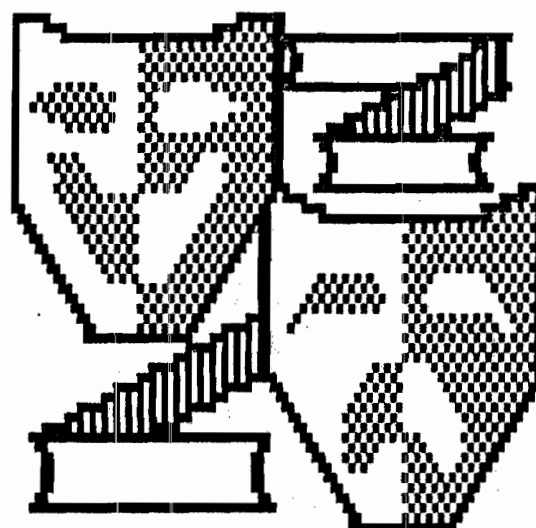




DIPLOMACY WORLD



#43

SUMMER
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. Single copy price is \$4.00. In Canada subscriptions are US\$14 per year (4 issues), including first class mail. Overseas subs are US\$16 (4 issues), surface mail and US\$32 (4 issues), air mail. All prices are in US dollars and exclusive of any bank charges. Make checks payable to DIPLOMACY WORLD or IDS and mail to: Institute for Diplomatic Studies, Box 8416, San Diego, CA 92102-0416 (619-295-6248). Allow 6-10 weeks for arrival of all orders. Submission of articles, feature material, or news items to Larry Peery, address above.

DIPLOMACY is a registered trademark of the game invented by Allan B. Calhamer and copyrighted by the Avalon Hill Game Co., 4517 Harford Rd., Baltimore, MD 21214.

All contents copyright c 1986 by IDS. Rights to bylined material revert to each author upon publication; however, DW retains the right to publish all such articles in subsequent collections or anthologies. Writer's guidelines for DW are available for a SASE. Turnaround time on submissions is about one month.

Subscriptions received by the 10th of the month of issue (February-May-August-November) begin with the current issue, if still available. 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 information for reprints. Copies are \$2.00 from the publisher.

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.

STAFF

Founder.....Walter Buchanan
 Publisher.....Larry Peery, address above.
 Editor.....Larry Peery, address above.
 Comptroller.....Mike Maston, Box 8416, San Diego, CA 92102-0416, USA.
 Advertising Manager....Vacant.....Auditor.....Vacant.....News Editor.....Vacant.....
 Features Editor.....Vacant.....Central USA Regional Editor.....Vacant.
 Editor Emeritus.....Rod Walker.
 Strategy and Tactics Editor..Mark Berch, 492 Naylor Pl., Alexandria, VA 22304.
 Variants Editor.....Fred Davis, Jr., 1427 Clairidge Rd., Baltimore, MD 21207.
 Ratings Editor.....Stephen Wilcox, 5300 West Gulf Bank, #103, Houston, TX 77088.
 Artist.....J.R. Baker, 3150 Meadow Ln., Dickinson, TX 77539.
 Regional Editors:
 Eastern Canada.....J.C. Hodgins, Box 450, Sharon, Ontario, CANADA L0G 1V0
 Western Canada.....Bruce McIntyre, 6191 Winch St., Burnaby, B.C. CANADA V5B 2L4
 Eastern USA.....Ken Peel, 8708 First Ave., #T-2, Silver Spring, MD 20910
 Southern USA.....J.R. Baker, 3150 Meadow Ln., Dickinson, TX 77539
 Western USA.....Daf Langley, 2296 Eden Roc Ln., #1, Sacramento, CA 95825.
 Reprints Series Editor.....J.C. Hodgins, address above.
 Regular and Variant Games Openings.....Simon Billenness, 61A Park Ave., Albany, NY 12202
 Guest Gamesmasters and Demo Games: Lee Kendter, Sr., and Dave Kleiman
 Novice Consultant: Bob O'Donnell, Box 835 Klamath Falls, OR 97601

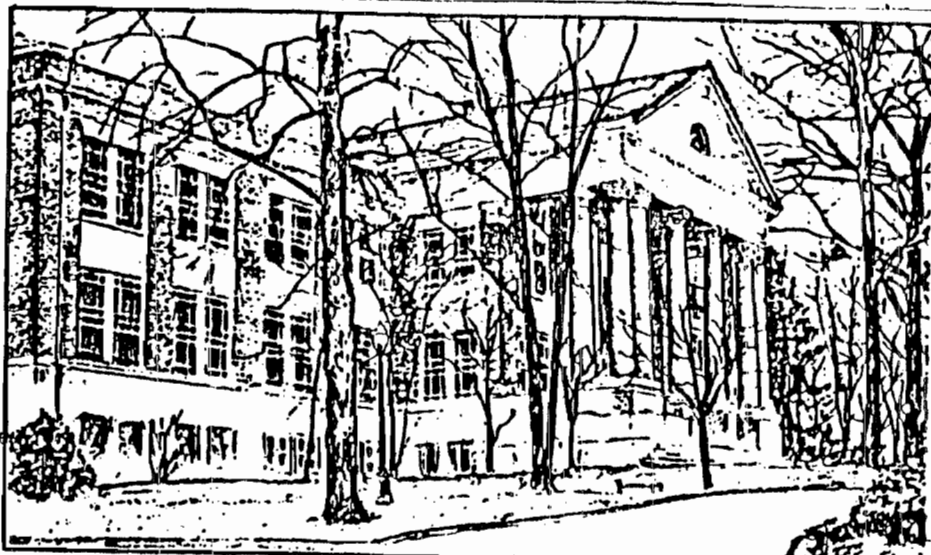
The Index for this issue is on page 16.

INTRODUCTION

This could have been another 90 or 120 page issue of DW---easily---but I was determined to keep it down to no more than 60 pages and for that reason it is the most challenging issue I've yet done. There were many, many decisions to be made about what to cut and what I did was either cut things by group (such as all the articles that were submitted for the DIPCON report that were reprints or duplicates of articles appearing elsewhere in the hobby literature), things that could be held over until the fall issue without losing their timeliness, or things that just didn't fit into this issue's scheme of things. No doubt some of my decisions will not be popular but...that's what I'm not paid to do, make difficult decisions.

The reason for the sixty page limit is that I wanted you to see what a normal issue of DW is in terms of page count. Those over-sized issues are nice but they are expensive. Each additional ounce (e.g. 20 pages) adds \$100 to the cost of an issue of DW, based on current costs and circulation levels. And both are rising steadily.

What we have, I think, is a very good issue if you are interested in what it covers and I hope most of you are. We have the results of several major polls, such as the 1986 Rune-stone Poll and the 1986 Marco Poll, and a touching letter to Ask Loki which says it all much better than the poll results. We have an extensive report on some of the cons that have



already happened this summer, including one event which ought to be of interest to all of you, DIPCON XIX. In fact our coverage of DIPCON '86 is the most extensive coverage of that event or any Diplomacy convention in hobby history. And still we didn't begin to cover it all. We'll talk about the highlights of that event and some of the side shows as well. We'll touch the stars, some of the super novae and a few black holes. We'll see DIPCON through the eyes of two individuals who had never attended such an event before and yet did very, very well in the Tournament. We'll spend some time and a lot of space discussing the first year of our two new demonstration games, 1986 H and 1986 Q, and discover that hobby old timers and novices share more---both good and bad---in common than we might think. Both of these games got off to interest starts and things aren't getting any duller as they begin to move into the Mid Game. We'll have a review of Once Upon a Deadline the new publishers and gamesmasters handbook published by Bruce Linsey. And, in the most positive demonstration yet of DW's turnabout we'll be asking your help for another hobby service that's in trouble, the US Orphan Service. And, except for a few odds and ends, that's about it.

I know people don't want to do much during the summer, except enjoy it. They want to lay back and be entertained. And if that's your preference I think you'll find much in this issue to entertain you. On the other hand, if you feel

like you do need a quick Dippy fix, perhaps we have something for you as well. My hope is that this issue of DW will do four things for you: (1) get you out and about to attend at least one Diplomacy face-to-face or convention/tournament this summer; while there is still time; (2) get you interested in our two demo games; (3) motivate you to sign up for a PBM game in one of the top rated RP or MP 'zines; or (4) better yet, get you motivated enough to give some serious consideration to starting a PBM Dippy 'zine of your own. And who knows, maybe you'll even be motivated enough to host a con of your own. Why not? Labor Day weekend is just around the corner and what better time to host your first con then during the DW Telethon weekend.

Besides DW there's a lot of good things coming down the road at the moment and I hope you'll check them out. The results of the 1986 Runestone Poll are out in The Cream Shall Rise and that's always interesting. The long-awaited Once Upon a Deadline is done and available, as is the 1986 edition of The Black and Blue Book and The GENERAL Vol. XXII, Number 5 contains the first big spread on Diplomacy in that 'zine in a long time. So, if you are lacking in summer reading material it's not our fault.

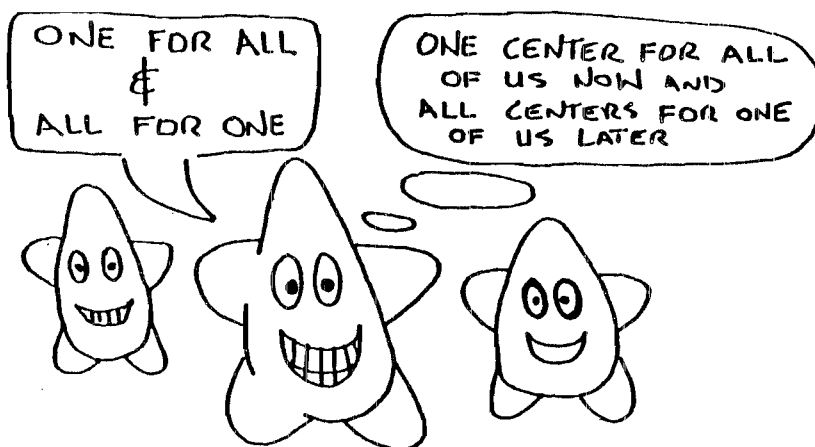
As hard as it is to believe the next issue of DW will mark the end of my first year as DW's publisher/editor. I don't know where all the time went---at least until I look at the baskets and boxes of papers scattered around the dining room---but it has gone.

That I know for sure. In a telephone conversation with Ken Peel (I think it was) a few weeks ago I mentioned, in passing, that I was working on a project for an issue of DW that would appear sometime in the 1990-1991 timeframe. The amazing thing is that Ken took me seriously. And even more amazing, I was serious.

We are, as a matter of fact, already

planning issues and articles for future issues of DW that will, quite literally, take us into the 1990s. Perhaps that's overly optimistic. Perhaps not, but it's part of our program to get DW back on a solid foundation. Even now articles for DW are coming in from all over North America and beyond.

Next issue will be a catch-up/clean-up issue with a lot of items left over from this issue including an eye-opening account of what it's like to be the number one player in the postal hobby, at least according to one poll, by Dan Stafford; Mark Berch's view of the biggest single mistake most novices make in their first game; and contributions from many others. Naturally, we're still looking for more material for the next issue and issues to follow. Just because you've got one article on file that's no reason to stop writing. We can always use more. We'll also be spending part of next issue reporting on DW's progress in the past year. And, perhaps most important, we'll be looking ahead to the coming year and what lies ahead for DW. All I can say at this point is that if you thought last year was exciting wait until you see what's coming down the road.



ONCE UPON A DEADLINE: A Handbook for Diplomacy Publishers and Gamesmasters

Reviewed by Larry Peery

Some tasks defy the serious reviewer. I've faced a couple of them myself: reviewing Winston Churchill's collected writings (24 volumes, \$2,500 list price) was one; commenting on volume 37 of the writings of Woodrow Wilson was another, and that was after I had already reviewed four previous volumes in the still going series.

And then there is Bruce Linsey's Once Upon a Deadline.

And that says it all. Now there is Bruce Linsey's Once Upon a Deadline. Before it there was a void. Now, for better or worse, the void is filled. It's everything Bruce said it would be: 88 pages on publishing in the first book; 104 pages on gamesmastering in the second book; and a 12 page introduction, table of contents, and credits, and even a list of "further readings." Some 45+ contributors submitted more than 108 items, ranging from cartoons to serious essays on every aspect of publishing and gamesmastering.

The quantity is there and Bruce has skillfully organized it into 20 chapters dealing with such topics as: getting started in publishing, philosophies of publishing, literature and the Diplomacy 'zine, graphics and art, modes of 'zine production, distribution of the 'zine, publishing ethics and conduct, when the 'zine ends, the publisher: a hobby citizen, hobby services for publishers; fundamentals of GMing, on rules and houserules, NMRs and dropout players, the standby player, orders, ethics and the GM, GM dilemmas, technical considerations, GMs and the Dipzine, hobby services for the GM, etc. As with any anthology the quality of the writing varies. Some of the essays are excellent and some are merely good. But each one is informative and interesting.

Bruce has also managed to put his stamp on the whole work by inserting his own views and comments throughout the collection of essays. Where he agrees and where he disagrees are clear. And, although it may be irritating to some, it is informative to read his views, even when one does not agree with them.

Much, perhaps most of the material is from the hobby literature, although a good part of it was originally written specifically for this work. Much of the writings are contributed by friends of Bruce and no doubt some will say that influences the end product in one direction or another. Certainly there are those who could have made a substantial contribution to the work if they had wished to. But they did not and that, I think, is their loss, not the work's. One way or another Bruce has managed to cover just about everything that needed to be covered. And if something on a given subject didn't exist Bruce wrote it himself. And for that he deserves praise.

Once Upon a Deadline is a like a Chinese restaurant menu in some ways. There is so much there that it is impossible to sample it all in one reading. I doubt if anyone is going to sit down and read this work from cover to cover. But to browse through or as a reference book it offers and will continue to offer much to both the new and old publisher or gamesmaster. What Bruce has created, with a lot of help from his friends and other members of the hobby, is a standard work of reference which will surely find a place on the shelf of every Dippy pubber or GM.

One could, I suppose, quibble about the inclusion of this particular item or the omission of that one but, in the main, it is as close to being complete as we are likely to get in our time.

I do have one complaint, however, and that has to do with the lack of a respectable cover for the work. Having it divided into two parts is helpful and was probably necessary, but not having a decent cover for it is a sin! On the other hand, didn't someone once say you shouldn't judge a book by its cover?

ASK LOKIEditor's Note:

This month's letter to "Ask Loki" seems to be an especially appropriate lead in to the results of this year's Runestone Poll, so that's just how I'll use it. Remember, if you have a question for Loki send it in a stamped envelope addressed to Ask Loki care of DW, Box 8416, San Diego, CA 92102.

Dear Loki,

I was wondering if you could help me with a minor problem?

I am a jinx?

There is no doubt about it. I am single-handedly ruining the Diplomacy hobby. You don't believe me? Read the following and tremble in fear!

I entered the postal Diplomacy hobby in the late summer of 1985, and ever since then the hobby and anything related to it have been going down hill. You want evidence? I'll give you evidence!

I sent away a subscription to the hobby flagship, DIPLOMACY WORLD, only to find it had sunk. Was it because I subscribed, I asked myself? I sent away for a free (I said FREE) subscription to MACABRE, only to find in my first issue that the zine has gone "warehouse" and the publisher now requires all subscribers to standby or they will be taken off the list. Another one bites the dust.

No sooner do I join the EXCELSIOR mailing list than that zine starts coming out late. I subscribe to FOL SI FIE, and the editor decides to take up law school and cut back on publishing. EUROPA EXPRESS, a top ranked zine, goes bi-monthly. You guessed it. I was just added to the subscriber list.

Had enough? No? Okay, the most recent negative effect I have had is on NO FIXED ADDRESS, where the pubber has just decided it will appear irregularly!

You know something else? No matter what country I play in any game, it always ends up in a bad position...eliminated. Plus, any alliance I enter always ends in a stab...against me. Once England attacked me in Fall 1901...and I was playing Turkey! Not only that, but I drew Italy twice in three games!! Do you believe that? Italy! Twice!!

Anyway, Loki, I am writing this letter because I am feeling depressed and need help. What can I do to get rid of this jinx thing? Is it my breath? The way I walk? Because I don't understand the jokes in SLEEPLESS KNIGHTS?

Please help me. If it doesn't stop soon, people will think that the J. in my name is for Jinx.

Sincerely, and in need of help quick,

~~/s/John Smith~~

John Smith

Editor's Footnote:

What J.C. says is true. And there's one more case he doesn't even mention. Back during the DW revival J.C. ordered copies of the last five years of XENO (at \$15 per...) with the money to go to the DW Endowment Fund. And guess what, he still hasn't gotten them. On the other hand, DW now owns its own paper shredder and the mulch mix in my daisy patch is just about perfect. By the way, J.C. where is my Bluebird cap? I'm certainly not rooting for the Padres at the moment..

And now for Loki's response...

Dear Jinx,

First of all relax and get a proper perspective of your problems. You could have been Chief Nuclear Engineer at the Chernoybal reactor. In that case you'd have been lucky to be one of the "two" fatalities rather than to glow in the dark or have a one-way ticket to a Siberian gulag awaiting you at the local KGB office. Come to think of it, "Boom"---only two fatalities claimed with a straight Soviet face. What great "Diplomacy" players that bunch of thugs would make. The same fearless bunch of apes that shot down the Korean Airline 007 "spy plane." That outrage killed a U.S. Congressman plus many other US citizens and foreign nationals. For about 70 years those heroses of socialism have acted the same way so only a half-wit could be surprised at the "public be damned" attitude of the Kremlin's finest.

Pardon the digression. On to important matters such as your grave tribulation. Granted, you have had grief with some of your subscriptions, but have hope. Has not the hobby flagship "Diplomacy World" been more successfully refloated than the "Titanic"? Of course! So you see you are not the hand of death as you thought. Let's imagine it was your subscription to DW that made the difference and spelt survival for that journal.

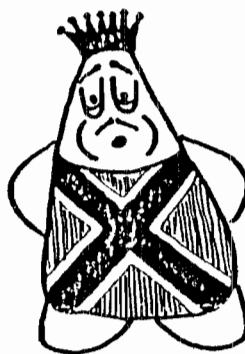
Don't lament your fate with FOL SI FIE. Cry for the embryonic attorney. Attorneys are as plentiful as leaves in the fall. Wait 'till he finds out he can make more money and have a more interesting time as a gamesmaster-editor-publisher than practicing law. Weep for him, not yourself.

As for your plight in play, Loki suggests you offer yourself as a standby in all the games you get a position in. Then when you're eliminated in Fall 1901 or sooner you can await someone to drop out (someone always does) and get a nifty position. Then get even with the heartless brute or brutes that stabbed you in your former life. Another method is to enter games having preference lists. Then put Italy down as choice number one through seven. Loki guarantees you'll get England, France, Turkey, or Russia as a result. You just have to understand the perverse nature of gamesmasters.

Loki doesn't like to get personal, but you need all the help you can get. Your breath? Your walk? Loki surveilled you at the last Dipcon you attended. Your breath would make Dracula wither up and fly back to Transylvania. Suggest you stuff a "Certs" in each and every bodily orifice and suck mothballs if you run out of "Certs." Loki also noted you have a queer type of gait and bump along so ungracefully that I fear your earring will fall off.

That's it, cookie. If all these profundities don't help, Loki suggests you volunteer for the peoples' cleanup squad at Chernoybal. Then people won't think the J in your name is for Jinx, they'll know it stands for JERK!

Radioactively Yours,
Loki



I'M GOING TO MAKE YOU
AN OFFER YOU CAN'T REFUSE.

DIPPY DOODLES

JR.

The only people who take polls seriously are the people who win them and the people who conduct them. Still, there is a certain morbid fascination in attempting to decipher what they really mean---as contrasted to what they obviously say.

The 1986 Runestone Poll Results

This year marks the 10th edition of the Runestone Poll which was founded by John Leeder and is now run by Bruce Linsey. The RP consists of three parts: the 'zine poll (since 1972), the sub'zine poll (since 1983), and the GM poll (since 1978). All the details are to be found in The Cream Shall Rise, which is available from Bruce Linsey, 73 Ashuelot St., #3, Dalton, MA, 01226, for \$1.00 if you took part in this year's poll. Obviously a lot of you did vote. Last year there were 180 or so participants (a record number) and this year the total number of ballots cast was 211 (another record). Last year there were 71 'zines that made the main list (e.g. those which received 10 or more votes) and this year that number dropped to 60, another indication of the hobby's quantitative decline.

Zine Poll Results (Top 20 'Zines Only)

The columns show rank, score (out of a possible 10), number of votes cast for the 'zine, and 'zine name.

<u>86/85</u>	<u>86/85</u>	<u>86/85</u>	<u>Title</u>
1/--	9.375/--	54/--	COSTACUANA
2/3	9.045/9.240	77/93	EUROPA EXPRESS
3/--	8.934/--	42/--	IT'S A TRAP
4/--	8.659/--	44/--	PRAXIS
5/5	8.374/8.643	48/42	EXCELSIOR
6/21	8.080/7.094	89/109	DIPLOMACY WORLD
7/8	8.067/7.965	61/82	DIPLOMACY DIGEST
8/--	8.023/--	38/--	ZINE REGISTER
9/2	8.004/9.300	55/60	NO FIXED ADDRESS
10/10	7.942/7.782	30/38	MAGUS
11/6	7.859/8.360	33/38	SLEEPLESS KNIGHTS
12/--	7.463/--	17/--	YES VIRGINIA...
13/--	7.395/--	14/--	THE BOOB REPORT
14/--	7.377/--	53/--	BUSHWACKER
15/--	7.284/--	29/--	FEULL. FORUM
16/--	7.132/--	36/--	CATHY'S RAMBLINGS
17/--	7.053/--	16/--	REDWOOD CURTAIN
18/9	6.818/7.881	28/36	THE DIPLOMAT
19/--	6.796/--	31/--	POMMES EN MAYO
20/--	6.694/--	31/--	APPLACHIAN GENERAL

Subzine Poll Results (Top 5 Subzines Only)

1. D-Day! (Ron Brown, Canada)
2. Hobby Talk (Bruce Linsey)
3. Megadiplomat (Chris Carrier)
4. Only Yesterday (Nelson Heintzman)
5. High Inertia (Courtemanches)

GM Poll Results (Top 5 GMs Only)

1. Gary Coughlan (Europa Express)
2. Mark Larzelere (Appalling Greed)
3. Dave Kleiman (The Diplomat)
4. Jim Benes (Dippy)-Tie
4. Andy Lischett (Cheesecake)-Tie

Gary Coughlan Award for Publishing

To Gary Coughlan and Steve Hutton

Doug Beyerlein Award for Gamesmastering

To Gary Coughlan, Andy Lischett, Dave Carter, and Dave Kleiman

The above awards are given to individuals who make the top ten in the 'Zine or GM polls three years running.

Comments on the Results (by Larry Peery)

RP results are always fascinating, if not always important. This year they are both. Despite more voters (211 vs. 180+ last year) the number of 'zines that made the main list was down to 60, vs. 71 'zines last year. The total number of votes cast for many 'zines was also down substantially this year (EE 93 last year, only 77 this year; DW 109 last year, only 89 this year; DD 82 last year, 61 this year; MAGUS 38 last year, 30 this year; etc. etc.). In fact only one 'zine registered much of a growth this year. So, we have, inspite of a larger total number of voters, fewer 'zines being voted upon and fewer votes being cast for most of the ones at the top.

The biggest surprise was the leap that put COSTAGUANA, one of the hobby's oldest 'zines (second only to John Boardman's GRAUSTARK at the moment) at the top of this year's Poll. Conrad von Metzke, one of the hobby's grand old men (heh, heh...) offers an attractive product at a very nice price, a lot of chit-chat and some profundity, and the ability to

write better than almost anyone else in the hobby today. It was a devastating combo that put COSTA way ahead of anyone else for top honors. But if you were thinking of subbing to COSTA, or asking for a trade with it, forget it. Conrad has just closed his sub list.

Gary Coughlan's ever popular EUROPA EXPRESS, inspite of a publishing slow down of late, moved back into second place, although its rating this year was not as high as last year's; nor were the number of votes cast for one of the hobby's largest circulation 'zines. Gary's formula, which has made EE a favorite with hobby members for years, still keeps it right at the top. An international orientation, fine quality gamesmastering, and a lively letter column are all part of Gary's method.

Up from nowhere, because it did not exist last year, came Steve Knight's IT'S A TRAP to take third place this year. But you have to figure that anyone who writes computer software for Gray and plays a mean piano is going to do well in something like the RP.

This year's top Canadian 'zine was Alan Stewart's PRAXIS which took fourth place and showed, again, that this was the year for recognition of writing ability in the hobby.

Right behind PRAXIS was Bruce McIntyre's EXCELSIOR, another Canadian publication, which, although it had its share of scheduling problems, included some of the hobby's most entertaining writing last year. In fact, all five of the above publications share one common quality, superb writing.

Then the other shoe drops because the next three 'zines are all hobby service pubs.

Number six was DIPLOMACY WORLD whose climb from twenty-first last year to sixth this year was more a reflection of the DW's family's pleasure in having the magazine back on schedule than any radical improvement in the publication.

DIPLOMACY DIGEST prepared to celebrate its 100th issue by moving up a notch in the pecking order, to seventh place, although the number of votes cast for DD was down from 82 to 61.

Joining these two was the ZINE REGISTER, now being published frequently enough to qualify for consideration in the RP, which took eighth place, a reflection of the importance the hobby attaches to this project and the fine job Simon Billenness is doing with it.

And then the writers took over again with NO FIXED ADDRESS, which dropped from second last year (after some very spectacular issues) to ninth this year; and MAGUS, which maintained its constant high quality publication and its tenth place position in the RP. SLEEPLESS KNIGHTS dropped from sixth last year to eleventh this year for reasons unknown to me, and the number of votes cast for it also dropped.

Then a bunch of new comers took over the top twenty listings with titles like YES VIRGINIA, THERE IS A SANTA CLAUS, THE BOOB REPORT, FEUILLETONIST'S FORUM, CATHY'S RAMBLINGS, and REDWOOD CURTAIN (The last two both former sub-zines) tying down most of the second ten slots. Fred Davis's long running BUSHWACKER moved up to 14th slot this year at the same time that Dave Kleiman's THE DIPLOMAT dropped from ninth last year to eighteenth this year. Rounding out the top twenty were POMMES EN MAYO, which is anything but a Dippy 'zine; and APPLACHIAN GENERAL which is the quintessence of a Dippy 'zine. An interesting year by any standard.

We should also consider those publications which dropped out of the top twenty list since last year. Last year's top 'zine, VOICE OF DOOM folded; as did SNAFU!; although the former publishers of both continue to put out sub-zines that took the top two slots in the sub-zine poll. PERELANDRA, which was seventh last year, dropped sharply this year. ANDUIN, THE INNER LIGHT, and CONCERT OF EUROPE all folded. MACABRE, FROBOZZ, FOL SI FIE, and others have also cut back on their output. A lot of the old magazines are cutting back.

That's the way I see it. The old got better, or at least older, and the newcomers moved up in the world, and some real hobby old farts showed that they could still perform with the best of them.

Congratulations to Conrad von Metzke, publisher of COSTAGUANA; to Steve Knight, of IT'S A TRAP; to Alan Stewart, of PRAXIS; to Simon Billenness, of the ZINE REGISTER; who joined the Top Ten; and to hold-overs Gary Coughlan, Bruce McIntyre, Mark Berch, Steve Hutton, and Steve & Daf Langley. And my thanx to all of you who voted for DIPLOMACY WORLD.

If you didn't vote in this year's RP and you'd like to see all the details in Bruce's 52 page report, The Cream Shall Rise!, send him \$2.00. It's worth it.

/10/

The 1986 Marco Poll Results

The Marco Poll is a regional poll with more of an eastern influence and a much higher response rate among eastern hobby members. Here are some highlights and if you want the complete results you can probably get a copy of them from Dan Stafford, 1637 Hampton Knoll, Akron, OH 44313-4840. The Marco Poll rates 'zines, players, gamesmasters, subzines, and writers. Forty-two ballots were cast for the 'zines category, and a weighed voting scale is used.

Zine Poll Results (Top 20 'Zines Only)

The columns show rank, number of votes, total number of mentions, number of first class votes, and standings in last year's vote.

1. MAGUS	48	15	6	2nd
2. COSTAGUANA	43	14	9	-
3. EUROPA EXPRESS	36	12	3	1st
4. IT'S A TRAP	33	12	3	-
5. CATHY'S RAMBLINGS	23	10	2	34th
6. WHITESTONIA/KK	23	9	2	4th
7. DIPLOMACY WORLD	18	6	3	7th
8. PRAXIS	17	10	2	-
9. NO FIXED ADDRESS	17	10	2	11th
10. CANADIAN DIPLOMAT	14	6	1	-
11. REBEL	12	5	-	-
12. THE DIPLOMAT	10	4	1	14th
13. INNER LIGHT	10	3	1	19th
14. KAISSA	8	4	1	27th
15. FROBOZZ	8	3	1	-
16. PERELANDRA	7	3	1	9th
17. RETALIATION	6	3	1	24th
18. DIPLOMACY DIGEST	6	3	-	27th
19. REDWOOD CURTAIN	6	2	1	-
20. BUSHWACKER	5	3	-	24th

Subzine Poll Results (Top 5 Subzines Only)

1. Fiat Bellum (Don Williams, California)
2. High Inertia (Courtemanche, PA)
3. Hare of the Dog (Daf Langley, California)
4. Kathy's Korner (Kathy Byrne, NY)
5. Shadow Play (...)

Writer Poll Results (Top 10 Writers Only)

1. Bob Olsen
2. Pete Gaughan
3. Steve Langley
4. Don Williams
5. Steve Knight
6. Steve Hutton
7. Cathy Ozog
8. Kevin Tighe
9. Linda Courtemanche
10. Kathy Byrne

Player Poll Results (Top 20 Players Only)

The columns show rank, number of points, number of mentions, number of first place votes, and rank last year.

1. KATHY BYRNE	72	24	4	1st
2. DAN STAFFORD	55	14	7	2nd
3. RANDOLPH SMYTH	23	6	2	6th
4. PAUL RAUTERBERG	22	7	2	4th
5. STEPHEN WILCOX	19	5	2	5th
6. RUSS RUSNAK	17	6	-	45th
7. STEVE LANGLEY	15	6	1	-
8. MARK FAZZIO	13	4	1	44th
9. MATT FLEMING	13	3	1	14th
10. JOHN CARUSO	10	3	1	26th
AL PEARSON	10	3	1	18th
12. RON SPITZER	10	2	2	-
DON SWARTZ	10	2	2	-
14. JAMES WALL	9	4	2	-
15. MARK FRUEH	9	3	-	3rd
MARK BERCH	9	3	-	27th
17. ALAN STEWART	9	2	1	-
18. DAVE LINCOLN	8	2	1	30th
19. MELINDA ANN HOLLEY	7	3	1	11th
20. DAVE CARTER	7	3	-	48th

GM Poll Results (Top 5 GMs Only)

1. Conrad von Metzke (Costaguana)
2. Russ Rusnak (...)
3. Gary Coughlan (Europa Express)
4. Kathy Byrne (Kathy's Korner/Whitestonia)
5. Andy Lischett (Cheesecake)

THIS BIT OF WHITE

SPACE

IS BROUGHT TO YOU

BY

SHEER LAZINESS...

We're about half-way through the 1986 Diplomacy convention season and it is shaping up to be one of the most interesting in years. Here's some highlights from recent events, as reported in the hobby press, and info on those still to come:

1. LEPRECON '86 (March 21-23). According to Bruce McIntyre in *Excelsior* #12 some 20-odd people gathered in Philomath, Oregon to celebrate what is becoming an annual event in the Pacific Northwest. Hosts Joan Extrom and Ken Corbin entertained a motly collection including Bruce, Nan, Terry Tallman, Kevin Tighe, Robert O'Donnell, Michael Lee, Mike Ehli, Russ Rusnak, Don Tinker, and others. From Bruce's report it appears that they did everything except play Diplomacy!

2. ARLINGCON '86 (April 18-20). This more-or-less annual event is hosted by Pete Gaughan and he reported on it in *Perelandra* #42. Only 13 people attended but all, save 2, were postal Diplomacy players. Among those participating were: J.R. Baker, Dave Baker, Byron Vorensky, Mark Frueh, Greg Ellis, Conrad Minshall, Charles Hallmark, John Kleeman, and P.J.'s comrade in arms, Cathy. Among other things learned at this event was that Conrad Minshall is a 'good Clue player and P.J. likes Nuclear War. Boy has he changed!!! Only one Diplomacy game played and a novice, playing England, won by concession.

3. ATLANTICON '86 (June 19-22). Atlanticon is a major east coast gaming event and every year hosts a Diplomacy tournament, usually hosted by John Boardman (Graustark) and Robert Sacks (KGO). This year's event attracted 35 players and there were 7 games played that weekend in Trenton, N.J. Here are the tournament results as reported by Don Del Grande in *Life of Monty* #64: (1) Ian Campbell, Best England; (2) Paul Kenny, Best Italy; (3) Mark Lynch, Best Turkey; (4) Vladimir Giszpenc (Do you suppose that's an alias?); (5) Mark Haynes; (6) Kevin McHugh, Best Russia; (7) Michael Saylor, Best France; (8) Brian Gorry, Best Germany; (9) Tim Conway; (10) Ken Cole; (11) David Hecht; (12) David Norris; (13) Jeff Robertson, Best Austria.

Next year's event will be held in conjunction with ORIGINS '87, July 2-5, at the Baltimore Convention Center and Hyatt Hotel. Put that one on your calender.

4. MICHICON '86 (Sometime in May). According to Herb Barents in *Boast* #241, this year's event was the best in three years and the annual event is well on its way to becoming one of the midwest's major gaming conventions, with lots of games, a good site, and plenty of enthusiastic players. No details on Diplomacy events, though.

5. ORIGINS '86 (July 3-6). The Los Angeles Strategicon people hosted this year's west coast edition of ORIGINS, the big gaming event at the LAX (Los Angeles International Airport) Hyatt. The event always attracts a mob of people and includes a major Diplomacy event. Ron Spitzer tells me that round one included 13 games, round two included 9 games, and the final, play-off, round 2 games. According to Ron the winner was somebody from New Jersey that no one had ever heard of. Don Del Grande, on the other hand, says in *LOM* #64 that there was no Diplomacy tournament. If you haven't attended one of the Strategicon Diplomacy events you won't understand the difference. According to the Strategicon system all games last for a period of four hours, maximum. At the end of those four hours whoever is ahead advances to a play-off game (best player from each game in the first round) and that goes on for another four hours, maximum. Whoever is ahead at that point is the winner. It does produce some interesting results but not what one would consider a classic Diplomacy "tournament." Unfortunately, Russell Sipe was not running this year's event and the person in charge was not even a Diplomacy player. Apparently the hosts/sponsors of the event are more interested in a rapid turnover of the players in the room (You pay for each event you participate in.) for financial reasons then they are in accommodating the needs of their players. For details on the other events see *LOM* #64.

6. PUDGECON '86 (July 4-7). Wichita Kansas may seem like a strange place for an annual Diplomacy event. In fact, Wichita Kansas is a strange place for a Diplomacy event, but it is an annual institution and always attracts a good crowd, which says more about the attractiveness of Bob Olsen then the appeal of Wichita. Among those who made the pilgrimage were: Mark Frueh, Terry Tallman, Dick and Julie Martin, Dustin Laurence, Ben Schilling, Ken Peel, Steve & Daf Langley, John Michalski, Gary Behnen; all of whom spent more time playing computer games and searching for food then doing anything else. I've never understood why anyone would drive 1,000 miles to a Diplomacy event and then spend most of their time standing in line at the nearest Denny's or Howard Johnson's.

Anyway, for more info on Pudgecon see Perelandra #44.

7. MADLADCON '86 (July 3-6). This annual event is hosted by the Mad Lads and this year Marc and Debi Peters did the honors. It was also a celebration, of sorts, and a dress-rehearsal for next year's DIPCON since the Mad Lads will host DIPCON XX in conjunction with their event next year (see details on that in the DIPCON XIX report). No report on what happened but the event probably set a record for the amount of beer consumed at one Dippy event. It always does. So, if you happen to be in Madison, WI, look them up.

8. PEERICON '86 (August 1-3) This southern California event attracts players from all over the region for a Diplomacy-only event. This is a serious blood-letting and includes a tournament which this year will use the same scoring system as DIPCON did, which should show how west coast players compare with east coast players. Hosted by Larry Peery and Mike Maston in San Diego. All the details in DW #44.

9. KINGCON '86 (August 9-10). You might still have time to make it to Steve and Linda Courtemanche's event, a weekend (air-conditioned, they say) of Diplomacy, gaming, and swimming (in an air-conditioner?). For info: Steve & Linda Courtemanche, 1021 Penn Circle, Apt. E402, King of Prussia, PA 19406.

10. GATEWAY '86 (August 29-September 1). The Labor Day weekend event hosted by the Strategicon people (see details on Origins, above) uses the same format as Origins, Gamex, Orecon. This year at the LAX Hyatt. This is for wargamers of all types and offers their standard abbreviated Diplomacy event. For info: Strategicon, Box 8399, Long Beach, CA 90808 (213-420-3675).

11. PACIFICON '86 (August 30-September 1). Also on Labor Day weekend, this northern California event always attracts a big Bay Area crowd to San Mateo's Dunfey Hotel. The usual host of their Diplomacy tournament is Jim Bumpas, former publisher of *Liberterranean*. You might contact him at: 4405 Dillard Rd., Eugene, OR 97405 (503-484-9925) for more info.

12. GAMEFEST '86 (Last three weekends of August). Hosted by Game Towne in San Diego's Old Town State Park this weekend event features a host of game tournaments with prizes donated by game companies. Lots of fun and plenty for non-players to do. For more info: Game Towne, Jerry Asbury, 3954 Harney, San Diego, CA (619-291-1666).

That's all I have at the moment. If you are planning a future event be sure to send the appropriate info in well in advance so we can include it in DW. And, if you've already hosted an event please send us a brief write-up, especially on the Diplomacy games, so we can mention that.

Too many Diplomacy event hosts see their event as an isolated happening, not as a part of the whole, and fail to realize that a network of events and persons attending them stretch from coast to coast. We have megagaming events with Diplomacy as a side show. We have major Diplomacy tournament as part of major gaming events. We have DIPCON. We have regional and local cons with major Diplomacy tournaments. We have regional and local events with casual Diplomacy. And, of course, we have local all Diplomacy events. In fact, on almost any given weekend there is a Diplomacy event going on somewhere. In flavor they range from the serious to the Bachannalian and many manage to be both, often at the same time, but each is a unique entity in its own way. The more of them you attend the more of this you'll experience.

Three things come to mind as I skim over the above, by no means complete, list:

1. The summer season is rapidly becoming what is, in effect, a Diplomacy "circuit", just as golf has its tournament circuit. We are reaching the point where it is impossible physically (let alone financially) for a person to attend all of the summer's events (if they could and if they wanted to.). The major holiday weekends (Memorial Day, Fourth of July, Labor Day) are just about all filled with one or another traditional event in most areas, and remember I'm not including a lot of local and regional events that attract or detract Diplomacy players. We ought to start coordinating these events to prevent the possibility of conflicting event schedules in the same areas. It doesn't take a lot of effort to do so and the solution is very simple. First plan your event well ahead of time, at least 6-9 months. Second send an announcement to *The GENERAL* with details on your event so they can include it in their Convention Calendar section. It must be in at least four months in advance and include the name, date, site, and contact address of the event. Be sure to mention any Avalon Hill games, such as *DIPLOMACY*, that you are going to feature. Send it to: Convention Calendar, *The GENERAL*, 4517 Harford Rd., Baltimore, MD 21214. Info goes in on a space available basis so get it in early. There is no charge for this service and you'd be surprised how many players you can attract this way, even to a local event.

Third, as I mentioned, be sure to send your pre-event announcement to DIPLOMACY WORLD so we can publish it. Give us 3-6 months advance notice. And, afterwards, send us a list of the participants in your event and news of the goings on so we can publish that info in DW and pass it on to the appropriate hobby service people. It's a painless way to insure our survival and growth.

2. Every convention seems to have a different scoring system. That's fine for the ego of the host but terribly difficult for those who keep, or attempt to keep records of FTF, Convention, and Tournament games on an on-going basis. For several years I've said that I would use the same scoring system at PEERICON as was used at DIPCON if it were made available. I figure this will give the western players a chance to compare their performances with those of the east coast players. One of the main reasons I went to DIPCON this year was so I would be sure to get a copy of that scoring system. I asked for one last year and never got it. In fact I never got the final report on last year's DIPCON that I paid \$2.00 for. And I understand that there is no plan to produce a final report on this year's DIPCON either so I hope this issue of DIPLOMACY WORLD will partially fill the gap. That's one of the reasons I decided to do this special feature on DIPCON, so that those who were there and those who weren't would know what was going on around them while they had their noses buried in the trenches in Galicia! I think it is a pity that the DIPCON Administration Committee made no provision for a final report on this year's event.

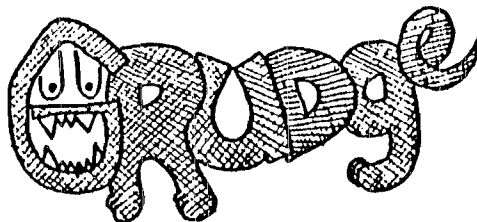
Anyway, Don Del Grande has devised a system with which player performance can be compared at different events. The system is described in Life of Monty #63 and copies of the NATR Tournament Results Form are available from him (Don Del Grande, 142 Eliseo Dr., Greenbrae, CA 94404-1339). The form calls for listing of participants, their rank, and other basic info and it will be published in Meeting of Minds, a LOM sub-zine. I encourage all Diplomacy event hosts to participate in this project.

3. Cons happen and they are forgotten, except by the winners and the record keepers. As soon as your event, no matter how big or small, is over I hope you'll send DW a brief one or two page write up on what happened. Some of them will go into DW and some of them will go into the archives, but slowly we'll begin to build up a body of literature dealing with the FTF and convention/tournament hobby. We want write ups from con hosts, tournament winners, and the players themselves. Each has their own story to tell. If you are a pubber of a Diplomacy 'zine please send us copies of your write ups in your publication. And, again, so basic and yet so important, please send us the names, addresses, and telephone numbers of the participants to pass on to the hobby's service providers and for publication in the BBB. Every summer hundreds of potential PBM players attend these events, express an interest in knowing more about the PBM hobby---if anyone even mentions it to them---, and then go home and are forgotten. Too many FTF, convention, and even major tournament events don't keep accurate records, or even any records, of who takes part in their Diplomacy games (and I assume the same is true for their other events, but I'm not interested in them). We are missing the boat by not making an effort to find out who these people are and recruiting them into the PBM hobby. So, if you are hosting a Diplomacy event this summer please take a few minutes to make a list of the people who take part, especially the newcomers who might be interested in the PBM hobby. And, surprisingly, the more isolated your event is the more important this is. It is those isolated individuals who are most likely to be interested in the PBM hobby. Send the list to us and we'll make it available to those who provide introductory information on the hobby and include them in the next edition of the BBB. There, I've repeated myself three times. I hope the message got across.

DON'T FORGET THE DIPLOMACY WORLD

TELETHON

LABOR DAY WEEKEND



Finally, I want to mention one more con, for those of you who didn't see the write up in Mark Coldiron's Macabre #47. It was called, by Mark, "A Formal Con" and that's just what it was. It was held this past spring in Grass Valley, California, at a local church! It was sponsored by the La Societe des Wur and was the eighth annual event they've hosted. Most of those attending are non-PBM players; which is why you've probably not heard of the event. I first heard about it a couple of years ago from Evans and Wendy Givan, who had attended one. This year's event was attended by Mark Coldiron, Evans, Clark Reynolds, and Dave Grabar. It is formal dress, black tie, uniform, or a dress for the ladies. Period costume is acceptable and each participant wears a tie, or sash, representing his country's color.

They run two games using four-man teams for each country. They have two approximately eight foot square gameboards and equitable sized ships and cannons to hold the country's flag for each unit. The entry fee is \$170 per team and \$35 for each war correspondent (your wife or girlfriend tagging along, for example). This includes the evening's meal (catered), the bar, hors d'oeuvres, as well as entry into the game. The festivities began at 1:00 p.m. The games were called at 1:00 a.m. with the presentation of awards to follow.

Here's how Mark tells the story of what happened.

The three other members of my team were Evans Givan (from Citrus Heights, CA), Clark Reynolds (from Sacramento, CA), and Dave Grabar (from Chowchilla, CA). Much to our chagrin, we were Germany on board number one. Our plan was that Evans would negotiate with Italy/Austria, Clark with England/Turkey, and Dave with France/Russia and I would write the orders.

Frankly, we never had a chance. Evans and Clark had been to this con before (Evans once, Clark several times) and their reputations preceded them. England, France, and Italy decided to team up and take us out. Our only ally was the Russian, who was such a novice he tried to move Fleet St. Petersburg south coast to the Barents in Spring 1901. So it was 3 against 1 and 1/2. Like I said, we never had a chance. We tied with Austria for first out honors in about Winter 1905.

Before the games began, all the participants were formally introduced with official (and funny) sounding names. Official pictures were taken of each entourage at this time. The games got underway with the bar and Hors d'oeuvres available. Most seasons lasted 15-20 minutes. They even had official order forms printed up. You just checked off unit type (army or fleet), write in the space, check off what the unit is doing and write in the last part (where you're going or who you're supporting or convoying). The judges (GMs) were amateurs who wore two hats---they played on one board and gamesmastered on the other board. To give you an example of their competency---one of ours thought you could have 2 units swap places with each other. I had to show him in the rulebook before he'd believe me.

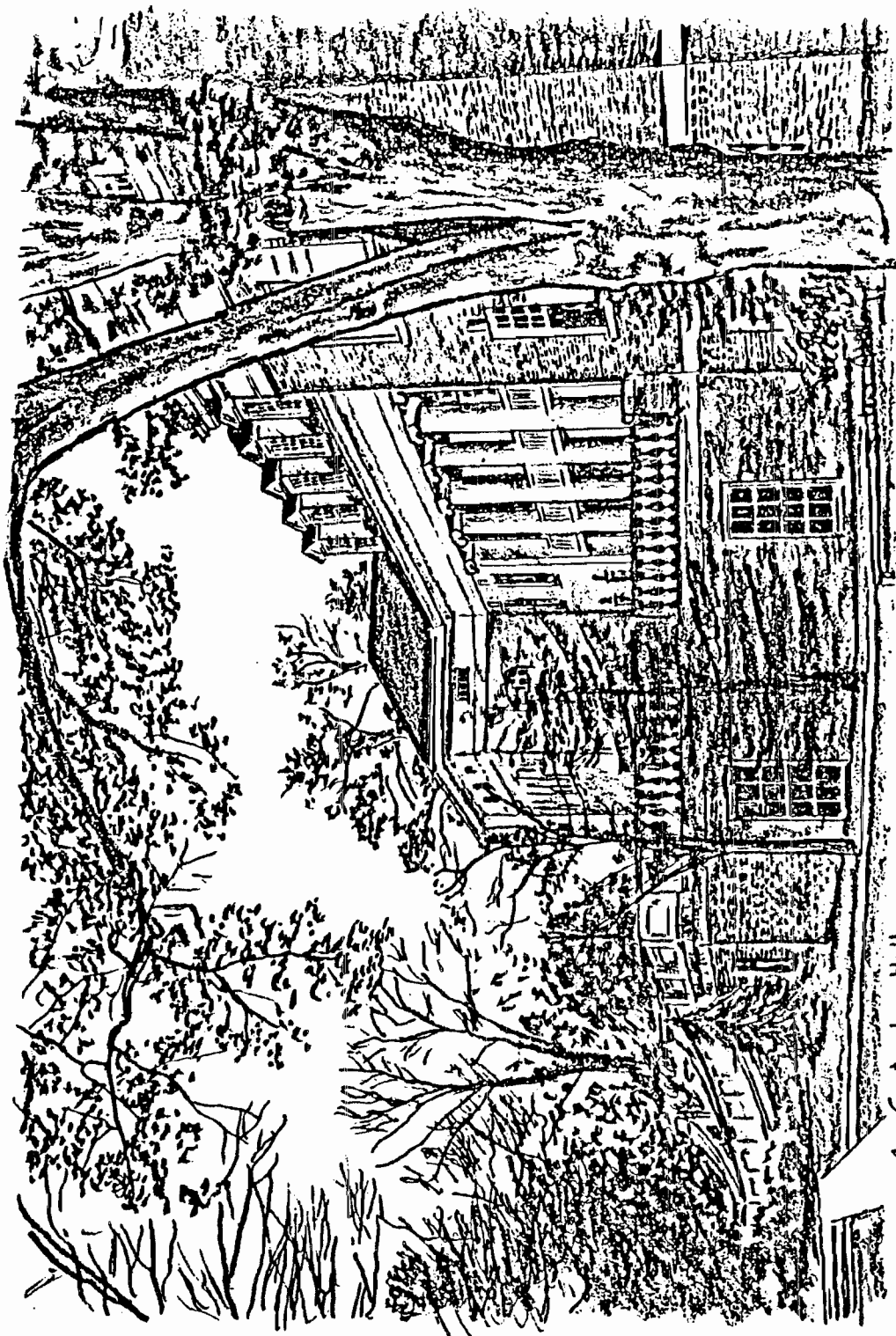
We took a two-hour break at 7:00 p.m. for dinner during which we were entertained by a pianist who we could just about hear over the din of the conversations at the tables. The meal was OK. Most of us had chicken, a half chicken. We couldn't believe how big it was. It was very good but tasted like ham. I thought I was going crazy, it looked like chicken but tasted exactly like ham. I asked the waitress how they did that. After conferring with the chef she informed me that it was smoked chicken. I'd never heard of it. Delicious! Then we returned to the main room for waltzing and other dances while the piano player played dance music on the grand piano.

Then it was time to resume play. By this time negotiations were practically nil and I had a lot of free time between orders so I went over to the grand piano (I never could resist a grand piano, they are indeed grand), and broke into Number 1 from Bach's Well-Tempered Clavier, the only secular piece I know from memory. You should have seen everyone stare at me (it was a rather unexpected happening). That was my thrill for the evening.

Since we were out at about 11:00 p.m., we went on home instead of staying until it was over (2:00 a.m.). So I missed out on the presentation of awards. We did, of course, pick up our participation medals before we exited.

All in all, it was a night to remember and that I will. I fully intend to go back next year. It was a fun affair and the game was really secondary to the event itself. However, next year I plan to WIN!!

OK, good luck Mark. Now be sure to send me the info on next year's event so we can plan to attend. Let's see I can play La Marseillaise and...



Ann Carter Lee Hall

Front Cover	
Inside Front Cover: Colophon, Staff	
3...Introduction	
5...Once Upon a <u>Deadline</u> by Bruce Linsey,(reviewed by Larry Peery)	
6...ASK LOKI	
8...POLLS SHOW HOBBY POLES APART IN '86	
The 1986 Runestone Poll Results	
The 1986 Marco Poll Results	
11...A CON FOR ALL SEASONS	
14...A FORMAL CON (Mark Coldiron)	
15...MARYCON '86/DIPCON XIX; A RETROSPECTIVE	
16...INDEX/TABLE OF CONTENTS	
17...INTRODUCTION	
18...PROFILE: DICK WARNER	
19...THE DIPCON STORY: IT COULD BE YOUR STORY	
20...DIPCON XIX/MARYCON '86 HIGHLIGHTS	
21...SCHEDULE OF EVENTS	
22...VARIMARYCON	
23...THE DIPCON SOCIETY MEETING	
25...HOBBY AWARDS CEREMONY	
26...CALHAMER WINS! A NIGHT TO REMEMBER	
27...THE TOURNAMENT	
29...PARTICIPANTS NOT PARTICIPATING...	
30...TOURNAMENT PARTICIPANTS	
31...THE MYTHS, RUMORS, AND LEGENDS	
32...DIPCON XIX; MY FIRST TOURNAMENT GAMES (Morgan R. Gurley)	
35...INDIVIDUAL GAME RESULTS	
36...TOURNAMENT AWARDS/SCORING SYSTEM	
37...WINNERS	
38...TOURNAMENT RESULTS	
40...PROFILE: MALC SMITH	
42...THE PRESS	
43...THE TAPE	
44...DIPCON '86; WE VENTURE NORTHWARD (David Hood)	
46...POST MORTEMs	
47...HQ Co. (Larry Peery)	
48...GETTING YOUR FEET WET	
49...THE COMMENTARY (Mark Berch)	
50...1986 H/Spring 1901/The Moves/Commentary	
51...1986 H/Fall 1901/The Moves/Commentary	
52...1986 H/Winter 1901/The Adjustments/Commentary	
53...1986 H/Map	
54...1986 Q/Spring 1901/The Moves/Commentary	
55...1986 Q/Fall 1901/The Moves/Commentary	
56...1986 Q/Winter 1901/The Adjustments/Commentary	
57...HQ Co./Map	
58...THE DIPLOMACY WORLD NAVAL QUIZ: Results	
Rear Cover	

THANK AND A TIP OF THE CAP TO:

Ken Peel
Dick Warner
Fred Davis, Jr.
Mark Berch
J.R. Baker
Rex Martin
Allan Calhamer
Nancy Irwin
Debi Peters
Morgan Gurley
David Hood
Dave Lincoln
Conrad Minshall

Doug Byrnes
Malc Smith
...and a pat on the head to
Jeff Bohner
Russ Rusnak
Ed Wrobel

This special DIPCON '86/MARYCON '86 edition of DIPLOMACY WORLD is brought to you by the people who bring you DW every quarter. If you would like to subscribe to DW send a check or money order in US funds for \$12.00 to: DW, Box 8416, San Diego, CA 92102.

INTRODUCTION

At first it might seem strange to devote so much space in an issue of DW to a FTF Diplomacy event, even one as important as DIPCON. However that is exactly what I have decided to do after considering many, many alternatives. Why?

First, because I can think of no better way to shatter the myth that DW is just a 'zine for the postal Diplomacy playing hobby. For almost a year now I've been preaching that the Diplomacy hobby is not just the postal hobby but also the FTF, Convention/Tournament, Computer, Telephone, and International hobbies. DW wants to promote FTF and Convention/Tournament Diplomacy and I think the hobby as a whole does also. It is no coincidence that the winner of this year's Rod Walker Award was Daf Langley for her article on hosting a major con. People who play Diplomacy are interested in FTF and Con/Tournament events.

Second, MARYCON '86/DIPCON XIX was a fine example of how a small local event can grow and develop in a short period of time into a major national event. It serves as an example and as a model for others looking for ways to build up a local Diplomacy event.

Third, MARYCON '86/DIPCON XIX was also a major DW event. A good part of the DW staff was there: Mark Berch, Fred Davis, Jr., J.R. Baker, Ken Peel, Lee Kendter, Sr., and myself. Two-thirds of the DIPCON participants were DW family members and the DIPCON champ was Malc Smith, publisher of Bohemian Rhapsody, who just happened to be the largest single financial contributor to DW's recovery. In fact our extended coverage of DIPCON amounts to less than one page for every DW subber who was there. My hope is that rather than being bored by reading about an event you couldn't attend you'll be stimulated to attend next year's event in Madison, WI, when the Madlads host DIPCON XX.

For me personally it was a chance to meet a lot of people who I've come to know in the past year while working on DW. Unfortunately, by the time I had gotten all the names attached to the right faces the event was over. That's usually the way it works. Still, it was a lot of fun to meet so many of you, even if only briefly. There just wasn't enough time. There never is.

And finally it was nice to attend another DIPCON. I was beginning to think I might never make it to another one. It's been a long time since DIPCON IV in San Diego and DIPCON V in Chicago but I saw that things hadn't really changed all that much in the last fifteen years. The games were still fiercely fought right down to the bitter (-sweet) end. The organization of the Con. was, as always, just a trifle confused. And people were as friendly as ever. One of the ironies I noted was that the games at DIPCON IV here in San Diego oh, so many years ago were played in a temporary structure built originally for the USMC and later adapted by the University of California, San Diego for its purposes. The games at DIPCON XIX were hosted on a campus built as part of a Works Progress Administration project during the Depression, but how many of you are old enough to remember either WWII or the Depression?

On behalf of the DW family I would like to extend our thanx to Dick Warner, of Mary Washington College; to Ken Peel, of the DipCon Administration Committee; and our congrats to Malc Smith, the new North American Diplomacy champion.

And now come with me through the mass of stats that will, if you study them carefully, tell you just how it was that some of the hobby's great and famous did so poorly; while others you've never heard of did so well. And come walk with me through one of the most beautiful DIPCON sites there has ever been. And, above all, meet some of those wile 'n wooly people who attend events such as this.

This is the way it was.

PROFILE: DICK WARNER

Our host for this year's DIPCON XIX/MARYCON 86 was Dick Warner, a professor of Russian history at Mary Washington College. It was Dick's task to see that the on-site activities of the Con and such mundane matters as housing, feeding, and transportation were tended to. Much of DIPCON's success was due to his efforts during the Con and the large amount of work he put into the event before it took place.

I had a chance to talk to Dick about MARYCON and his own personal philosophy of con hosting and Diplomacy as a game and hobby during the event and I was surprised to find out how similar our ideas were on many things, although we had never directly communicated prior to this year's event. Perhaps the single most important thing we agree on is that a DIPCON, MARYCON, or PEERICON should be a "Diplomacy" event for Diplomacy players, not a huge gaming convention with Diplomacy as a minor sub-event, given second class status by a convention. Dick has taken advantage of MWC's unique setting and resources to create a fine event and he isn't about to let it be taken over by a bunch of "D&D" types, or other pop gaming fans. Dick also believes in the slow but steady growth and improvement of MARYCON, each year adding something to make the event better. One year it was the giant eight foot square Diplomacy mapboard for true demonstration games. Last year it was the seven flags of the seven Powers of Diplomacy, each represented by their period flags. Next year, perhaps, it will be enlarged photos displayed in the Ballroom of past Diplomacy events. Dick and his helpers have created a system and begun to build a tradition of Diplomacy at MARYCON that works very well. After only four years Dick Warner and his cohorts have created one of the hobby's major Diplomacy events.

Dick also enjoys playing Diplomacy and when I checked up on his progress in a game on Sunday he wasn't doing too badly as I recall. He also thinks about the game and has his own theory and classification system for Diplomacy players, a theory the Washington Post thought enough of to discuss in its article on the event last month.

Dick isn't resting on his laurels, however. He's already planning ways to field a team of American Diplomacy players to challenge Europe's best when he's in England next year teaching on a fellowship. Who knows, perhaps that short man racing around Chernoybal next year with black dots before his eyes won't be a Russian technocrat, but just a crazy American Diplomacy fanatic.

I walked up to Dick at Sunday's closing awards ceremony and told him that the tournament participants were having such a good time that they had decided to add an extra day, Monday, to the affair and that there would be two more rounds played the next day. A stunned look came over his face and he slowly faded from a rosy pink to a deathly white color as his eyes started glazing over. I really thought we were going to lose him there for a minute. Unfortunately I couldn't keep a straight face and started laughing. He then realized I was kidding him. If looks could kill....

THE DIPCON STORY : IT COULD BE YOUR STORY

The first DIPCON was held in Youngstown, OH, back in 1966. It was a small affair, hosted by John Koning, and attended by a few Dippers from his area. The second DIPCON was held in the same place, and again hosted by John Koning, but it wasn't held until 1969. Then, a year later in 1970 DIPCON moved west to Oklahoma City, OK, where it was hosted by Jeff Key. Slowly the idea of an annual Diplomacy event grew. In 1971 DIPCON IV came to San Diego, CA, for an event that was about the same size as last year's DIPCON in Seattle. The first true national DIPCON was the fifth one, held in Chicago; which attracted a large crowd from all over North America. DIPCON remained in Chicago for three more years, until 1976 when it moved to Baltimore, MD; where it was held in conjunction with ORIGINS II. For most of the next decade DIPCON followed various major gaming cons around the country: X in Lake Geneva, WI (GenCon); XI in Northridge, CA (GlasCon); XII in Chester, PA (Origins); XIII in Rochester, MI (Origins); XIV, San Mateo, CA (PacifiCon); XV in Baltimore, MD (Origins); XVI in Detroit, MI (Origins); XVII in Dallas, TX (Origins). The Dallas event decided to return DIPCON to its traditional, independent, small Con for Dippers only status and in 1985 DIPCON XVII moved to Seattle, where it was held in conjunction with Dragonflight, a local gaming event. This year's event was hosted by MARYCON '86, a regional Diplomacy and other gaming event hosted by Mary Washington College in Fredericksburg, VA. Next year DIPCON celebrates its XXth anniversary in Madison, WI, where it will be hosted by the Mad Lads, a local Diplomacy group.

That's the past and near future of DIPCON. But the real future of DIPCON belongs to hobby members like you who would like to host a future DIPCON. Past hosts have ranged from some of the biggest gaming events in the country, with thousands of participants; to small gatherings of 30-50 Diplomacy players. DIPCONS have been hosted by a single individual and by committees. Some had elaborate plans and some were totally spontaneous. It doesn't really matter. What matters is that Diplomacy is the focal point of the event and people attending have a good time. So who knows, perhaps you could host a DIPCON sometime in the future. It isn't an impossible dream, you know.

If you are interested in hosting a future DIPCON you should contact a member of the current DIPCON Administration Committee such as Ken Peel, 8708 First Ave., T-2, Silver Spring, MD 20910 and plan to attend next year's DIPCON in Madison, WI, so you can see what goes on. And, if possible you should discuss past DIPCONS with past hosts, attendees, or read about them in hobby publications. Next year's DIPCON will be in Madison, WI. The following year (1988) it moves to the south and in 1989 it will move to the west. But now is the time to start thinking about hosting a DIPCON if you are interested.

Nobody can do it by themselves, of course. You'll need help from your friends and local Diplomacy players. It doesn't take a lot of people to host a DIPCON, three to five hard-workers can do it; but having a dozen or so people to help can make it a lot more fun and a lot less work for all. So, start work on a future DIPCON by working to develop a strong local Diplomacy group. It can be a formal one, like a club, or an informal one of Dippy fans who like to play Diplomacy as well as other games. Perhaps you can find a local game retail outlet, or a school, to sponsor your group, and provide you with a regular place to play. If you don't already publish a Dippy 'zine or newsletter, start one. It will help you keep in touch with hobby members across the land. I suggest POLITESSE or THE GAMER'S ZINE as an example of what a local group can do.

Start by hosting a small local event and then, perhaps, a regional event for people from outside your local area. A one day event and then a week-end event is good practice. Just for fun games can lead to a tournament, and that to...

almost anything!

VARIMARYCON

A variety of Diplomacy variants and non Diplomacy games, as well as the MARYCON Tournament of Champions Game was played during Friday's VARIMARYCON. Among the games played were: Empire Builder, Titan, Eight Nation Diplomacy, and World Diplomacy V. The Tournament of Champions Game, for past MARYCON winners, was played on MARYCON's giant mapboard and ended in a 17-17 tie.

DIPCON SOCIETY MEETING

The main business of Saturday's DipCon Society meeting was the selection of a host site for next year's DIPCON XX. Only one bid was submitted, by MADCON of Madison, WI, and it was accepted by the meeting. A series of minor DipCon Society charter amendments were considered and mostly tabled. Only one member of this year's DipCon Society's Administrative Committee (Ken Peel) was present for this year's event.

HOBBY AWARDS CEREMONY

The recipient's of the hobby's major awards were announced Saturday night. A Dot Happy Award, for professional folding of a Diplomacy hobby publication, went to John Walker for The Alamo City Times. Larry Peery announced the recipient of the first John Koning Memorial Award, for outstanding play of Diplomacy. Dan Stafford was the winner. Rex Martin, editor of Avalon Hill's The GENERAL, announced the recipient of the Rod Walker Award for literary excellence. It went to Daf Langley for her article, "The Making of a Major Con," which appeared in Diplomacy World #39. Allan B. Calhamer presented the Don Miller Memorial Award, for outstanding service to the hobby, to Bill Quinn, the hobby's BNC for the last three years. Lee Kendter, Sr., a former Miller Award recipient, accepted on behalf of Bill.

CALHAMER WINS!

Six not so lucky people got to play Diplomacy with Allan B. Calhamer Saturday night. Allan showed he hasn't lost his touch when he took part in a very special pair of Diplomacy games. In the first, playing Germany, he forced the other players into conceding to him after a series of brilliant stabs and some fine strategy and tactics lessons gained him a dominate position on the board. In the second, a gunboat game, he didn't fare so well...

TOURNAMENT RESULTS

Five rounds, 22 games, sixty-three players, and four kegs of beer later DIPCON XIX produced three outright winners and a new national champion. Game winners were: Marc Hurwitz (20 center Turkey); Morgan Gurley (18 center Italy); and Malc Smith (18 center England). Top three finishers in the Tournament were: Howard Christie (3rd place), Marc Hurwitz (2nd place), and Malc Smith (1st place).

TOURNAMENT AWARDS CEREMONY

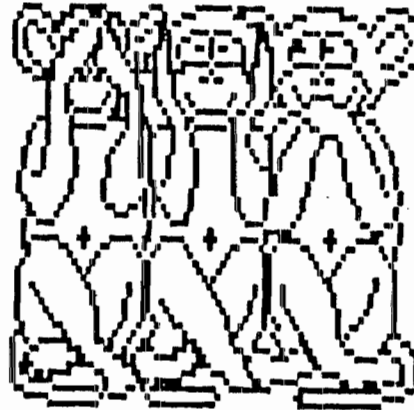
DIPCON XIX ended on Sunday afternoon with the presentation of 10 Death with Dignity Awards to Mike Consalves, Paul Gardner, Dave Hood, Phil Dancause, Rick Dorsey, Budd Haemer, Stephen Swigger, James Wall, Pitor Gajewski, and Kevin Burke. Best Country Performance Awards went to Mike Consalves (Austria), Malc Smith (England), James Wall (France), Jeff Bohner and Morgan Gurley (Germany), Morgan Gurley (Italy), Bill Thompson (Russia), and Marc Hurwitz (Turkey). Top finishers, over all, were: Malc Smith (1st), Marc Hurwitz (2nd), Howard Christie (3rd), Bill Thompson (4th), Morgan Gurley (5th), John Crosby (6th), Fred Townsend (7th), and Dave Lincoln (8th).

Friday, May 30, 1986

0900 - 1100 Check-in.
1100 - 1200 Variants Games Chosen. Set-up.
1200 - 1300 Lunch
1300 - ? Variant Play. MARYCON Game of Champions.
1700 - 1800 Dinner
1800 - 1900 Tournament Instructions
1900 - ? First Round Diplomacy
1900 - ? Open Gaming. Beer in The Pub

Saturday, May 31, 1986

0800 - 0900 Breakfast
0900 - ? Check-in.
0900 - ? Second Round Diplomacy
1200 - 1300 Lunch
1300 - 1400 DipCon Society Meeting
1400 - ? Third Round of Diplomacy
1700 - 1800 Dinner
1900 - ? Hobby Awards Ceremony.
Fourth Round Diplomacy.
Allan B. Calhamer Game.
1900 - ? Informal Discussions. Open Gaming.
Beer in The Pub



THE 1986 DIPCON ADMINISTRATION COMMITTEE

Sunday, 1 June, 1986

0800 - 0900 Breakfast
0900 - 1600 Fifth Round Diplomacy.
1200 - 1300 Lunch
1630 - ? Awards/Closing
1700 - Check-out.

People don't think about it much but participating in a Diplomacy Tournament such as DIPCON is as much a physical effort as it is a mental and emotional one. Most of the participants played one game Friday night, two games on Saturday, and a game on Sunday. Some of those games lasted eight-ten hours (I think the longest game ran close to 15 hours), and most people were lucky if they got five or six hours of sleep on Friday and Saturday night. The long hours, the lack of sleep, and the hot and humid weather conditions made the Con a physical endurance contest as well as an intellectual one. Staying up until 0200 or so is not big deal, if you can sleep in until 1200 the next day. But when you have to stay up that late and still be up and functioning at 0700 the next morning, that's a real challenge. I know I got a total of 19 hours sleep during the four days I was at DIPCON and when I got back to San Diego Monday night around 2200 the first thing I did was crash. Fourteen hours later I felt a bit better.

VARIMARYCON

The VARIMARYCON was the most disappointing aspect of this year's DIPCON/MARYCON event and, given the problems inherent in trying to gather and organize a group of people coming together under such difficult circumstances, it isn't surprising. People arrived all during the day Friday and it took time to get them all settled. There wasn't one person in charge of the event and it probably wouldn't have done him or her any good, any way. People drifted in and out, greeting old friends and making new ones, and wandered off in search of this and that: a soda machine, a pillow, etc.

The MARYCON Game of Champions, composed of the top players from past events, was played on the giant game board, with Allan Calhamer as guest GM. The game went on and on, eventually ending in a 17-17 draw.

Mark Stegeman had copies of his World Diplomacy V variant available, although I didn't see anyone actually playing it. The game includes players for the Soviet Union, Arab Block, United States, China, Western Europe, South America, Black Africa, and Australia, and offers 77 supply centers, and is one of the most popular variants around. If you're interested contact Mark Stegeman, 2430 Grosse Ave., Santa Rosa, CA 95404. Stephen Swigger kept trying to find people willing to playtest his new variant, Advanced Diplomacy, which offers more spaces and black dots for people to fight over. We plan to publish this variant in a future issue of DIPLOMACY WORLD. If you are interested in playtesting it contact Stephen Swigger, 35 Sharrowbay Ct., Scarborough, Ontario, CANADA M1W 3T1.

Fred Davis, Jr. had copies of the draft of the North American Variant Bank's 1986 Catalogue, which lists hundreds of Diplomacy variants covering most of human history (past, present, and future) and the entire known world (and then some). Copies are available from Fred Davis, Jr., 1427 Clairidge Rd., Baltimore, MD 21207, for US\$3.00.

A lot of people were sitting around playing various non-Diplomacy games like Empire Builder, Titan, and some others whose names I have already forgotten. Sorry, I'm not into games with cluttered mapboards where you can't read the names of the spaces and pieces that you can't tell from the mapboard spaces. However, there was one real Diplomacy variant played, an eight nation Diplomacy with Spain added as the eighth Power. Spain was divided into a number of provinces, Portugal was still an unoccupied supply center, Switzerland was passable, and there were no changes in the sea spaces. I told the designer of the game that it reminded me of Kline's Nine Man Diplomacy variant, without the balance of the ninth power at the other end of the Mediterranean. I also said that since Spain had a province named Valencia the Spanish pieces should be orange, a pun I had to repeat twice to get across. Still, it was an interesting appetizer to what was to follow. Among those participating in that particular game were: J.R. Baker (Austria), Donna Balkan (Italy), Russ Blau (Germany), Mark Murray (Russia), Rob McCarter (France), Kevin Burke (Spain), Tom Mainardi (Turkey, and myself (England). After three years Spain had seven centers and Germany and Turkey each had six. France only had four.

There were also quite a few games of Gunboat Diplomacy played, including two I participated in. They were the first Gunboat games I'd ever played and, not surprisingly I guess, I did better when I kept my mouth shut. I played one Gunboat Demo Game on the giant board Friday night (as Germany) and a second game, with Calhamer, etc. on Saturday night (also as Germany) and I did quite nicely in both. Nice being an intact Germany with 6-plus units after the first four or five game years and good prospects for more. Or so I like to think. Gunboat Diplomacy is a good way to go, especially after a long day's combat.

THE DIPCON SOCIETY MEETING

This year's DipCon Society meeting was on a par with past meetings. It did what it had to do, choose a site for next year's event, and give profunctorial attention to any proposed changes in the DipCon Society Charter, which governs the DIPCON. And, all in all, it went quite well.

The site selected for DIPCON XX, to be held next year, is Madison, WI, and since it was the only choice available it was, no doubt, the best possible decision the people attending the meeting could make, although close to a third of those present voted to send the matter of the selection of the next site back to the DipCon Administration Committee for further study.

Next year's event will be hosted by the Mad Lads, an active local Dippy group in Wisconsin, at the Great Hall in the Memorial Union in Madison. The event will be held Friday, June 19 to Sunday, June 21, 1987. Housing will be provided in either dorms or near-by motels. Food services will not be provided but there are lots of fast food and other restaurants near-by. In addition to the Diplomacy Tournament, Madison plans to hold a Titan and Trivial Pursuit tournament and prizes will be presented to the seven best countries and top three players. The local committee consists of Debi Peters, James Wall, Matt Fleming, Paul Rauterberg, Tom Hurst, Dale Bakken, and Marc Peters, and such a talented group should put on a fine event.

MadCons have always had a good turnout from local players and hosting the national event should bring in more players from surrounding areas.

Next year's DipCon Administrative Committee includes Mark Frueh, Debi Peters, and Ken Peel. Mark and Debi are closely involved with the Mad Lads group and Ken represents the returning member of this year's Committee. A Charter Amendment to require the election of three members to the DipCon Administration Committee was passed by the meeting, thus making official the previous de facto policy. Surplus funds from this year's event will be turned over to next year's Committee to use as seed money for their event.

All in all it looks like 1987 will be a good year for DIPCON.

Other proposed amendments to the DipCon Society Charter were given lip service and, since their proposer was not present, then tabled. And so the meeting did its job and went about the business at hand.

Frankly, I'm not satisfied with the way the Charter operates, the DipCon Administration Committee operates, or the way the DipCon Society meeting picks a site for future DipCons. I've said that many times. It is no secret. I've also said that until I was able to offer a positive alternative I'd keep my peace. And, to everyone's shock (especially Ken Peel's) I did so at this year's meeting. I wanted to hear and see what others had to say.

But I've been thinking and I have a different concept of the role of the DipCon Administration Committee and DipCon site selection process to offer. I'm sure it will meet with great opposition from the hobby establishment and sheer apathy from hobby members at large, but I'm going to propose it informally anyway, just to see where the fur flies.

I propose a radical restructuring of the DIPCON.

Instead of one event in a particular geographical location on a particular date there would be a multiplicity of events, held all over North America, on a particular weekend. Each would be a part of the whole of DIPCON, the single unifying factor being the Tournament element that each would contain. Each event calling itself a part of the DIPCON would be subject to the control of the DipCon Administration Committee as far as the Tournament goes (and no further). The DipCon Administration Committee would decide the scoring system for the Tournament and establish ground rules for the same, and those rules would

apply to all games in all tournaments held under the DIPCON auspices. The DipCon Administration Committee could, or could not, as it decides, announce in advance the scoring system, or wait until the results of all games were in before announcing the scoring system. The winners of the Tournament would be determined by the DipCon Administration Committee. The Committee would not have any responsibility for hosting a particular event. Instead they would do as the IOC does, license out rights to local events, who agree to abide by the given rules. Thus, on a given weekend there could be DipCons in Seattle, the Bay Area, Sacramento, Orange County, Dallas, Chicago, Madison, New York, Washington, etc. All with local and regional players playing according to the same rules. The idea of a true national tournament with players from all over the country in a single physical location is a farce. This year's event attracted only a smattering of players from the Midwest, South, and West, and no one from last year's event. I think it is time to rethink the idea of what a true national event is and what it should be. Instead of a meaningless event in a single spot, I suggest we consider a true continental event with participants united by the idea of DIPCON, not just a physical pilgrimage to a Diplomacy Mecca.

If you have any comments on my idea I'd be glad to hear them.

MARYCON CHEER

SOME CAME HERE TO BE NUMBER ONE.
AND SOME CAME HERE TO CHEER
BUT I CAME HERE TO HAVE SOME FUN
AND HELP THEM DRINK THE BEER!

RUS



HOBBY AWARDS CEREMONY

The recipients of the hobby's major awards were announced Saturday night prior to the beginning of Round IV of the Diplomacy Tournament. Larry Peery and Fred Davis, Jr., representing the various awards committees, presented the nominees and individuals announcing the names of the recipients for the Don Miller Memorial Award, the Rod Walker Award, the John Koning Memorial Award, and the Dot Happy Award. On display were the three perpetual plaques for the awards, and the individual plaques for this year's recipients.

A Botz Dot was presented to John Walker of The Alamo City Times, sole recipient of this year's Dot Happy Award for the professional folding of a Diplomacy publication.

Nominees for the first John Koning Memorial Award, donated to the hobby by Larry Peery, were: J.R. Baker, Phil Redmond, Jay Shufeldt, Ron Spitzer, Dan Stafford, and Alan Stewart. Dan Stafford, currently at the top of the Dragons Tooth Rating System with 6 wins, 9 draws, and 1 elimination (and 2 wins and 4 draws in 1985) was the recipient of this year's Award. The John Koning Memorial Award is named for John Koning, one of the hobby's best publishers, gamesmasters, players, and founder of DIPCON. The Award is given for outstanding play of Diplomacy of any kind: PBM, FTF, Convention/Tournament, Computer, etc.

The Rod Walker Award is given for literary excellence in the hobby and it was donated to the hobby by The Avalon Hill Game Company and the Institute for Diplomatic Studies. The nominees this year included: Ivo Bouwman for "Ever Seen Mt. Kilimanjaro?" in Europa Express #50; Chris Carrier for "Illuminated Megadip" in The Megadiplomat #2; Pete Gaughan for "A Dip Pilgrim's Progress" in Magus (a series); Elmer Hinton for Kaissa #100; Steve Knight for "Disaster Strikes" in It's a Trap #4; Daf Langley for "Making of a Major Con" in Diplomacy World #39; Bruce McIntyre for "Masculine Attribute" in Excelsior #9; Randolph Smyth for "Castles in the Air" in Fol Si fie #167; and Dan Stafford for "Winning Strategy for France," in Masters of Deceit. Rex Martin, representing the Avalon Hill Game Company, announced the name of the recipient of this year's Award, Daf Langley. Daf, of course, is co-creator of Magus, hostess of DAFCONS, and DW's Western Regional Editor. Her article is reprinted in this issue of DIPLOMACY WORLD.

The hobby's award is the Don Miller Memorial Award for service to the hobby. It was founded by the hobby some years ago to honor the memory of Don Miller, one of the hobby's pioneer publishers and founder of the Miller Numbers for variant Diplomacy games. The six nominees this year were: Kathy Byrne, for her contribution as DW's General Editor and editing of Kathy's Korner; Gary Coughlan, for his promotion of the game and hobby's international ties, and publication of Europa Express; Steve Hutton, for publication of No Fixed Address, and providing a free and open forum for discussion of The Feud; Steve Knight, for founding and administering the International Subscription Exchange; Bruce Linsey, for running the 1985 Runestone Poll and publication of The Cream Shall Rise; and Bill Quinn, for service as Boardman Number Custodian for the last three years. The recipient's name, Bill Quinn, was announced by Allan Calhamer, and the award was accepted on Bill's behalf by Lee Kendter, Sr.

This year's awards elections drew the largest hobby participation yet and, as always, each nominee and recipient was deserving of the honor bestowed on them by the hobby. The perpetual plaques and individual plaques for the recipients are being mailed to them and each recipient was informed by telephone of their award during DIPCON.

If you are interested in serving on the nominations committees for any of these awards for next year write: Larry Peery, Administrative Secretary, Awards, Box 8416, San Diego, CA 92102.

CALHAMER WINS!! A NIGHT TO REMEMBER

Have you ever wondered what it would be like to play Diplomacy with Allan B. Calhamer? Well, six not so lucky souls got the chance to play with The Man himself on Saturday night, a night none of them will soon forget.

Following the hobby awards presentation ceremony, just before the beginning of Round IV of the Diplomacy Tournament, I discovered that I had forgot to sign up for that round. I figured if it had happened to me it had probably happened to others. So I decided to put together a Diplomacy game outside the Tournament. I noticed that Allan wasn't doing anything and neither was Rex Martin, so I asked them if they'd like to play a game of informal Diplomacy. Both said yes, and it didn't take me long to find four other ~~happy~~ volunteers to join such a distinguished band of cutthroats. Within minutes we had an "all star" line up, the likes of which have rarely ever been seen at any hobby event: Austria was Bruce Linsey (Runestone Poll Custodian, last year's Walker Award winner, and former publisher of Voice of Doom); England was Larry Peery (Publisher of Diplomacy World, Xenogogic, etc.); France was Rex Martin (Managing Editor of The GENERAL); Germany was The Man Himself; Italy was Paul Gardner (Not New York); Russia was Nancy Irwin (of Mark Frueh fame); and Turkey was Woody Arnawoodian (lately of Coat of Arms).

There was nothing subtle about the play. England, France, and Germany agreed to form a Western Triple in light of the potential for a strong Austria, Russia, Turkey alliance. The Western Triple lasted exactly one season and the Austria, Russia, Turkey alliance lasted not much longer. England attacked Russia, who attacked Turkey; while France and Germany attacked England; which gives you some idea of how it all went. Germany stayed allied with France just long enough to make sure that England and Russia, by now good allies, would be no threat to him; and then he went after France's black dots. The situation in the east was muddled as Austria and Turkey learned how to speak to each other all over again; while Austria and Russia couldn't make much progress against Turkey for the longest time. In the meantime Germany just kept right on rolling along.

As Woody's bedtime approached it became obvious to all that (1) Germany was far stronger then anyone else on the board and (2) all the other players on the board combined wouldn't be able to stop his winning the game. And so, yielding to the obvious, a concession to Germany was proposed and accepted by all. The Man had shown he still had the touch. And so Germany, played by Allan B. Calhamer, had won by concession. And I had the makings for yet another tee shirt, "I was stabbed by Allan B. Calhamer." After all, how many Diplomacy players can say that?

One game wasn't enough, however, and we decided to have a quick game of gunboat Diplomacy with most of the same players. This time it was my lot to get Germany and I did much better by keeping my mouth shut. Allan, alas, did not fare so well this time. In fact he got his this time around. Only three of the original players survived until the end of the game and neither of the two others knew I was playing Germany, so I guess I did OK...although the game ended inconclusively.

With the permission of the players in the first game I taped some of the negotiations between the players, including one memorable moment where Allan, as Germany, is telling me what I, as England, should do, and I'm responding, "Yes sir, Yes sir!" Well, what would you have done?

For me it was the highlight of DIPCON XIX and I suspect the other five players in that game feel the same. After all, how many people actually ever get a chance to play Diplomacy with The Man Himself?

THE TOURNAMENT

The heart of any DIPCON is the Diplomacy Tournament. This year's event was a five rounder, spread over a three day period, including a round on Friday, three rounds on Saturday (two of which over-lapped), and a round on Sunday. To qualify for ranking in the Tournament a person had to participate in at least two rounds. Many people took part in three and several took part in four.

During the five rounds a total of 22 rated games were played by some 63 players (A complete list of games, results, and participants with their individual performance follows.). The 22 games produced 3 winners, which is just about right for that number of games. The winners came from Turkey (20 centers), Italy (18 centers), and England (18 centers).

Although the official scoring system for the Tournament was not announced in advance, almost anyone could figure out what it would be and those who cared played accordingly. Others ignored the whole idea of scoring a tournament and played for the sake of playing. Some, in fact, didn't play in the Tournament at all and that's OK, I guess.

The Tournament officials, who did a fine job, dealt with the perennial problem of meshing the local crowd and the out of towners by dividing people into regional groups and sifting them through the games, thus preventing two people who knew each other well from playing together. Thus, Malc Smith ended up as an honorary Californian and member of the "western" region.

Most of the rounds included six or seven games and all the games were either played in a classroom building or in The Pub below Anne Cartee Lee Hall.

The stats can tell what happened, of course, but they can never tell the whole story or give you a feel for what went on. Although I played in three of the game rounds (and a VARIMARYCON game, a Gunboat Demo Game, and two ABC games) I still was only able to experience a small part of all that went on (Even though I spent a good deal of my time roaming the halls, checking out the other games in progress---a fact which, no doubt didn't help my final Tournament score.).

Still, impressions and memories remain.

There were five games played in the First Round on Friday evening. None of them produced a winner and most of them ended in 2, 3, or 4 way draws. The games lasted from six to twelve game years. The game I was in gave me a chance to play with Steve Hutton (Germany), J.R. Baker (France), and Marc Peters (Russia), as well as Brian Fitzpatrick (England) and Kevin Burke (Turkey), but it was Don Schwifler (Austria) who most impressed me with his playing skill. He's absolutely ruthless and if I go to DIPCON next year it will be just so I can trash him on his home turf. He also got an eight center Austria in that game. Marc Peters ended the game with a thirteen center Russia so he's no slouch either. My poor Italy was gone by 1905.

There were five games played in the Second Round on Saturday morning. Again, more draws. Games lasted from seven to eleven game years. This time I played Germany and lasted eleven years, with a single supply center for the last four of them. I was particularly impressed with Jeff Bohner's play as Turkey, and the other players included Mark Murray (Austria), Jim Ulaky (England), Randy Senn (France), Paul Gardner (Italy---who was actually eliminated), and Kirk Larson (Russia). The game ended in an Austria-Russia-Turkey draw. I may have set a DIPCON record, of sorts, by being the first and only player in the Tournament to go into Civil Disorder and come out of it to survive the game.

Round Three included four games and still no winners. One of the games went into 1915 and ended with a 14 center Russia (Dave Lincoln), a 14 center Turkey (Howard Christie), and a 6 center France (Steve Knight). To my mind it was the most interesting game of the Tournament.

Round Four only included two games (for late starters) and one of them finally produced the Tournament's first winner, Marc Hurwitz with a twenty center Turkey.

And then came Bloody Sunday! By Sunday morning everyone who could still function, and a few who couldn't, was ready for blood. There were six games played in this round and two of them ended in wins, an eighteen center Italy and an eighteen center England. Most of the games lasted six or seven game years although one made it to 1909. Morgan Gurley won his game, as Italy, in 1907, with an eighteen center win over David Hood, a twelve center Germany. Don't let them kid you, those North Carolina players may be polite and well mannered but they are also nasty and vicious. Malc Smith put together an eighteen center England to route the players in his game. The next biggest player only had six units. The other games ended in draws. Naturally, by the last round I was finally getting warmed up and I had told everyone on Saturday night that I was going to play seriously on Sunday. No one believed me, of course, but I did just that. Although my fifth round game wasn't a glorious triumph it was fun. It ended in a six way draw and, unusually, it was the big Powers, that voted to include the small Powers in the draw. Italy (Dave Lincoln) and Austria (myself) had a sixteen unit alliance against France (Carl Willner), Germany (Jaime Young), Russia (Marc Hurwitz) with seventeen units. The balance of power in the game rested with England's one unit in Norway and Russ Blau exploited its potential to the fullest.

DIPCON is more than just games, of course, and each one is a unique event. I sometimes think of them as quiches or souffles. Even though each contains the same basic ingredients, each is some how a bit different. DIPCON XIX is now history and will no doubt be remembered as the year that a Brit won the American Diplomacy championship. But there were other people who were there and they also helped make it a very special and unique event. While I can't tell you about all of those who participated (at least not here) I can share a bit of information about some of them with you.

While there were a number (more than one and less than a hundred) of people present at DIPCON XIX older than I (in years); none of them predates me in terms of DIPCON attendance since I go back to DIPCON IV. In fact I was amazed at how many people attending DIPCON had never been to one before.

Mark Murray started playing Diplomacy in 1971 but this was his first DIPCON. He plays by mail and at conventions and tournaments. Last year he played three FTF games and he's playing in one PBM game at the moment. He spends about an hour a week on Diplomacy. He ended up the Tournament with an eleven center England, a six center Austria, and a ten center France. Not too shabby.

Russ Blau's been playing Diplomacy since 1974 and he's another convention & tournament player and a postal player. He's playing in only one PBM game at the moment. His only previous DIPCON was XV in Baltimore, although he attends various regional events. He's another hour-a-weeker hobby member.

Marc Peters' a relative newcomer to the hobby since he's only been playing Diplomacy since 1981. He plays face to face, convention/tournament, and by mail and last year he played three FTF games. He's involved in eight postal games at the moment. He's also a postal publisher and gamesmaster, when the spirits move him. He attended DIPCON XVI in Detroit and, of course, he's part of the Mad Lads group. He spends around five hours a week on the hobby.

Jeff Bohner, whose been playing Diplomacy only since 1982, plays face to face, convention/tournament, and postally. At the moment he's played eight FTF games last year and no PBM games. He attended DIPCON XV and XVI previously. Jeff had a twelve center Germany and an eleven center Italy in the Tournament and his Germany was tied for best in the Tournament.

Over all, I was very impressed with the caliber of play at this year's DIPCON.

Arnawoodian, Steve (PA)
Calhamer, Allan B. (IL)
Davis, Fred, Jr. (MD)
Huffman, Dan (?)
Irwin, Nancy (MO)
Lazalere, Mark (NC)
Linsey, Bruce (NY)
Martin, Dick (MD)
Martin, Julie (MD)
Martin, Rex (MD)
Peel, Ken (MD)
Peters, Debi (WI)
Warner, Dick (VA)
Wrobel, Ed (VA)

JR AND HIS HATS

Those spiffy baseball caps with the DW logo on them that you saw various DW staff members wearing at DIPCON were donated by J.R. Baker, although why Mark Berch thought he had to wear a baseball cap, indoors, at night is beyond me. Thanx, J.R.

THEY ALSO SERVE WHO ONLY WATCH AND WAIT

Not everyone who goes to a DIPCON takes part in the Diplomacy Tournament, strange as that may seem. Some people can't, because they are running the Tournament, and some people won't, because they'd rather play some other game than Diplomacy. Yes, such people do exist in the hobby.

As you can see there are a lot of well known members of the postal Diplomacy hobby who were present at DIPCON this year who did not take part in the Tournament. Some of them had good excuses. Some of them were just plain cowards! I'll leave it to you to figure out who fit into which group.

There was a lot of non-Diplomacy gaming activity going on during the weekend, especially on Friday during the VARIMARYCON. But even on Saturday and Sunday people were playing other games. Friday there was a Game of Champs with the players who did the best in previous MARYCONs played on the big gameboard. It ended in a 2 way, 17-17 draw between Dave Lincoln and Matt Kelley. I saw a lot of copies of Mark Stegeman's World Diplomacy V floating around but I don't know if anybody was actually playing it. There was an eight nation variant game, with Spain added as the eighth Power. Stephen Swigger brought down his variant game to playtest but I don't know if he ever got a chance to try it out.

A lot of people were playing JUNTA, EMPIRE BUILDER, and other things but I didn't pay much attention to them.

If you look closely you'll note that alot of the above names turned up in the first Allah B. Calhamer game (Arnawoodian, Calhamer, Irwin, Linsey, Martin); which just proves if you know what kind of bait to use you can catch almost anything. Right, Woody?

I did not see one game of D&D played. In fact I didn't even hear one reference to that game while I was at DIPCON. That alone made the trip worthwhile.

THE BIGGEST SHOCK OF ALL

For me came when during VARIMARYCON I mentioned to someone I was talking to that I was a member of the Teamsters Union and, on top of that, a shop steward. You could have heard a pin drop in Biloxi. And then a lady came up to me from another conversation and said, "I heard you say that. Gee, it's a real surprise to meet you. We're Teamsters too. In fact we're organizers for the Union in Chicago..." I hastened to point out to her that the Teamsters in southern California are not nearly so powerful, nor corrupt, as our Midwestern brethren. Nor, alas, so well paid.

Baker, J.R. (Texas): F-8, I-0.
 Balkan, Donna (?): I-0.
 Barno, Mike (NY): A-3, R-0.
 Berch, Mark (VA): T-4, A-4.
 Blau, Russell (VA): F-4, E-1.
 Bohner, Jeff (NY): G-12, T-11.
 Burke, Kevin (?): T-0, R-0, G-1.
 Byrnes, Doug (MD): A-5, I-2.
 Christie, Howard (PA): T-11, T-11, E-8.
 Christie, Hugh (PA): T-9, I-15, F-8.
 Crosby, John (PA): R-6, A-8, E-8.
 Dancause, Phil (VA): I-0, T-0, T-0.
 Dorsey, Rick (?): I-0, E-0, E-2.
 Fitzpatrick, Brian (?): E-5, E-9, A-3, T-6.
 Frueh, Mark (MO): R-2, F-8.
 Gajewski, Pitor (MD): I-0, G-1, A-10, I-1.
 Gardner, Paul (VT): I-0.
 Gonsalves, Mike (MD): R-0, A-14, E-0, A-0.
 Gurley, Morgan (NC): E-0, G-12, G-1, I-18.
 Haemer, Budd (?): E-1, I-7, R-3.
 Hecht, David (VA): F-5.
 Hood, David (NC): G-6, F-9, T-0, G-12.
 Hood, John (NC): T-1, G-0, G-1, G-5.
 Hurwitz, Marc (MD): F-11, T-20, R-2.
 Hutton, Steve (Canada): G-0, F-1.
 Jones, Frank (?): R-3, T-0, A-0, A-6.
 Kelly, Matt (?): G-0.
 Kelly, Mike (MD): F-7.
 Kiker, Chris (?): A-9, R-0, F-4, I-3.
 Knight, Steve (VA): I-12, F-5, E-0.
 Larsen, Kirk (VA): A-0, R-6.
 Lincoln, Dave (RI): R-12, I-8.
 Mainardi, Tom (PA): E-8.
 McCarter, Rob (?): T-3, T-1, I-10.
 McCarthy, Jim (Canada): E-2, E-8, A-0, G-3.
 McCrumb, David (VA): G-6, F-7, G-6.
 Minshall, Conrad (Texas): E-4, R-3.
 Murray, Mark (VA): E-11, A-6, F-10.
 Nicholson, Mark (VA): R-4.
 Peery, Larry (CA): I-0, G-1, A-8.
 Perrin, Charles (?): R-1, I-0, G-0.
 Peters, Marc (WI): R-13, F-8, F-3.
 Russell, Carl (NY): R-0.
 Rusnak, Russ (IL): G-0.
 Shufeldt, Jay (CA): T-0, G-0.
 Senn, Phil (NC): T-7, R-6.
 Senn, Randy (VA): F-3, T-3.
 Schleifler, Don (KS): A-8, E-0, A-6.
 Sheldon, Alex (?): I-5.
 Smith, Malc (Britain/Norway, California): A-2, E-18.
 Stegman, Mark (MA): I-7, F-8.
 Stewart, Alan (Canada): F-12, E-5, F-1.
 Swigger, Stephen (Canada): A-0, G-10, R-1.
 Thompson, Bill (MD): R-14, E-6.
 Tice, Lori (?): R-3.
 Townsend, Fred (IL): I-2, A-10, T-9.
 Ulaky, Jim (NC): G-1, E-7.
 Wall, James (WI): F-12, E-0.

There are lies, damn lies, and statistics. Isn't that what someone said? It's true, you know. A DIPCON always produces alot of stats and you can do with them what you like and prove almost anything with them. But it doesn't make a lot of difference in the end, because people don't remember stats, they remember faces.

J.R. Baker, who did so well at last year's DIPCON, had a rough time this year.

My initial reaction to Donna Balkan was the same as my intial reaction to meeting Ron Galicia, "Sure... but what's your real name?"

Mike Barno proved to me that it is possible for a really nice person to come from New York. Mark Berch was taller than I expected. Howard Christie is the most lethal machine on two legs I've ever seen, and don't let Hugh Christie kid you, he's a mean player.

Mark Frueh does whine. He also whimpers a lot. Pitor Gajewski is tricky and David Hood is sneaky. Marc Hurwitz is another Ron Spitzer and Steve Hutton is just as obnoxious on the east coast as he is on the west coast. Steve Knight is too preoccupied with his pony tail. Wait until your my age, Steve. You'll be grateful for any hair, anywhere. David Lincoln is the quietest person I've ever played Diplomacy with. Tom Mainardi isn't. Conrad Minshall is right, he is a very obnoxious person in a FTF Dippy game. He's even worse in a PBM game. I'm sure glad he's moving to California. Marc Peters was the only person who didn't look like I thought they would. I wonder if Debi remembers that I told her I would publish her sub-zine in XENO? Carl Russell is as close to Boy George as the hobby has. Russ Rusnak has as much personality as Barbara Walters. Jay Shufeldt was late, again, as always. Randy Senn is a nice guy. Don Schleifler is a treacherous SOB and I would never trust him again. But I did. Malc Smith is. Mark Stegeman is quiet. I like him. Alan Stewart is even more quiet. Stephen Swigger tried to con me. I didn't fall for it. You got to watch out for those Canadians....

Jaime Young had the best looking clothes of the whole con.

1986 DIPCON DIPLOMACY TOURNAMENT PARTICIPANTS (Country and Supply Center Count) Con't.

Wilcox, Steve (?): F-7, E-13, R-0, T-0.
 Willner, Carl (?): R-10, F-9.
 Yerkey, Jim (?): I-5, T-6.
 Young, Jaime (NJ): A-0, T-8, R-4, G-6.

DIPCON '86: THE MYTHS, THE RUMORS, AND THE LEGENDS

Every Dippy event spawns its own myths, rumors, and legends and, as is so often the case, these have a way of growing all out of proportion as time goes by. Here are some of the ones that DIPCON '86 has spawned and the truth---as far as we know it---about them.

Malc Smith's Win Was Contrived

It is true. It was. The Canadian players in Malc's game threw it to him. But, as Robert Browning would have said, in an accent very familiar to Malc's, a "win's a win for all that!"

The Strange Case of Game #12

According to the final tournament stats and the "score cards" signed by each player this game ended with an 11 unit Turkey, a 10 unit Russia, a 7 unit France, and a 6 unit England. That was the case in 1912. But in truth the game went on three more years and ended in 1915 with 14 centers for Turkey, 14 for Russia, and 6 for France. The reason for the discrepancy, the last three game years were written on the back of the sheet.

Some People Prefer Plastic Pieces

Fred Davis, Jr. reported in his Con write up in BUSHWACKER that some of the younger players preferred plastic pieces because they could tell the armies and fleets apart better. It's sad, but true. I witnessed the conversation.

The Foto Incident

Only two people took a lot of fotos at DIPCON: Ed Wrobel and Malc Smith. I took a few but they were color print shots and not suitable for use in DW. I had hoped to have copies of Ed's or Malc's fotos for use in this issue but Ed refused to allow me to use copies of his fotos (as published in Politesse) in DW and I haven't received copies of Malc's pictures yet. If and when I do, I'll publish them.

PEOPLE Magazine Vs. DIPCON

It's true, I guess, that I did meet a reporter (or free lance writer) from PEOPLE magazine on the Metro while I was going from Washington's National Airport up to Ken Peel's place. It is also true that she showed up at DIPCON, along with a writer from the Washington Post, to do a story on DIPCON. It is also true that said story has not yet appeared in PEOPLE magazine. So much for media hype.

A Very Gracious Lady

I arrived a little late on Saturday morning, so I had to put off checking in, since they were about to start the games. During the lunch break, I headed over to the dorm, only to discover that the check in desk was deserted. I wandered forlornly about, wondering aloud how I was going to get a key to my room. Then a woman spoke up, with a strong accent and a wonderfully melodic voice. "I remember you," she said, "and I was wondering if I would see you again. You came to a Diplomacy convention late at night. You were very worried that you wouldn't be able to get into your room and that no one would be around to help you."

Zounds! My life was repeating itself! I had completely forgotten about that, but it did happen at DIPCON XVI in 1983, and some total stranger had remembered it. And who could this be person be, she who was much too refined to be a Diplomacy player?

It was Mrs. Allan B. Calhamer. (by Mark Berch)

DIPCON XIX: MY FIRST TOURNAMENT GAMES

by Morgan R. Gurley

Editor's Note

Morgan played seven games at DIPCON XIX, more than any of the other top finishers. He started with an elimination, then a seven-way draw, a three-way draw, and finally a win. Here's his story of how he did it.

Introduction

Since it was my first time ever at a DIPCON, I didn't know exactly what to expect. How would I do? What would the other players be like? I was pleasantly surprised, both by the friendliness of the other players, as well as the calibre of competition they represented. The four games I participated in were among the most interesting I have encountered.

Game #Five, My First

To open my hand and find therein a navy blue star was certainly a thrill. Luck was with me! I'd drawn my favorite country the very first game. Surely I would be in the fray until the end. I know how to play England. Yeah.

I proved to myself one thing I hadn't tested previously. An England which is overly Dot-Hungry in 'Ol is a foolish England. Alan Stewart, as France, cleverly convinced me to order North-Belgium in Fall 1901, "To even up the builds," he claimed. Fleet Norwegian had convoyed Army Edinburgh-Norway simultaneously. Only after 1901 adjustments did I see the folly of my Belgian invasion. Having no fleet in the North made my position precarious, to say the least. This is especially true in light of Russia's three builds, which included Fleet St.Petersburg north coast. (How did he get into Vienna?)

At this point, Fleet Belgium was at the mercy of France's Army Picardy. If he didn't support, it was kaput. What worried me most (and justifiably so) was Alan's Spring 1902 move Fleet Portugal-Mid Atlantic (not Portugal-Spain south coast). He answered my query with, "Well, I'd rather not antagonize Italy just yet." Then, one might wonder just whom did he plan to bother? And yes, oh my brothers, my worst thoughts were realized when in Spring 1903 Fleet Belgium met its demise at the hands of the Frogs, accompanied by the predictable Fleet Mid-Irish (No!).

Suffice it to say that with the two center loss, elimination was imminent. France and Germany finished me off, the result being a 6th place elimination. Pardon me if I obfuscate on the details, but one attempts to forget such trauma.

Game #Nine, My Second

My draw for this game was the Krauts. I was feeling secure, for I had obtained an alliance with England after strenuous negotiation. We set out after France and Russia, denying the latter Sweden while England went after him with his fleets. A German land invasion of France was extremely successful. I held Burgundy and Belgium in Spring 1902. The only problem was that Russia, who was also getting slammed in the South, decided to go down fighting me! His unforeseen orders of Army Galicia-Silesia, Fleet Bothnia-Baltic (giving England St.Petersburg, I might add) caused the loss of two of my home centers in the fall. If I played smart, my loss in the Fatherland would have been nought, but I underestimated my opponent, believing he would be satisfied with the certain gain of a supported attack on Berlin. So, having secured Sweden and Belgium, I attempted to leave a home center open so I could build. Realizing this, Russia took Munich and Kiel, both left invitingly open. I was undone, oh my brothers.

My necessary withdrawal from France to fight for my homeland brought about Franco-English rapprochement, this soon reducing me to Army Munich, dislodged in Spring 1904. My salvation, though, lay in the fact that Italy and Turkey were engaged in a Balkan Battle. I retreated to Tyrolia, finding me an entirely unprotected Vienna! I took it in the fall, pissing Italy off, but surviving.

The beauty lies, oh my brothers, in the fact that my strategic position along the North-South stalemate line precluded my elimination!! A seven-way draw was the outcome. Luckily for me, my unit was necessary to hold off a 15 unit England.

Game #Sixteen, My Third

The Reich again! "Screw England this time," I thought as soon as I'd drawn the black army as my own. France, played by Chris Kiker, was the one with whom I'd decided to try to work. The result of my diplomacy was a stable, trusting game long alliance. France opened Paris-Picardy, Brest-English Channel, and Marseilles-Spain. Fleet Brest-English Channel succeeded, as England Churchillled. My initial moves; Army Munich-Ruhr, Fleet Kiel-Holland, and Army Berlin-Kiel: The Power Opening. I wanted three builds, which I got. (Yes, France let me have Belgium). Because, gentle readers, my Fleet Holland supported his Fleet English-North in Fall 1901. A move which, I believe, originated in our FTF circle, the brainchild of one David Hood.

Nevertheless, there was nothing England could do when he saw the French-German alliance in his face. I built Army Munich, and two fleets. Russia had evidently been scammed heavily in his prior games at the Con, for he promised me a never ending allegiance since I had allowed him into Sweden. He didn't see the danger from my fleets, which promptly scooped Sweden in 1902. At this point Russia went Civil Disorder (An entirely childish course of action, in my opinion. He claimed to be sick of treachery. My question was, "What the hell was he doing at DIPCON, then!"). The Tsar's abdication resulted in an open St.Petersburg for me. Getting the easy center was nice, but I'm still disgusted with those who abandon their countries when all doesn't proceed as they wish. After all, in real life, very few things happen as one would have them to. Is suicide the answer? No. But, I digress...

Anyway, the game became somewhat stagnant after England and Russia were no more. My original plan for a Franco-German two-way was thwarted by concerted action between Italy and Turkey, despite my most profound diplomatic efforts to convince the Sultan to stick the Wop. At the end, I made a half-hearted try for a game-winning stab of France. But by the time I could possibly make headway, Italy had managed to advance a fleet to the Mid. I was forced to vote (with 12 centers) for a three-way between Italy, Turkey, and myself.

Game #18, My Fourth

Sunday morning. Vodka and beer hangover (No, not mixed). Ohhhh. On the way to our final game, I jokingly remarked to David Hood that in order to have any chance at all of placing in a respectable position I would have to win. We shared a bitter chuckle at this, since both of us had witnessed the collective reluctance to allow anyone that 18th center.

I, however, found comfort in my draw. Italy. Yes, Italy. I was aware of the widely held opinion that my homeland had little chance of success. In our FTF circle, however, Italy has the most wins. My strategy was formulated immediately. I needed to possess Austria and the Balkans within three years. This prospect (that is, winning with Italy) presents diplomatically demanding situations. First, I must prevent Russo-Turkish friendship at any cost. Second, I had to point France north. To my delight, this took no effort at all, as

David's Germany had negotiated an alliance with Marc Peters's France.

34
My plan now was to stick with the Dual Monarchy for a year or so while talking extensively with the country that I needed most for my progress, Russia. I panicked in Fall 1901, though, as in the midst of an apparent Sevastapol-Constantinople shuffle, Austria supported Russian Army Ukraine-Rumania! To me, this screamed of an Austro-Russian alliance, that would string me along until I outlived my usefulness. At that point I would be dispatched. No way was I going for that! Time to talk.

First, Turkey. I used physical evidence (Austro-Russian cooperation) to convince him to go north. I could feel my diplomacy was successful, as his subsequent orders were exactly those which I had suggested. The main thing, though, was that I had an infallible disclaimer for my Fall 1902 attack on Austria. So, Spring 1902 saw: Army Tunis-Albania, Fleet Ionian Convoy Tunis-Albania, Army Venice-Trieste, and Fleet Naples-Apulia. This got me Greece in the fall, causing an Austrian removal. He'd forced me out of Trieste, but no big deal. I simply retreated to Tyrolia (sound familiar) and built Army Venice! All too easy.

Now my alliance with Russia was easy to secure. We both could plunder merrily in the Balkans, while hemming in the hapless Turks. We could pop them at our leisure. France was still smashing against Steve Knight's England (very nice).

At this juncture Russia was not only sharing the southern spoils with me, but was enjoying Scandinavian prosperity as a result of the alliance against the wicked witch of the north. He was at 10 centers at the lunch break, Germany and France had 6 each, and I had 5.

My diplomatic aim at this point was to guide all attention to the Russian monolith! "A threat to us all, yes?" In the meantime (believe it or not) I was pondering a win. Ask Steve Knight if you think not, for I told him that I thought it was plausible. How? The Plan---my talks with the Kaiser and Emile resulted in a plan to bust Russia on both fronts at the same time. Germany and I planned to divide France thereafter and declare a two-way draw. Or so he thought.

The northern partners struck Russia hard in Spring 1905, setting up an inevitable three center loss for the Ice Queen. I had poofed the last two Austrians in Vienna and Budapest the same season, and wasn't at all reluctant to relieve the Russian of Rumania, which I did. This gave me three (!!!) builds, moving me up to 10, and reducing my former ally to five. Surprisingly enough, he then puppeted to me in a major way for the rest of the game.

Germany stabbed France in Spring 1906, winning, again luckily, another puppet for me. The players of the white and light blue then approached me jointly, offering to help me to a win simply to spite the "scumbag" German. Well, I had no notions of this, of course, but far be it from me to deny what the majority demand. The result, friends---an Italian win 1907. Not a year passed in which I did not build. Let no man claim that Italy is inherently sickly!!

But the ruler of the Kingdom must talk!

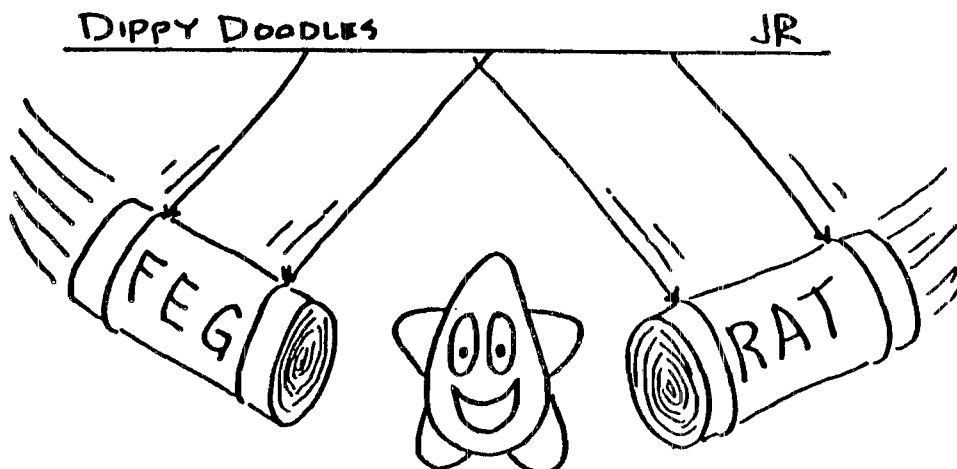
AS TIME GOES BY

Having attended both DIPCON IV and V I was, I suppose, the senior living fossil at this year's DIPCON. Just to show you how bad things were; at DIPCON V I presented Fred Davis, Jr. with an award (for BUSHWACKER) for the most promising new variant magazine. That was bad enough but what really hurt was seeing Allan Calhamer's daughter, whom I remembered as a four year old in a dress with a bow on the back and pretty red pig tails, sitting in the lounge of Ball Hall reading a play and trying to decide what college to go to next year. On the other hand some things never change, as Mark said, Mrs. Allan Calhamer is the same gracious person she was fourteen years ago and, if I may say, even better looking.

Game Number	Result	Participants
1	3 Way Draw	Austria, France, Russia
2	3 Way Draw	England, France, Germany
3	2 Way Draw	France, Turkey
4	4 Way Draw	Austria, England, France, Turkey
5	3 Way Draw	France, Italy, Russia
6	3 Way Draw	Austria, England, France
7	4 Way Draw	Austria, England, France, Italy
8	2 Way Draw	Austria, Russia
9	7 Way Draw	All
10	2 Way Draw	France, Germany
11	5 Way Draw	Austria, England, France, Italy, Russia
12	2 Way Draw	Russia, Turkey
13	3 Way Draw	Austria, Russia, Turkey
14	4 Way Draw	Austria, France, Germany, Russia
15	Win	Turkey
16	3 Way Draw	Germany, Italy, Turkey
17	4 Way Draw	Austria, England, France, Turkey
18	Win	Italy
19	6 Way Draw	Austria, England, France, Germany, Italy, Russia
20	Unknown	Unknown
21	Win	England
22	6 Way Draw	Austria, France, Germany, Italy, Russia, Turkey
23	4 Way Draw	Austria, England, France, Turkey

There was: 1 seven way draw, 2 six way draws, 1 five way draw, 5 four way draws, 6 three way draws, 4 two way draws, and 3 wins.

Copies of the supply center charts for all games can be obtained from Ken Peel, 8708 First Ave., #T-2, Silver Springs, MD 20910 (301-495-2799). Enclose \$2.00 for printing/postage.



WHEN PLAYING ITALY ONE
HAS ONLY TO MAINTAIN A
BALLANCE OF POWER!

TOURNAMENT AWARDS

It was Napoleon who wrote, "A soldier will fight long and hard for a piece of colored ribbon," to the captain of HMS Bellerophon on 15 July, 1815. And so it is in Diplomacy. Awards in the hobby and for play of the game are one of the hobby's oldest traditions. MARYCON's traditions include the Death With Dignity Awards, the traditional Best Country Awards, and awards to the top three finishers in the Tournament.

A Death with Dignity Certificate is awarded to a player who ends a game with fewer than his original supply centers and who, in the judgment of the other players, died with greatest dignity and spirit! This is not a losers award. It is an award for those players who do not declare civil disorders, sell out, or in other ways disrupt the game, but who instead play seriously to the end. All game participants vote for the winner of the Death with Dignity Award.

There were ten Death with Dignity Awards presented this year and some of them went to some very fine players.

Best Country Awards, in the form of a wooden block painted in the appropriate color, and engraved with the event's name and date, went to the best players of each country. Three winners, three two way draws, and one three way draw were included. This year's awards went to a 20 center Turkey, eighteen center England and Italy, fourteen center Austria and Russia, and two twelve centers Germanys.

The top three finishers in the Tournament received a plaque which contained part of an old-fashioned Diplomacy board, and suitable engraving. The top three players in this year's Tournament were; Malc Smith, with a 2 center Austria/7 way draw and an 18 center England/win. Second was Marc Hurwitz with an 11 center France/3 way, a 20 center Turkey/win, and a 2 center Russia/6 way draw. Third was Howard Christie with an 11 center Turkey/2 way, a 14 center Turkey/2 way, and an 8 center England/4 way.

TOURNAMENT SCORING SYSTEM

MARYCON/DIPCON XIX used a very standard scoring system which provided as follows:

- 1) For a Win: 100 points (plus 1 point for each supply center).
- 2) For a 2 way Draw: 50 points (plus 1 point for each supply center).
- 3) For a 3 way Draw: 33 points (plus 1 point for each supply center).
- 4) For a 4 way Draw: 25 points (plus 1 point for each supply center).
- 5) For a 5 way Draw: 10 points (plus 1 point for each supply center).

The results of all games were totalled.

That total was divided by the number of games played.

The tie-breaker was the number of rounds played.

To make things more interesting at this year's PEERICON I'm going to use the same scoring system as was used at DIPCON. I hope others who host cons or tournaments during the rest of 1986 will do likewise. It should be interesting.

Death With Dignity Awards

Mike Gonsalves (Russia)
 Paul Gardner (Italy)
 Dave Hood (Turkey)
 Phil Dancause (Turkey)
 Rick Dorsey (England)
 Budd Haemer (Russia)
 Stephen Swigger (Russia)
 James Wall (England)
 Pitor Gajewski (Italy)
 Kevin Burke (Germany)



IN THE MAD DASH
 FOR SUPPLY CENTERS
 I DIDN'T NOTICE THAT
 IT WAS A THUMB TACK!

DIPPY DOODLES JR

Best Country Awards

Austria: Mike Gonsalves (14 centers/2 way)
 England: Malc Smith (18 centers/win)
 France: James Wall (12 centers/2 way)
 Germany: Jeff Bohner & Morgan Gurley (12 centers/3 way)
 Italy: Morgan Gurley (18 centers/win)
 Russia: Bill Thompson (14 centers/2 way)
 Turkey: Marc Hurwitz (20 centers/win)

Top Eight Tournament Performers

34.0 Dave Lincoln (Eighth)
 34.0 Fred Townsend (Seventh)
 37.0 John Crosby (Sixth)
 41.0 Morgan Gurley (Fifth)
 47.5 Bill Thompson (Fourth)
 51.67 Howard Christie (Third): 11 center Turkey/2 way, 14 center Turkey/2 way, 8 center England/4 way.
 55.33 Marc Hurwitz (Second): 11 center France/3 way, 20 center Turkey/win, 2 center Russia/6 way.
 60.0 Malc Smith (First): 2 center Austria/7 way, 18 center England/win.

The Pen and the Tiger

During one of my games in the Tournament I had occasion to borrow a pen. Naturally I borrowed one from my ally, Dave Lincoln. He lent me his and I happened to read what was printed on it, "THE GREATEST AND MOST HUMBLE DIPLOMACY PLAYER IN THE WORLD WRITES WITH THESE PENS." And you know, it's true. He is both great and humble. He was the only decent ally I had during the whole Tournament and, besides that, he was a gentleman and a scholar.

Scoring System: 100 points for a win, 50 for a 2-way draw, 33 for a 3-way draw, 25 for a 4-way, and 10 for a 5-way. No points were awarded for 6- and 7-way draws. In addition, 1 point was given for each supply center owned at the end of the game. Total points for all of a player's tournament games were divided by the number of rounds played. Over the course of the weekend, there were five possible starting times (rounds), during which 23 tournament games were played.

Reading the Chart: The first entry below can be interpreted as follows: Malcolm Smith - game #9/finished with 2 centers/7-way draw, game #21/finished with 18 centers/win. "Net points" and comments should be self-explanatory.

PLACE	PLAYER	SCORING DATA	NET POINTS	COMMENTS
1.	Malcolm Smith	- #9/2/7w, #21/18/win	60.00	1st place, Best I
2.	Marc Hurwitz	- #2/11/3w, #15/20/win, #19/2/6w	55.33	2nd place, Best T
3.	Howard Christie	- #3/11/2w, #12/11/2w, #17/8/4w	51.67	3rd place
4.	Bill Thompson	- #8/14/2w, #17/6/4w	47.50	Best R
5.	Morgan Gurley	- #5/0/0, #9/1/7w, #16/12/3w, #18/18/win	41.00	Best I
6.	John Crosby	- #5/6/3w, #6/8/3w, #23/8/4w	37.67	
7.	Fred Townsend	- #7/10/4w, #17/9/4w	34.50	
8.	Dave Lincoln	- #12/10/2w, #19/8/6w	34.00	2w, Tourney of Cham
9.	Mark Murray	- #2/11/3w, #13/6/3w, #22/10/6w	31.00	
10.	James Wall	- #3/12/2w, #22/0/0	31.00	Best F
11.	Hugh Christie	- #4/9/4w, #11/15/5w, #23/8/4w	30.67	
12.	Marc Peters	- #1/13/3w, #7/8/4w, #18/3/0	27.33	
13.	Carl Willner	- #14/10/4w, #19/9/6w	22.00	
14.	Mark Stegeman	- #7/7/4w, #14/8/4w, #20/0/0	21.67	
15.	Carl Russell	- #8/0/0, #20/8/3w	20.50	
16.	J.R. Baker	- #1/8/3w, #17/0/0	20.50	
17.	Steve Swigger	- #2/0/0, #10/10/2w, #8/1/0	20.33	Best G
18.	Alan Stewart	- #5/13/3w, #11/5/5w, #21/1/0	20.33	
19.	David Hood	- #3/6/0, #10/9/2w, #14/0/0, #18/12/0	19.25	
20.	Jim Yerkey	- #9/5/7w, #23/6/4w	18.00	
21.	Mark Frueh	- #9/2/7w, #17/8/4w	17.50	
22.	Steve Knight	- #5/12/3w, #12/7/0, #18/0/0	17.33	
23.	Mike Gonsalves	- #2/0/0, #8/14/2w, #16/0/0, #18/0/0	16.00	Best A
24.	Don Scheifler	- #1/8/3w, #14/0/0, #21/6/0	15.67	
25.	Dave McCrumb	- #9/7/7w, #14/6/4w, #22/6/6w	14.67	
26.	Budd Haemer	- #8/1/0, #16/7/3w, #17/3/0	14.67	
27.	James Young	- #3/0/0, #6/4/0, #16/8/3w, #19/6/6w	12.75	
28.	Plotr Gajewski	- #3/0/0, #8/1/0, #14/10/4w, #23/1/0	12.33	
29.	Brian Fitzpatrick	- #1/5/0, #7/9/4w, #16/3/0, #22/6/6w	12.00	
30.	Jim McCarthy	- #3/2/0, #6/8/3w, #15/0/0, #21/3/0	11.50	
31.	Steven Wilcox	- #4/7/4w, #9/13/7w, #15/0/0, #18/0/0	11.25	
32.	Chris Kiker	- #4/9/4w, #7/0/0, #16/4/0, #21/3/0	10.25	
33.	Frank Jones	- #3/3/0, #7/0/0, #12/0/0, #23/6/4w	8.50	
34.	Doug Byrnes	- #11/5/5w, #22/2/6w	8.50	
35.	Phil Senn	- #10/7/0, #22/6/6w	6.50	
36.	Conrad Minshall	- #12/6/0, #21/3/0	4.50	
37.	Rob McCarter	- #5/3/0, #6/1/0, #15/10/0, #20/0/0	3.50	
38.	Larry Peery	- #1/0/0, #13/1/0, #19/8/6w	3.00	

39. Mark Berch - #9/2/7w, #22/4/6w	3.00
40. Russ Blau - #4/0/0, #8/4/0, #19/1/6w	1.67
41. Randy Senn - #13/3/0, #19/0/0	1.50
42. John Hood - #2/0/0, #7/0/0, #15/1/0, #23/5/0	1.50
43. Mike Barno - #10/3/0, #23/0/0	1.50
44. Phil Dancause - #2/0/0, #8/2/0, #21/0/0	.67
45. Jay Shufeldt - #11/0/0, #17/0/0	--
46. Jim Ulaky - #5/0/0, #13/0/0	--
47. James Townsend - #10/0/0	--
48. Lori Tice - #10/0/0	--
49. Alex Sheldon - #6/0/0	--
50. Charles Perrin - #4/0/0, #11/0/0, #14/0/0	--
51. Mark Nicholson - #11/0/0	--
52. Tom Mainardi - #4/0/0	--
53. Kirk Larsen - #5/0/0, #13/0/0	--
54. Mike Kelley - #6/0/0	--
55. Paul Gaddner - #13/0/0	--
56. Rick Dorsey - #4/0/0, #10/0/0, #15/0/0	--
57. Kevin Burke - #1/0/0, #6/0/0, #16/0/0	--
58. Jeff Bohner - #2/0/0, #13/0/0	--
59. Donna Balkan - #12/0/0	--
60. Matt Kelley - #12/0/0	--
61. Steve Hutton - #1/0/0, #15/0/0	--
62. David Hecht - #11/0/0	--

2, Tourney of Champs

DIPCON-MARYCON 86**CERTIFICATE of Death**

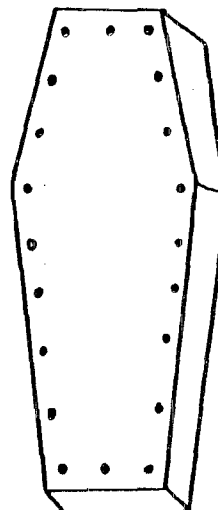
Here lies _____,

who

DIED WITH DIGNITY

in Round _____, Game _____,

playing as _____.

MARY WASHINGTON COLLEGE, Fredericksburg, Virginia**May 30-31, June 1, 1986**

PROFILE: MALC SMITH

As everyone knows by now the new American champion Diplomacy player is Malc Smith, an Englishman who was living in Belgium, is moving to Norway, and won the Tournament as an "honorary Californian." Somehow it all seems appropriate.

Malc's victory is especially pleasing to me because he was the single largest contributor to DW's rescue last fall, pouring almost \$250 of his own money into the DW Endowment Fund and the purchase of various DW publications; a contribution made even more meaningful by Ken Peel's donation of his set of the Reprint Series to Malc and his gift to Malc of "any game of your choice" for being the person who donated the most to DW's rescue.

Malc joined the hobby in 1976 and he plays face to face, convention/tournament, and postal Diplomacy; although he's not played a FTF game in the last year. He's currently in two PBM games. He publishes his own Diplomacy 'zine, Bohemian Rhapsody. This year's DIPCON was his first and he hosts his own FTF games on occasion. He spends from ten to twenty hours a week on his hobby.

Like many members of the American hobby I first met Malc by telephone when he called me last Christmastime at some unGodly hour. I think it was around 0530. Since I work until 0000 or so it caught me sound asleep. By the time I figured out who I was talking to he had hung up. I never did understand what he was talking about or why he called. Like many publishers in the hobby I first got to know Malc through his interesting publication Bohemian Rhapsody, one of the funniest reading and most professional looking 'zines in the hobby. In the last few months I've exchanged several letters with him about DW business and I was looking forward to meeting him at DIPCON. So when I walked into Ken Peel's apartment and this tall, dark-haired, very pale person walked up to me waving an envelope saying, "This is an article for DW, yes? Read it right now, yes? It might need some changes, yes? It's about...., yes?", in something almost unintelligible and speaking at about 400 words a minute I figured it had to be Malc. Well, it turned out the envelope did have an article for DW which appears in this issue and the package Malc gave me with it contained a Norwegian flag, not pastrami sandwich as I first suspected. So we now have a Norwegian flag for the Archives. After a Metro trip all over Washington in search of dinner--- which eventually ended when 10-12 of us had dinner at a Mexican/El Salvadoran restaurant---Malc, Alan Stewart, and Mark Stegeman and I settled down for the night at Ken Peel's. I am a light sleeper. You have to know that to appreciate what follows. An electric alarm clock keeps me awake, without the alarm going off, so you can imagine how I felt around 0300 in the morning when I heard these Godawful sounds coming from Malc. He slowly got louder and louder until I was sure sure he would wake up the entire building and the people in Arlington. What was worse was that Alan Stewart started snoring along with him. Not only that but Alan's snores sotto voce, very long and soft, and he was snoring in perfect counter-point to Malc. There'd be this loud, booming, slurp-slurp-slurp-shssssh from Malc; and then a pause; and then a shew-shew-shew-sheeeeeeze from Alan; and then a pause; and then a slurp-slurp-slurp-slurp-shssssh from Malc. And so it went. I considered throwing pillows (I had four of them) but I was afraid Stegeman would get caught in the middle and annihilated. He looks pretty fragile. So, brinning and bearing it, I piled all four pillows on my head, and started trying to figure out how to spell the sounds that Malc and Alan were making. The next thing I knew it was 0630 and time to rise and shine.

During the drive down to Fredericksburg Malc and I had a chance to talk in the car and his speed of conversation is about the same as the speed of a fast moving car, 65 mph. He asked a lot of intelligent questions and, on occasion,

volunteered an intelligent answer to a dub question, usually from me..

By the time we got to Fredericksburg, we had decided to share a room and then the fun really started. During the various games and events we'd cross paths repeatedly and I kept a watch on his games (and everyone else's, as a good editor should). During Friday night's events in The Pub Malc participated to the fullest. I am told, by him, and others, and I believe it, that he put away five pitchers of beer, without once bothering to use a glass. Amazingly it didn't seem to affect anyone's ability to understand him. By the time we got to bed, around 0330, he was definitely feeling no pain. I figured he'd pass out and I'd have a good night's sleep. Wrong. More snores and I discovered that Malc uses a bed the way some people use a surfboard. He slept laying across the bed, not on it. Feet and head out to the sides was how I found him when I got up Saturday morning. Sunday morning when I arose I found him with his head buried under the pillow with his knees tucked under him and his ass sticking up in the air. He looked like a Moslem at his prayers. In fact he even sounded a bit like a Moslem at his prayers.

I don't want you to get the impression that Malc's a lush. He's not. He holds his beer very well (although a warm Budweiser for breakfast does seem a bit much.). I hope he donates his bladder to the Smithsonian when he finally goes to the Black Dot in the Sky. And I don't want to give you an impression that he's a lightweight. Far from it. At 15 stone or so he's definitely not a lightweight. He also has some very definite ideas and opinions about the hobby, his role in it, and his own life and country. Much of it I can agree with and understand since we share many similar experiences in our past, and not all of them positive ones. But he's found a way to cope with it all very well. Malc's at odds with a good part of the British hobby establishment, and so he goes his own way and turns elsewhere for support and encouragement, primarily to the American hobby. He's also at odds with a good part of the British political and social establishment; which is one reason he's going to Norway. Some would say he's a maverick, but aren't all Diplomacy players? I prefer to think he's his own man, and in this day and age that's as remarkable a thing as winning an American championship.

A two center Austria in the first round would deter most people but Malc went on to combine it with an eighteen center England to take the top spot in the Tournament. Not bad. So, if you happen to run into a fellow in a Union Jack shirt that says Bohemian Rhapsody on the back watch out. That's probably Malc!

You don't have to believe me when you hear me say that Malc's crazy. You can find out for yourself. Just a few weeks ago I heard a bird in Barclay Square tell me that Malc needed players for a game he's starting in his magazine. So if you'd like to play a game in a British/Norwegian 'zine under a very fine player and gamesmaster you should drop him a line: Malc Smith, Granliveien 11, 1086 Oslo 10, Norway. In fact, you should all drop him a line and all demand to play in his game. After all, there's no gamefee and you get to read Bohemian Rhapsody to boot. Let's see, if you all write and join the game he'll have enough players for every space on the board, and then some. Heh, heh....

THE PRESS

The hobby does not make enough of a fuss over DIPCON, at least as far as The Media is concerned. DIPCON is a national championship event, albeit a small one, and The Media (e.g. the press in all forms) is interested in such events; more so than we might think. DIPCON; when it exploits The Media (and The Media does the same, so it is no big deal); has an opportunity to promote the game and hobby of Diplomacy on a local, regional, and national level far beyond any other single hobby event. Unfortunately, too many people in the hobby; when trying to use The Media; think of Diplomacy as a news or sports story. It isn't. It's a feature or human interest story and, when presented attractively, The Media will cover it.

PEERICONS have exploited The Media for years. Television, radio, newspapers, magazines, and all the rest have covered PEERICON, both locally and regionally, for years because we give them something to cover and package it in such a way that it is more attractive to them than, say, the local PTA bake sale, a anti-war demonstration, etc. No doubt the biggest single media display of Diplomacy activity in terms of media coverage on television was that of DIPCON V in Chicago years ago. CBS nightly news interviewed me and televised that interview nationally, although I didn't see it personally. There have been many articles in newspapers and magazines about Diplomacy and Diplomacy events. Each offers an opportunity to reach out and recruit a new hobby member.

DIPCON XIX/MARYCON 86 was no exception. Perhaps People magazine will or will not cover the event, but the Washington Post of 2 June certainly did. There was a mention of the game and hobby on the following Saturday on Rod McLeash's national PBS radio show. The GENERAL did a big spread on Diplomacy in its issue coinciding with DIPCON and that article is already bringing new people into the postal hobby. No less than 15 hobby publishers attended this year's DIPCON and I suspect each will offer his own view of what happened. DIPLOMACY WORLD covered the event with three special daily issues, a hobby first; and the special follow up report in this issue of DIPLOMACY WORLD. DIPCON always gets a lot of hobby media coverage and usually some local press coverage as well, but it neglects to exploit the possibilities for major regional and national coverage by newspapers, magazines, and television. Each of these has particular wants and needs. Newspapers want a local view of what went on and a local connection (a local person as a winner, host, etc.). Magazines want a more balanced view of what went on and a connection to a larger market (the games people play, leisure time use, the game craze, etc.). Television wants something photogenic (either a person or an event) that can be capsulized in 30-60 seconds. A game takes hours, but the television station is only going to spend 30-60 seconds on the story. So what do you offer them? It's easy, if you have a bit of imagination. You offer them a media event: a waterballon fight with 60 Diplomacy players, a game being played under water or on a nudist beach, or on a trolley going to Mexico. In other words, you give them a gimmick. They'll eat it up.

The other thing to remember is that it takes time to cultivate the contacts needed to make for good media coverage. Fifteen years ago; while driving a cab in college; I used to haul around a columnist for the local paper. Today he's the editor of the paper and my conduit to the local newspaper. Or, on the other hand, you can go for broke and be kind to the person sitting next to you on the Metro or bus: she might be a reporter for People magazine. There's lot of competition among The Media and they'll fight for a good story. Just last week I had five calls from a reporter for the Los Angeles Times looking for a Diplomacy story. I gave him one. So remember, the power of the press is absolute, as long as they spell your name right! D-I-P-L-O-M-A-C-Y.

THE TAPE

Not since Richard Nixon bugged the White House has a Californian with a tape recorder done so much damage in Washington. Being a notoriously poor note taker during events (I'm a participant, not an observer.) I decided to tape the major events at this year's DIPCON so I would have a reliable source of information about what went on, a historical record for the future, and evidence to squash any squabbles later about who said what. Some time back I proposed the creation of a Diplomacy Oral History Project and, as I remember, the only person to support that idea was Ed Wrobel. So, Ed, I'm sending you a copy of the tape I made, warts and all. Hope you enjoy it.

Tape recorders are a fascinating instrument, second only to a television camera for inhibiting peoples' words and actions. The advantage, of course, is that tape recorders can be hidden with a lot less fuss than movie or video recorders, and aren't so complicated to operate. The problem, of course, is that the quality of the recording depends on the quality of the sound source, and at this year's DIPCON the quality of some of the sound sources was pretty poor. So some of the recording isn't the clearest.

The tape runs just about 90 minutes and includes, I think, the essence of this year's MARYCON/DIPCON, or at least the major and minor words of most of the major and minor figures, and a lot of human interest material.

Here's what's included:

The DIPCON Society Meeting, in toto: with the selection of next year's site, discussion of Charter Amendments, and other items.

The Hobby Awards Ceremony, partial: with the announcement of the Dot Happy Award, etc.

Dick Warner Reading the Results of the Gunboat Demo Game: This was the game played on the giant game board in the Pub on Saturday night.

Allan B. Calhamer Game #1: Recordings of the negotiations in this game with Allan Calhamer, Bruce Linsey, Woody Arnawoodian, Nancy Irwin, Paul Gardner, Rex Martin, and myself.

The Awards Ceremony and Closing: Announcement of the Tournament winners, presentation of prizes, etc.

Interview with Malc Smith: A candid, unrehearsed interview with Malc, who suddenly became shy on learning he was being recorded for posterity.

It's all very primitive but it's also a lot of fun. It's a beginning and I hope future con hosts will tape their events. If anyone has or knows of anyone who has tapes of past DIPCONs I'd like to know about them.

I've also made a second tape of my own personal views of this year's event and that's been placed in The Archives. If anyone else wants to do the same I'd like to have a copy of the tape.

All in all I'm very pleased with this year's tape and until we find a way to make a video tape of a major Con this method offers the best means of preserving a permanent accurate account of at least the highlights of a DIPCON.

If anyone would like a copy of the tape drop me a line and I'll see what I can work out.

144
DIPCON '86: WE VENTURE NORTHWARD

by David Hood

It was a dark and stormy night in early May when we began to make plans to attend DIPCON '86 in Fredericksburg, VA. The Carolina Amateur Diplomats (CADs) met at the home of one Morgan R. Gurley to partake in a particularly bloody game of Diplomacy. Amidst stabs, threats, and lies, we managed to squeeze in a light discussion about the possibility of competing against Diplomats from all over North America. The idea immediately got its share of criticism...

"I don't know about going so far north this time o' year," exclaimed Russia, as his last fleet in St. Pete bit the dust. "You know them Yankees will be ornery as hell."

"To which I responded that we won at Fredericksburg, so the Yanks probably didn't want a rematch.

"What about beer?" Morgan growled as his Turkey was Lepantoed to death (for a 7th place elimination).

I pointed out that the Con provided beer for the dipsters on Friday and Saturday nights.

Germany pointed out the next problem. "Do you think it's possible that some of these players at the Con might be Moderates, or even (gulp) Liberals?"

I doubted that our friends on the Left would stoop to play Dip; it probably accentuated man's imperialistic, aggressive tendencies in some way. Plus, I reminded him that a Liberal Diplomacy player would probably think he doesn't deserve his centers since his neighbors needed them so badly. He'd probably just give them away. And his naive belief in detente would likely make him quite stabbable in the long run.

"What if these people actually keep agreements with each other?" Austria queried as he stabbed me for his 18th center.

Everyone gasped at his question. No one would be silly enough to actually forego the orgasmic pleasures of the stab...would they?

By the time the DIPCON rolled around, we had mustered up a stalwart group of five to attend. The first game, on Friday night, was quite a shock. We discovered to our complete surprise, that no one was going for the win! They were actually voting to achieve some sort of result known as a "draw."

After recovering from that initial jolt, we proceeded to do fairly well in the next three games, heartily stabbing each other whenever we got the opportunity. We also learned that the other players clung to some silly notion that we CADs had an accent of somekind, when it was quite obvious to any objective observer that they were the ones speaking a bizarre form of English. Of course, we all agreed that Malcolm Smith was uttering an entirely different language all together!

Probably the most interesting thing we discovered at the Con, however, was that Italy was considered a second-rate power at best, (in our circle Italy was ranked second behind England, and had more wins than anybody else). Morgan attempted to rectify this situation by winning with the Wops in Game #18, his fourth game, but this Italian defeatism persisted. We resolved to get an Italian win the next time we invaded a Con.

Another development at the DIPCON was the discovery of no-talking Diplomacy, known as "Gunboat." The name caught our attention right away, as this was the kind of diplomacy we supported in real-life...maybe these Dippy players weren't so bad after all. I got the dubious honor of trying this game out first, as Austria. Oh Gee, what fun! After my elimination I realized this game wasn't all it was cracked up to be. I mean, if there is no negotiation, then there are no alliances, per se. And if there's no alliances, per se, then you can't

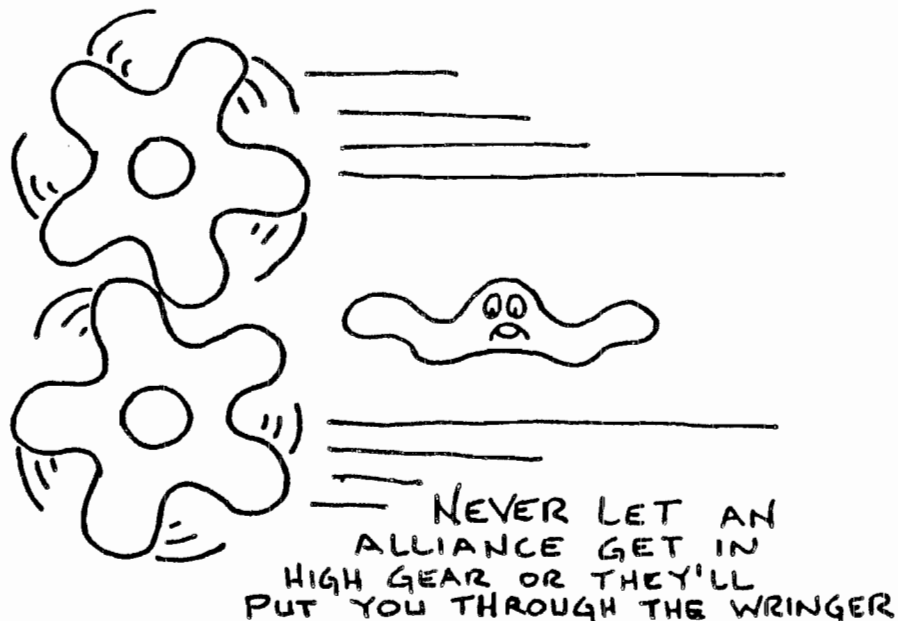
enjoy a real stab, can you?

I resolved to try out at least one other game that night, so I ventured over to a lively Junta game. Try as I might, the only thing I could figure out in all that yelling was that I still couldn't understand Malcolm Smith at all. Then I saw a chilling sight that made me run far away; cubic number-randomizers, known to the unbeliever as "dice."

After I recovered from my near-fatal brush with wanton luck devices, I happened upon my twin brother being eaten by a Western triple. His frantic cries of desperation alerted me to the blasphemous position of the Western units. France was in Italy and the Balkans, while their unprotected home centers were ringed with Anglo-Kraut forces. "Ah," I said most politely, "they're going to eliminate the Frog in two seasons and claim the two-way."

That's when I found out that some people actually do keep agreements...

No, I'm not kidding.



POST MORTEM

DIPCONs always generate a lot of press. I had originally intended to publish the various personal accounts of what happened at this year's DIPCON in this issue of DW, but then I discovered that would mean another 40 pages or so of material for the 'zine. I do hope to include these selections in a special edition of DW for those who attended the event. In the interim here are some of the early reports on DIPCON XIX that have appeared in the hobby press:

POLITESSE: #38 (June 1986) included a copy of the "Lying and Cheating by The Rules" article by Joseph McLellan that appeared in the Washington Post on 2 June, 1986. It's a good background article on the game, the hobby, and the universe. #39 (July 1986) included "The Making of the North American Diplomacy Champion, 1986" by Marc Hurwitz?, who came in second in the Tournament. He blames me for his not winning the Tournament. It's true.

BUSHWACKER: #176 contained Fred Davis, Jr.'s write up on the Con and Fred always remembers all those details that every one else forgets. It's priceless. I want to thank Fred for all his help with the Awards this year and the handling of them at the DIPCON Awards Ceremony.

DID I BLOW IT OR DID I BLOW IT? Oh my. I have an article that I think was written by Paul Gardner entitled, "Why Did Alan Stewart Step Off the Train At the Wrong Stop?" (DIPCON '86: Part I). I think Paul's going to publish it somewhere. I hope so. If not, I will. But if you weren't on that Metro ride on Thursday night it won't mean a thing to you. Talk about in-jokes! There's a sequel...

IT'S A TRAP! publisher Steve Knight submitted an essay, "Late Impressions of Marycon" and I'm sure it will appear in that 'zine. It's another example of the fine writing style that put his 'zine among the top in this year's Runestone Poll.

HIGH INERTIA, the sub-zine of REBEL, contained Woody Armawoodian's comments on DIPCON in REBEL #20 (June 28, 1986). Sorry, Woody, all your orders and the rest of those of the players in the first ABC Game have been forwarded to the FBI for investigation.

I'm sure the other pubbers who were at DIPCON will have accounts of this year's event in their publications. I know XENO will. In fact my account will go after Mark Berch's record for the longest article ever written in a hobby pub. I know Steve Hutton, Marc Peters, Malc Smith and others will want to have their say.

In the meantime, I'll leave you with this report on DIPCON '86 from the man who came in third: "Also I would like to inform the readers of this zine, or the ones who read this part, that I took third place at DIPCON." Well, at least no one will ever accuse Howard Christie of being overly verbose!

If you attended DIPCON, either as a participant in the Tournament or in some other role, I hope you'll send me a few words (or a few pages) on your views of the Con. If you took fotos I'd like to have copies of those. I still hope to put together a collection of DIPCON XIX materials.

The articles which were not reprinted in DW can be read in the following publications:

POLITESSE: Ken Peel, 8708 First Ave., #T-2, Silver Spring, MD 20910

BUSHWACKER: Fred Davis, Jr., 1427 Clairidge Rd., Baltimore, MD 21207

NOT NEW YORK: Paul Gardner, Route 1, Box 2338, Newfane, VT 05345

IT'S A TRAP: Steve Knight, 11905 Winteruther Ln., #103, Reston, VA 22091

REBEL: Melinda Ann Holley, Box 2793, Huntington, WV 25727

STABBACK: Howard Christie, Box 115, Millville, PA 17846

By the way, some of these publishers/gamesmasters have game openings and if you are looking for a postal game I would mention it to them.

Welcome to the first two of the "new" DW Demo Games. The first, 1986 H, the "Stellar Cast" game, is the ninth in a series of DW Hoosier Archives Demo Games that goes back to the first such game in 1971; which was published by Walt Buchanan in his 'zine HOOSIER ARCHIVES. The purpose, then as now, was to field the best possible players in the hobby with the best possible gamesmastering available and publish it along with a first class commentary by an expert authority on the game.

Certainly 1986 H lives up to that tradition since it includes Lee Kendter, Sr., as the gamesmaster and Mark Berch as the commentator. Among the players are Edi Birsan, perhaps the greatest Diplomacy player of all time; Kathy Byrne, felt by many to be the best player in the hobby today; Randolph Smyth, one of the hobby's best strategy and tactics writers; and Dan Stafford, currently at the top of some rating charts and the recipient of the first John Koning Memorial Award for outstanding play of Diplomacy. Rounding out the field is Al Pearson, John Kador, and Blair Cusack, who becomes the second Canadian in this game. Geographical diversity is very evident in this game because along with the two Canadians (Blair Cusack and Randolph Smyth) we have a representative from West Virginia, one from Florida, one from California, one from New York, and one from Ohio. All in all, it's as fine an ensemble of cut throats, rogues, and masters of deceit as one can find anywhere.

Last fall, when Kathy Byrne, Mark Berch and I were discussing the then uncertain future of DW and what kind of demonstration game the "new" DW would offer its readers we had many debates about what kind of game we should offer. Mark, who was a participant in the last DW Demo Game (1983 X), defended the idea of a "traditional" DW Demo Game, one limited to the best available players in the hobby. Kathy and I, who were also participants in that game, wanted to try something different. We wanted to open up the Demo Game player ranks to anyone who wanted to play in a game that would be run as the games had been run in the past, but with a collection of fresh faces for people to observe. Perhaps, we thought, the younger generation could teach the old timers a thing or two. Certainly, we felt, people could learn by participating more than by just observing.

So, to resolve the dilemma of which to choose, an old-fashioned game or a new-fashioned game, I did what any good publisher would do, I fudged and told them both to go out and recruit a roster of players. The result was two games filled at about the same time and more people wanting to play. Coincidentally, I also received a couple of inquiries from people overseas who wanted to play in a DW Demo Game. That, of course, led me to the idea of an International Demo Game with players from different countries all over the world and that game will be the third "new" DW Demo Game. Finally, I should also mention one other game, the DW Support Game, which is being run by Steve and Daf Langley in MAGUS. The players in that game donated their gamefees to DW during last fall's financial crisis---as did the GM. They to have made a real demonstration of what a Demo Game is all about. I mention these other games because all of the players in them will be eligible to win the DW Cup, the tangible representation of the DW championship. More on that later.

Our second "new" DW Demo Game, 1986 Q, the "Vopicka" is the tenth in the series and it is being gamesmastered and published in The Diplomat. The gamesmaster is Dave Kleiman who is doing the whole thing by computer; with the commentary by Eric Verheiden. The names of the players are not as well known as the players in the Stellar Cast game, of course, but by the time the game is over I think you'll know them very well indeed. Unlike the Stellar Cast game, where I've known some of the players for more years than some of the players in the Vopicka game are years old (Eri Birsan and I played in our first PBM game together in 1966 AC!); I've only met one of the players in the Vopicka game face-to-face and talked to one of them on the phone. But, if they are typical of the seven it should be a real donnybrook of a game. We have another good geographical balance with players from California (Dennis Walker), Oregon (Robert O'Donnell), Wisconsin (Paul Boben), Indiana (Vince Springer), New York (Bruce Walter), Pennsylvania (Hugh Christie), and Maryland (Bob Addison).

The games will be presented in the format you see here and if you are wondering why I've chosen this particular format it is because I intend to eventually publish the complete moves/commentary/maps of this game as a separate publication, as well as part of a future DIPLOMACY WORLD ANTHOLOGY volume that will include the moves, commentary, and maps for all the past DW Demo Games. Now that ought to be worth reading. Each issue of DW will include a complete game year (or more than one game year if available) of moves, commentary, and a

map showing the position of the pieces at the end of the year. If any press merits publication, we'll include that as well. In addition, from time to time, we'll include some personal appraisals of the games under the HQ Co. heading. To help you get to know the people behind the country labels we'll publish some biographical information on the various participants in these games. If it will help you to enjoy these games, we'll do it.

These games are examples of how postal Diplomacy is played. As you will soon discover they include the good, the bad, and the ugly. And, as you will see, inspite of the best efforts of all involved things do not always run smoothly in them, but that's reality and part of what these games are intended to demonstrate. One trend in past games that I have not liked is the tendency of players, gamesmaster, commentator, and publisher to refrain from discussing the game's unpleasanties, until the game is over, at which point it becomes a moot discussion. We're going to change that, starting now. So, I hope you'll stay with us for the next few years while we observe how this group of hobby old timers and young turks perform. I promise you an entertaining experience. Whether or not you learn from it---and what you do learn---is up to you.

GETTING YOUR FEET WET

Postal Diplomacy requires three things: players, a gamesmaster and, most usually, a publisher/editor. Detailed info on where to find all three is contained in the Hobby Fact Sheet and DW Fact Sheet which is available to anyone for a SASE.

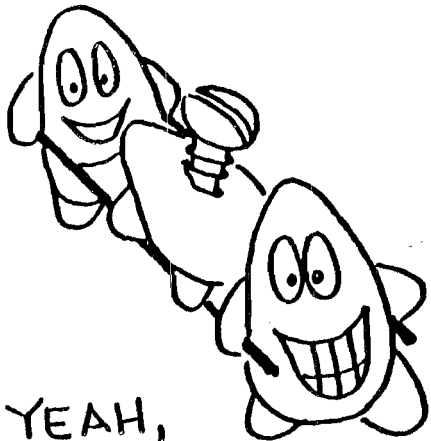
However, if you are interested in expanding your hobby library there is one indispensable item you must have, The Zine Register, which is published quarterly and lists almost every hobby publication and a brief review of each of them. The next issue should appear in August and will cost \$1.50. Available from Simon Billenness, 61A Park Ave., Albany, NY 12202-1722. Simon also handles the game openings (regular and variant) lists for DIPLOMACY WORLD.

If you are interested in becoming a gamesmaster or publisher for the hobby there is a new publication which is now available from Bruce Linsey, The Publisher's Handbook which contains some 40 articles and 200 pages devoted equally to gamesmastering and publishing. Some of the articles are reprints from other hobby publications, including DW, but most were originally written for this project. A copy is \$3.00 from Bruce Linsey, 73 Ashuelot St., #3, Dalton, MA , 01226.

And whether you are interested in playing FTF or PBM Diplomacy, or publishing, or gamesmastering you should get a copy of the 1986 edition of the Black and Blue Book which lists all kinds of Diplomacy players all over North America. The BBB is the hobby's reference telephone book and includes alphabetical, ZIP, and Area Code sorts of well over 1,100 players, publications, organizations, and hobby services. Well over a hundred pages of essential info about all aspects of the hobby.

Finally, I hope you get a copy of The GENERAL issue now in print, Vol. 22, No. 5, which contains a number of Diplomacy items including Rod Walker's The Compleat Diplomat, a retrospective on twenty-five years in the hobby, and a special feature on "Masters of Deceit" with selections by John Caruso, Tom Swider, Ed Wrobel, Bob Olsen, Pete Gaughan, and Ken Peel. And if you don't have a copy of Masters of Deceit you should get one. It's only \$1 and it's available from Steve Arnawoodian, 602 Hemlock Circle, Lansdale, PA 19446. Copies of The GENERAL are available at your local game store or from Avalon Hill, 4517 Harford Rd., Baltimore, MD 21214.

These are just beginning steps, of course, and sooner or later you'll have to take the deep plunge if you really are serious about exploring the world of Diplomacy. It's a fascinating one and, as you'll see in issues of DW to come it is one that is, quite literally, a world of its own.



YEAH,
WE LOSE MORE
NOVICES THIS WAY!

Mark raises an interesting point that JR's cartoons illustrate beautifully. Mark asserts that seasoned players with lots of experience are more likely to provide a good "demonstration" game than novice players who lack experience in this kind of PBM Diplomacy.

But is Mark's assertion a valid one? Some people agree with him and some, including some of the best seasoned players in the hobby, don't.

What do you think? Are we more likely to get a good "demonstration" game from the

Welcome to the IXth Hoosier Archives Demo Game. This is the oldest series of demonstration games in the hobby, begun in 1971 by Walt Buchanan, and named after the 'zine in which they first appeared.

I have assembled for this game one of the strongest, if not the strongest field for a Hoosier Archives Demo Game. All of the players have at least three wins, and collectively, they have several dozen. The Game also has an exceptional geographical balance and includes Canadians for the first time.

How you approach the game and commentary is, of course, entirely up to you. I would suggest you try the procedure that I use when I'm following a game that some one else is writing a commentary for. First, examine the results. Set up the board if you can't do it in your head. Analyze the situation and then mentally write your own commentary. Only then do you look at what I wrote. Compare the two. Sometimes, there will be significant differences, and that's where it gets interesting. These may arise because one of us overlooked something. But it can also arise because there is a genuine ambiguity in what is happening. That's an important observation, because this ambiguity is something the players are probably grappling with as well.

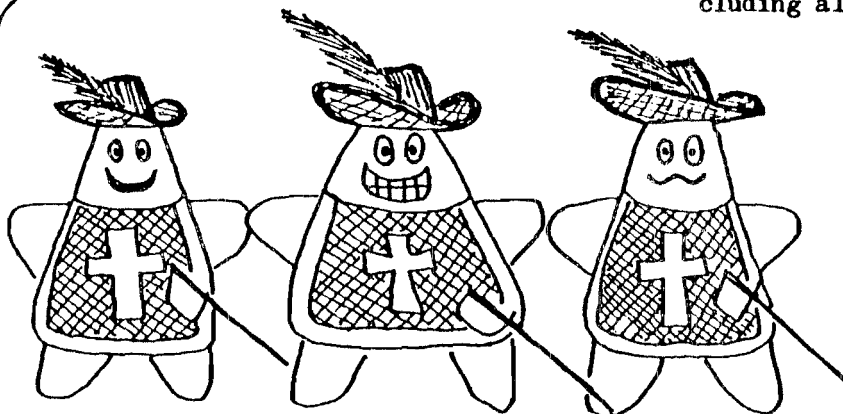
Do your analysis on a seasonal basis, rather than a yearly basis, because that's how I'll operate. That is, I write each season's analysis before I see the next season's results, even though two or three seasons results will appear in the same issue of DW, usually on an annual basis.

How will this game turn out? With a "Stellar Cast" like this, it's impossible to say. You might think that expert games would tend to be draws. That hasn't been the case with the Hoosier Archives Demo Games; most have been wins, including all of the last four.

old-timers or from the young turks? And why do you feel the way you do?

Keep this question in mind as these two games develop. The on going answer should provide us with a lot of insight into the games.

DIPPY DODDLES



WELL, YES I HAVE PLAYED WITH THEM
BEFORE - WHY DO YOU ASK?

AUSTRIANS-RUSSIANS CLASH IN GALICIA,
FRANCE MARCHES INTO BURGUNDY,
GERMANS TAKE DENMARK,
THE BLACK SEA REMAINS OPEN

AUSTRIA (Randolph Smyth)
Army Vienna-Galicia
Army Budapest-Serbia
Fleet Trieste-Albania

ENGLAND (Al Pearson)
Fleet Edinburgh-Norwegian
Fleet London-North Sea
Army Liverpool-Edinburgh

FRANCE (John Kador)
Army Paris-Burgundy
Army Marseilles-Spain
Fleet Brest-Mid Atlantic

GERMANY (Edi Birsan)
Army Munich-Ruhr
Army Berlin-Kiel
Fleet Kiel-Denmark

ITALY (Paul Rauterberg)
Army Venice-Trieste
Army Rome-Apulia
Fleet Naples-Ionian

RUSSIA (Kathy Byrne)
Army Warsaw-Galicia
Army Moscow-Ukraine
Fleet Sevastapol-Rumania
Fleet St.Petersburg s.c.-Gulf of Bothnia

TURKEY (Blair Cusack)
Army Constantinople-Bulgaria
Fleet Ankara-Constantinople
Army Smyrna-Ankara

Commentary

Kador may just want to distract Army Ruhr
long enough to take Belgium.

The most intriguing development here is Army Venice-Trieste without the usual follow up of Army Rome-Venice. Several countries need to figure out what that means. It could be the start of the Key Opening. In that, Austria permits Army Venice-Trieste-Serbia. With Serbia available as a build, Italy can afford to bypass Tunis in favor of Fleet Ionian-Aegean-East Med. Austria contents himself with Army Serbia-Greece, and Fleet Albania Supports Army Serbia-Greece, or Fleet Albania-Ionian. This is an extremely risky opening for Austria. However, if Smyth felt there was a very solid Russian/Turkish alliance (and the Spring 1901 moves are certainly a start in that direction), he may have preferred the Key to a Turkish/Russian/Italian triple alliance, if that's the choice that Rauterberg gave him. Alternatively, this may be a fake Key, with Army Rome-Apulia there to lull Austria into a false sense of security, trying to set up something like Army Trieste Supports Turkish Army Bulgaria-Serbia, or Army Trieste-Albania, Army Bulgaria-Greece, each designed to hold Austria to three centers. Perhaps Italy has decided to go for two builds with Army Trieste-Serbia and Fleet Ionian Convoy Army Apulia-Tunis. Or this may still be a straight sneak attack on Munich, presumably with French help. Finally, this could still be a straight attack on Austria.

The second army will be very handy in Spring 1902, but it's not essential, and Italy may want to hold the Ionian rather than pull back with Fleet Ionian-Tunis in Fall 1901. Italy may even have been tipped about Fleet Ankara-Constantinople and wanted a more forward position in the south. Adding to the uncertainty is that neither Italy nor Turkey can be sure whether the standoff in Galicia is arranged or not. In the west, considerations are more subtle. England's Army Liverpool-Edinburgh shows that he was very confident there would be no Fleet Brest-English Channel. The advantage is that the army can be convoyed with either fleet, giving Pearson extra flexibility. This opening is somewhat anti-Russian, as it permits him to both convoy to Norway, and use Fleet North elsewhere, e.g. to Skaggehat or Denmark or Belgium. If this is what is intended, Pearson is going to have to look hard for a viable ally. Birsan's Fleet Denmark is properly positioned, and Austria may be at war with Russia, but both these countries have some distractions to deal with (in Germany's case, it's French Army Burgundy). The fate of Belgium seems very much up in the air, since no country has gone to any great effort to secure it. France's move to Burgundy rather than Picardy shows a slight anti-German tilt; which might not be real at all.

TWO NMRS HIT HARD,
STAND OFF OVER BELGIUM, SWEDEN
SITZKREIG IN THE SOUTH...

AUSTRIA (Randolph Smyth).
Fleet Albania-Greece
Army Serbia Supports Albania-Greece
Army Vienna-Tyrolia

ENGLAND (Al Pearson)
Army Edinburgh-Belgium
Fleet North Sea Convoy Edinburgh-Belgium
Fleet Norwegian-Norway

FRANCE (John Kador)
Army Burgundy-Ruhr
Fleet Mid Atlantic-Spain south coast
Army Spain-Portugal

GERMANY (Edi Birsan)
Army Ruhr-Belgium
Army Kiel-Holland
Fleet Denmark-Sweden

ITALY (Paul Rauterberg) NO MOVES RECEIVED!
Army Trieste-Hold
Army Apulia-Hold
Fleet Ionian-Hold

RUSSIA (Kathy Byrne)
Army Warsaw-Galicia
Army Ukraine Supports Warsaw-Galicia
Fleet Rumania Supports TURKISH A Bulgaria
Fleet Gulf of Bothnia-Sweden

TURKEY (Blair Cusack) NO MOVES RECEIVED!
Army Bulgaria-Hold
Fleet Constantinople-Hold
Army Ankara-Hold



EGADS! Two NMRS in Fall 1901! Such an event so early in a game has tremendous potential for unbalancing the game. In this game, that probably hasn't happened, and indeed, the NMRS may have balanced the game even more finely. Both Italy and Turkey will be able to build anyhow, and neither was in any trouble that they had to deal with in Fall 1901. The two countries in fact may have been moving to war with each other in their spring moves (Army Rome-Apulia, Fleet Ankara-Constantinople), and if so, both attacks are frozen in time. It's unclear what Italy would have done with Army Trieste, but the Austrian move of Army Serbia Support Fleet Albania-Greece means that there was no Key opening planned, nor did Austria plan to retake Trieste in Fall 1901. Army Vienna-Tyrolia seems a bit obscure; it probably won't help him retake Trieste. More likely, he's decided to let Italy have Trieste, and has decided to join the collection of Germany's enemies. And speaking of Germany, the man has clashed with three countries in one season. But England/France decided to gamble all on Germany doing Army Ruhr-Munich, and so went for both Ruhr and Belgium. And they got neither when Germany distained the cautious route, and foiled both moves. Birsan may have calculated that he had to stop the attack completely. He may have just made a lucky guess. He may have been tipped. But his enemies have gotten nowhere, and he now has two builds under his belt. But he's taken some risks here---denying Russia Sweden as well as not guarding Munich, and now must contend with Austria Army Tyrolia as well. Russia has perhaps the most free hand, with friendly moves from Turkey, Austria, and England---but only one build. Moreover, with Fleet Rumania, her Army Warsaw will need some help, and soon, if it is to move on Austria. And the temptation will be strong to call the whole thing off, leave Fleet Rumania to help Bulgaria, and send the army to Silesia. On the other hand, Austria/Italy, if they are strongly allied, have some interesting choices for Spring 1902, such as Army Vienna Support ITALIAN Army Trieste-Budapest, and from there threaten Army Budapest-Galicia. Or they may start in the south with Fleet Ionian Support AUSTRIAN Fleet Greece-Aegean, Army Serbia-Greece, Army Trieste-Serbia, permitting Army Serbia-Bulgaria in Fall 1902. Italy can still deal with Fleet Spain south coast -West Mediterranean with Fleet Ionian Support Fleet Tyrrhenian-Tunis in Fall 1902, but Army Marseilles-Piedmont would be a different story. At this point, the early, and all untested,

That's a little feeding frenzy among friends, anyway?"

FRANCE & GERMANY BIG BUILDERS!

AUSTRIA (Randolph Smyth)
Vienna, Budapest, ~~Tripoli~~, Serbia, Greece
3/4 Builds Army Vienna.

ENGLAND (Al Pearson)
Home, Norway
3/4 Builds Fleet London

FRANCE (John Kador)
Home, Spain, Portugal
3/5 Builds Fleet Marseilles, Army Paris

GERMANY (Edi Birsan)
Home, Holland, Denmark
3/5 Builds Fleet Kiel, Army Munich

ITALY (Dan Stafford) CHANGE OF PLAYER
Home, Trieste
3/4 Builds Fleet Naples

RUSSIA (Kathy Byrne)
Home, Rumania
4/5 Build Army Warsaw

TURKEY (Blair Cusack)
Home, Bulgaria
3/4 Build Fleet Smyrna

Unoccupied Supply Centers: Tunis, Belgium,
Sweden.

The Commentary

against France. On the other hand, if he figures the Russo-Turkish alliance is rock-solid, he may be resigned to a long term alliance with France as the only effective counterweight. At any rate, Spring 1902 should tell the tale on whether Germany can find an ally, or will go down fast.

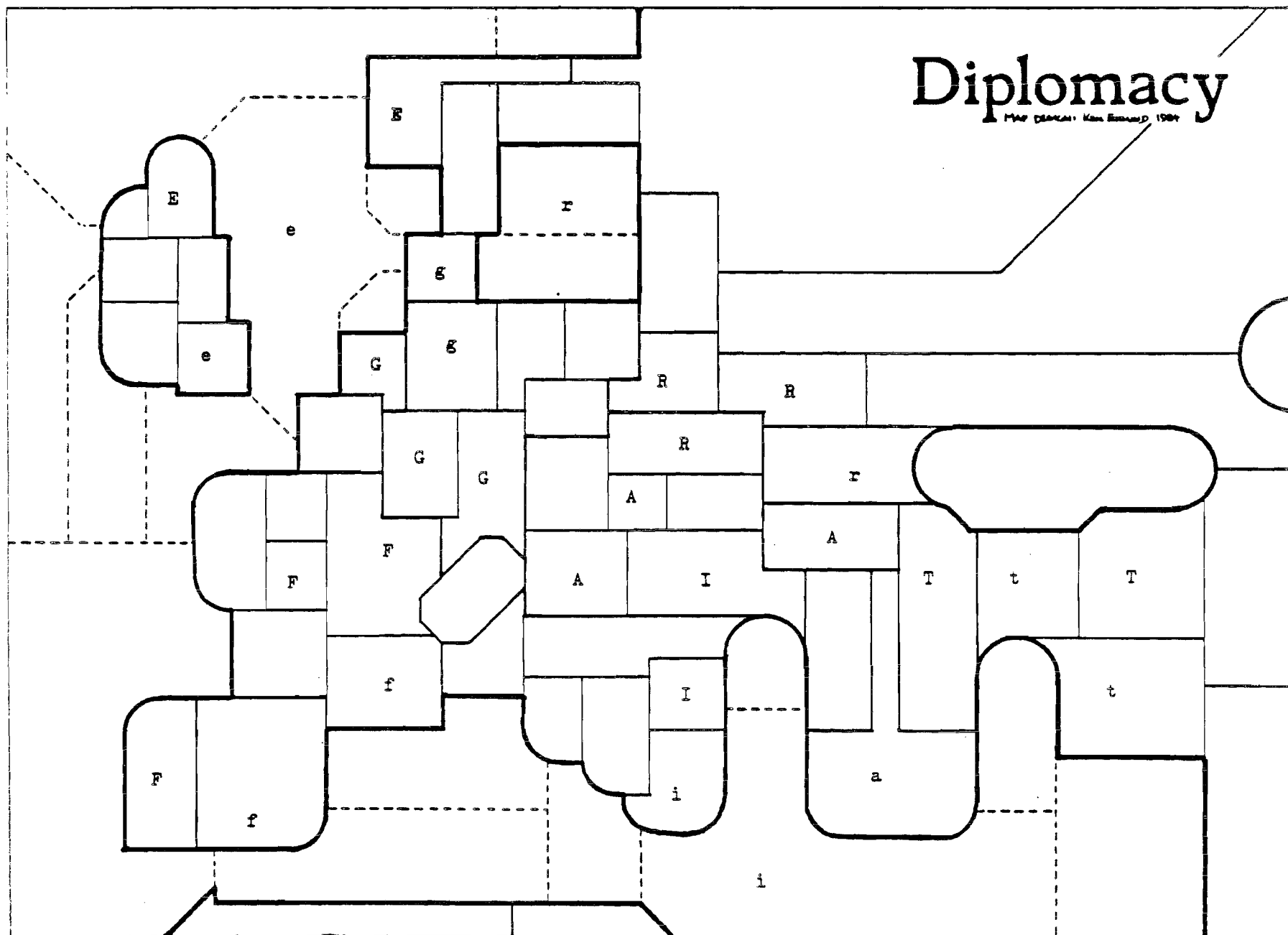
alliances are England/France, Russia/Turkey, and Austria/Italy. Germany appears to be isolated diplomatically, but is not hurting militarily, and a clash between Russia and either England or Austria might ease pressure on him. Russia needs to decide on war with Germany, Austria, or both, France may be pondering a second front against Italy, Italy/Turkey must decide whether their interrupted war should be called off, and Austria must decide if he can really afford a war with Germany with the Russian army in Galicia.

In a note at the bottom, the GM reports that Blair (Turkey) phoned the next day, and claimed his orders were lost by the Post Office. And Rautenberg's 'zine is quite late.

Given the unambiguous nature of the Fall 1901 results, it's not surprising that little unexpected showed up in Winter 1901. Dan Stafford (who was originally invited into the game, but whose acceptance came too late) now takes over as Italy. The Russo-Turkish alliance continues to stand out as each builds away from the other. The English build illustrates a little-recognized aspect of the Edinburgh-or-Yorkshire question that most English players face in Spring 1901. Normally, that question is viewed in terms of Edinburgh's extra flexibility vs. the extra risk if France opens Fleet Brest-English Channel. But suppose that England is planning to, and would like to, spring a surprise attack on France in Spring 1902. A build of Fleet London is preferred because Fleet Liverpool is a dead give away. The problem is that France is likely to insist that Fleet Edinburgh be built if he agrees not to build Fleet Brest, not Fleet London. The way to avoid that is to move Army Liverpool-Edinburgh in Spring 1901, and try to convoy to the continent in Fall 1901. If the convoy works, you'll be able to build two fleets any how, but if it fails, you have the perfect excuse for building a fleet in London; Edinburgh is occupied. Whether this is what England has in mind for this game is unknown at this point. Although France is clearly oriented toward a southern strategy, England would still need an ally. Italy will be too preoccupied with the upcoming Turkish attack. But Germany, despite being under a lot of pressure, is actually well placed to do just this. He needs to be able to persuade England that he'll do Fleet Denmark Support English Fleet Norway-Sweden and Fleet Kiel-Baltic in Spring 1902, with Germany taking Belgium (the plan could also be run in reverse, with Sweden going to Germany and Belgium to England). This plan would of course save Germany's neck, but should also be attractive to England. Germany may be his last hope for an effective ally

Diplomacy

MAP DESIGN: KEN EDWARDS 1984



BLACK SEA RUNS RED,
ENGLISH TO THE CHANNEL,
FRENCH TO BURGUNDY, GERMANS TO RUHR,
TURKS TO ARMENIA

AUSTRIA (Charles Simons)
Army Vienna-Trieste
Army Budapest-Serbia
Fleet Trieste-Albania

ENGLAND (Paul Boben)
Fleet Edinburgh-North Sea
Fleet London-English Channel
Army Liverpool-Yorkshire

FRANCE (Bruce Walker)
Army Paris-Burgundy
Army Marseilles Support A Paris-Burgundy
Fleet Brest-Mid Atlantic

GERMANY (Dennis Walker)
Army Munich-Ruhr
Army Berlin-Kiel
Fleet Kiel-Holland

ITALY (Bob Addison)
Army Venice-Tyrolia
Army Rome-Venice
Fleet Naples-Ionian

RUSSIA (Robert O'Donnell)
Army Warsaw-Ukraine
Army Moscow-St.Petersburg
Fleet Sevastapol-Black Sea
Fleet St.Petersburg s.c.-Gulf of Bothnia

TURKEY (Vince Springer)
Army Constantinople-Bulgaria
Army Smyrna-Armenia
Fleet Ankara-Black Sea

What's the difference between a novice game and an experienced player game? Well, for one thing novices tend to miss moves more often. This was certainly evident in 1901; spring was delayed due to misses and two players missed in the fall. Another frequent occurrence is dropouts, particularly with positions not doing all that well. This has occurred once already with Austria and may be expected even more frequently as the game progresses. A third and more interesting attribute of novices is a penchant for strange looking moves (at least strange looking from my perspective). There was certainly some of that as well.

Spring 1901 started out fairly conventionally. England (Boben) and Germany (D. Walker) played anti-French openings and were countered by France (B. Walker) with the conventional "paranoid" French opening (the keys are English Fleet London-English---always anti-French---and the German Fleet Kiel-Holland rather than Denmark, which gives an option for support into Belgium in lieu of blocking the Russians out of Sweden in the fall). In the east, the Russians (O'Donnell) played anti-English (Army Moscow-St.Petersburg) and anti-Turkish (Fleet Sevastapol-Black Sea), a slightly unusual combination since it stretches Russia very thin in the center. The opening played by Austria (Simons) was by far the most common; Army Vienna Galicia instead of Army Vienna-Trieste indicates anti-Russian sentiment and no fear of Italy. The opening made by Turkey (Springer) was standard anti-Russian. The opening picked by Italy (Addison) was a little more ambiguous; usually, it is anti-Austrian, but occasionally may be played with an Austrian ally to move Italian armies into the center.

Fall 1901 was where most of the strangeness started. First of all, both England and Austria missed moves, the former possibly due to a postal service problem. Evidently, both France and Germany felt that the English had been bought off with a support to Belgium (strangely, a support of English Army Yorkshire-Belgium, which would involve giving up Norway, usually not a good idea for England). Given this, the French felt confident enough to leave Brest open and go for two builds (Spain and Portugal). The German apparently feared some sort of French-Italian cooperation and supported himself back into Munich.

In the east, the Italians went flailing out at everyone (dreaming of three builds, perhaps). Even with Turkish support, the Italians could have ended up with no builds instead. As it was, they received one (thanks to the Austrian miss) and now have to deal with the "where do

TWO NMRS HIT HARD,
FRENCH SUPPORT GOES FOR NAUGHT,
DITTO THE GERMANS,
TURKS AFTER RUSSIANS, AFTER ALL...

AUSTRIA (Charles Simons) NO MOVES RECEIVED!
Army Trieste-Hold
Army Serbia-Hold
Fleet Albania-Hold

ENGLAND (Paul Boben) NO MOVES RECEIVED!!
Fleet North Sea-Hold
Fleet English Channel-Hold
Army Yorkshire-Hold

FRANCE (Bruce Walker)
Army Burgundy Supports ENGLISH Army York-
shire-Belgium
Army Marseilles-Spain
Fleet Mid Atlantic-Portugal

GERMANY (Dennis Walker)
Army Ruhr Support Army Kiel-Munich
Army Kiel-Munich
Fleet Holland Support ENGLISH Army York-
shire-Belgium

ITALY (Bob Addison)
Army Tyrolia-Munich
Army Venice-Trieste
Fleet Ionian-Greece

RUSSIA (Robert O'Donnell)
Army Ukraine Support Fleet Sevastapol-
Rumania
Army St.Petersburg-Moscow
Fleet Sevastapol-Rumania
Fleet Gulf of Bothnia-Sweden

TURKEY (Vince Springer)
Army Bulgaria Support ITALIAN Fleet
Ionian-Greece,
Army Armenia-Sevastapol
Fleet Ankara-Black Sea

I go from here" problem. The Russians did not seem to make the best play either. The expected Turkish continuation would have been Turkish Fleet Ankara-Black Sea, Turkish Army Bulgaria-Rumania, Turkish Army Armenia-Sevastapol. Given that, the best Russia could have done would have been Russian Russian Army Ukraine-Rumania, Fleet Sevastapol-Black Sea, or perhaps Support Russian Army Ukraine-Rumania (assuming the Turks will move to the Black Sea is usually a safe bet, since even a temporary Russian occupation creates so many problems for Turkey). The moved played is a distinct third choice since it gives Turkey a second build now and probably at best Russia will have to give up Rumania to regain Sevastapol. The Turkish moves were the most consistent of the lot, giving him a quite secure corner position at the very least.

The winter build season was at least unconventional---and brought no additional NMRS. The French builds may be interpreted as somewhat anti-English, not unreasonable with the English armada still sitting in the Channel. The southern army build is effectively defensive in nature and relieves any possible heartburn from the Italian. The German build is fairly neutral; he now finally wants Denmark and will probably get it due to the telegraphed Russian move to Norway.

In the east, the Russian build Fleet St. Petersburg north coast is purely opportunistic; he can be guaranteed of taking Norway in the spring and will be difficult to dislodge; somewhat making up for the poor southern position. The build made by the new Austria (Christie) is the obvious one; defensive in nature against the erratic Italians. The Turkish builds foresee progress in the Balkans and an additional fleet in the Aegean, which is useful for a number of purposes, both offensive and defensive. The Italian build is a little unusual; IF Rome can only go to the Tyrrhenian, which means that the Austrians know for a fact that the Ionian will likely be left open. The best guess is that this is intended to reassure the Turks, which shows fairly well who is giving instructions to whom in the Italian-Turkish relationship.

Looking ahead to 1902, the nominal relationships would appear to be England-Germany vs. France and Turkey-Italy vs. Russia-Austria. However, all of this could change in 1902. The problem in the west is that England has weakened himself badly and as a result, France has built up a strong defensive position, on top of which Russia has staked a claim to much of Scandinavia. It may be tempting for Germany to "go with a

FRANCE & TURKEY BIG BUILDERS!

AUSTRIA (Hugh Christie) CHANGE OF PLAYER

Home, Serbia
3/4 Build Army Vienna

ENGLAND (Paul Boben)

Home
3/3 Constant

FRANCE (Bruce Walker)

Home, Spain, Portugal
3/5 Builds Army Marseilles, Fleet Brest

GERMANY (Dennis Walker)

Home, Holland
3/4 Build Fleet Kiel

ITALY (Bob Addison)

Home, Greece
3/4 Build Fleet Rome

RUSSIA (Robert O'Donnell)

St. Petersburg, Moscow, Warsaw, ~~Peet/Peet/Peet~~,
Sweden, Rumania
4/5 Build Fleet St. Petersburg north coast

TURKEY (Vince Springer)

Home, Bulgaria, Sevastapol
3/5 Builds Army Constantinople, Fleet
Smyrna

Unoccupied Supply Centers: Tunis, Norway,
Denmark, Belgium,

winner" and scrap his deal with England in exchange for Belgium and a free hand with Russia (remember Germany's historical record of success with two-front wars).

In the east, there is now a new Austria and Turkey has to face the fact that progress vs. Russia-Austria will be rough slogging indeed with only Italy as an Italy. The most likely switch would be to switch to Austria's side in exchange for help vs. Russia and Italy. Greece may be offered as a bribe; convenient since it belongs to Italy now and normally goes to Austria anyway. The danger for Austria is the creation of a Turkish Frankenstein which will eventually gobble him up. However, problems later always seem more attractive than problems now.

No reliable long term predictions can really be made until after 1902, however. For right now, it would seem that France and Turkey have the best prospects if they are able to exploit their diplomatic opportunities. Never forget the name of the game...DIPLOMACY!

Editor's Note:

There you have the first year of moves for our first two Demo Games. What do you think? What do you guess will happen in these two games, so different and yet so similar. If you'd like to make some predictions about either one, or both, send them along to me (Peery) and I'll file them away until the games are over and then we'll publish them.



THE DIPLOMACY WORLD NAVAL QUIZ: GUARANTEED TO DESTROY MEN'S MINDS

Here's the answers for the quiz in the last issue. Geeee, sorry, I thought it was easy. Here are the answers in more-or-less chronological order:

<u>Admirals</u>	<u>Countries</u>	<u>Ships</u>	<u>Battles</u>	<u>Quotations</u>
Don Juan	Austria	Reale	Lepanto	28, 2
Medina-Sidonia	Spain	San Martin	Spanish Armada	15
Andrea Doria	Genoa	---	Lepanto	---
Charles Howard	England	Ark Royal	Spanish Armada	3, 19
Francis Drake	England	Revenge	Spanish Armada	5, 9
Tromp	Holland	Brederode	3 Days Battle	14, 22
Blake	England	George	Tenerife	5, 30
Gustavus III	Sweden	Varna	Svenskund	10, 33
de Grasse	France	Ville de Paris	Yorktown, Battle of the Saints	4, 35, 43
Nelson	England	Captain	Trafalgar	11
Togo	Japan	Mikasa	Tsu-shima	6
Rozhestvensky	Russia	Kriaz Souvaroff	Tsu-shima	36, 38
Dewey	USA	Olympia	Manila Bay	40
Tirpitz	Germany	long range submarine	submarine blockade of WWI	3, 42
Jellicoe	England	Iron Duke	Jutland	17
Scheer	Germany	Friedrich der Grosse	Skagerrak	12, 20
Beatty	England	Lion	Jutland	23
Cunningham	England	Warspite	Matapan	29, 31, 45
Raeder	Germany	cruisers	N. Atlantic	16, 21
Yamamoto	Japan	carriers	Pearl Harbor	7, 26, 34, 39
Nimitz	USA	---	Pacific	37, 41
Spruance	USA	Indianapolis	Midway Island	13, 32
Halsey	USA	New Jersey	Leyte Gulf	18, 27
Rivera	USA	---	Cold War	44
Gorshkov	USSR	---	Sea of Azov	1

What were the most important battles of recent history fought in a maritime environment? Who knows? Here are some possibilities taken from the Diplomacy board.

<u>Map Area</u>	<u>Battle</u>	<u>Admirals</u>	<u>Ships</u>	<u>Countries</u>
3. of Bothnia (1)	Svenskund	Gustavus III	Varna	Sweden Russia
North Atlantic (2)	North Atlantic	Raeder	cruisers	Germany vs. England & USA
Skaggerak (3)	Jutland Skaggerak	Jellicoe Scheer Beatty	battleships	Germany vs. England
The Channel (4)	3 Days Battle	Tromp	Brederode	Holland vs. England
The Channel (5)	Armada	Medina- Sidonia Howard Drake	San Martin Ark Royal Revenge	England vs. Spain
North Sea (6)	Jutland Skaggerak	Jellicoe Scheer	Iron Duke F. der Grosse	England vs. Germany
Mid Atlantic (7)	Trafalgar	Nelson	Captain	England vs. France & Spain
Mid Atlantic (8)	Tenerife	Blake	George	England vs.
Aegean Sea (9)	Lepanto	Don Juan Andrea Doria	Reale ---	Holy League vs. Turks
Black Sea (10)	Sea of Azov	Gorshkov		Russia vs. Germany

Those are the correct answers to the quiz that appeared in last issue's naval strategy section. The winner of the contest is Fred Davis, Jr. and Fred will be receiving a year's subscription to the U.S. Naval Institute Proceedings, compliments of the USNI, for his valiant effort in answering what was, I think, the hardest contest ever published in DW.

There is a chance for those of you who didn't win, however. If you are into designing crossword puzzles you can turn the above answers into a crossword puzzle (along with any other words you need that have a nautical theme). That's right, you can take the names of these Dippy spaces, battles, admirals, ships, countries, and what-have-you, and turn them into a crossword puzzle. If you can do successfully you might be able to have that puzzle published in the Proceedings. And if that isn't incentive enough, consider the fact that the USNI will pay you \$1.00 for each word in such a crossword puzzle. That's right, \$1.00 for each word. So, if you've got a bit of time, a dictionary, and a copy of Britannica sitting around you just might be able to pick up a few bucks. If you want the details let us know.

And just in time for the start of the new school year next fall we'll be publishing Don Del Grande's North American Diplomacy Board. If you've ever taken the SAT or CEEB you now what to expect. I think you'll find it challenging and entertaining.

If you have an idea for a contest or quiz that is Diplomacy related and suitable for publication in DW let me know. We are always looking for good material for the magazine.

"Harold," she whispered softly, "I 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 manner . . . Into the cha

"Goodne right," she b "and how th devious frier thoroughly e innocent na players . . . so perturbed out a rather

Buoyed b the super ev last made th had been w

"Monday mi darling . . . I Emporium in

Avalon Hill g play an Ava exhilarating one, a suble

"Or, use I below," ans breathlessly



For Credit Card purchasing call
TOLL FREE 800-638-9292
The AVALON HILL
Game Company
4517 Harford Road
Baltimore, Md 21214

If all you come
here's \$1.10
NAME _____
ADP