the view from the game master's chair if the GM is fortunate enough to receive candid commentary from players along with each season's orders. These expressions of the individual player's diplomatic hopes and fears, as they happen, provide a far more valuable glimpse into the diplomatic mind. Unfortunately, these invaluable commentaries suffer even more the problem of incompleteness than the end game statements since they need to be maintained for the duration of the game as well. Further more, even if they were complete, the GM would be the only one in a position to see and appreciate them.

So, assuming it is intrinsically important to the hobby that we learn more about "WHY" Diplomacy games unfold as they do, "WHY" some players win and others lose, I am proposing a hobby project to take the logical step of bringing the GM's eye view to the hobby at large. Before, going on to the details of this proposal I want first acknowledge earlier efforts into the realm of understanding. The first was Mark Berch's tape recorder experiment at DIPCON XII which was described in DIPLOMACY DIGEST #25-26. The second was Mark's

1980AY diary experiment which was published in DD #64-65-66. Both of these were excellent efforts to document the nature of the negotiations and the thinking that go on in a game. My only criticism is that they didn't go far enough. In the case of the tape recorder effort Mark was only able to be in one place at a time and was thus not able to capture all the negotiations. Perhaps seven individuals might be interested in trying this again at the 1986 DIPCON with seven recorders.

More directly related to the Project that I am proposing is Mark's diary experiment in which Mark "...included my reactions to the moves, summaries of the correspondence, and most of all, how I went about deciding on the strategy and tactics which I used during the game." What he produced was pure gold! Critics studying the diary and the game might disagree with some of Mark's analysis or conclusions but the important thing is that the record exists in the public domain for them to study in the first place. Useful as it is though, it is still only a one sided look at a seven sided game. How much more valuable it would have been if each player had kept such a diary and published them together.

Well, it wasn't done for 1980 AY, but the capturing and publishing of all seven sides of Diplomacy games is the objective I propose for what I'll call the "Shadow" Project (named for Lamont Cranston's alter ego who knew...what evil lurks...while we have yet to find out). How the Shadow Project would work is that games masters would be requested to offer game starts for games designated as Shadow Games. Participation in these games would carry with it the obligation to maintain a "diary" in the same spirit as the one kept by Mark in 1980AY and to send the diary entry to the GM along with each season's orders. The combined seasonal information (diary entries, orders, press, commentary, headlines) would then be passed on to myself for compilation and eventual publication at the end of the game. Once sufficient amounts of these games have been completed, they would be anthologized and re-published as a fund-raising mechanism for other hobby services, including DW (Larry take note)

That's about all I have to say about the Shadow Project right now. If you're interested in being a Shadow GM or a Shadow Player or if you just have some comments or suggestions then I'd like to hear from you. Write to: Shadow Project, c/o Stephen Swigger, 35 Sharrowbay Ct., Scarborough, Ontario, CANADA, M1W 3T1.

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#### PONTEVEDRIA, ZIAMVIA, and BARATARIA UPDATE

The next items on my publishing agenda are issues of the above three zines devoted to listing new players, publishers/gamesmasters looking for players, and people interested in variant Diplomacy games. If you fit one of these categories be sure to send me a SASE so I can send them to you when they are published. If you want to play PBM, PBEM, or FTF Dippy be sure to send me your name, address, and telephone number. If you are looking for players send the pertinent info to Gary Coughlan (address on inside front cover) or to me. And if you are interested in variants let me know that as well. These three little publications are among our most important responsibilities. And please get your info in by the end of February and sooner if possible.

PRIVATE POSTAL DIPLOMACY:

REACH OUT AND STAB AN OLD FRIEND

by Ken Peel

I am an anomaly. I have been playing postal Diplomacy since 1978, but only joined The Postal Hobby with the requisite capitals a little over two years ago. In that time, I have met a number of other individuals -- one of them in a job interview -- who also began their postal careers outside of the larger hobby. This out-of-hobby experience, I shall call private postal Diplomacy.

I began playing Diplomacy in junior high school with a group of gaming friends. We played a variety of games, but Diplomacy was always King. Our interest in Diplomacy continued through high school, where we played move-a-day games with negotiations during the day and adjudications immediately after school. When we graduated, we scattered off to different colleges. A few years later, however, a member of our old group developed a global Diplomacy variant---World Diplomacy---and he got in touch with the rest of us to see if we had an interest in trying out postally. Obviously, we did.

Private postal Diplomacy plays different than the regular game. The greatest difference is that with private postal Diplomacy personal friendship is the major attraction for play, rather than a potential problem. An organized hobby is not for everyone. But single games with old friends can contain a level of interest and participation unsurpassed anywhere in the regular postal game hobby. A major advantage of private postal Diplomacy is that the game can move along at an exciting pace. One does not have the problem of players that are over-involved in other areas of postal Diplomacy, and two or three week deadlines should be the norm. Fast deadlines will encourage interest and involvement, not discourage it.

The medium, however, does have a few unique features that can pose problems. Perhaps the greatest is player proximity. Because one is dealing with a group that formed from face-to-face play, potential players tend to be more geographically concentrated than is the norm in regular postal games. In the larger hobby, proximate players can have two major detractions: they tend to ally unnaturally (or such may be construed by a disgruntled player on the unfortunate receiving end of a proximate alliance), and they have greater ease in tactical coordination through the use of the local (Or near local) telephone call. In our games, the history of personal contacts between players ameliorated the former, and we shut down the latter by outlawing telephone calls between players for negotiating purposes. While prohibiting telephone calls in the regular hobby would be ludicrous, we experienced no problems within our own group. Hell, we knew nothing about standard procedures; we made things up as we went along. But in some way, the problem of proximates should be understood and either dealt with or accepted.

The major snag that confronted our group, besides the gamesmaster that we drove to a six-month stay with the men in the white coats (it really happened, although perhaps we shouldn't take all the credit) was with



stand-by players. We did not have a higher incidence of dropped players than games in the regular hobby, but we sorely lacked a reservoir of back-ups. We played each drop as it layed. In some cases, the positions were small enough to put into civil disorder. In others, a dropped player found his or her own replacement. Sometimes, we had to scramble to find a replacement player, and in one case, I, as GM, even pushed around a country's block's for a few seasons before CD (without negotiation, of course) in a procedure we called "military government." With the available resources of the larger hobby, of course, the stand-by problem is easily eliminated by lining up a few ringers to step in if a couple of old buddies flake out.

A game of private postal Diplomacy usually occurs by a fluke and in isolation. But such special invitational games have a unique character worth pursuing even with a full view of DipDom's broad horizons. So if you have a group of old Dipping friends from high school or college, why not renew a few friendships and put together a game? In the process, you might have the time of your life plus find a few new sharks to chew up patsies like me. At the very least, it might put you, too, on the road to fame and fortune (or at least a line entry in the Lexicon of Diplomacy) by all the luscious opportunities for inventing new terms. Private postal Diplomacy anyone?

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AND JUST WHEN HE  
THOUGHT THE GAME WAS  
WON, I STABBED HIM!



#### A DIFFERENT KIND OF POSTAL DIPLOMACY GAME

If you are looking for something different in the way of a PBM Diplomacy game try one sponsored by GAME TOWNE. GAME TOWNE is one of San Diego's biggest and best game stores and they feature many items and activities of interest to local Dipply players, including a local GAMEFEST every summer with a Diplomacy Tournament, and sponsorship of the PEERICON Award. Because of requests from their large mail order clientel GAME TOWNE is offering a Play by Mail Diplomacy game. The game will be run with monthly deadlines and one week build turns. Orders will be verified by signature and a player ID number. Orders must be received by the deadline, not by a postmark date. The fee is \$5.00 for the

set up (first year free) and \$1.00 for each game year thereafter. Countries will be assigned based on player preference lists. The gamesmaster will be Jerry Asbury, a well known name in local Diplomacy circles. If you are interested write Jerry at, DIPLOMACY PBM, c/o GAME TOWNE, 3954 Harney St., San Diego, CA 92110. If you want a good Diplomacy and you need a reliable source for your mail order gaming needs you can't do better then GAME TOWNE. I guarantee it.

PEOPLES IS DA FUNNIEST THINGS

by Craig Mills

I am a relative newcomer to the field of postal Diplomacy. In fact, not relative at all -- I've only started two games and I haven't finished either one, yet (lucky me). But I've been at it long enough to discover some of the foibles of being a novice, and I thought some of you old-timers might get a chuckle or two out of reading the reflections of a rookie about his first experiences in the hobby. And if another novice chances to read these confessions, I hope you will pass along some warnings not found in the strategy books.

I entered Diplomacy out of the regular wargaming and Chess world. On the surface there are a lot of similarities between Chess and Diplomacy: Stylized units, simple mechanics, low counter density. It's natural to try to draw analogies between the two. I started my involvement in the hobby reading up on the strategy literature, looking at a lot of 'zines, evaluating moves I saw in the several games I watched. I got into my first game by being a stand-by. Classic pattern, just the way I was told. I entered the game a rosy-eyed idealist about how this game is played: Each country had its own optimum strategy, natural allies, and targets; there was definitely a best way to go about doing anything you wanted to do, and like Chess the objective was to figure out that "best combination" before the other guy did. Nothing in the literature I read quite prepared me for the effect that PERSONALITIES have on this game.

Nah, you tell me. "We're all a bunch of intelligent, stable people out here. We all know our place and how things are to be done. Sit down, drink our (or your) tea and don't get excited---you'll see the logic of all this sooner or later." No, you don't fool me, any of you! You're all a bunch of kooks, gotta be; I haven't seen one of you that plays this game by the book yet. I don't think you realize what that realization does to an impressionable novice's mind. It's devastating. Just for an example, let me run down a few personality types I have brushed with in my short career (I'm sure it's only a fraction of what you old timers know is really lurking out there waiting for the uninitiated.).

Old Fashion Paranoia --- You enter a game, knowing exactly the alliance you needed to win the game and set off after it with a passion. At first, all seems to go well, then out of the blue, he takes one of your centers. The move doesn't make sense as a stab, he hasn't set you up well enough for that, so you figure maybe if you apply a little pressure he'll see reason. But when you take back your center and offer to let by-gones be by-gones if he'll straighten up and fly right, he acts like you stabbed him! No matter what you do for him the rest of the game, or who takes a bite out of him, from then on you are public enemy number one.

All Stick and No Carrot --- This is an interesting way of negotiating. It works like this: "Let's make a deal, you give me this and I'll take that, and we'll be friends, okay?" When you reply why don't we be friends and divide up the centers fairly so that we can both gain from the deal, he replies,

"Well, how about this: I take this and you give me that and then you can let me into your home territory to boot! Doesn't that sound good to you?" Such a deal!!

The Disappearing Carrot --- We start this scenario by coming to the rescue of a beleaguered neighbor about to be destroyed by various parties. Figuring that there should be some gratitude for your help you make a series of agreements with this party. You figure both because of your good relations and the situation he faces in the game that you can expect these agreements to be met, but each time, the other guy manages to widdle out of doing what he promised to do. Nothing so overt as a stab, nothing that would make you toss the game to get revenge; just a half a dozen little acts of unfaithfulness that manage to make you thoroughly frustrated and make him a growing threat to you. Smart, yes, but it doesn't do your ulcer any good.

Halloween in July --- I love this one. An ally says I'm going to suicide out, and then executes the most brilliant suicide stab --- against you. About the time you figure you've had it and are vowing to breath your last taking him down with you, he pulls out of all your lost centers, let's everyone take what he can, and says "I was only kidding!" Yes, and I'm too young to have a heart attack, too!

Then, of course, there are the irrational allies---people who ally together against all the advice of the strategy books, people who stay loyal to people who they have no business staying loyal to and people who won't work with you even when you KNOW they'd be doing better on your side.

There are also the fence sitters, the ones who will join you---next season. Or the one's who keep telling you, "I'm going to stab him, really," and about that time, they're patching fences and coming after you (not just once in a game but half a dozen times!).

I know you veteran's are saying, "What's this guy complaining about. Why, I once knew a fellow who ..." Well, I never said I was an expert, and suppose I'll see stranger sights as my day rolls on. In fact, I suspect I'll even see some novices display some pretty strange behaviours. I know of a poor Frenchman who had to deal with a novice Englishman, so wishy-washy, that three times he listened to that Brit's anguished protestations of non-aggression, all honestly felt and expressed, I'm sure, only to find the next season that someone else had talked the Englishman out of his good intentions and that another French center was gone. I get the idea that Frenchman may never talk to me again.

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#### THE THEME FOR #42 WILL BE...

I want to see how closely people read the small stories in DIPLOMACY WORLD. This is a small one but a very important one. The theme for issue #42 (April 15 publication date, materials for submission by 1 April) is THE MARITIME STRATEGY. The focus of that issue will be on anything pertaining to the nautical element in the game or hobby. How you interpret it is up to you. Features materials to Kathy by 1 April at the latest and sooner if possible. If you've got an idea for an article; check with her first. Naturally I hope for lots of good strategy, tactics, and diplomacy articles with a nautical flair. Let's see if we can come up with a purely S&T oriented issue.....

A MATTER OF DOORS,  
THE BYRNE-PEERY MEETING AT DISNEYLAND, CALIFORNIA

by Mike Maston

(Introductory Note: Last summer, as the whole uncivilized world knows by now, I met Kathy Byrne for the first time face to face at Disneyland, California. It was a meeting arranged with all the pomp and circumstance and attention to protocol befitting two such people. Each of us brought our retinue and neutral observers were present in case Dippydom ---as some hoped--- had its own version of Malice In Wonderland. Fortunately, everything went well (Details appeared in Whitestonia and Xenogogic.) ---too well to suit some, I fear---but prior to the meeting I asked Mike Maston, my resident minister of protocol, a question, "Who takes precedence, an empress dowager or a reigning queen?" The following article is his reply. Following that I'll have a few more tasteless words. lwp)

The game of Diplomacy involves role playing never before envisioned by its designer. No, these are not the roles that one would play in Dungeons and Dragons but the roles of real people, who actually lived, and who were concerned with the petty details of rank and privilege. In this case it is a matter of doors.

Of the seven powers played in Diplomacy, France was the only nation that was a republic at the time. All of the others were kingdoms or empires. England was a constitutional monarchy and to a lesser degree so was Italy. The others: Germany, Austro-Hungary, Russia, and Turkey were absolute monarchies. Anybody who was anybody, however, watched the activities of the House of Hapsburg. The "Deutscher Kaiser" of Germany was a young and immature person, while the Russian Tsar (Czar is a Polish word.), was about as young and immature as Wilhelm II of Germany. That leaves us with the Hapsburgs. The Hapsburg monarch was Franz Josef, Emperor of Austria and King of Hungary. In his native German he was Kaiserlich ostereich und Koniglich Ungarn. So the first thing that you now know is that the Austrian monarch was also a "Kaiser." In 1908, Franz Josef celebrated 60 years on the throne. He ascended in 1848 after the flight of Metternich. The German and Russian Emperors weren't even born then. Where does this lead us, anyway? To the doors of course.

A few weeks ago I was asked a question: Who takes precedence, a reigning queen or an empress dowager? (Everyone knows that a reigning empress takes precedence over a reigning queen, right?) That depends on the system used by the various royal and imperial houses involved.

For example, in Russia the mother of the reigning Tsar was the empress dowager. She was higher in rank than the Tsarina (the wife of the Tsar). In Germany, the empress dowager was Elizabeth, the wife of Kaiser Frederick, who reigned in 1888. His reign lasted less than a year. Bismark didn't like her because she was the daughter of Queen Victoria of England. So she was ignored and kept under police surveillance. The question would never have come up in Germany. That brings us back to the Hapsburgs.

In Austro-Hungary the system of government reflected the age of the Hapsburg rule. The Hapsburgs ruled over two different kingdoms, that of Hungary, the oldest of the eastern European nations, and the Archduchy of Styria as well as Upper and Lower Austria, Tirol, Trentino and Carthanga. They were landlords before they became rulers of the nation of "Austria," and the system of government reflects that fact. The Emperor presided over a vast empire that was divided into the two main countries and the various subject people. If you rode a train from Vienna to Buda, or Pest, this dramatized the inner working of the so-called "fossil" dynasty. When you got on the train in Vienna (Wein) it was considered KK (K is the first letter for the German word for Imperial, and the second K was for the German word for Royal (Kaiser=Emperor/Imperial) & (Koning=King/Royal). All trains in Austria were marked KK, but once you crossed the "border" into Hungary, the train became just K. The first K was always Imperial, and the second K was always Royal. There, all Austrian trains were Imperial and all Hungarian trains were only Royal. However, all military trains were always marked "KuK" (Imperial and Royal), no matter where they were. And so it was with carriages that carried the various members of the royalty around Vienna. In the Hapsburg pecking order (They called it ritual) you could always tell the rank of the rider by observing the number of spokes on the rear wheels on their carriages. Parenthetically speaking, have you ever tried to hail a cab in New York City? There are some 12,000 of them and a taxi medallion in New York City today is worth from \$40,000 to \$100,000. In Chicago there are some 18,000 taxis and an average taxi driver there makes around \$100 a day. There are some 250,000 full time taxi drivers in the USA today. All of this dates back to Hapsburg Vienna. The word taxi comes from Austria where the Taxis family had a monopoly on providing carriage transportation within Vienna. That monopoly made the family one of the richest and most powerful in Austria and the revenues they provided to the government coined another word we all know, tax.

So back to our question, who takes precedence, a reigning queen or an empress dowager. During the time of the Diplomacy game, the Austrian Emperor was an absolute monarch. He governed the dynasty more severely than the nation, and things which were tolerated among the general population were not tolerated at all among the Imperial Family. When the heir to the throne decided to get married, for example, the Emperor had the right to veto the selection of a marriage partner if it didn't suit his concept of preserving the dynasty. Franz Josef's only son, Crown Prince Rudolf, committed suicide in 1889, so Franz Josef had no direct heir. The heir presumptive, Franz Ferdinand, wanted to marry a Czech countess, Sophie. However, Sophie was only a lady-in-waiting at the imperial court, and didn't meet with the approval of old Franz Josef, so the marriage was forbidden. Franz Ferdinand wouldn't back down, so the Emperor stated that the marriage was to be morganic. That means that the throne could not be inherited by any issue from the marriage and that the wife could not be an empress.

Now, finally, here come the doors.

In the Hofberg, seat of the Imperial Family in Vienna, there were many rooms where state functions occurred. Each of these rooms in the Hofberg had a series of double, folding doors. When the Emperor was announced, both sets of the folding doors would be swung open. The Emperor would then pass through, along with his consort (an empress). When Franz Ferdinand was

announced the doors would remain open, as he was the heir presumptive (only a Crown Prince could be heir apparent). However, when his wife, Countess Sophie (later she was named by Franz Josef as Duchess of Hohenburg), was announced half of both doors would be closed, because her rank was much lower than her husband's. All members of the Hapsburg family were archdukes (in the Russian Imperial Family, members of the family were granddukes, while in England the members of the Royal Family were Prince or Princess Royal). Because of this snub to his wife, Franz Ferdinand would hold a "rival" court in Belvedere Palace in Vienna. The system of doors was a very rigid ritual, and it applied to all who entered during state functions.

A strange and archaic system? Yes it was. Still, vestiges of it still survive to this day. If you ever see a performance of the Vienna Choir Boys you might note their uniforms, replicas of those worn by the old Imperial Naval cadets. And each choir boy is issued a sea bag in which to carry his personal belongings. And on each bag is the Imperial Hapsburg KuK. So the tradition continues.

And in the modern Diplomacy hobby we have many people who think the doors should be swung open for them, but in all too many cases, we only get half a door, or even only a quarter of a door. Are you a queen or an empress dowager.

(Historical Footnote: Actually, the question of doors never came up at Disneyland and we solved most of our protocol questions using the tried and true formula, "Age Before Beauty." (e.g. we took turns going first!). Those interested in historical parallels would probably do better to look at the meeting between Napoleon I and Alexander II at Tilsit, where the two emperors met on a raft anchored in the middle of a river dividing their two empires, and signed a treaty which neither had any intention of honoring. The treaty is forgotten, but the meeting on the raft always gets a footnote in history books. Depending on one's position our raft ride at Disneyland to Tom Sawyer's Island was the high or low point of our trip. Kathy and John, and the rest of the party seemed a bit nervous when I stepped aboard the raft and water flowed over the edges, but I told them not to worry, I was sure I could walk on water if the need arose.

(I understand, from Kathy, that several people have written her about a rumor circulating in some hobby quarters that the "secret" reason for the Byrne-Peery meeting at Disneyland was to plot to seize control of D.W. Alas, I must confess that neither of us were so clever to think of that while we were together. We were much too busy looking for the kids, potables, and rest rooms. But it is flattering to think that some people would think me capable of such a thing. On the other hand, anyone in the know would know that for more than a year Rod was looking for someone, almost anyone to drop D.W. on. That's the reality of the matter. But it is a great story and if anyone knows who should get credit for first thinking of it, I'd love to know. I want to meet that person one-on-one aboard that Disneyland raft. lwp)

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SUPPORT THE 1986 RUNESTONE POLL

PLAYER TYPES IN DIPLOMACY, or

"You're as mean an S.O.B. as I am, only different!"

by Tom Hurst

Diplomacy is one of the few popular board games on the market in which strategy and rules knowledge take a second place to player interaction. In fact, the position has been taken that in Diplomacy, what happens on the board is merely a running score of the excellence or the lack thereof, of the various players' interactions with each other.

Different players have different styles of play. This is readily apparent to anyone who has ever played a game of Diplomacy. Some people go all-out for the win. Others are merely content to survive. A third group could care less about win, lose or draw, but rather concentrates on enjoying interacting on a personal level with the other players. Everyone brings their own personality to the Diplomacy board. It is the interaction of these varying personalities that makes Diplomacy the game it is.

The task of categorizing the different types of player personalities, which this article attempts to do, is made difficult because many factors go into the makeup of the Diplomacy player's psyche. How a person plays any single game of Diplomacy depends upon such factors as the personalities of the other players in the game, who, if any, of those players he's played with before, either playing Diplomacy or some other game, or even something as mundane as the state of his digestion on the day he sends in his moves in a postal game! However, over the long haul, Diplomacy players tend to approach the game in ways that are subject to categorization. By this I mean that, on the average, any individual player tends to conduct his play in ways that reflect his primary approach to the game itself. It is these primary approaches to the game of Diplomacy that can be analyzed. Knowing how a player looks at Diplomacy---what he believes he can get out of the game---why he plays the game at all---can be of great help in knowing how one gets along with him in one's negotiations, tailoring one's negotiations to his wants, and thereby increasing one's own chances of getting what one wants out of the game correspondingly.

I have found that Diplomacy players approach the game of Diplomacy from three different directions. Of course, these approaches will be conditioned by the particular game being played, but their primary approach towards the game remains the same, regardless of what happens. These major directions of approach are as follows:

1. The Outcome-Oriented Approach,
2. The Process-Oriented Approach, and
3. The Other-Oriented Approach.

### 1. The Outcome-Oriented Approach

Players who share the outcome-oriented approach to the game of Diplomacy are most concerned about goals that can only be reflected on the game board itself. Winning or drawing, or at least survival, is their primary interest. They want to be around at the end of the game. "Showing well" is the be-all and end-all of why they play the game in the first place. The outcome of the game, with them figuring in it, gives them their maximum pleasure.

This outcome-oriented approach is the realm of the following subtypes:

- \*The Emperor,
- \*The Henchman,
- \*The Survivalist, and
- \*The Scavenger.

In later articles I will describe further these subtypes and how they relate to this approach, as well as those pertaining to the following major approaches to the game of Diplomacy. It is sufficient for now to note that, even given a primary approach towards the game, there is still room for different ways that satisfaction can be gained from the game, in this approach as well as the other two. Hence the existence of subtypes for each category.

### 2. The Process-Oriented Approach

Here we find those who could care less about how the game turns out. These players are most concerned about the process of interacting with the other players. If they win or draw, fine, but this is not why they play the game. They would rather concern themselves with getting another player to come to them for advice, dictating the winner of their own choice, even at the cost of their own demise, or impressing another with his own personality and thus affecting the game's course of play. The game process of player interaction is what they thrive on.

Here I have been able to identify the following subtypes:

- \*The Kingmaker,
- \*The Power Broker,
- \*The Engineer, and
- \*The Sadist.

Again, the discussion of these subtypes is left to future articles.

### 3. The Other-Oriented Approach

This last approach is the bastion of those who don't care about what happens in the game or how it comes out. They are concerned with goals that have nothing to do with the game itself, but rather the personalities involved in that particular game. They are the ones out after revenge for prior wrongs, those who are playing the game just because their friends are playing and they need a "seventh," or, in postal play, just because the game is a good vehicle for getting pen pals to relieve their loneliness. A varied and catholic group, this. Any game would do as well.

Again, there are several subtypes, which will be discussed in future articles. They are:

- \*The Terrorist,
- \*The Orator,
- \*The Pen Pal, and
- \*The Nice Guy.



### Where Do We Go From Here?

Diplomacy as a game is so varied because the players who play it bring such a varied number of personalities and approaches to it. All are valid. Diplomacy doesn't care. In fact, it is just this multiplicity of approaches that makes Diplomacy the game it is, with no "best" strategy that gets players, after they've found a winning system, to leave the game in search of some new challenge. In Diplomacy, one never knows what one will face next. Every game leads one to new pastures! Even playing a player one has come up against before is a new challenge, because one never knows just how he is going to play the game this time. One can only guess, because, even armed with the information above, and that which will be forthcoming in future articles, the other players will modify his strategy, he may do so himself, or he may have a SECONDARY approach that he thinks may be better than the one he tried with you previously! You never know. But, then, that is the intriguing aspect of Diplomacy!

Until next time, Chacun a son gout!

AND THEN I TOLD 'EM  
A FIB THIS BIG!



## RATINGS SYSTEMS

The Dragon's Lair Number 5, Fall 1985, is the latest in a series of quarterly publications for the purpose of releasing the updates of the DragonsTooth Rating System, the Stand-By Rating System, and a third system which is a combination of the other two. These systems are currently being maintained by DW's Ratings Editor, Stephen Wilcox, 5300 W. Gulf Bank, #103, Houston, TX 77088 (713-820-6038). Individual issues cost 50¢. And here's the latest from our human IBM Dipcomputer:

### DTRS Applied to the Great Powers

Rating	Country	W	2D	3D	4D	5D	6D	7D	S	E	Change from last time
11.39	ENGLAND	55	53	59	49	13	6	1	260	219	+ .06
11.22	FRANCE	60	45	56	49	15	6	1	263	219	- .09
9.57	TURKEY	57	35	45	40	12	4	1	242	278	+ .10
9.50	RUSSIA	69	40	43	32	9	5	1	218	297	- .07
8.28	GERMANY	59	35	45	31	12	6	1	208	317	+ .17
6.65	ITALY	36	24	35	32	13	6	1	261	306	- .05
5.98	AUSTRIA	51	29	35	35	11	3	1	163	386	.00

Turkey edged in front of Russia again in this neck and neck race. The ENGLAND/FRANCE race has been just as tight but ENGLAND has managed to hold on to the top spot. GERMANY made the largest gain this quarter, but it went almost unnoticed due to the gap between 4th and 5th.

Here are the three best players, in order, for each of the powers;

AUSTRIA: Keith Sherwood, Phil Cooper, Peter Reese  
 ENGLAND: Dan Stafford, Bill Becker, Blair Cusack  
 FRANCE: Jack Masters, Dan Stafford, Blair Cusack  
 GERMANY: Lee Kendter, Sr., Don Ditter, James Wall  
 ITALY: Kathy Byrne, Tom Ripper, J. Ron Brown  
 RUSSIA: David Lincoln, Dan Stafford, Ron J. Brown  
 TURKEY: Randolph Smyth, Bob Osuch, Russ Rusnak

The Top Board consists of: Dan Stafford (6/9/0/1/0/0); Jack Masters (5/1/0/0/1/1); Mark Berch (3/3/0/0/0/1); Peter Fuchs (4/0/1/2/0/0); Phil Redmond (2/0/0/0/0/0); David Lincoln (2/0/0/0/0/0); and John Stewart (2/0/0/0/0/0); with Wins, Draws, etc.

NOTE: Stephen is looking for some one to publish THE DRAGON'S LAIR for him. This would be an ideal opportunity for someone who has a computer or word processor, or who just likes to mess around with numbers. If you can help him out, get in touch with him.

### A SPECIAL NOTE

Ever wonder what a typical game of Diplomacy is? I plan to find out! I am compiling stats on openings for all Diplomacy games with 1983-1984 Boardman Numbers. I would like the Spring 1901 moves and the Winter 1901 Supply Center Chart (not just the numbers) and once I receive at least 90% of them I will publish a full report of the findings. A portion of this will appear in DW before the report is released.

Below is a list of the games I do not have on file:

1983: C,L,O,P,S,T, AB, AC, AE, AJ, AQ, AR, AS, AX, CB, CC, CD, CJ, CP, CT, CU, CW, CX, CY, HA, HB, HH, HI, HN, HP, HS, HX, HY, HZ, IA, IE, IF, IG, IH, IJ; 1984 C,D,E,G,H,I,K,L,M,N,O,P,Q,R,T,U,V,W,X,Y,Z, AA, AC, AD, AE, AF, AG, AH, AI, AJ, AL, AM, AN, AO, AP, AQ, AR, AS, AT, AU, AV, AW, AX, AY, AZ, CA-CZ, HA, HB, HC, HD, HF, HG, HI, HJ, HK, HL, HM, HN, HO, HQ, HR, HS, HT, HU, HV, HX, HY, HZ, IA-IY.

I currently have just over 80 games on file. My goal is 200 games. Please send this information to: Stephen Wilcox, address above.

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### THE 1985 RUNESTONE POLL RESULTS REPRISED

The results of the ninth annual Runestone Poll, founded by John Leeder, and now run by Bruce Linsey, were released last year. Complete results are available from Bruce Linsey, 73 Ashuelot St., #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). What follows are some highlights from Bruce's report, THE CREAM SHALL RISE.

#### Zine Poll

The columns show rank, score (out of a possible 10), number of votes cast for the 'zine, zine name. Scores are a combo of modified mean and preference matrix score. 10 votes were needed to make the main list; which listed 71 'zines.

1.	9.494	104	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	INNER LIGHT
15.	7.263	27	FOL SI FIE
16.	7.237	18	CONCERT OF EUROPE
17.	7.203	15	DOGS OF WAR
18.	7.179	16	NOT NEW YORK
19.	7.147	48	30 MILES OF BAD ROAD
20.	7.143	34	XENOGOGIC
21.	7.094	109	DIPLOMACY WORLD

#### 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

#### 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

Congratulations to all who did well!!

Those of you who didn't---well, we all know

why you didn't, don't we??? Still, there's always this year, and next, and next, and well, sooner or later you'll make it to the tp!

CRISS CROSS PUZZLE

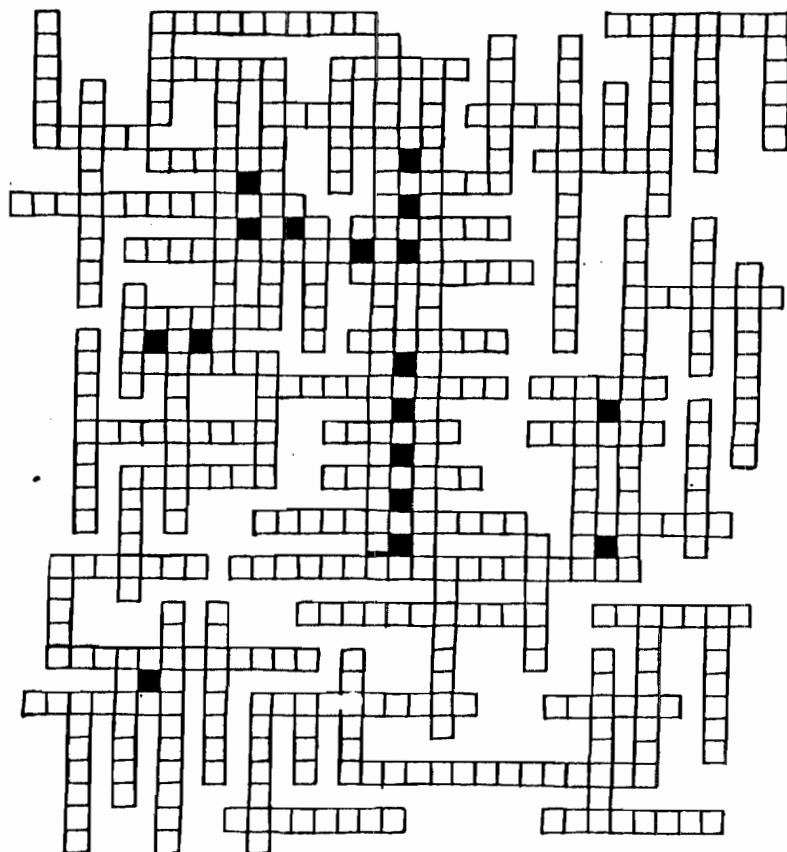
This issue's puzzle comes to us from Mark Coldiron, publisher of MACABRE. MACABRE is one of my favorite 'zines and Mark's Christmas issue, on shocking pink paper, was one of the best yet. I have to admit I like the trivia questions best and Mark regularly has trivia questions on television, rock music, and history. I even entered one of his contests---once, and it make me realise what a dummy I really am! Never again, said I.

This "Diplomacy Crossword Puzzle" is actually a "criss cross," probably named for Chris Carrier, because we give you the answers and all you have to do is determine where the words go. So, have at it and send in your answers/solutions by next April 1st. If we are lucky, and if we have lots of winning entries, perhaps we'll run a tie breaker puzzle next time.

In the meantime, here's some answers for Mark's latest in Macabre #30. See if you can guess the questions from the answers I give you:

1. German warships sold to Turkey.
2. Biblical site near Dead Sea.
3. Skoda Works.

Send your questions to Mark, I need the points.

**DIP CROSSWORD**

-- 4 --

Kiel Rome Ruhr

-- 5 --

Brest Crete Paris Spain  
Tunis Wales

-- 6 --

Aegean	Ankara	Apulia	Berlin
Europe	Greece	London	Moscow
Munich	Naples	Norway	Serbia
Smyrna	Sweden	Venice	Vienna
Warsaw			

-- 7 --

Albania	Armenia	Belgium	Bohemia
Denmark	Finland	Galicia	Gascony
Holland	Iceland	Ireland	Livonia
Picardy	Rumania	Silesia	Trieste
Tuscany	Tyrolia	Ukraine	

-- 8 --

Black Sea	Budapest	Bulgaria
Burgundy	Irish Sea	North Sea
Piedmont	Portugal	

-- 9 --

Baltic Sea	Edinburgh	Ionian Sea
Liverpool	Yorkshire	

-- 10 --

Barents Sea	Gulf of Lyon	Marseilles
Sevastopol	Tyrrhenian	

-- 11 --

Adriatic Sea	North Africa
Switzerland	

-- 12 --

Norwegian Sea	Skagerrak Sea
St Petersburg	

-- 13 --

Gulf of Bothnia

-- 14 --

Constantinople	English Channel
Helgoland Bight	

-- 16 --

Mid Atlantic Ocean

-- 18 --

North Atlantic Ocean

-- 23 --

Eastern Mediterranean Sea
Western Mediterranean Sea

1983 X

a.k.a. THE DIPLOMACY WORLD DEMO GAME

GAMESMASTER: Rod Walker  
COMMENTATOR: Eric Verheiden

This game began in DW #34. See that issue for player list and info on the notation used. This was modified in 1903...see DW #36. But that's ancient history. On with the blood and gore...

Spring 1907

UNOFFICIAL SOURCES REPORT SULTAN STANDING ON SMYRNA DOCKS, WITH ONE FOOT ON A TRAMP STEAMER BOUND FOR ARGENTINA...

LORDS OF THE WEST AND BIR-SAURON PLAY WAITING GAME ALL UP AND DOWN THE TRENCHES.

ENGLISH NAVAL FORCES ESCORT LEGIONS OF AR-KENDTARION INTO COPENHAGEN...

WHILST FRENCH DREADNOUGHTS STEAM INTO THE CHANNEL...

HAS BIR-SAURON MET HIS MATCH???

AUSTRIA-MORDOR (Bir-Sauron): f alb-ION s by f ADR, f AEG-smy, a BOH ms a TRL, a VEN s a trl, a ROM & a APU s a ven, f NAP s a rom, a CON-smy.

ANGLO-ARNOR (Ditterathorn): f NTH c french a bel-den, a PRU h s by f BAL, f STP(SC) h s by a FIN, f NWY h, a RUH s french a mun.

FRANCO-GONDOR (Ar-Kendtarion): f bre-ENG, a par-BUR, f LYO s a pie, f nat-NRG, a bel-DEN, F TUN h, f THN h, a TUS-ven s by a PIE, a BER ms a MUN.

RUSSO-ANGMAR (Baumeistmog): a arm-ANK s by f BLA, a sil-WAR, A war-UKR.

TURKO-HARAD (al-Berch): f SMY-con, f ank-con /d/.

Fall 1907

FROG FORCES FROLIC IN LONDON, STOCKHOLM. TERRIBLE MASSACRE OF FOREIGN LEGIONNAIRES IN FIRENZE! MORDORIAN FORCES REPORTED SHOUTING, "ROAST ALL PRISONERS!" IN SIENA AND IZMIR.

AUSTRIA-MORDOR (Edi Birsan): f ION-thn s by f NAP, f AEG-ion s by f ADR, a BOH-mun, a TRL-pie, a ven-TUS s by a ROM, a APU-ven, a con-SMY. Owns: bud, tri, vie, gre, ser, bul, ~~pph~~, nap, ven, rom, smy (10). No change.

ANGLO-ROHAN (Don Ditter): f nth-ENG, a PRU h s by f BAL, f STP(SC) h s by a FIN, f nwy-NTH, a RUH s french a mun, f edi-nth /nsu/. Supply center count: edi, lpl, ~~lpp~~, ~~ppp~~, den, stp, nwy (5). Disband 2.

FRANCO-ISENGARD (Lee Kendter, Sr.): f eng-LON, f LYO h, f nrg-BAR, a den-SWE, f TUN s f thn, a tus-rom s by f THN (a tus /d/), a PIE-ven, a MUN h s by a BUR & a BER. Owns: bre, mar, par, por, spa, hol, kie, mun, tun, bel, ber, lon, swe (13) Builds 3 (1 /d/, Fall 1907).

RUSSO-ANGMAR (Konrad Baumeister): a ANK s austrian a con-smy, f bla-CON, a war-LVN, a ukr-WAR. Owns: mos, sev, war, rum, ank, con (6) Builds 2.

TURKO-WETWANG (Mark Berch): f smy-con /r/aeg, eas, syr, otb/. Owns: ~~ppk~~, ~~ppp~~ (0). Disband 1 (1 /d/ Spring 1907). Out.

/44/

Winter 1907

ARMIES POPULAR AS POWERS IGNOR MAHAN: SHIPYARDS TOTALLY IDLE

AUSTRIA (Birsan): No change.  
ENGLAND (Ditter): Disbands a pru, f stp(sc).  
FRANCE (Kendter, Sr.): Builds a bre, a par, a mar.  
RUSSIA (Baumeister): Builds a mos, a sev.  
TURKEY (Berch): Disband f syr.

#### Commentary

That's the trouble with coming up with plans "A," "B," "C," and "D"; some joker comes along and tears them all up and comes up with plan "K"; which may be freely translated as "Kendter Wins." How does it work? Simple, England and France hold eighteen centers between them. If England gives all his centers to France (without losing any to Austria/Russia), France wins. The mechanics require English cooperation; it would not be too difficult to cause, say Munich, to fall to Austria/Russia permanently; thereby destroying France's chance of victory.

What remains then are peripheral activities and speculations about motivations. The principal peripheral activity is the relegation of turkey Berch (or was it Berch turkey?) to the ultimate Syrian periphery (ghee, how poetic!). The idea is very appealing, particularly with Berch squealing like a stuck...er...turkey all the while. I can recall a face-to-face game with Lee Kendter at a DIPCON some years back when he got into a bad position and then explained about his record of never having been eliminated in face-to-face play. Wrong move. The temptation for those of us of ignoble spirit was/is nearly overwhelming. Edi Birsan is nothing if not ignoble of spirit.

Now as to the main event; what did Ditter know and when did he know it (or agree to it)? My guess is something like this:

- 1) With Italy's demise, England/France effectively secure enough centers to stop a German win.
- 2) England/France propose a three way draw to Edi; Edi refuses, saying if he can't win, he sees no reason to betray loyal Konrad Baumeister.
- 3) Kendter proposes a French win as retribution for Edi's intransigence (positioning himself to make this convenient, if agreed, and inconvenient to accomplish the alternative English win).
- 4) Ditter agrees and the French annexation proceeds.

This explanation derives from the fact that Kendter and Ditter, so far as I know, will normally play for draws when appropriate. Edi Birsan usually does not; nor do most New York players for some reason (I have seen endless games in Graustark thrown to the leading player rather than settle for the unpalatable draw). In a similar situation in a previous DW game, Edi persuaded another player to throw him the game rather than settle for a draw (if Edi and the other player flipped a coin for it, I'll bet it was Edi's coin---and it had two heads).

Anyway, the only remaining excitement is watching for mistakes, particularly English mistakes, since the interest level of non-survivors tends to run unusually low (the same goes for small participants in large draws). Seems unlikely; I'll climb out on a limb (again) and predict a concession to Kendter in 1908.

#### Press

SMYRNA: With the fall of the city, there would be no supplies for another Winter. The men were allowed to take what they liked from the ship, and slip away on rowboats in the anonymity of night. The Sultan, having scuttled the ship, allowed himself a final observation: "I have," he mused, heard of people falling on their swords. But going to all the effort of running full tilt onto someone else's sword; that is strange. A scimitar cannot do such a deed; there would be no need for it.

/45/

AUSTRO-MORDOR: Vienna (Mordorous Free Press): After reviewing the following item of diplomatic unimportance, the Overlord of Dark Tower Lane: BirSauron Lord of Darkness, Bane of Elves, Eater of Chickens, etc. etc., has called a small gathering of press for a short announcement. The Correspondence from Turkey:

Dear Edi and Konrad:

OK, Don is throwing the game to Lee, and that's that.

Why, then, eliminate me? Ordinarily, there would be plenty of reasons: to facilitate a war with the west, to prepare for a war with each other, or to shorten the draw. At this point, however, none of these reasons have the slightest meaning. Neither war would effect the outcome in any way, and there will be no draw. So why not leave me there? In this way, you can show some contempt for the proceedings in the west, by just sitting on your hands. To continue and eliminate me would be to pretend that this is a normal game being played out, eliminating a player for the normal reasons. But that's not the case.

Thus, I urge that you either let me survive in Smyrna and/or step off of Ankara. Your positions will not be harmed in any way by this action.

There is only one circumstance in which this might matter. Don might not want to slip behind me in the final order. If I'm not eliminated, and especially if I'm left at two centers, this won't be so easy to arrange, and that might tick Ditter off. Who knows, such a result might cause him to rethink the final plan, if Ditter does not want to finish behind me. Admittedly, it's a long shot.

And even if not, that would have me finish ahead of Ditter. And that, gentlemen, is how I think things ought to be. Let Don finish 5th instead of 4th---what has he done to deserve finishing ahead of me? I didn't turn the game into a farce.

So think about it, please.

BirSauron's Comments:

There can be no doubt that for some, the passing away of the former great nation of Turkey will be a loss. Yet, as this last letter indicates, we are not witnessing the demise of a power at the height of its glory and passion, but the silencing of a distant whimper and whine that occassionally moans from depths of despair.

Let us put this final belch from Smyrna aside, and look upon the motives of the elimination that it bemoans so gracelessly as if to say its fate was so undeserved or such an aberration of history. First, the past communications with Turkey exhibited the shallowest level of interaction in the current diplomatic circle. It was as if the students of form had gone out of control and completely forgot about substance. The dry self serving patter of the very brief post appeared to be an indication of one whose attention was drawn elsewhere and this world's pressing matters never roused a determined effort by the Turkish ministers. They indulged themselves in apathy. Such a power does not deserve to live by default as it lessens the aspirations of those who would try to rise above mediocrity.

Secondly, we recently learned that the current Turkish leader has never known the taste of defeat and total elimination. We, who relish in the roar of victory and the thunder of triumph do so all the more because we have shared far lesser fates than that which we reach for. Left unchecked, the continuous stream of victories - draws - high finishes, leaves one hollow and stale, unable to grasp the fullness of life since it is seen without a total experience of all outcomes of events both great and small. This staleness leads one into contemptable play patterns and boring styles culminating in a burned out ruler unable to understand his own condition and too apathetic to attempt to consider alteration or a step to enhancing his own enjoyment of a won game.

Therefore, out of duty to promote the justice of play and as an attempt to teach, say; demonstrate to one who needs uplifting the joys of victory; by feeling the shame of an ignominious elimination, there could be but one course of action: Turkey Must Die!

ST. PEERIGRAD: "Let it be written. Let it be done."

### DIPLOMACY WORLD GAME OPENINGS, ANYONE?

The carnage is about to begin in DW's next two Demonstration games. There are still a couple of openings left in each of the two games, I believe, and stand-bys are always welcome and sometimes even needed, even in a DW Demo Game.

The first Demo Game will be a traditional, by invitation only, game consisting of some of the best players in the hobby today. I can't tell you who they all are, yet, of course, but let me drop a few names: Edi Birsan, Kathy Byrne, Blair Cusak, Paul Rauterberg, and Randolph Smyth. This will be the first time we've had two Canadians in a DW Demo Game. Lee Kendter, Sr. will be doing the gamesmastering and Mark Berch either the primary or secondary commentary. Now all I have to worry about is getting someone to interpret for the two Canadians and two New Yorkers!

The second Demo Game is open to anyone who wants to play and is billed as a Young Turks game. Some of the names signed up you'd recognize instantly and some you've never heard of. Five people are signed up so we need two more and two stand-bys. Dave Kleiman will be the GM and Eric Verheiden will do the play by play.

Remember, if you want to join up send me a \$15 gamefee (which goes to benefit DW since the gamesmasters are donating their services). You will have to maintain a DW sub for the duration of the game. There is no gamefee for the stand-bys, of course.

In addition to our own two Demo Games we'll be giving you periodic updates on the DW Support Game being run in MAGUS, Steve and Daf Langley's 'zine. I've already seen the players roster for this game and it looks like a fine one: John Huestis as Austria, Tom Hurst as England, Bill Quinn as France, Melinda Ann Holley as Germany, Dennis Walker as Italy, Duck Williams as Russia, and Mark Fassio as Turkey. This is a no standby game. That means if a player NMRs, the country will go into civil disorder. That also means a player can NMR and come back later to order his or her units. This is the way they play in Europe.

I believe, although I'm not sure, that Steve and Daf have a second DW Support Game open in NOT FOR HIRE. Check with them on that, 2296 Eden Roc Ln., #1, Sacramento, CA 95825 (916-927-4077) and while you're at it send them a check for a 10 issues/\$10.00 sub to MAGUS. Even though I keep getting blown away in my PBM Dippy games in MAGUS I still faithfully follow the press and other reading material.

Finally, I want to thanx Steve & Daf for running the game and, of course, the players. Their contribution to DW was \$120.00 and it was that that helped make this special issue of DW just a bit more special. Thanx again.

### GAME OPENINGS, GENERALLY SPEAKING

Gary Coughlan, 4614 Martha Cole Ln., Memphis, TN, 38118, publisher of EUROPA EXPRESS, who probably sees more Dippy 'zines than anyone else, is handling our collection of game openings info. As soon as I get Gary's info I'll have an issue of PONTEVEDRIA out, along with a ZIAMVIA and BARATARIA. So, if you want players for your games or you are looking for game openings get the info to Gary now and a SASE to me. I've got many, many players waiting for this stuff. Bill Quinn, you'd better go buy another box of disks, you're going to need them. Providing info on game openings to players, and lists of players to publishers/gamesmasters, is one of our most important jobs. The info you provide makes it all possible.





# Diplomacy World Facts 1986

## Greetings!

Thank for your inquiry about DIPLOMACY WORLD. This info sheet is designed to answer any basic questions you may have about DW. If I can't answer them myself I'll pass them on to the appropriate authority.

I've also included a list of DW's current publications, our tentative publication schedule for 1986, and an order form for you to use in ordering any of our publications. Naturally we hope you will want to become a part of the DW family, a group of individuals all over North America dedicated to the enjoyment of Allan B. Calhamer's classic game, Diplomacy.

Happy Stabbing to you!

## The D.W. Story...

DW was founded by Walt Buchanan some 11 years ago to serve as a Diplomacy hobby flagship publication. It rapidly grew to become the single most important source of original material on the game and hobby. At the same time DW served as the hobby's zine of record, publishing info on all aspects of the hobby for everyone interested. Over the years DW has published some 1300 pages of materials devoted to the game with contributions from over 120 authors and dealing with every facet of the game and hobby.

Late last year it looked like DW might finally die as it faced serious scheduling and financial problems that made the production of it's 40th issue questionable.

But the DW family members and hobby rallied to DW's support and in only a few months the zine returned to a normal schedule, got its financial house in order, and assembled one of the most creative staffs ever to serve any Diplomacy zine. DW is now the largest paid circulation magazine in the hobby, and the year to come will be an exciting one. We hope that you will want to be a part of it.



## The D.W. Family

The DW Family consists of it's staff and Subscribers, as well as other interested members of the Diplomacy hobby. They come from all over N America, as well as from Europe and Asia. Some are young, some are old. They include members of the hobby from the beginning to the most recent. They are a microcosm of our society, good and bad. Their one common interest is Diplomacy and as part of the DW Family want the best possible information and reading on the game & hobby. Whether you are in the States, or overseas, DW offers you the best possible source of news and feature materials devoted to all aspects of Diplomacy. Keep in mind that effective immediately DW is published on a timely basis, i.e. first class mail in North America. No more waiting!!!

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The DW Staff serves the hobby and DW Family by putting together DW on a regular quarterly basis. If you have a question write to your regional editor.

40/ Please remember that every DW staff member is an unpaid volunteer and some of these people are devoting 20 hours a week or more to DW. A SASE with your inquiry would be appreciated. The new DW staff is the biggest, dare I say the best ever! For questions concerning your sub, write the Comptroller, for publishing of your articles, contact either L Peery or K Byrne. THANKS!



**DIPLOMACY WORLD:** A single copy of the current issue of DW is US\$4, mailed first class in North America, surface mail elsewhere.

**DIPLOMACY WORLD:** 4 issues, published quarterly are US\$12, mailed first class in N America, surface mail elsewhere; in Canada US\$14; and overseas US\$16 for surface mail, airmail by special arrangement.

DIPLOMACY WORLD back issues are available at US\$4 each: #1, 22, 23, 24, 34, 35, 36, 37, 38. Issue # 39 is not available from here yet. Issue # 40 will be sent to anyone who subscribes as long as copies are available, at no charge.

INDEX & MENU DIPLOMACY WORLD  
(IMDW): A computer generated three  
part listing by author, subject, and  
issue number of all materials from  
the first 39 issues of DW. \$2 per  
copy, postpaid.

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The hobby's unofficial telephone book  
includes some 1066 listings for  
individuals,  
publications,  
and services

and services  
in the  
Diplomacy  
hobby, all  
listed in a 3  
part index by  
name, ZIP code,  
& Area Code. 4

POITEVEDRIA: Lists possible player who have written about games openings in PEM diplomacy.

BARATARIA: Does the same for variant game openings.

21MAVIA: List zin.s with games opening information. All are available free for a SASSE as available.

\*\*\*\*\*



15 January: DW  
#41, winter

15 April: DW #42, Spring  
30 May-June: DIFCUN in Virginia (Contact  
Ken Peel for details)  
15 July: DW #43, Summer  
10 October: DW #44, Autumn  
Spring 1986: Vol II of the DW Anthology to  
be published featuring the writing of Mark  
Berch.  
Fall 1986: Vol III of the DW Anthology to  
be published featuring the variant games  
and the writings of Lew Pulsipher.  
PLEASE NOTE THAT THE ABOVE SCHEDULE IS  
TENTATIVE!!! LW Peery

## DW ORDER FORM

NAME:.....

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DATE: / /

QUANTITY	TITLE	PRICE
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TOTAL ENCLOSED (US\$):\_\_\_\_\_

**INSTRUCTIONS:**

- 1) Make all checks or money orders payable to IDS or DIPLOMACY WORLD. No cash orders. Checks must be in U.S. funds only.
- 2) Send all orders to DW/IDS, Box 841 San Diego, CA 92102, USA
- 3) DW is sent by first class mail, other materials by book rate or surface mail.
- 4) Allow six weeks for delivery of books or major orders of reprints.

Thank you for your cooperation

This little newsletter produced by  
Inept Software  
Michael Magston  
PO Box 8416  
San Diego, CA 92102



## AWARDS, JUST FOR THE HONOR OF IT

It was Napoleon, I believe, who first realized in modern times that men would do things for a scrap of metal or cloth that no mere mortal would ever do under normal circumstances. Of course, the Greeks had known this for centuries and regularly passed out wreaths of laurel and fig leaves as symbols of achievement. What Napoleon began with the Legion of Honor the Diplomacy hobby carries on with a variety of awards, including the Don Miller Memorial Award, for service to the hobby; the Rod Walker Award, for literary achievement; the John Koning Memorial Award, for outstanding play of Diplomacy in any form; the Dot Happy Award, presented to any Diplomacy publisher who folds his magazine in an honorable fashion; and, perhaps the most important, the International Diplomacy Hall of Fame, which recognizes achievement over the entire span of a person's hobby career.

The first four of these awards are presented annually and any hobby member can nominate some one for them (except for members of the various committees who may not nominate themselves). The first three are selected by the hobby's members in an election held each Spring and the winner's are recognized at each year's DIPCON and presented with their own personal plaque and custodianship of the perpetual plaque for a year. These awards are financed by donations from hobby members. The Dot Happy Award is handled a bit differently and the IDHOF elections are controlled by two separate committees of hobby members who make nominations and elect members.

This year we are in a bit of a time bind because the process has been delayed somewhat by DW's problems and by an unusually early DIPCON. However, I hope that having all of the process centralized through DW will speed things up a bit. Here's how you can help. If you wish to nominate someone for the Miller, Walker, or Koning Awards send your nominations to me (Larry Peery, since I happen to be administrator for all such awards at the moment.), along with why you feel this person deserves the award. The Miller Award is given for service to the hobby in the previous year, the Walker Award for a specific literary achievement in the previous year (be sure to enclose a copy of the article or whatever for which you are nominating the person)---it can be fiction, strategy and tactics, or whatever, and the newly established John Koning Memorial Award is for outstanding play of Diplomacy---of any kind---in the previous year. That means a person can be nominated for outstanding FTF, PBM, PBEM, Convention, Tournament, Computer, or even telephone play. However, you must include a brief statement as to why you have nominated this person. You may include records of FTF, PBM, PBEM, or other games as supporting evidence. All of these nominations will be reviewed by a committee of hobby members and, if need be, they will conduct a screening process to pick the most qualified nominees. Then, in the April's issue of DW we'll publish a final ballot and you'll be able to vote on who the recipients should be. The roster of recipients of these awards: Miller: Walker, Kendter, Olsen; Walker: Berch and Linsey; is a distinguished one; and each year's elections have brought more and more nominations and more and more voters. I am sure that trend will continue this year.

If you would like to participate you may do so by sending a nomination to me (The Name of the Award, c/o Larry Peery, Box 8416, San Diego, CA 92102), a donation to support the awards to (Fred Davis, Jr., 1427 Clairidge Rd., Baltimore, MD 21207), or volunteering to serve on one of the awards committees. But be sure to vote! Nominations are due to me by 1 March, 1986. Also, I am looking for a volunteer to take over my job as administrator of these awards. If you are interested, let me know.

# "Harold," she whispered softly, "I never knew what a winner you were!"

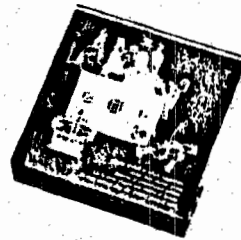
It was late at night and soft jazz music filled the air. Everyone had just left the smoke-filled dining room where the potted palms were wilting slowly.

"Harold," she said, "you saved my party!" A tear of gratitude welled up in her left light blue eye.

"It was really the **DIPLOMACY** game," Harold answered modestly.

"Yes," she said. "It's really loads more fun than cards, much more social than charades. Actually, I've never had such a splendid time."

"Indeed," Harold agreed. "I love you, Gloria, but I know at a party you are two left feet when it comes to dancing. So naturally, being considerate of



you, I brought the **DIPLOMACY** game to your party."

"And you," she sighed, "won."

"And I," she said triumphantly, "came in second."

"Well," Harold mused as he lit a cigarette with his Eaton crested lighter, "when 4 to 7 people vie for territorial expansion with an eye toward total conquest of Europe while preventing opponents from

doing so in a devilishly clever manner . . . really puts their all into the challenge."

"Goodness, but you're right," she breathed heavily, "and how those marvelously devious friends of yours thoroughly exploited the innocent nature of the other players . . . why, Smedley got so perturbed he almost blurted out a rather colorful word!"

Buoyed by the euphoria of the super evening, Harold at last made the promise Gloria had been waiting for all along. "Monday morning, first thing, darling . . . I'll revisit the Game Emporium in quest of more Avalon Hill games. Because—to play an Avalon Hill game is an exhilarating challenge; to give one, a subtle compliment."

"Or, use the coupon below," answered Gloria breathlessly . . .



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