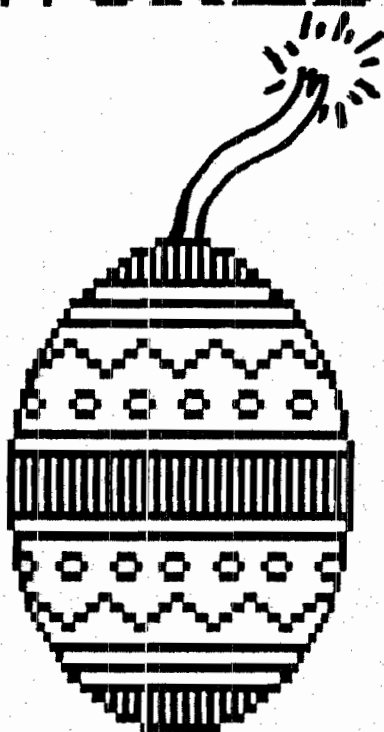




DIPLOMACY WORLD



"Spring 1901 Orders From the Romanovs, Right??"

#46
SPRING
1987



DIPLOMACY WORLD is a quarterly publication dealing with the game of Diplomacy. Subscriptions within the United States are \$12.00 per year (4 issues), including first class postage. Single copy price is \$4.00. In Canada subscriptions are US\$14.00 per year (4 issues), including first class mail. Overseas subscriptions are US\$16.00 (4 issues) surface mail and US\$32.00 (4 issues) air mail. All prices are in US dollars and exclusive of any bank or currency exchange charges. Make checks payable to DIPLOMACY WORLD or IDS and mail to: Institute for Diplomatic Studies, Box 8416, San Diego, CA 92102, U.S.A. Allow 6-10 weeks for arrival of all orders. Materials for the magazine should be sent to Larry Peery, address above. We can usually be reached by telephone during the afternoon or on weekends. No telephone calls before 1000. Our number is 619-295-6248.

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DIPLOMACY WORLD was founded in 1974 by Walter Buchanan as a service to the Diplomacy hobby at large and as a publication of record for hobby statistics and other data. DW is dedicated to the goals of covering the entire spectrum of the hobby fairly and to printing the best original materials on the game and hobby which are available. DW is an IDS publication.

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SERTS: Runestone Ballot, Awards Ballot,
DW Order Form, Cancer Pledge Letter,
Dip Flyer, DIXIECON, DIPCON, PEERICON
Flyers, and...

Our theme this issue is "The Search for Excellence," but you won't find a lot of words about that subject in this issue. Instead you'll find a lot of examples of what excellence is. Publications, projects, services, activities; you name it. There's quite a lot of excellence in this issue, in many different forms, so search it out.

In some ways this is a "dry" issue because there are a lot of game reports for our Demo Games (catching up from last issue), but if you combine them with some reading and thought about the Midgame, another of our theme topics, you just might improve your game. And, if you note the several references here and there to the subject of "raiders;" you won't be surprised at one game order I got in the mail recently: Raider Fleet Pasadena-Sacramento. Is that a prophetic order or not?

This time Melinda Ann Holley looks at England and Tom Hurst wraps up his series on different personality types in Diplomacy. It was an informative and entertaining series. I hope you caught it all.

Ken Hill reviews Avalon Hill's computer version of Diplomacy and you might want to check that out. And speaking of A-H, be sure to note the DW/A-H essay competition to encourage people to write for DW. You can walk away with some nice prizes for your effort.

We spent a lot of time and space on rating systems this month and you'll see several examples and lists of some of the top players in the game from both bygone days and today. If your name isn't among the leaders then you need to join a few more games and improve your ratings. And, for a change there are lots of game openings and lots of new magazines to pick from. If you can't find a game, you just aren't looking.

You'll also note the announcement for the next three volumes of the DW Anthology Series and I hope you'll decide to order all three of them. I think you'll be delighted at both the quality and quantity of these books on three major subjects: Mark Berch's writings, variant games, and past DW Demo Games.

Finally, it's the summer con season just ahead and we hope to see you at one or more of the cons being held all over North America this summer. Enjoy.

NOTE THE NUMBER ON YOUR ADDRESS LABEL.
IF IT IS A 46 YOUR DW SUB EXPIRED
WITH THIS ISSUE.

GUEST EDITORIAL

Neither of our two guest editorials this issue are on this page. One, from Linda Courtemanche, is best expressed in the announcement/pledge form on the following page. While I have some personal reservations about the appropriateness of this kind of campaign among Diplomacy hobby members; I cannot deny that it is a worthy cause and if you are so inclined I hope you will support it. More important than the specifics of Linda's solicitation is the fact that, for a change, someone in the hobby is asking us to reach out and do something positive. That's a refreshing change. In fact, as I was working on this issue a few days ago and contemplating the vast amount of mail awaiting my attention a thought occurred to me: I have not received one letter since the last issue of DW appeared that has contained any objectionable material about another hobby member. That's also a nice change. So, perhaps a few dimes or dollars on behalf of Linda's campaign would be an appropriate way to celebrate.

Last issue we had a guest editorial from Simon Billenness advocating hold the 1988 DIPCON in the UK instead of the USA. Pete Gaughan has written a long response to that editorial and it appears in the following pages. I hope you'll read it and share your reactions with us. It is pretty obvious that the Texans in the hobby intend to go after DIPCON '88, so it should be interesting to see what happens.

PLEASE NOTE THAT MATERIALS FOR THE NEXT ISSUE OF DIPLOMACY WORLD SHOULD BE RECEIVED BY 1 JULY, 1987. ITEMS RECEIVED AFTER THAT DATE MAY NOT MAKE IT IN TIME FOR THAT ISSUE...

DON'T FORGET TO RETURN YOUR RUNESTONE BALLOT BY THE JUNE 20, 1987 DEADLINE

EDITORIAL

Are you old enough to remember when the motion picture THE SOUND OF MUSIC came out? Some of you probably aren't, but I do. I thought about that a few weeks ago when I read that Maria von Trapp had passed on. I remember the first time I saw THE SOUND OF MUSIC. It was in Portland Oregon while attending a Model United Nations activity. The year was 1966, the same year I was to first meet Rod Walker and hear about a game called DIPLOMACY. Lo, these many years later the hills are still alive with the sounds of music, but where are the musicians?

Whether you've noticed it or not the hobby is once again on the verge of a major renaissance. All the ingredients are in place. The hobby's services and projects are in good hands. A bountiful supply of new magazines with game openings is available to one and all. New players are arriving daily. A full summer's schedule of face to face Diplomacy activities lies just ahead. All is in place for what may be the best year in recent hobby history. Now the responsibility is yours. Yes, yours. It is time for John Q. Diplomat to bestir himself on behalf of the hobby. Enclosed in this mailing are several flyers, con announcements, and other weapons for you to use in the coming weeks. If they aren't sufficient I urge you to write directly to Tom Shaw, Vice-President at Avalon Hill (address on the back cover) and ask him to send you a hundred or so of the new A-H flyers. If you want a local flyer contact Ken Peel (address on inside cover) and I'm sure he'll whip up something custom-made for your special need. The only way this hobby is going to grow is if we make it grow and that takes work by all of us. So, now it's your turn. Join a PRM game, go to a Con or Tournament, try a computer Dip game, recruit a new player for the hobby, start a 'zine of your own, volunteer to help out on a service project, write an article for DW (I need a lot of those for next time!), but do something. Without the musicians, there will be no sounds of music in the hills. Without the players, there will be no sounds of diplomacy in Diplomacy.

DIPLOMACY ALLIANCE
AGAINST CANCER
1021 Penn Circle
Apartment E402
King of Prussia, PA 19406

/5/

Dear Friends,

I don't have to tell any of you how desperate the need is for a cure to cancer. Almost all of us have experienced the pain of witnessing the cancer death of a relative or friend. Some of us have been blessed by the sight of a relative or friend being healed with skilled care and powerful medicine -- opportunities that did not exist just a few years ago. Please think back for a moment about that person you know who had to struggle with cancer -- struggle to live, to understand, to cope. Consider that much of their pain and yours came from feeling helpless. Now I ask you all, in the name and memory of that person, to read on and think about a simple, quick, and practical way of showing your love and helping to fight cancer.

This year's Runestone Poll is launching a pledge-drive to raise urgently-needed funds for the American Cancer Society. To support the work of the Cancer Society, simply take one or more of these quick steps: (1) Vote in the Poll. Since pledges for the drive are based on the number of votes cast, your vote automatically boosts the amount the Cancer Society will receive. (2) Urge your fellow hobbyists to vote in the Poll. (3) Make a pledge per ballot, keeping in mind that you must be able to honor that pledge no matter how large the turnout is (usually several hundred people). And just think -- if you pledge 5¢ a vote, you'll be contributing the cost of a dinner, a couple of movie tickets, a record or two. We spend this kind of money every week. Isn't a cancer cure worth this kind of investment, too? Remember, sometime there will be a dollar that puts research funds over the edge and pays for the cure to cancer. It could be yours -- but only if you participate.

All pledges must be in to me at the above address by JUNE 27, 1987. When the Poll results are published, please look for the listing of the number of voters. Then multiply that by your original pledge, make a check or money order out to me (Linda Courtemanche), and drop it in the mail by SEPTEMBER 1, 1987. I will write a total check to the American Cancer Society on behalf of the postal Diplomacy hobby.

Being a postal gamer and publisher, I have seen repeatedly the power and success of a Diplomacy alliance when 2 or more people cooperate toward a common goal. Now all of us -- Diplomacy hobbyists and friends -- can ally against cancer just by filling out the pledge-card below, signing it and returning it to me as soon as possible.

Your vote can save lives. Please join us.

Thank you.

Linda Courtemanche
Linda Courtemanche

((I will be glad to start the ball rolling with a 5¢ per ballot pledge. Many, many thanks to Linda for being kind enough to run this drive. I hope you'll all be able to help us out. Pledge forms may be returned to Linda directly, or to me with your Runestone Poll ballot and I'll forward them. -- Bruce Liney))

I, _____, PLEDGE TO CONTRIBUTE _____ FOR EVERY
BALLOT CAST IN THE 1987 RUNESTONE POLL. I UNDERSTAND THAT THE SUM TOTAL
OF MY CONTRIBUTION WILL BE SENT TO THE AMERICAN CANCER SOCIETY.

(Signature) _____ (Address)

(Date) _____ (Check here if you wish your contribution to be
anonymous.)

HOUSEKEEPING



Well, we're still making the new as well as reporting it. In this issue you'll read about a number of DW projects and publications: (1) The DW News Service is to help the hobby's smaller publishers keep up with what's going on (and help their players do the same); (2) The next three volumes of the Anthology series each one of which is in the 150-200 page range, represents an attempt to provide the hobby with a basic Diplomacy reading library; and the DW/A-H Essay Competition will hopefully encourage both old-time and new writers for DW.

Last issue some 160 DW subscriptions expired (those of people who subscribed when the magazine was in trouble last year). I was curious to see what would happen when time to renew came around. Sure enough, we lost quite a few subscribers especially people who had been given gifts the year before and people who had dropped out of the hobby in the past year. So I decided to do a mailing to see how we were losing so many subscribers from that batch. Well, slowly but surely the response came in. Twenty-five more subscribers renewed and one person took the time to explain why he wasn't renewing his sub. All in all, we did far better than the average magazine renewal rate of 50%. Thanks.

And, coincidentally we also had the biggest number of new subscribers come aboard in the past quarter. Welcome to all. I think the coming year will be an interesting one, if not as dramatic as last year. I have decided, in view of what appears to be a certain postage rate increase and looming printing increases, to increase the cost of DW. It's designed to prevent the kind of creeping deficits that have plagued DW's publishers in the past. Exactly how much is unknown at the moment but a big factor will be how well the Anthology Series volumes sell. Good sales should help keep the potential deficit down and hence the need for a big price increase. One problem we have at the moment is that issues are running considerably larger than I expected a year ago. Then I figured a 60 page issue would be typical, but it's really been closer to 80 pages. Much of that increase is due to our liberal policy in reprinting various announcements, ballots, etc. which are not actually part of the magazine, but add to the cost of publishing and distributing it. The costs of the various items included with this issue will add almost \$100 to the cost of this issue. Expensive, but well worth it, I think. At least it is if you take the time to vote, etc.

At the moment our backlog of items for the magazine is relatively depleted. We need items for the coming issue devoted to variants and the following issue devoted to endgames. Hopefully, you'll be inspired to contribute something—otherwise, more Peeribleah. I'm particularly looking for reports from the early summer cons in Chapel Hill, Fredericksburg and Madison.

Again, my appreciation to all those on the staff who contributed to this issue, and to others who sent articles and words of encouragement.

Thanks.

Oh yes, I almost forgot. This is going to sound kind of strange but humor me, anyway. I would like EACH OF YOU to do me a favor. Grab your local Yellow Pages and look up two headings: TOYS and GAMES—GAMES & GAMING SUPPLIES, RETAIL. Either xerox a copy of those two pages or copy down the names, addresses (and ZIP codes if you can), and phone numbers of any listed establishments. It will be a big help and appreciated.

LETTERS TO THE EDITOR

As you can imagine DW gets a lot of mail. Some of it comes from flyers in the Diplomacy game box (From Walt Buchanan, Rod Walker, and directly to me; as well as from people who cite Avalon hill about the game.), some of it in response to mailings we send out, or from people who read about Diplomacy or DW in other gaming or Diplomacy publications. Naturally we also get a lot of mail from members of the DW family writing to ask questions, order publications, submit articles or ideas for articles, etc. Then there is the mail that comes in from hobby members all over North America and beyond. Many of these letters contain questions and require a personal response. Each issue of DW also generates a certain amount of feedback, as do some of our special mailings. All in all it's a large amount of mail. Currently it is coming in at the rate of 40 pieces per week, and one day recently had 27 pieces of Diplomacy related mail in our post office box. Dealing with it represents a big challenge.

I try not to let the mail interfere with the production of the magazine, or any major project I am working on; which is why during production months the mail may go unanswered for quite a while. I also try to not to process checks except in batches, usually monthly. I usually let orders pile up until I have a fair number to haul down to the Post Office. That's why it sometimes takes a long time to fill orders. Keep in mind that DW is published on a volunteer basis and no one, including me, is making any profit off of our efforts. I work a full-time job and maintain a household, in addition to my DW activities (Not to mention by other hobby related activities), so there isn't always the time available to do what ought to be done as quickly as I (or you) would like. I mention all this, not as an excuse for my occasional tardiness, or to rebutt any criticism, because there hasn't been much of either. Instead I'm trying to give you some idea of how DW operates and what kind of schedule I run things on. It isn't a great process I've developed but it does seem to work most of the time. The magazine gets out on time and that is the main thing.

Anyway, I was writing about letters to the editor. I enjoy them, both the positive and the negative ones. By and large most of the mail (e.g. about 95%) is positive. The other 5% is about evenly split between what I call sour grapes and nut mail. Sour grapes are usually justified, but in most cases not directly relevant to DW (After all, it isn't my fault somebody stabbed you in a game, is it?). The nut mail is just that, it defies logic. It's usually entertaining, however.

I wish I'd get more letters with ideas for articles for DW. Although more of you are writing for DW than ever before I know more of you could write for the magazine. And I like to hear from you. I'm also looking for volunteers to work on various projects related directly to DW and to the hobby in general. Constructive criticism is always welcome, but if you criticize something be prepared to offer a positive alternative and to tackle the task yourself. I've been known to draft people for tough assignments that no one volunteers for. And, if you've got a bitch, let's hear it.

But when you write please be sure to include your return address, plainly printed on your letter (not just the envelope), and date your letter. And please enclose a stamped, self-addressed envelope. It helps. If you're combining an order for a publication or subscription, a question, and some general gossip, please put them on different sheets of paper. This makes sorting and filing a lot easier. I spend far more time paper shuffling than I do it to.

DW is not engaged in publishing a letter column per se. There are plenty of good suggestions in the hobby. Occasionally we will publish letters to the editor, but usually I try to read all the mail, answer what requires an immediate or individual answer, and let the results show in DW. If you want to submit a letter for publication in DW, please indicate the letter that that is your purpose. Normally I assume letters are not intended for publication. But you may feel free to speak your mind about any hobby or DW related matter to me. One more confidence isn't going to bother me a bit.

So, write on, that's the bottom line. Your feedback is what keeps me going and gives me ideas for improving DW and our other efforts. This is your page, not mine, so use it.

THERE'S WRONG WITH DIPCON (That a Little Enthusiasm Wouldn't Cure)!

P. J. Gaughan

I have spent more time working on DIPCON affairs than any other hobby project since I entered Dipdom. I chaired the DIPCON Administration Committee two years (although I did a horrible job in 1986 compared to my 1985 work!), and conducted the tournament at a third convention. While there are many other experts, and everyone's opinion is certainly worthwhile, I know what I'm talking about when I say that the current DIPCON system does not need to be changed.

Often, though, it appears that there is trouble with the DIPCON Charter or some other aspect of the annual national championship and drinking party. What is really going on is this: Dipsters are such a creative and active group, and diverse to boot, that there are a million and six ideas for improving anything and four hundred people willing to back any one of them. Let me quickly review the history of the Con, and then respond to a few common "problems" with the current procedures.

DIPCON started out as a house party for postal players, usually attended by up to 25 people from across the country. John Koning of Youngstown, OH, began the event which moved to San Diego, Oklahoma City, and then Chicago (for four years). The "modern era" of DIPCON began in 1979, when DIPCON XII was held in conjunction with ORIGINS, the roving game convention which annually draws over 4,000 participants. Since then, DIPCON has always been a sub-convention of a more general game con, until 1986 (MARYCON in Fredericksburg, VA is primarily a Diplomacy event); 1987 in Madison, WI, will be a return, full-circle, to the days when postal players held DIPCON for themselves in a smaller setting.

The evidence, then, is that DIPCON has a twenty-year history, with a Charter since 1979 and regular attendance of 60-100 players.

Here, then, are a few proposals that have been offered in the last year (or two) to "better" DIPCON.

We need more DIPCONS (say, two or three a year), or should hold DIPCON in several places simultaneously so that more people can attend. We currently already have many regional cons, people can always find a date and location convenient for them to meet other Dipsters. But if we expand these regional cons to the level of DIPCON, we'll get to meet fewer of our fellows than if we have one, central, national convention. Why do people want to take away my chance to see a wide cross-section of postal players? Without DIPCON, there are several people I would not have met, despite living within one or two states of them!

If you can't attend DIPCON (date, distance, your job, whatever), then at least be happy that it's available for those who can, and be glad that we've reached the point where there's a con nearby no matter where you are—even if it's not called "DIPCON."

The rotation system should be changed so the major DIP population centers get it more often. In the past ten years, only once has DIPCON be held in a city of less than 500,000 (MARYCON '86) and it has never been held at a site or hosting convention without major hobby support (except Dallas '84, where six postal publishers attended). The current rotation system has kept DIPCON on the move, never held in the same region twice in three years.

The point here is that the con has not only been in the major Dip areas, but it has also acted as a recruiting tool (twelve of sixty players in Seattle's 1985 tournament later played postal Diplomacy as a result of the con)!

We should have a DIPCON in Europe. I agree we should have an international Diplomacy con, preferably beginning in Europe—but it should not be DIPCON.

Britain has two major Diplomacy conventions; there is another in The Hague each year. It would be wonderful if we could get twenty Americans to attend one of these. It would also be wonderful if we could get twenty Europeans to attend DIPCON. Neither of these will happen any time in the next five years, though. Again, I point out that we already have conventions—why does someone want to take one away from me in order to give it to a much smaller group of people? Let the four or five (maximum) US or Canadian players who can manage to travel to MANORCON, MIDCON, or EUROCON go, but leave me the chance to meet the fifty or more who will be at DIPCON.

If it's just the name, no problem. Hold a "WORLD DIPCON," alternating semiannually

or whenever in conjunction with DIPCON, a European event, or even an Australian Con.

DIPCON should raise funds for postal hobby services like the Boardman Numbers.

I'm frankly lukewarm on this one. It sounds like a fine idea. But so long as each DIPCON has to fund itself AND services, DIPCON will never get any bigger or better. This is getting close to what may be the one real problem: what's the purpose of a DIPCON anyway?

We need to hold DIPCON with something big like ORIGINS. Maybe we do; but the last time we did this (Dallas '84) was nearly a disaster because the "host con" couldn't have cared less whether we were there. DIPCON shared a room just barely big enough for itself with the Risk tournament, for crying out loud. On the other hand, DRAGONFLIGHT (Seattle) and MARYCON (Fredericksburg, VA) were positively thrilled that we joined them; DRAGONFLIGHT's official T-shirt put a Dip player right on par with a role-player and a miniature collector, their usual emphases.

Of course, holding DIPCON in conjunction with a major event would increase attendance. But approximately the same number of postal players attend DIPCON no matter where it is! The only difference is whether we want 5, or 50, non-PBMs. Is DIPCON primarily to recruit new players, or to let the current ones socialize? Or some combination? Or something completely different?

I offer this: the system is fine, it's a little enthusiasm we need. Seattle was a last because everyone involved (and a few who weren't) was excited. The host con was medium-sized, the Dip population was average, and the tournament and con proper were typical—but the publicity, preparation, and people were all upbeat.

We need to be at small, Dip-only affairs like MARYCON sometimes—to reinforce the social aspects of DIPCON and the Diplomacy community. But not every year—sometimes we need to go to ORIGINS and drag another 25 bodies into the hobby. And certainly we need to strengthen our ties with the Europeans—but not at the expense of those at home.

Let's decide that the best way to improve DIPCON, increase turnout, and have more fun is to honor all these purposes:

*recruit players by introducing them to the face-to-face game;

*have fun with our postal cohorts;

*give the postal hobby a regular, anchoring event (whether by funds or just by its distance);

*play off a tournament to declare a "best player."

These things don't need to be written into the Charter. (Sure, there are lots of things we could do—that's insufficient reason to do them.) These are all attitudinal. Look at DIPCON as an excellent opportunity for fun, wherever and whenever it's held.

A footnote on "WORLD DIPCON:" The current Charter does not mention any area outside North America. Europe would be treated like any other bid from outside an eligible region—votes for a European bid would count as half-votes. That's IF a European con wants to try and host an exclusive DIPCON, hosting it the way ORIGINS or MARYCON have. I don't think this would be in North America's best interests, but it will be up to the voters at Madison or some later DIPCON.

If, on the other hand, we are talking about arrangements to get lots of North American players to attend a European con, it would be easy for the DIPCON of that year to arrange dates and prices to encourage people to do so. The ideal would be to have some people attend both, without losing numbers from the North American event.

I have a few materials on DIPCON for those who might be piqued to act. A copy of the Charter is available for a SASE, as are rosters of the players, stats, and awards from Dallas and Seattle. My address is 3121 East Park Row, #165, Arlington, TX 76010-3744.

There you have it, Simon's proposal for a DIPCON in Britain next year and P.J.'s argument against it. Now we'd like to hear from you. The consensus in the American hobby press seems to be in favor of a WORLDCON event, perhaps as early as next year in Britain. The British, and many others, are discussing the possibilities of this in GLOBETROTTER, published by Derek Caws (address on inside cover). Your input there is welcome as well. NOW is the time for a full discussion of this question, before any decisions are made. So, give some thought and send us your ideas and suggestions. Hopefully we'll have enough feedback to be interesting reading next time.

THE STATE OF THE HOBBY 1986: A REPORT

Larry Peery

Last year it took five pages to present our State of the Hobby Report. This year I suspect it will take substantially less space. Last year DW was the focal point of our report, but this year DW's role has been that of news reporter, not news maker. In fact, it could be said that the lack of news is the good news we have to report this year. While perhaps not as exciting as last year's; this year's report represents a great deal of positive progress on the part of DW and the hobby as a whole.

A lot of hobby members took our call for more work and less talk last year seriously. As a result the hobby has accomplished much in the last year or so. The big story of two years ago, the Feud, is gone but I hope that the lessons we learned, or should have learned, from that painful experience will not be quickly forgotten. DW continued its renaissance and while it didn't achieve all of its goals for the last year it did far more than it has ever done in a comparable time frame. A major new work, Once Upon A Deadline, a handbook for hobby publishers and gamesmasters, appeared and will provide a permanent resource for future hobby members. Several major hobby service providers transferred their duties to other hobby members and all these exchanges went smoothly. Although we'll miss the contributions of Bill Quinn, Lee Kendter and Jim Burgess the hobby's recordkeeping services appear to be in good hands. Thanks to the efforts of Dick Warner, Ken Peel, and others the 1986 DIPCON was a big success and enjoyed by all those who attended and, because of our special DIPCON issue last year hundreds of more people who couldn't be there in person. The folding of several game zines brought new demands on the Orphan Games Project but it met those demands in a highly professional manner. Finally, we should not overlook the continued support provided to the hobby by Avalon Hill and its publication, The General. These were some of the highlights of the last year that made it a very successful one.

Unfortunately, good news does not sell newspapers, as every publisher knows. Nor does it sell Diplomacy magazines. Our dilemma is that the easy stories, the readily apparent ones were stories of success and positive accomplishment in 1986. The bad news is not so obvious and is difficult to report. But don't worry, we'll get to it.

Last year I felt compelled to remind you of the major stories in the hobby of the previous year because so much of what had happened during the previous year went unreported. This year I don't have to do that, but that's not news, although it should be. We've now published seven issues of DW and although we're still not totally satisfied with things we have managed to get the magazine back on schedule and on a sound financial footing. Since I last reported to you we published our highly successful issue number 42 with a maritime strategy theme, our special MARYCON/DIPCON issue last summer, and our world Diplomacy issue last winter which featured contributions from hobby members all over the world. In fact, as we discovered when we went to print this year's edition of the Reprint Series, in the last year we have published one-quarter of all the materials ever to appear in DW. Quantity doesn't tell the whole story, of course, but I think the quality of our materials speak for itself.

Bruce Linsey's monumental achievement, Once Upon A Deadline, provides the publishers and gamesmasters handbook that the hobby has long needed and although it will be years before we can fully access the importance of this work it should be obvious that it is a major contribution to the hobby's literature.

The hobby's service providers, custodians, and recordkeepers all performed in admirable fashion during 1986 and the mechanical workings of the hobby ran remarkably smoothly. The BNC, the MNC, the Orphan Games Project, the Variant Bank, the Mensa SIG and all the rest went about their tasks with quiet efficiency.

The number of cons and the number of their participants; while perhaps not as great as in some years; was maintained at a respectable level and the quality of play at the major events was as good as ever. There's no doubt about it, face to face players

can and do take their Diplomacy seriously.

One major contributing factor to all of this positive accomplishment was the role played by Avalon Hill. The manufacturers of Diplomacy have shown that they can and will support the hobby in many varied ways when the hobby conducts itself in a responsible manner. Those who read The General closely were heard to remark that TG was, perhaps, the biggest Diplomacy zine in the hobby.

Last year's edition of the Black and Blue Book, the hobby's directory, contained some 1,200 listings, up almost 50% over the prior year. Alas, that wasn't all real growth, but merely the inclusion of more names that had been missed in prior editions. Still, there was real growth in many geographical areas of the North American hobby. And, with the total revision of the BBB in the coming year we should soon have an accurate accounting of who and where we are.

So by and large 1986 went very well for the hobby. But that's not to say that there weren't any problems. There were. And, should they continue unchecked, they could become very serious ones. Unfortunately these problems are not the kind that lend themselves to easy description, easy analysis, or easy solution. Nor, sigh, can they be blamed on any one individual or group of hobby members. There are three major problems confronting the hobby as we move into 1987. First, there has been a dramatic decline in the number of PBM regular Diplomacy game starts, as recorded by the BNC. Last year there were less than 100 new PBM games of regular Diplomacy started. That's a very low figure. In addition, the number of magazines available to hobby members continued to decline and of those magazines that survived, or new ones starting, more and more devoted more and more space to games other than Diplomacy. Many of the hobby's major publications offered no or only very few game openings during 1986. Whether it was a case of cause or effect the number of players in the hobby player pool also declined. Although I lack statistical evidence to prove it I suspect that the total number of players and the number of games being played per player both declined last year. These are serious problems. Fortunately they are not insurmountable ones. And, for a change, they are problems we can confront as a group united in a common cause, the improvement and expansion of our hobby.

1987 got off to a good start towards finding ways to solve these problems. Although it is too early to tell what the number of game starts for 1987 will be there has been a significant number of new publications devoted to Diplomacy launched early on in the new year. And with the inclusion of a new up-to-date flyer in the next batch of Diplomacy games published by Avalon Hill, and the new flyer promoting the various novice services available to stores, etc., we should see even more new faces in the hobby. These factors should help overcome the major problems facing us. In fact the most controversial subject in the moment is the site of the 1988 DIPCON. According to the DipCon Society Charter the 1988 site should go to the southern/central USA (e.g. Texas) but there are indications that the British hobby members may bid to host the event in the UK in 1988 at either of their two major Diplomacy cons. Naturally that has some people in the American hobby in an uproar.

I am reminded of a story I heard years ago about an Englishman who was travelling by train across Texas. He sat next to a native Texan as the train journeyed on and on across the vast empty space of Texas. The Texan bragged constantly about how big Texas was, how great Texas was, and how everything in Texas was better than it was anywhere else on earth. Finally, turning to the Englishman—who had sat patiently through this discourse—the Texan said, "Why, you could attach all of Britain to Texas and it wouldn't even change the outline of the state's shape." Turning to the Texan, the Englishman said, "Ah, yes, but wouldn't it be such an improvement."

And so, as we ponder whether DIPCON 1988 will be held below the ramparts of The Alamo or within the storied walls of an English manor, let us rejoice that this is at least what we have to quibble about.

It may not be Camelot, but it's better than the Santa Fe Trail.

Editor's Note: Special thanx to all the hobby custodians and project workers who sent material for this section. Good job, folks./

THE 1986 EUROPEAN ZINE POLL

Here are the results of the first Zine Poll of Continental Europe. The European Zine Poll was conducted earlier this year by Jaap Jacobs, the Dutch publisher of Oxymoron. Jaap used the same scoring system as the American and British Zine Polls and these results are from issue number 60 of Oxymoron.

There were forty-four participants in this first effort and I'm sure the number will grow in future years. This year's British Zine Poll attracted some 73 European voters and the American Zine Poll always attracts a good percentage of the American hobby. For the record there were 27 Dutch, 4 Belgian, 4 French, 3 British, 3 German, 1 Swiss, 1 Canadian (Claude Gautron), and 1 US participant. You'll never guess who the American participant was. That's right. Me; and I only voted for a couple of publications. Next year I hope we'll do better.

Forty magazines in all were mentioned by the voters. Twenty-seven made the final list. Countries represented were: Netherlands, France, Belgium, Germany, Switzerland, Austria, and Norway. All but Austria made the final list. Individual voters mentioned from 2 (the minimum) to 19 different publications.

In his complete break-down Jaap gives an analysis of the votes received for each magazine and an explanation of the preference matrix system he used, along with the pro and con arguments for that system. I'll forego all that and just give you the highlights: rank, title, and total points.

1. SAURI'S ALLSTAR UNLIMITED	18.346
2. Mach die Spuhl	16.288
3. Vortigern	13.961
4. Strijdkeet	13.624
5. Oath on the Colours	13.558
6. Oxymoron	13.395
7. FANSTAAFL!	12.608
8. Plie en Deux	12.223
9. Domino Principle	11.614
10. Grinsende Beobachter	11.385
11. Triumvirat	10.929
12. Je Maintiendrai	10.649
13. Kopfball	10.423
14. Trahison	10.327
15. Bohemian Rhapsody	10.295
16. Netzroller	9.885
17. Hispiduri	9.077
18. Brutus	9.067
19. Spielwiese	7.629
20. Objectif	7.096
21. Veni, vidi, vici	7.069
22. Vopaliec	5.900
23. Tiens, il pleut!	5.792
24. Schnuffler	4.962
25. Ambiorix	4.577
26. Conflictgazet	4.410
27. Morituri te Salutant	2.000

I promised you last time that I would include a review section of some of the overseas publications I've seen lately. However, I'm going to defer to Jaap's comments in Oxymoron 60. He did a fine job evaluating the other European zines and all I can add is that his publication is a fine one, as are the two Australian publications mentioned in the last issue.

Given our different customs and traditions I think you'll find the overseas publications at least as good as ours and, in many cases, superior. And who knows, after three or four years of reading Oxy you may find yourself able to read a bit of Dutch!

Keep in mind that most European zines offer many more kinds of games than do most American Dippy zines. The following list of publications all had openings in Diplomacy (or near variants) recently: SAU, Mach die Spuhl, Vortigern, Oath on the Colours (U-Boat Diplomacy!!), Oxymoron, TANSTAAFL!, Plie en Deux, Domino Principle, Triumvirat, Je Maintiendrai, Bohemian Rhapsody, Brutus, Objectif, Veni, vidi, vici (Note: This is a Dutch publication, not the Brian Frew one.).

Congratulations to Christopher Schunck and Thomas Franke, the producers of SAU.

Jaap Jacobs, Kaiserstraat 10-B, 2311 GR Leiden, The Netherlands

Since there is no continental equivalent to the Zine Register at the moment, Jaap published the same kind of info on the zines listed in the EZP. It's a fine effort and worth checking out.

FAR FROM THE MADDING CROWD

From Derek R. Caws, UK Correspondent

VIEWED from a distance of several thousand miles, the North American Hobby looks pretty good these days. For years now, American feuds, etc. have been a source of much amusement on this side of the Atlantic. At last long, however, we are receiving encouraging signals from the West. Over the last few months we've witnessed the continued growth of the ZINE REGISTER, the return of flyers to the Avalon Hill Diplomacy sets, and a united approach to fund raising through the PDO Auction. Add to this the recent upsurge in new zines, and you look set to reverse the trends in gamestarts. Pretty good shape, as I say.

The British Hobby is looking healthy, too. The latest venture in the Recruitment field over here is the specialist novice zine, SPRINGBOARD, set up by Danny Collman (14, Westover Rd., Handsworth Wood, Birmingham, B20 1JG, UK) just after Christmas. Danny is aiming to welcome novices with a zine packed with information aimed directly at them, rather than the almost deliberately esoteric content of most zines, and also to act as a buffer for the Hobby, to protect it from some of the effects of early dropouts. All the common novice channels are now signposted to pass through Danny, and so far the experiment appears to be working successfully, although it is early days yet; SPRINGBOARD is still only at issue 2.

More good news in the same area, is the upcoming revision of the UK NOVICE PACKAGE (yes, the package...), which has been needed for some time. The new edition should also appear with a new UK Zine Directory aimed directly at novices. Since Simon Billenness deserted us to revitalize the North American Hobby, our listings zine, formerly titled 20 YEARS ON, has hit on bad times, under a succession of duff editors. There was a gap of some six months last year when no listings appeared at all, before it was revived under a new name, MISSION FROM GOD, and a radically new outlook. MFG is excellent reading material and a hugely entertaining guide for the experienced Hobby member, but it seems to be greed over here that it suffers from the common problem of obscurity: it was not intended for novice consumption, and it shows! (I do, however, recommend it for experienced North Americans - send a dollar through the ISE to Pete Doubleday, 302, Lordswood Rd, Hartorne, Birmingham, B17 8AN, UK). However, the problem of a listings zine for novices remained unsolved until, as I said, earlier, "we" decided to update the NOVICE PACKAGE. John odds (55, Leigham Vale, Streatham, London SW16, UK) has taken on the task, and is also hoping to start a new zine directory, with accessible and informative reviews aimed at newcomers. I don't see this as an intention to rival MFG, merely to complement it. Whatever, it will certainly plug our only remaining recruitment gap, and must be good news.

Right at the other end of the Hobby, I must pass on news of the fold of Britain's oldest continuously-running zine, ROSTHERNE GAMES REVIEW, from David Watts, which was devoted almost exclusively to David's own invention, Railway Rivals (recently exported to LIFE F MONIY and COSTAGUANA). By an interesting twist, the games are being housed in ODE, which now takes over the longest-running mantle. John Marsden's zine has only reached 11 issues, however, which is little match for the BUSHWACKERS and GRAUSTARKS of the North American Hobby! Until recently, the life expectancy of our oldest zines has been much lower on this side of the Atlantic, although I suspect our average age is about the same as in North America, owing to a significant absence of shortlived publications. Meanwhile, ODE should be noted as offering international games of Diplomacy to 7½ week deadlines, and if you are looking for a British gamestart you could do worse than contact John at 9, Queen Elizabeth Square, Maidstone, Kent, ME15 9DQ, U.K. (You might also like to contact me ((address inside cover)) for similar openings on five week deadlines in WAR AND PEACE, but I do not believe in publicising myself.)

"LAFAYETTE, WE ARE HERE!!!"

"YES SIR, BUT IN PHOENIX??"

Apparently people are not waiting until they learn if there is to be a DIPCON, or WORLDCON, in Britain next year before packing their bags and taking off. No, sir, they're already off and running.

Don Del Grande, publisher of LIFE OF MONTY, game player extraordinaire, convention gadabout, and professionally unemployable, is taking off for England shortly to visit Britain's gaming sites. No doubt we'll have a report when and if he returns, if they don't find a spot for him in the Royal Mews first. Henri Vilette, of Lille, France, on the other hand, is coming to the States this summer, beginning with a stop in Arizona. If he survives the Indians and the highways (Trivia note: Did you know that Arizona was the only state in the Union where road maintenance is done by private contractors? Do you know what kind of roads that results in? Ask Cathy Cuning Ozog if you don't believe me.) I also got a letter from one English Diplomacy player who plans to spend several years working/playing his way around the world, visiting Diplomacy players en route. Amazing what spring fever does to people.

This issue has a lot of overseas input, some of it left over from our last issue and some of it generated as a result of that issue. The results of the first European (e.g. non-British) Zine Poll are in and they are interesting, indeed. Derek Caws has the first of a series of reports on the hobby's status in the UK. We also have the start of the first DW International Demonstration Game with three players from France, 2 from Australia, 1 from Mexico, and 1 from Pennsylvania. We also have a long letter from Malc Smith about why he wouldn't play in this game and if I can decipher it, it will be in here somewhere. And, if space allows you may find a cartoon or two here and there presenting the Australian viewpoint of the recent Americas Cup competition.

Last spring when I began work on the DW international issue that appeared this past year; I was told that it would be an impossible task to gain the participation and support of large elements of the overseas hobby for that project. Time and time again I was told, for instance, that the French hobby was isolationist and not interested in the international hobby. Fortunately, those who told me this were unaware of the fact that there currently exists in France a certain fascination with things American. And, apparently that fascination extends to the world of Diplomacy. One result of that interest was the following letter/article submitted by Henri Vilette. Since some of you may have a chance to meet Henri while he's here this summer I'm going to reprint his entire letter, just as he wrote it. If you have any problems following his English, ask yourself if you could do any better in French.

"I've been very busy for few weeks and just received your invitation. It's OK for me. I just hope you'll go through with my way to write in English. I was in a game that has been stopped since September but will go on in a few days with a new gamesmaster. Anyway, it was just at the good time for me because of all what happened to me at the same time. A brief biography of myself: I came to Diplomacy around 1979 and played in a French and Belgian zine, then stopped in 1983 and am back for a year in VORTIGERN (the French one). I'll send them a copy of your request, anyway you can join Roland Prevot, 70 rue du Chateau des Rentiers, boite 45, 75013, Paris, France. Going on with biography I can tell some informations that are not top secret even for my analyst if I had one. I'm 31, been working in the streets with young "delinquents" for five years and just now become a school teacher, going to look for something else after but don't know when yet. Can't tell in what I'm interested in life because of the place on the paper and of the time I give to this letter or just without any "order:" women, books, movies, music, travels, friends, even my job, going on learning English, games of course, paintings. I think that if we go on this communications you'll have a better sight little by little...I can try to write about the French zine I know better, and something about the game with its "paradoxes" (When I put "..." it's often the French word that I use, having no "dictionnaire" you see what I mean?) I can also just try to be in time, before deadlines.

THINGS MY BOOKS TAUGHT ME

Henri Vilette

I have gone back through some books I had and I am now going to try to write some paper using what they talk about with another insight: Diplomacy. Maybe some parts will look far from the game itself the first time, but if I didn't think it had something to do with it I'd kept gently in bed or I'd gone to do something else.

About Limitation

Everytime there is communication, an exchange of information, it reduces unavoidably the number of the following possible movements. Even if an agreement has not been talked about. The fact that it occurred and that it has been agreed on creates a new "situation," a kind of rule in the communication and after that, if you don't follow that untold rule, you go wrong for the other (or just loose control). Just think about spies, for example: each country accepts "official spies" inside, knowing that they have people too in the other countries.

The untold rule that applies here being: if you touch my own man then we'll have something to do with yours.

Meanwhile our officials go on with their jobs without being covered by this "accord tacite."

About Interdependence

Each one in the game is about to have to trust the others without any possibility of being sure. It is a hopeless matter. You can't dictate confidence or solidarity, so just stay calm and alert.

If you are in an interdependent situation the only good question that remains is: what shall we not do? We can't use our self-judgement.

The dilemma is how to place one's reliance on the best possible anticipation of what the other will consider as the best solution. But his choice will also be induced by what "HE" thinks that "I" think is the best solution, creating a never ending retrogressi (I think that he thinks that I think...).

It is not what I would do if I was in his place but what would I do if I was him asking himself what would I do if he was me asking what I would do if I was him. Put on the rope. To turn out, one's choice must lean on a common vision of the world, on a tacite mutual hypothesis, so take care of idiosyncrasis. We are not far from the theory of "metagaming," the ultimate reflection on reflection.

About Threats

A threat must be convincing, able to reach her target, and the target must be able to accept it; otherwise the threat will come to nothing.

Let's ask ourselves how to make a threat work and how to make it come to nothing.

A threat is very effective if the one that waves it has created a situation so that he can't do anything to stop it; a non-negotiable situation. You can use your paper weakness in a very containing way: "I can do nothing to prevent that."

The same machinery can be returned to the user that leads to escalation, it's counter-measure, but you can act another way and try to make the receipt impossible: inattention, assert that you don't even understand, but inaptitude to receive the threat has to be "credible" for the other.

Inaptitude for receiving the threat message can be a real incapacity or feint obtuseness sending back unforeseen answers so you can use the confusion technique.

Even if the threat is plausible and reaches her target there is something left to do. If I can demonstrate that I can't give up in a plausible way, so the threat may have no real effect, you can use deliberate ambiguities, misunderstandings, and retardment in procedures. The threat is a specific type of communication, the reverse image of promise, an assurance on which the same things can work.

Other things can be undertaken, using such a view of the game as the double bind, paradoxical communication that may wedge your partner. All of that is possible because of the simultaneity in the play turn. And never forget that old proverb, "The situation is hopeless but not serious."

THE DIPLOMACY WORLD INTERNATIONAL
DEMONSTRATION GAME

The first DW International Demonstration Game is under way in David McCrumb's 'zine, ABATTOIR. If you want to follow all the action on a blow by blow basis contact him: Route 1, Box 109, New Castle, VA 24127, U.S.A. It should prove interesting and we'll be proving periodic reports on the game's progress in DW.

It's an interesting line up with three Frenchmen, 2 Australians, 1 Mexican, and 1 Pennsylvanian, and he's not even Dutch!

AUSTRIA:

Jacques-Henri Strauss
12, rue Rene Bazin
75016 Paris, FRANCE

ENGLAND:

John Crosby
1496 Washington Ln.
West Chester, PA, 19382, USA

FRANCE:

Frederic Rideau
3, Cite SAFE
57300 Hagondange, FRANCE

GERMANY:

Pete Chalmers
16 Steele St.
Caulfield, So. Victoria 3162, AUSTRALIA

ITALY:

Pierre Tuloup
14 rue Georges Lyvet
69200 Venissieux, FRANCE

RUSSIA:

Bob Howard
36 Gladstone Rd.,
Leeming, West Australia 6155, AUSTRALIA

TURKEY:

Pedro Prieto
ITESM-CQ
Dept. of Ingenieria Bioquimica
Apartado Postal 37
Queretaro 76000, MEXICO

It should be interesting!

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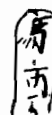
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DIPLOMACY

IN

CANTON:

A Special Report



DIPLOMACY WORLDDOWN UNDER!!!

If you'd like to see an example of the kind of Diplomacy 'zine the Australian hobby puts out check out Rick Snell's THE GO BETWEEN. It features editorials, a lively letter column, ratings lists, articles, game reports with maps and press, puzzles and contests, non-Diplomacy type games, ads of interest to game players, sub-zines, lots of sci-fi stuff, and graphics and cartoons galore. It's easily as good as any US publication. Send \$2.00 for a sample to The Go Between, Box 286C, Hobart, 7001, Tasmania, AUSTRALIA. Ask for the February 1987 issue if it's still available. Besides the 'zine you'll get some neat Australian America's Cup stamps if you are lucky.

Rick also publishes the Australian edition of DIPLOMACY WORLD for hobby members in Oceania. I'm sure he has game openings for international games if you're interested. And, of course, if you're in the neighborhood the Australian hobby supports a couple of good-size annual tournament conventions. In fact, I suspect more of their hobby members attend their cons than attend ours.

Check it out and have a good day, mates!

REMEMBER TO VOTE

IN THE RUNESTONE POLL

BY JUNE 20TH!!!

WATCH OUT FOR CONNER--
HE'LL STOP AT NOTHING
TO DRILL A HOLE IN OUR
BOAT..!

SNELL

Announcing

THE DIPLOMACY WORLD ANTHOLOGY SERIES

A year ago last fall we published the first volume in the DW Anthology Series, the highly successful "Best of DW" volume that included the best items from each of the first 39 issues of DW as selected by the publishers and editors of past DWs. Some sixty articles by some of the best writers in the hobby's history were in that first volume, along with three complete variant games, and much, much more. Presented in a full legal-size format with quality papers and a comb binding, the volume represented the first "coffee table art book" in the hobby's history. The hobby responded immediately and over one-half of the first printing was sold prior to the official publication date.

And now the series continues with the next three volumes to be published this Spring (Volume II), Summer (Volume III), and Fall (Volume IV). Each volume will include a major collection of materials from the first 39 issues of DW, each representing an area of special interest to hobby members. Once again each volume will feature the best papers, a quality binding, and be something you'll be proud to show your friends.

Volume II features the writings of Mark Berch, DW's longtime S&T editor, and one of the best authors in the hobby's history. No one has written so many kinds of articles for DW or in such quantity. From the Walker Award winning Shep Rose stories, including one episode never before published, to Mark's penetrating game commentary and analysis, it's all there in one complete collection. Over fifty different items are included in this volume.

Volume III features a complete reprinting of the DW Demo Games (See the article elsewhere in this issue for a complete description of those games.), the oldest continuing series of games in the hobby's history. From Edi Birsan's record-making win in 1971BC through 1983X you'll find the complete results of over a half-dozen different games, along with maps, commentary, end game statements, and even some press. It's all there, just as it appeared in DW. For the beginner or the serious player trying to improve his playing skills this volume offers a unique chance to study with the masters.

Volume IV takes you where no Dippy player (or anyone else) has gone before, through the complete collection of DW variant games right back to issue one of DW. Designed by names you'll recognize, like Lew Pulsipher and Greg Costikyan, and some you won't, like Martin Janta-Polczynski these games cover every aspect of almost-Diplomacy-but-not-quite to out of this world variants that blazed trails for Star Wars yet to be fought. Complete with maps, rules, and variant hobby info, this volume offers the largest single collection of Diplomacy variants ever published, more than fifty games and articles, in the largest single volume in this series.

Because of the size of this printing project we're offering these volumes for purchase at a special prior to publication offer: \$30 for the three, \$12 for individual volumes. Prices will be higher following publication. If you'd like to reserve your set; return the special order form in this mailing today. The deadline for this offer is 1 June, 1987.

THE DIPLOMACY WORLD DEMONSTRATION GAMES: A TRADITION CONTINUES

by Larry Peery

The DW Demonstration Games constitute the oldest on-going PBM game series in the hobby. Since the first "demonstration game", 1971BC, was organized in Walt Buchanan's Hoosier Archives; there have been a total 12 games started as part of the series. The 1971 International Demo Game will be the 13th game in the series.

The body of theoretical knowledge and practical experience represented in the ten completed games of the Demonstration Games represents the largest single collection of real postal Diplomacy knowledge available. The moves, the play by play commentary, the press, and the end game statements from these games is an invaluable resource for the novice player who is serious about learning more about postal Diplomacy play. Unfortunately, this body of work has not been available to the general hobby for years because most of the game records were contained in rarely available back issues of DW. Now, with the publication of volume three of the Diplomacy World Anthology, this information will once again be available to the hobby at large.

Here I can do no more than offer a brief over-view of what this volume contains. Hopefully that will be enough to persuade you to purchase your own copy of what may someday be known as "Buchanan's Reader."

The first game in the series, 1971BC, was a "grudge game," and that is what it was called when it was first published in Hoosier Archives, Walt's original publication that eventually led to DW. The game set a record for being the fastest PBM game of its day, a record that may still hold for all I know. It was completed in months, not years. The entire game lasted only through 1906, partially because of the brilliance of the winning player, Edi Birsan (playing France), and partially because Walt was determined to keep the game moving ahead at all costs.

That first game included some of the best known players of the day: Len Lakofka (A), Gene Prosnitz (E), Edi Birsan (F), Jeff Key (G), Rod Walker (I), Randolph Smyth (J), and Buddy Tretick (T). Still, by Winter 1906 it was over with a concession to a center France, played by Birsan, and survivors Austria (7 centers), Germany (2 centers), Italy (6 centers), and Russia (4 centers). Only England and Turkey were eliminated completely. Interestingly, this first game was to set a pattern in the series that continues this day. France and Russia were in there at the end. England and Turkey were wiped out.

The second game in the series, 1972CR, included an even stronger roster of players: Naus (A), John McCallum (E), Edi Birsan (F), Gene Prosnitz (G), Doug Beyerlein (I), Brenton Ver Ploeg (R), and Len Lakofka (T). The game only lasted a year longer, until Winter 1907. The outright winner, by a decisive margin, was Russia, Brenton Ver Ploeg. Survivors included France (2 centers), Germany (5 centers), and Italy (9 centers). Austria, England and Turkey—joined by Austria this time—were eliminated.

1973BI was to go on until the Winter of 1910 when once again France, this time played by Mike Rocamora, would claim the victory with 18 centers. Survivors included Austria (2 centers), played by Arnie Vagts; Germany (7 centers), played by Randy Bytwerk; and Italy (3 centers), played by Allan B. Calhamer. The eliminated powers were: England (Edi Birsan), Italy (Len Lakofka), and Russia (Pete Rosamilia).

1974CK was another short game, ending in Winter 1907, but this game ended differently, with a 3 way draw between France (Jeff Power) with 13 units; Germany (Len Lakofka) with 11 units; and Russia (Arnie Vagts) with 11 units. This time four powers were eliminated: Austria (Edi Birsan), England (Don Lowry), Italy (Bob Ward), and Turkey (Allan B. Calhamer).

The longest DW Demo Game to date was 1975A; which ended in Winter 1915. Some may say it ended inconclusively since it was a four way draw, but an examination of the play by play tells a different story. The survivors and draw participants were: a 10 center Austria (Len Lakofka), a 16 center England (Mike Rocamora), a 4 center Russia (Pitsch), and a 4 center Turkey (Doug Beyerlein). The eliminated players were: Ted Combe (France), Steven Brooks (Germany), and Edi Birsan (Italy). This game is a classic in frustration and that's another name for the game Diplomacy.

By the time 1976BG got under way DW readers were clamoring for a "win." Draws were some how considered second-rate. A pity, I think, that so many of us are second-rate players. The game went until Winter 1909 and was noteworthy for two reasons: Edi Birsan got his second DW Demo Game victory and for the first time there was a replacement player called to the colors in one of these games. The participants and their end of game supply center count were: Austria (Don Pitsch) with 0 centers, Bruce Schlickbernd and then Eric Verheiden as England with 7 centers, France (Steven Brooks) with 6 centers, Germany (Ron Kelly) with 1 center, Italy (Edi Birsan) with 18 centers, Russia (Fran. McIlvaine) with 2 centers, and Turkey (Jeff Key) with 0 centers.

1977CL went on until Winter 1912 and ended in an eighteen center win for Austria, played by John Boyer. England (Steve McLendon) with 3 centers, France (Bruce Schlickbernd) with 0 centers, Germany (Gary Behnen) with 0 centers, Italy (Howard Mahler) with 11 centers, Russia (Eric Verheiden) with 2 centers, and Turkey (John McKeon) with 0 centers completed the game roster.

Beginning with 1978IM the DW Demo Games changed in one important aspect. Walt Buchanan was no longer the GM or interim publisher. For this game Eric Verheiden was the GM and Mark Berch, along with others, was the commentator. The game; which would go on until Winter 1911; marked a milestone for another reason: Austria had 3 different players during the course of the game, beginning with Greg Gallagher. The changes didn't help, because Austria was still eliminated from the game. And so was Bob Fabry as England. Don Bingle, as France, survived with 3 centers. Buddy Tretick aka Bernie Oaklyn was Germany and also eliminated. Lee Kendter, Sr. was Italy and ended the game with 13 centers. Don Ditter, as Russia, was the winner with 18 centers. Jerry Jones, Turkey, was eliminated.

Another long game was 1980AY. It went until Winter 1914. Scott Marley (A) was eliminated. Bernie Sampson (E), Bob Seregeant (F), and Lee Kendter, Sr. (G) ALL survived with one unit. Italy, Hal Norman, was eliminated. The win went to Mark Berch with an 18 center Russia, followed by a 13 center Turkey, played by Peter Reese.

The last completed DW Demo Game was relatively short, ending in Winter 1908. 1983X aroused a lot of feelings among the players, both because of the way the game was played and the way it ended. So far everyone seems to have missed the point, each and every DW Demo Game has ended in a different way, for different reasons. This particular game ended with a 10 center Austria (Edi Birsan), an eliminated England (Don Ditter), a win for France (Lee Kendter, Sr.) with 18 centers, an eliminated Germany (Paul Rauterberg), an eliminated Italy (Larry Peery), a 6 center Russia (Konrad Baumeister), and an eliminated Turkey (Mark Berch).

There were, for the record, a total of 46 players in the first ten DW Demo Games. Thirty-one players played once. Twelve people played in two games. And one player was in 3 games, one in five games, and one player in seven games!

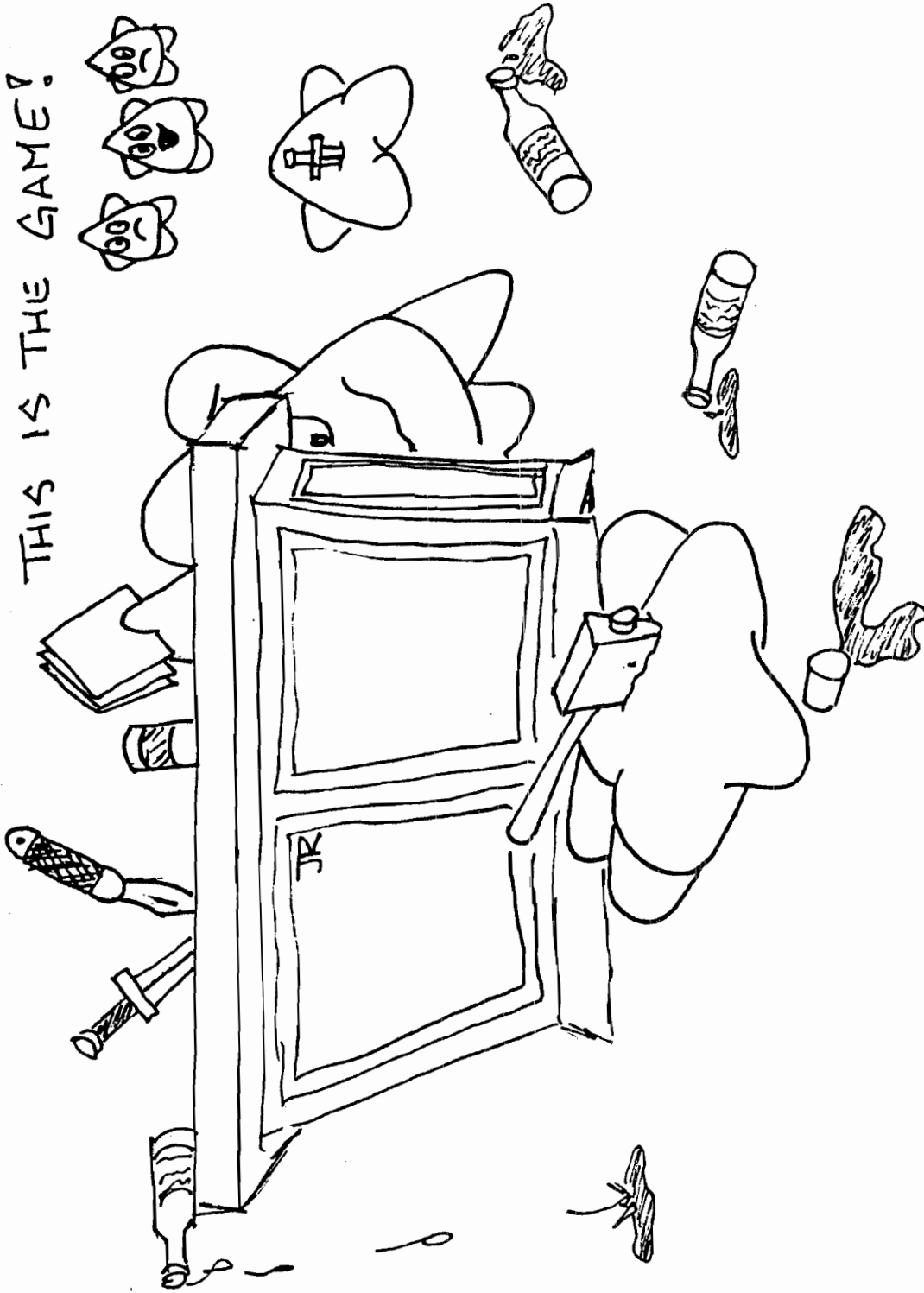
As you have read the roster of players includes some of the best players in the history of the game, at their best and at their worst. The list of winners: Birsan (twice), Ver Ploeg, Rocamora, Boyer, Ditter, and Berch is a distinguished one. The GMs: Buchanan, Verheiden, and Walker; and the commentators; Buchanan, Beyerlein, Walker, Verheiden, Lakofka, Watson, Berch, Ditter, and Verheiden are an equally distinguished lot.

I realize the last two pages are a pretty dull recitative of what happened in those past games, but like history it need not be dull and can, on occasion, prove instructive. And that is why we are going to the effort to reprint in their entirety, to help beginners learn. And what better teachers than some of the best players, gamesmasters, and commentators in the game's history? What you've read here is like seeing the last 2 minutes of a two hour Agatha Christie play. At best we can stimulate your curiosity.

Diplomacy World Anthology, Vol. III offers some 200 pages of play by play reporting, commentary by experts, end of game statements, press, maps, and the rest. It's all there for each of the complete DW Demo Games. Never before has so much basic information on the play of the game been gathered in one volume. Order your copy today.

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NO THE BAR IS UPSTAIRS
THIS IS THE GAME!



WHEN IS MIDGAME?

The term "midgame" is commonly used, but it's not so easy to pinpoint exactly what the term means. The concept is fairly important, however. When you've played only a few games, each one looks very different. But after a while, you see how games go through distinct phases, each of which have their own demands. But let us have a look at a few ideas which have been presented.

1. When two main alliances begin racing each other to destroy their respective enemies. This is the one proposed by Gary Burce in Claw and Fang #69, although to be fair, he didn't present this as a definition, only as something that often kicks the midgame off. The problem is that many games never go through such a stage, because there is only one dominant alliance or power. DW Demo Game 1972CR would be a famous example.

2. When the barren zone (Piedmont/Tyrolia/Bohemia/Silesia/Prussia/Livonia) is crossed in force. This is probably the oldest definition, and the one I've seen the most frequently. On the one hand, this can occur too early — even in Spring 1901, and easily in Spring 1902. On the other hand, if east and west are dominated by an alliance or power around the same time, this may never occur, or may occur only a few seasons before a win. The definition is unduly dependent on the German alliance structure.

3. The spring after one of the major powers is down to two or fewer supply centers. This has the advantage of being very specific, and it was the one I used in my analysis of Austria's game performance in DW #16. This could occur awfully early, even in the Spring of 1902, and can reflect an isolated event, such as an early dropout or a very successful blitz. My analysis, incidentally showed that by this definition the midgame started in Spring 1904 (median and mode).

4. When the opening game alliances start to obstruct the progress of those successful in the opening game. This is Randolph Smyth's definition. This is a more flexible definition since it looks at the entire board. It emphasizes the strategic changes which must accompany the new phase that the game is in. On the other hand, it's a little hard to say exactly when this is occurring. Moreover, as in the first two, it might never occur. If only one alliance has really been successful in the opening game, it may continue rolling for the rest of the game. Many triple alliances, such as the England/Germany/Turkey or France/Italy/Russia can go all the way with little or no serious obstructions.

If none of those are satisfactory, let me create two more for you to ponder:

5. The time between the opening and endgame. No, I'm serious. Those two are easy to define. Opening game is when alliances are weak or fluid, players are exploring options and jockeying for position, and the board is sorting itself out into stronger and weaker powers. The endgame is where the focus is directly on determining the outcome of the game, when the decisions are made and carried out which will bring the game to a close. The midgame is what falls inbetween. Like #4, this one is somewhat vague, and subject to interpretation, and probably best seen from hindsight. It emphasizes that the midgame has a different agenda, without spelling out exactly what it is.

6. This is my favorite, but it's complicated. A player is at midgame when his first victim has been crushed, and he's deeply engaged with his second victim. The game is at midgame when either: A) two players, not militarily allied, are both at midgame or, B) one player is deeply engaged with his third victim. For example, under A), England and Germany pushed France down to Spain and Portugal, and the attack on Russia is in full swing. Italy/Russia/Turkey have stomped Austria, and now Russia and Turkey have attacked Italy. Under B), Austria and Russia have knocked out Turkey, Austria has then stabbed Italy. When Austria and Russia attack Germany, we're at midgame, even if Italy has not been dispatched. The second or third victim does not have to be destroyed, just that there is a serious war. And it must be an attack. Thus, in B), if Germany has attacked Austria, I'd say we are still at opening game, as Austria may be stalled at

this point. The definition, then, tries to look at whether the players have gone beyond the reasonable goals of the opening game.

No matter how you define it, midgame is the time to reevaluate the strategy that served you so well (or poorly, for that matter) in the opening game. It is the time when relations with your non-neighbors become increasingly important. Alliances tend to be more stable, because the victims may be larger, and players can afford a unit or two behind as protection against stabs. And it is the time when you prepare the stage for the drama of endgame.

The above is from DIPLOMACY DIGEST #83 (August 1984) and is a typical example of the kind of material that fine publication contains. For more info about DD inquire of Mark Berch, 492 Naylor Pl., Alexandria, VA 22304.

Considering the amount of time and effort devoted to the midgame portion of a typical Diplomacy game I am surprised that there is so little in the hobby literature dealing with that period. Unlike the Opening Game and End Game periods; the Mid Game suffers from a studied neglect by hobby writers. Perhaps, as Mark suggested, that is because there is no agreed on definition of just what the Midgame consists of.

I always defined it as beginning with the last of the unoccupied supply centers had fallen and ending when the final two major protagonists began the End Game. Normally, I divide the Midgame into several parts, reflecting the number of viable players in the game. But on serious examination my definitions don't hold up very well either. In my Introduction to the Strategy and Tactics of Postal Diplomacy I used some very precise definitions for the term Midgame, but these were based on specific events in specific game examples, not general game theory. Obviously, from reading Mark's remarks and David Hood's essay to follow, there is still a great deal of room for discussion. Let's begin with the basics: Is it Midgame or Mid Game?

A SNEAKY PREVIEW OF WHAT'S COMING IN DW

Believe it or not we're already beginning to plan ahead for DW's 50th issue, due in the Spring of 1988! If you've got any ideas for "special" things we might do for that issue, let us know. In the meantime our next issue, #47, will be devoted to a Variants theme and we're looking for materials for that issue.

DIPPY DOODLES



GO FOURTH....
& TWIST THE
KNIFE

JR

If you've got an published variant, a report on a variant you've played recently an idea for a variant game, or whatever; let's hear it.

Also welcome are Con and tournament reports from the summer's events, S&T type articles, or what have you. It's a pretty wide open issue.

This fall we'll be examining the End Game, so we're especially interested in hearing about your ideas (and results) on that subject. Remember, DW is your 'zine, so write something for it.

THOUGHTS ON THE MIDGAME

David Hood

It has become customary in the Diplomacy hobby to speak of The Game in terms of Opening, Midgame, and Endgame. Admittedly, these classifications were originated in the Chess world; their application to Calhamer's creation may be somewhat arbitrary. However, due to the nature of the game and board in Diplomacy, there are certain conclusions and generalizations that one can observe in each of these stages of play that can be useful in the development of one's strategy for any given game.

First, let's consider exactly what we mean by "Midgame." The usual definition is that period of time between the elimination or subjugation of the initial target power in both the East and West, and the formulation of battle lines for the final push for the stalemate line by one player or alliance. In other words, after an alliance has finished off its first target, the Midgame is when the nations involved decide what to do next. Often the Midgame sees a stab in one of the initial alliances, or possibly the formulation of a new alliance between powers from different sides of the board.

This definition is important to arrive at, since it points the way to a conclusion that the focus of the Midgame is strategy, not tactics. Up until this point of the game, the main basis of diplomatic interchange has mostly to do with questions of what specific moves to make to take centers from a certain nation. During the midgame, however, negotiations center mainly upon broader notions of alliance structures and/or stabs. Tactical considerations certainly still play a role in the discussions, but usually strategic matters are stressed much more.

A reasonable question at this point is why the focus of negotiation changes at all. Why doesn't an alliance just keep right on going after the fall of its first target to its next one? The answer is, of course, that many do. But then again, many do not—one partner often stabs the other, usually before the latter has had a chance to regroup from the initial campaign.

As much as this may appear to be haphazard, there really is a recognizable reason for this Midgame bloodshed. Simply put, it is easier from a tactical perspective to dominate one's own "Heartland," either the West or the Balkan East, than it is to break into the opposing Heartland in a major way. Due to the insulation of Tyrolia/Bohemia/Galicia and Western Mediterranean/North Africa/Gulf of Lyon, the two Heartlands are very distinct; and it is easier to pick up new centers in one's own Heartland than in the other one. Often this is accomplished by stabbing the initial alliance partner on one's side of the gameboard, sometimes with non-aggression or active alliance with a member of the other Heartland.

It is quite important at this point to stress that this observation is a general one; individual situations will vary. In fact one can only really apply this principle completely to Germany/France/Austria. The other four countries must be studied individually to some extent:

Russia: The situation is often different for the Tsar, mainly due to its geographical location relative to the other powers. Instead of being clearly associated with one Heartland or another, Russia is in the often unfortunate position of straddling the stalemate line, and thus, the boundaries between East and West. It is this central placement that leads to the high number of eliminations for the Russian, as myriads of foreign units swarm over its territory in a mad rush for the other side of the board.

Why is this applicable to an analysis of the Midgame? For the same reason it is a target to begin with, i.e., its proximity to each heartland, a Russia which has actually survived to the Midgame is likely to have footholds on both sides of the stalemate line. One of the main purposes of this point in the game is to secure an alliance or position with which to speed over that line for a strong draw or win. A Russian in the Midgame has often already achieved this objective, so the net result is a quick entry into the Endgame, as a bunch of white units in that position is usually on the way to forcing a win or two-way draw.

Italy: While Russia's ideal Midgame is just a quick transition to the Endgame, the Italian often benefits from a longer Midgame period. This fact is also attributable to its geographical position in Europe. Like Russia, Italy sits astride one part of the stalemate line in the Mediterranean. But whereas Russia is actually a part of each Heartland, Italy is in neither.

The reasons for this are obvious. Domination of the West must include either invading Russia in St. Petersburg or being allied with them. But it can certainly be done without ever having had contact with Italy at all. Again, in the East, it is quite possible to control the Balkan "knot" of centers and at the same time have absolutely no contact with the Italian Boot. Therefore, since the pre-Midgame is interested mainly in subjugation of one of these two areas, Italy is really in very little danger during that time frame.

That, alas, is not all true in the Midgame. Italy sits astride the sea lanes linking East and West, so a push for the other Heartland by a naval power must necessarily be at the expense of the dark green fleet. As they tend to be a primary target during this period of the game, good play of Italy is dependant upon skillful diplomacy in the Midgame. Sometimes this can take the form of non-aggression with one Heartland or the other, sometimes it involves actively intervening in both Heartlands at the same time. Due to this tendency to be spread thin during this period, Italy is much more dependent on other players and their forces in the midgame than is Russia, which can often strong-arm their way to a win on their own.

The Corners: England and Turkey again constitute variations on the general theme of the Midgame due to their positions. The very insularity that is their strength in the Opening of the game becomes their pitfall here. Being so dreadfully far away from the stalemate line makes a win by one of the corner powers less likely, since they then just have too far to go for that eighteenth center. Unlike other powers, however, just being in the Midgame virtually guarantees at least a strong survival for England and Turkey.

The key for these two in the Midgame diplomatic struggle is to try to work an alliance in the other Heartland to help their units across the stalemate line. (Examples might be Turkey and France or England and Austria) Tactically, this involves charging across that line and then working backwards from that position into one's own Heartland to pick up additional centers. Again, this differs sharply from those powers closer to the stalemate line, which can afford to dominate their Heartland before poking into the other one in a big way.

Even given these specialized cases, one can make the more general statement that the Midgame demands a much stronger emphasis upon strategy than the negotiation-oriented opening and tactics-dominated Endgame. Possibly most demanding on Italy, the Midgame is also difficult for any player who tries to just steamroll without the proper consideration of long-range strategic concerns. And given the fact that it is here that many a game is won or lost, more careful attention needs to be paid to the unique characteristics and challenges of the midgame.

Comments by Mark Berch

David rightly points to the different mindset of a player in Midgame, who is concerned more with overall strategy than tactics. Keep in mind that some players may be in a "mid-game mode;" while others are not. For example Italy, Russia, and Turkey stomp Austria. In 1903, perhaps in the Fall of 1903, Russia and Turkey attack Italy, and Russia makes a grab for Norway. Clearly, Russia and Turkey are now in the Midgame. In the west, however, there may be no dominant power or alliance, and they may still be quarrelling over who gets Belgium.

In discussing Turkey and England, David points to the fact that they both may find help getting to and crossing the stalemate lines, and suggest that England may ally to Austria, or Turkey to France. Actually, they may find each other to be the ideal ally to use for this, since each is unlikely to be alarmed by the success of the other. Players must heed the changes that come with Midgame. The where-is-my-next-centering-from approach may be dandy in the Opening game, but it is an anachronism in the Mid-

Melinda Ann Holley's

ENGLAND

Austria is usually a country that dies quickly or lives gloriously. Located in the dot-rich Balkans, Austria is a natural target for hungry neighbors. Given the proper circumstances, Germany, Italy, and Russia are all able to take an Austrian center in 1901. Turkey, given the proper positioning, can make severe inroads into the Balkans in 1901. A worst-case scenario for Austria in 1901 is a probable quick death.

Yet Austria's position also allows for a great deal of flexibility as well. Austria has several directions in which to go and can play each of them for all it's worth. Germany is usually very willing to establish a DMZ of Bohemia and Tyrolia. An Italian army in Tyrolia can be seen by both countries as a threat to each of them. (A ploy for Spring 1901 not often seen is for either Austria or Germany to support the other to Tyrolia.) This allows for an Austro-German alliance or at least a neutrality pact. In most cases, Austria needs to worry about Italy, Russia, and/or Turkey.

Depending on what Austria decides to do (or not to do), Army Vienna is the swing unit. It can move to Trieste to garrison it against Italy; it can move into Galicia to bounce Russia or take possession of the province; it can move to Budapest as a precursor to a Fall 1901 move of Army Budapest-Serbia or Army Budapest-Rumania; it can move to Tyrolia to menace either Italy or Germany (or bounce a possible Italian opening to Tyrolia); it can move to Bohemia to threaten Munich. The question here is not what meager choice do I have but which option of so many should I pick.

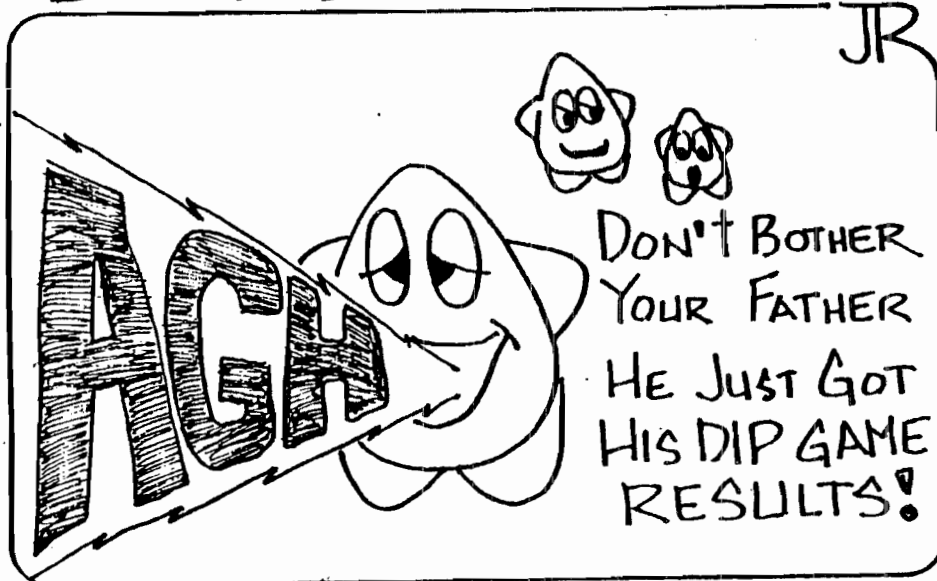
An Austro-Italian alliance can work several ways. The first is an active alliance with Austria and Italy going after Russia and Turkey (although not always at the same time). Austria's armies and Italy's fleets can provide a formidable block to a Russo-Turkish alliance. Tyrolia can be a stumbling block here. Tyrolia can be declared neutral (designated a DMZ) or it may be decided that both countries will notify each other in advance of any move or retreat to Tyrolia. This allows Italy to set up a Lepanto for 1903 with his other army or move west. If Turkey is the primary target, the best positioning of forces would be:

1901 - Spring (Austria) Army Vienna-Trieste, Army Budapest-Serbia, Fleet Trieste-Albania

(Italy) Army Venice-Hold, Army Rome-Apulia, Fleet Naples-Ionian

1901 - Fall (Austria) Army Trieste-Hold, Army Serbia Supports Albania-Greece, Fleet Albania-Greece

DIPPY DOODLES



MASTERS OF DECEIT REVISED

The third edition of MASTERS OF DECEIT has just been published. Designed for novices, MOD has been highly successful. A copy of the latest edition is \$1.00 from Woody Arnawoodian, 602 Hemlock Ave., Lansdale, PA 19446. It's full of interesting articles and information intended for new hobby members and Diplomacy players. You'll also get a copy of the latest ZINE REGISTER as part of the deal.

DIPPY DOODLES

/27/

SUPERNOVA BURNS BRIGHTLY

JR



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A RUM N COKE

Another source of info for beginners in the hobby and those looking for ways to improve their play is SUPERNOVA, available from Bruce Linsey, 73 Ashuelot St., #3, Dalton, MA 01226. It also costs \$1 and is well worth it. You'll also get a copy of the ZR (but tell him if you've ordered a MOD, so we don't waste a copy). SUPERNOVA has lots of material about all aspects of the game and hobby. Well worth your reading.

(Italy) Army Venice-Hold, Army Apulia-Tunis, Fleet Ionian Convoy

Apulia-Tunis

1901 - Winter (Austria) Build Army Budapest, Army Vienna

(Italy) Build Fleet Naples

1902 - Spring (Austria) Army Trieste-Serbia, Army Serbia-Bulgaria, Fleet Greece

Supports ITALIAN Fleet Ionian-Aegean, Army Budapest Supports Trieste-Serbia, Army Vienna-Galicia

(Italy) Army Venice-Apulia, Army Tunis-Hold, Fleet Ionian-Aegean, Fleet

Naples-Ionian.

Assuming the Spring 1902 moves work, Austria can try and take Rumania from Russia while supporting Italy's Army Tunis (or Apulia)-Constantinople in order to keep the builds approximately even. An alternative would be for Italy to convoy an army into Syria to set up an attack on Turkey's home centers in 1903. While this is ambitious, if Russia has been convinced to join in on an early attack on Turkey, he's been caught napping and loses Rumania and possibly (if luck is with Austria) looking at an Austrian army in Galicia which could capture Warsaw.

The second alternative to this plan of cooperation is for Austria to really trust its Italian partner and watch as Italy opens Army Venice-Tyrolia and Army Rome-Venice in Spring 1901. This is supposed to be followed by Army Tyrolia-Bohemia and Army Venice-Tyrolia. (This little maneuver could also make Germany very nervous so serious negotiation between Austria, Italy, and Germany needs to be handled.) Austria is now vulnerable to an Italian stab in 1902. But if the Austro-Italian alliance holds true, Russia is faced with quite an onslaught.

A third consideration should be given towards Austria taking Rumania in 1901 and allowing Italy to take Greece for his second 1901 build. Each country has two builds (Austria with Rumania and Serbia and Italy with Greece and Tunis). With this and the second alternative (mentioned above), both Russia and Turkey are directly menaced by the Austro-Italian alliance.

The fourth possibility of active cooperation is the Key Opening. Here Austria allows Italy to move Army Venice-Trieste in Spring 1901 and Army Trieste-Serbia in Fall 1901. This puts Turkey in a real bind as Italy and Austria combine their armies against him in 1902. Italy's fleet, meanwhile, has bypassed Tunis in order to (in the best possible circumstances) gain possession of the Aegean. (At worst, Italy hasounced Turkey in the Aegean. However, if Turkey has opened Fleet Ankara-Black Sea in Spring 1901, there is no way that Italy could not possess the Aegean in Fall 1901.) Italy uses Serbia as a 1901 build and builds Fleet Naples. This fleet can be used to take Tunis in 1902 leaving the first Italian fleet to directly menace both the Turkish

coastline and Bulgaria. Naturally this plan puts Austria at great risk but the rewards can be tremendous.

The Austro-Italian alliance can also work by the two countries agreeing for Austria to concentrate in the east and Italy to concentrate in the west. Either Venice and Trieste are left garrisoned or both centers are left unoccupied. Usually they are left garrisoned under the idea of better safe than sorry.

The Austro-Russian alliance starts out with Galicia as a DMZ. Austria will concentrate on obtaining Serbia and Greece in 1901 while Russia will take Rumania and possibly the Black Sea as well. Turkey is the obvious target here and it is essential that Austria have a friendly relationship with Italy. The last thing the Austrian needs is the Italian attacking his rear while he's firmly committed in the east.

If Russia has not obtained possession of the Black Sea in 1901 he must do so in 1902. Possession of Armenia is very desirable but the Black Sea must be the top priority. Austria, in the meantime, can attack Bulgaria and take it for a 1902 build. Army Serbia-Bulgaria with Fleet Greece and Russian Fleet (or Army) Rumania supporting is the best move. This allows Austria to move Army Budapest (built in Winter 1901) to Serbia and Army Vienna-Budapest if necessary. In the fall of 1902, Russia can probably take Constantinople if he's positioned in the Black Sea and Armenia. Austria's Fleet Greece can cut any support in the Aegean (or move to the Aegean if possible), while Russia's Army Armenia cuts any support in Smyrna or Ankara. Russia can then take Constantinople with Fleet Black Sea or by convoying an army via the Black Sea. Austria provides the support with Army Bulgaria.

In Winter 1902 Austria must now consider whether to keep his Russian partner or not. If so, Turkey can be finished off with part of the combined Austro-Russian units and Austria can direct his attention toward Italy or possibly Germany. If the attack goes towards Germany, the Austro-Russian armies can quickly march north (especially if Austria built Army Vienna in Winter 1901 and did not move it south). If Austria decides to attack Italy, he will have to move very quickly to maintain a surprise attack. Again, the build in Winter 1901 of Army Vienna could come in handy if it has not been moved south in the attack on Turkey.

If Austria decides to stab his Russian partner, the Austro-Italian friendship is even more important. Austria will now be moving further out of position and increasingly vulnerable to an Italian stab. Once Turkey is down to two (or even three) units, Austria must begin to convince Russia that he needs to start moving into either German territory or Scandinavia to challenge England. Once Russia does start to move out, Austria must move quickly and decisively. Austria has built all these armies and they can support each other into strategic places. Galicia and Rumania must be taken quickly while Austria has to ensure that Russia's southern fleet does not break past Constantinople. With units in Galicia, Rumania, and the Turkish provinces, Austria can threaten Sevastapol and the Ukraine within one game year. But it has to be done quickly. Austria cannot afford to get bogged down in trench fighting at this point.

The Austro-Turkish alliance is a strong one. By eliminating Russia first, Turkey can concentrate on fleets while Austria builds armies. The important point is to keep Russia from building as much as possible in 1901. If Austria is successful in opening Army Vienna-Galicia, Army Budapest-Rumania, and Fleet Trieste-Albania while Turkey opens with Army Constantinople-Bulgaria, Army Smyrna-Armenia, Fleet Ankara-Black Sea, the Fall 1901 results could see Austria supporting Turkey into Sevastapol. If Russia has split his forces by sending an army against England or Germany in the north and west (absolutely necessary for this to work), Turkey takes Sevastapol and Bulgaria for his 1901 builds while Austria takes Rumania and Greece. The crucial part of this is for either Austria or Turkey to convince Russia his southern flank will not be attacked if he does split his forces. (This illustrates why it is best to set up alliances on the other side of the board as well as with countries next to you. Russia might not believe Turkey and/or Austria's protestations of good will. But some advice that England and/or Germany are hostile and plan an early assault on Mother Russia coming from one of the western powers could be convincing.)

Common triple alliances include the Eastern Triple consisting of Austria, Russia, and Turkey. This is a powerful alliance. Russia is free to move west or north while Turkey immediately gets his fleets out to challenge Italy in conjunction with Austria.

Austria, in 1902, could also start helping Russia against Germany. The problem comes when Russia and Turkey decide it might be easier to go through rather than around Austria. In an alliance like this Austria would probably feel better with a residual force in the Balkans but this could lead to problems with his allies.

Another popular triple is the Central Powers Triple consisting of Austria, Germany, and Italy. This alliance allows for a common defense in the center of Europe and lets the individual countries "spread out." Italy and Austria can go against Russia and Turkey; Italy and Germany can go against France; Austria and Germany can go against Russia while Italy heads west; etc. This is really a strong triple and becomes a hard nut to crack once they have a few builds under their respective belts.

A third triple possibility is the Austria, Italy, and France triple. This, again, allows for a solid front. The problem here is that Italy is drawn out of position with long supply lines. He either becomes a target for his partners or decides to grab some centers with a nice stab.

A very sensible approach to 1901 for Austria is to simply go for Serbia and Greece, leaving any offensives for 1902. Friendly relations with Italy, Russia and Turkey have to be maintained for 1901. A few prayers that your three neighbors will not start comparing notes this early in the game would not be amiss. Once Austria has five units on the board in Spring 1902, serious consideration can be given to an alliance. Naturally Austria should be negotiating with all his neighbors; but it is possible for Austria to not actively commit himself anywhere in 1901.

As I said earlier, Austria will usually either die quickly with barely a whimper and moan or go on to greatness. The good players will proceed to greatness.

Comments by Mark Berch

Although not as common as some of the other triples Melinda mentions, the Austria, Italy, and Turkey triple alliance is arguably the best short-term triple alliance available to Austria. It allows him to attack Russia without worrying about his back. Once Russia is gone, he is of course at risk of being squeezed by Italy and Turkey, as he lies between them. In most cases, however, Austria will be in the best position of the allies. Italy has moved away from Austria to attack France. Unless France has fallen unusually fast, Austria should be able to pounce on Italy while he is deeply engaged in places like the Gulf of Lyon, West Mediterranean, etc. and doesn't yet have his second French center. Alternatively, he can rely on Italy to guard the Ionian, and stab Turkey, especially if he entered the Ukraine as part of the campaign against Russia. The alliance has poor prospects of sticking together after the fall of Russia, but it provides one of the most plausible paths for Austria to dominate the east.

Melinda discusses the Key Opening in terms of Fall 1901: Fleet Ionian-Aegean, and this is commonly what will occur, especially if Turkey has opened Fleet Ankara-Constantinople. But if Turkey has not so opened, Austria should probably push for Fleet Ionian-East Mediterranean instead. That move is much less threatening to Austria than Fleet Ionian-Aegean, as the combination of Army Serbia and Fleet Aegean is a lot of temptation for an Italian player. By the same token, as Fleet East Mediterranean is more overtly anti-Turkish than Italian Fleet Aegean, Turkey is more likely to turn his attention to Italy, thus making it easier for Austria to move Fleet Greece-Aegean if he wants.

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HEADQUARTERS COMPANY (Larry Peery)

Slowly but surely our various demonstration games are getting under way. From the looks of what's happened so far we're in for some exciting times ahead. Here's a game-by-game breakdown of what's going on.

In 1986H, the Stellar Cast Game, with some of the top players in the hobby and GMing by Lee Kendter, Sr., and commentary by Mark Berch, we're clawing our way tooth and nail into the Mid Game. Germany and Russia have been the big gainers, perhaps because they speak the same language; and Austria and England the big losers, probably because they didn't do enough talking in the right places. France, Italy, and Turkey all have five centers, but France's position is questionable.

1986Q, The Vopicka Game, features a roster of novices who aren't letting any grass grow under their feet either. With Dave Kleiman as GM and Eric Verheiden's commentary, we may find that the novices aren't so different from the old timers as we thought, just nastier. It's a different ballgame, so to speak, in this game, now at the end of 1905, and Austria and England are doing right well, although Turkey is doing very well, as is France. Italy is gone, Germany is down to Berlin, and Russia only has Moscow and St. Petersburg left. Meanwhile, the blood continues to flow thick and fast.

It's hard to believe that these two games started at the same time, given the unique direction each has gone in. But that just goes to show, once again, that no two games of Diplomacy are ever quite the same.

One game we haven't talked much about as 1986A, Showtime, which is the DW Support Game being run by Steve Langley in MAGUS. This support game was started back during DW's dark days in an effort to help DW out financially. The players and GM all donated their gamefees to DW, a total of some \$120. It was a big help, believe me. Anyway, the game is going into 1905 and it's been a wild and wooley experience for all. But what would you expect with a bunch of players including: John Huestis (Austria, 1 unit); Tom Hurst (England, 4 units); Bill Quinn (France, 5 units); Melinda Holley (Germany, 8 units!!); Larry Botimer (Italy, 8 units!!), Duck Williams (Russia, 7 units); and Mark Fassio (Turkey, 4 units). Well, that's not quite right, since there's a French army in Burgundy that has to retreat and that will either benefit Germany or hurt France. As in all MAGUS games there's a lot of press in this one. QUESTION: DOES MELINDA HOLLEY PLAY ANY COUNTRY BESIDES GERMANY IN POSTAL PLAY?

Our International Demo Game is finally under way and it's probably had the longest gestation period of any postal Diplomacy game in hobby history. It took almost a year for this idea to get off the ground and I think at least 12 different countries were rumored to be part of the opening game line up at one time or another. Originally we hoped to have a different player for each Power from a different country. Instead we've got the French and Australians fighting it out with a Mexican and US national as cannon fodder. Still, it should be fun. Perhaps Pierre Touchette will give us some expert commentary on the game as it progresses. In the meantime David McCrumb, who is GMing the game, has Hugh Christie writing commentary on the play by play. Let's see, escargot, guacamole, and Australian rock lobster; how does that sound for a menu?

Last, but certainly not least, Stephen Wilcox has put together a top-notch cast based on the results of last year's DTRS results, and the list of top GMs in last year's RUNESTONE POLL. His HONORS GAME; which Steve hopes will become a hobby tradition, begins with 1987A. When I have a full year of game results I'll be publishing them in DW so you can see what's going on. In the meantime you can follow the action in Jim Benes, DIPPY, where Peter Reese (Austria), Peter Fuchs (England), Dan Swartz (France), Dave Lincoln (Germany), Dale Bakken (Italy), Doug Baker (Russia), and John Stewart (Turkey) are all engaged in verbal fisticuffs and other socially unacceptable forms of behaviour.

As you can see we've put together quite a list of demonstration games for your edification (Do you have any idea of how long I've been waiting to squeeze that in?) I hope you'll take the time to follow the game reports. And, if you are really dedicated you can do me a favor. Ken Hager, who is GMing my XENOGOGIC game for the duration needs some stand-by players. It's a good game with players like Melinda Holley, Bill Schiwautz, Herb Barents, Caleb Tower, and Jim Diehl. In fact, it's a historic game for reasons to be revealed later. But Ken, being a prudent GM, wants stand-bys: Write him at 8360 Greensboro Dr., #1002, McLean, VA 22102. He'll sleep better and he won't keep bugging me...

1986H/Spring 1903/The Moves

SITUATION MUDDLED, BUT NOT VERY
CONFUSED...

AUSTRIA (Randolph Smyth)

Fleet Greece Supports ITALIAN Fleet
Ionian-Aegean (NSO)
Army Serbia Supports Fleet Greece
Army Trieste Supports Army Vienna
Army Vienna Supports Army Trieste
Army Budapest Supports Army Trieste

ENGLAND (Al Pearson)

Army Yorkshire Hold
Fleet North Sea-Helgoland Bight
Fleet Norway-North Sea
Fleet Skagerrak-Denmark

FRANCE (John Kador)

Army Belgium-Burgundy
Army Marseilles Supports Belgium-
Burgundy
Army Picardy Supports Belgium-
Burgundy
Fleet Piedmont-Hold
Fleet Mid Atlantic Ocean-Gascony

GERMANY (Edi Birsan)

Army Tyrolia-Vienna
Army Munich-Burgundy
Army Paris Supports Army Munich-
Burgundy
Fleet Holland-North Sea
Army Ruhr-Belgium
Fleet Denmark-North Sea

ITALY (Jim Burgess)

Fleet Ionian Sea-East Mediterranean
Fleet Tunis-Ionian Sea
Army Venice-Tyrolia
Army Albania Supports AUSTRIAN Fleet
Greece

RUSSIA (Kathy Byrne)

Army Warsaw-Silesia
Army Ukraine-Rumania
Army Galicia Supports Army Ukraine-
Rumania
Fleet Rumania-Sevastapol
Army St.Petersburg-Norway
Fleet Sweden-Skagerrak

RUSSIA (Blair Cusack)

Fleet Bulgaria Supports RUSSIAN Army
Ukraine-Rumania
Army Constantinople Supports Fleet
Bulgaria (east coast)
Fleet Smyrna-East Mediterranean
Fleet Aegean-Ionian Sea

The Commentary (Mark Berch)

Winter 1902 Afterword

Winter 1902 sees Jim Burgess enter as the new Italian player, as Dan Stafford has come down with a serious health problem.

The season has little drama. The only intriguing development is the Russian build of Army Warsaw. Since she already has Army Galicia and Army Ukraine, unless she is confident that Army Galicia will move in Spring 1903, it's hard to see how this army can be used immediately against Austria. That leaves two other choices: both moves against any ally. She could send it into the Polish corridor, and count on help from France and probably England as well. Or she could do a southern slide (Fleet Rumania-Black Sea, Army Galicia-Rumania, Army Warsaw-Galicia, Army Ukraine-Sevastapol) to move against Turkey, expecting help from Austria and possibly Italy. It's nice to have such choices.

1902 was the year of the Birsan comeback, with Smyth's survival taking a respectable second place. But 1903 may be Byrne's year. For a country facing only minor opposition, she has accomplished very little, but she's now well positioned to take control in 1903.

Spring 1903...

Spring 1903 sees Russia on the move. She has replaced her Fleet Rumania with Army Rumania; which can do Austria some real harm. And she's sent her new army into Silesia. But what does that mean? Ostensibly, it's anti-German, but that seems unlikely. Three armies is not enough to take on both Austria and Germany. Moreover, her northern moves indicate, at a minimum, she hasn't worked things out with England. Army St.Petersburg-Norway is protection for Fleet Sweden (Foiling Fleet Norway Support Fleet Skagerrak-Sweden.), but Fleet Sweden-Skagerrak cannot aid Sweden. The main thing it would do is foil Fleet Skagerrak Support Fleet North Sea-Denmark; and that's a pro-German goal. It's of course possible that the pro-German tenor of her northern moves is done to lull Germany into a false sense of security to enable her to snatch Berlin. But it's more likely that this is anti-Austrian. Note that Italy is now pro-Austrian. As mentioned earlier, Italy would have to be very concerned about a German/Russian/Turkish alliance, and this move to Silesia may be designed to make the new Italian player think there is no German/Russian alliance, and that he should thus snatch Trieste while he can. After that, Russia just slides into Bohemia. Thus, I'd expect both Austria and Russia to be telling Italy very different versions of the German/Russian relationship.

MUCH ADO ABOUT NOTHING, PERHAPS

AUSTRIA (Randolph Smyth)

Fleet Greece Supports ITALIAN Fleet
 Ionian-Aegean (NSO)

Army Serbia Supports Army Budapest

Army Trieste Supports Army Vienna

Army Vienna Support ITALIAN Army Venice-
Tyrolia (NSO)

Army Budapest Supports Army Trieste

ENGLAND (Al Pearson)

Army Yorkshire-Hold

Fleet Skaggerak Supports Fleet Helgoland
 Bight-Denmark

Fleet Helgoland Bight-Denmark

Fleet Norway-North Sea /Norway is
dislodged and retreats off the board./

FRANCE (John Kador)

Fleet Gascony-Brest

Army Burgundy-Paris

Army Picardy Supports Burgundy-Paris

Army Marseilles-Gascony

Fleet Piedmont-Gulf of Lyon

GERMANY (Edi Birsan)

Army Munich-Burgundy

Army Paris-Picardy

Army Belgium-Picardy

Fleet Holland-North Sea

Fleet Denmark-Sweden

Army Tyrolia Supports ITALIAN Army Ven-
 ice-Trieste

ITALY (Jim Burgess)

Fleet Ionian-East Mediterranean

Fleet Tunis-Ionian

Army Venice-Trieste

Army Albania-Serbia

RUSSIA (Kathy Byrne)

Army Silesia-Bohemia

Army Galicia-Vienna

Army Rumania Supports TURKISH Army

Constantinople-Bulgaria

Fleet Sweden-Norway

Army St.Petersburg Supports Fleet

Sweden-Norway

Fleet Sevastapol Supports Army Rumania

TURKEY (Blair Cusack)

Fleet Smyrna Supports Fleet Aegean

Fleet Aegean Supports Army Constantinople-
 Bulgaria

Army Constantinople-Bulgaria

Fleet Bulgaria (e.c.)-Black Sea

Turkey's Fleet Bulgaria (east coast); which had me so puzzled; is used to provide a second support for Army Ukraine-Rumania. What a waste. Oh, Austria could have thrown a triple attack on Rumania, but the chances of Austria abandoning all her defensive problems to attack a center she couldn't hold are very small. That move, in fact, is typical of a pandemic in the east. There is a Surprising Surfeit of Surplus Supports. In addition to Rumania, Vienna, Trieste, and Bulgaria got supports, and Greece got two of them; despite the fact that none of these centers needed it, and indeed, only Vienna was ever attacked. Austria supported an Italian move that didn't even exist. Caution is one thing, but this is a little absurd. Supports that would have mattered, such as Army Galicia Support GERMAN Army Tyrolia-Vienna, didn't happen. Turkey could have supported Fleet Smyrna-East Mediterranean; which would have made a difference, but instead settled for a largely useless Fleet Aegean-Ionian. So only Russia has units moving.

With Italy in Austria's corner, at least for the time being, Turkey's position is truly cramped. If he repeats Fleet Smyrna-East Mediterranean, he risks having Fleet Aegean dislodged. And even if he gets into the East Mediterranean; Fleet Tunis Supports Fleet Ionian stops him cold unless Italy has Western commitments. So he'll just watch while others feast on Austria, should it come to that.

In the west, at least, pieces are moving, although sometimes to little effect. England trades the North for the Helgoland Bight. This gains him only Kiel as a new target; which complicates the German position rather than undermining it. He still needs a more cooperative Russian stance, and perhaps these moves will do it. Given the actual German moves, England could have moved smartly with Fleet Skagerrak Supports Fleet Norway-Sweden, Fleet North-Norway, and can then hold Sweden for a build. England no longer has that option, and perhaps Russia will breathe easier for it.

And finally, France contracts his position, trading Belgium for a ring around Paris. But it's hard to see what Kador gained by this approach. Belgium is lost, and Kador must now guess whether to try for retaking Belgium, or seizing Paris; either of which can be thwarted (by, e.g., Fleet Holland Supports Army Belgium; or Army Belgium-Picardy, Army Munich-Burgundy respectively). If Germany decides that he must guard Berlin, France can take Paris, but I don't see that happening.

1986H/Winter 1903/The Results

A MENAGE A TROIS IN SCANDINAVIA
GERMANY CROSSES THE THRESHOLD...

AUSTRIA (Randolph Smyth)

Home, Serbia, Greece
5/5 Constant

ENGLAND (Al Pearson)

Home, ~~Norway~~, Denmark
3/4 Builds Fleet London

FRANCE (John Kador)

Brest, Marseilles, Spain, Portugal,
~~Belgium~~
4/5 Removes Fleet Gulf of Lyon

GERMANY (Edi Birsan)

Home, Holland, Paris, ~~Denmark~~, Belgium
Sweden
6/7 Builds Fleet Kiel

ITALY (Jim Burgess)

Home, Tunis
4/4 Constant

RUSSIA (Kathy Byrne)

Home, Rumania, ~~Sweden~~, Norway
6/6 Constant

TURKEY (Blair Cusack)

Home, Bulgaria
4/4 Constant

DIPPY DOODLES

3 A.M. REALLY?
I HAD NO IDEA
THERE WAS
THAT MUCH
DIFFERENCE!

The Commentary (Mark Berch)

Fall 1903...

This is easily the most interesting season of the game, and presents an extraordinary amount of fluidity for a Fall 1903 season.

Scandinavia shows a three cornered war, with all attacks succeeding: England takes Denmark from Germany, Germany takes Sweden from Russia, and Russia takes Norway from England. Of these, the German attack is the most surprising. The two countries seem to have been working well together, and note that Russia moved from Silesia to Bohemia. It remains possible that Russia agreed to the German move, thus transferring any success from the attack on Norway to Germany. If so, this was quite a coup for Germany, since he was set to pick up a center in France anyhow. But I can't see Byrne agreeing to this. It leaves Russia not only without a build, but, more critically, with just one fleet to go against England. Germany already has two, and may build a third this winter. With Army Yorkshire to guard the homeland, Russia will have a long wait before she sees an English home center. And with no German support for her Army Galicia-Vienna, she makes no progress in the south either. I could be wrong, but from here, it looks like a stab.

The south also has what appears to be a three cornered war. I cannot recall ever seeing a postal game in which six countries were involved in a three cornered war as late as 1903. Austria-Turkey are presumably still at war, and in this season, Italy launches attacks on both Austria and Austria's enemy, Turkey. Italy's press labels this as "Blitzkrieg Warfare," although the word "Kamikaze" more readily comes to mind. The attack on Turkey can't go anywhere without Austrian help, and that's not going to happen if Italy's armies are hitting on Austrian supply centers. And if Burgess is serious about getting his share of Austria, and not just helping other people get their share, that other fleet belongs in the Adriatic, not in the East Mediterranean where it will just distract Turkey. Italy and Turkey should be able to divide Serbia and Greece between them, but Fleet East Mediterranean will stand in the way.

But the most surprising result in the South is Austria's success at remaining even, despite a huge array of forces around him. Part of this arises from the unbelievable amount of unit shuffling that Russia and Turkey have indulged in, together with a paralyzing amount of caution in preventing the most unlikely of Austrian attacks. First Turkey and Russia agreed on a virtually useless Fleet Bulgaria (east coast) and then had to yank it for Army Bulgaria a year later. Russia takes two seasons to place an army in Bohemia; which she could have done in one (Army Galicia-



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The Commentary (Mark Berch)

Bohemia, Army Warsaw-Galicia was possible in Spring 1903 with microscopic risk to Rumania). Fall 1903 is more of the same. While Russia could have supported Italy into Serbia, or helped herself to Budapest, she contents herself with the tame Army Rumania Supports TURKISH Army Constantinople-Bulgaria. And Italy was handicapped by having supported Austria in the Spring, and not using his Fleet Ionian in the Fall (Greece was ripe for the picking).

But I think it goes beyond that. Austria has been astonishingly successful in selecting just the right moves. This might have arisen from a combination of brilliance and luck. But I suspect that Austria has been tipped, possibly more than once. And even if he hasn't, he can make a plausible claim that he was, thus spreading discord in the alliance. The prime suspect would be Germany. Note that while Birsan has been conscientiously anti-Austrian for three seasons running, his unit in fact has had no effect. When Italy attacked Tyrolia himself in Spring 1903, Austria didn't support that attack, although he provided a support to Italy with his Fleet Greece. Birsan would have the most to gain by a stalemate in the south, since it would allow him to grow in France or Scandinavia without a rival growing elsewhere. And since Birsan normally conducts his diplomacy by phone, he could get the information to Austria quickly and without fear that Smyth would turn around and expose his betrayal. This isn't to say that Austria is off the hook. He could easily lose four pieces in Spring 1904. Then again, he could have lost four pieces in 1903, and didn't lose any.

A final note: Only one country has as many as seven supply centers, and no one is below four centers. I doubt that five percent of all postal games are so evenly balanced as of Winter 1903. And even the strongest power, Germany, could very easily be knocked down a notch or two if England and Russia coordinated against him. 1904 should probably bring some decisiveness to this game but then again, one could have said the same thing about 1903. Even the most pressed country, Austria, is well placed to play a role if a full-fledged German-Russian or Italian-Turkish war should break out, and even Austria-Turkey vs. Russia is very playable as the pieces lie (although perhaps not as the players, ah, lie...).

Winter 1903 & Spring 1904....

This game seems to have an exotic curse. For the second time there has been a simultaneous Italian-Turkish NMR, at a time when the two countries were at, or close to, war. The GM noted, "There was a request for a separation of seasons, but it is denied as my house rules require TWO requests for this to pass." It's quite possible that this caused one of the NMRs.

1986H/Spring 1904/The Moves

SLEEPING SICKNESS STRIKES AGAIN...

AUSTRIA (Randolph Smyth)

Fleet Greece-Bulgaria (south coast)Army Serbia-RumaniaArmy Budapest Supports Army Serbia-RumaniaArmy Trieste Supports Army ViennaArmy Vienna Supports Army Budapest

/Vienna is dislodged and annihilated./

ENGLAND (Al Pearson)

Fleet London-English ChannelFleet Skaggerak-North SeaFleet Denmark Supports Fleet Skaggerak-North SeaArmy Yorkshire-London

FRANCE (John Kador)

Fleet Brest HoldArmy Burgundy-RuhrArmy Picardy-ParisArmy Gascony Supports Army Picardy-Paris

GERMANY (Edi Birsan)

Army Belgium Supports Army Paris-PicardyArmy Paris-PicardyFleet Sweden-BalticFleet Kiel-DenmarkFleet Holland-North SeaArmy Munich-BurgundyArmy Tyrolia-Trieste

ITALY (Jim Burgess) NO MOVES RECEIVED!

Fleet East Mediterranean-HoldFleet Ionian-HoldArmy Venice-HoldArmy Albania-Hold

RUSSIA (Kathy Byrne)

Army Galicia-ViennaArmy Bohemia Supports Army Galicia-ViennaArmy Rumania-Budapest

/Rumania is dislodged and retreats to Ukraine./

Fleet Sevastapol-RumaniaFleet Norway Supports GERMAN Fleet Holland-North SeaArmy St.Petersburg-Finland

TURKEY (Blair Cusack) NO MOVES RECEIVED!

Fleet Smyrna-HoldFleet Aegean-HoldArmy Bulgaria-HoldFleet Black Sea-Hold

The Commentary (Mark Berch)

Germany and Russia have either patched things up, or never were at war in the first place. Their cooperation has yielded impressive results: Germany cutting Trieste gave Russia Vienna, and Russia's help put Germany into the North Sea.

There are two basic dynamics to the game at this point. The German-Russian alliance is so powerful that only the most concerted resistance will be able to roll them back. Second, within the alliance, Germany seems to be making much better progress than Russia.

For the German-Russian alliance to last until at least the start of the end game Germany dominates the west, and Russia dominates the east. Germany is much further along in his goal than Russia is in hers. He already has a French home center, and might snatch a second one this fall. Edi is ripe for the taking. Ah, make that Edinburgh is ripe for the taking, and if he can coax Fleet Norway-Skagerrak out of Russia, he can retake Denmark. Unless the English-French duo can retake something (and Paris, Holland, and Belgium are all threatened), England-France will be down to six centers. But even if he loses something to them, he'll still be at least as strong as England and France combined.

The east is a very different story. Russia is very dependent on the loyalty of her Turkish ally, and if it weren't for the Italian attack on Turkey, I can't see any good reason on the board for Turkey to stick to such an alliance. The intentions of Italy and Turkey — and even their identities are unknown, of course, but there are a few scant clues. Austria's decision to use Serbia in the attack on Rumania rather than the attack on Bulgaria or in supporting Trieste might have come from the knowledge that Fleet Black Sea would not be supporting Fleet Sevastapol-Rumania. And Austria might have been anticipating Italian support for Fleet Greece-Bulgaria (south coast), especially in view of a cross piece of Russia-to-Italy press this season.

At any rate, Austria is in a position to argue that: 1) Turkey will never be more than third fiddle in the German-Russian-Turkish alliance; and 2) Active cooperation is now possible in the form of Fleet Black Sea Supports AUSTRIAN Army Rumania-Sevastapol, Army Serbia Supports TURKISH Army Bulgaria-Rumania. This would mean that Russia would lose either Rumania or Sevastapol, and she could lose both. Alternatively, Army Rumania Supports and Fleet Black Sea Convoys Army Bulgaria-Sevastapol, Army Serbia Supports Army Rumania has a slightly more pro-Turkish cast.

But even if Austria is stomped to fudge (and he could be easily reduced to just Budapest), Russia will still be faced with a reasonably strong

1986H/Fall 1904/The Moves

GERMANY-RUSSIA GO BOOM IN THE NIGHT,
THERE'S A BIG RAT HIDING SOME PLACE

AUSTRIA (Randolph Smyth)

Fleet Greece-Bulgaria (south coast)
/Bulgaria is dislodged and annihilated./
Army Rumania Supports Fleet Greece-Bul-
garia (south coast)
/Rumania is dislodged and retreats Gal.Fall 1904...
Army Budapest Supports Army Trieste-Vienna
Army Trieste-Vienna
/Trieste is dislodged and retreats Alb.

ENGLAND (Al Pearson)

Army London-Yorkshire
Fleet English Channel-London
Fleet Skaggerak-North Sea
Fleet Denmark-Helgoland Bight

FRANCE (John Kador)

Fleet Brest Supports Army Picardy
Army Ruhr-Holland
Army Picardy Supports Army Gascony-
Paris
Army Gascony-Paris

GERMANY (Edi Birsan)

Army Belgium-Edinburgh
Fleet North Sea Convoy Belgium-
Edinburgh
Army Burgundy-Marseilles
Army Tyrolia-Trieste
Fleet Baltic-Denmark
Fleet Kiel Supports Fleet Baltic-
Denmark
Army Paris-Brest
/Paris is dislodged and retreats Bur.

ITALY (Jim Burgess)

Fleet East Mediterranean-Aegean
/East Mediterranean is dislodged and
retreats Syria.
Fleet Ionian Supports Army Albania-Greece
Army Albania-Greece
Army Venice Supports GERMAN Army Tyrolia-
Trieste

RUSSIA (Kathy Byrne)

Army Ukraine-Rumania
Fleet Sevastapol Supports Ukraine-Rumania
Army Vienna Supports GERMAN Army Tyrolia-
Trieste
Army Bohemia Supports Army Vienna
Army Finland-Sweden
Fleet Norway-Skaggerak

The Commentary (Mark Berch)

Italy and Turkey, one or both of them sporting builds — quite a contrast to even the best that the English-French duo can pull off. And Birsan will try to keep that gap just small enough that Byrne doesn't chafe, but large enough to let him dominate the alliance, which he appears increasingly able to do if he so desires.

The opening game of 1986H has concluded with a resounding climax. An eastern and a western country have been demoted to minor power status. Home centers of three countries have fallen. Every country has seen its net supply center count change in Fall 1904. Germany has a turnover of seven centers (3 lost, 4 gained, including home centers of three different countries), a remarkable event for a country with only seven supply centers. I don't know whether the players are enjoying it, but the viewers are being treated to a dramatic spectacle.

The two tensions mentioned earlier are becoming sharper. The German-Russian alliance is very close to the point where they cannot be stopped if the others stick together. The pivotal question here is the Italo-Turkish war; which has been waged fitfully since the start of the game without benefit to either country. Another year of this war, regardless of how it goes, will sew things up for Germany and Russia. It's hard to see what either hopes to gain. Turkey cannot even be assured of taking Greece, and Italy's chances of taking a Turkish center are entirely in Russia's hands, and even then could be foiled by Turkey or even Austria. Italy's retreat will be quite revealing, but even if it goes off the board, Turkey might decide to press on.

Germany and Russia are now equal at eight. But Russia's ability to keep up with German growth depends on her ability to keep that Italo-Turkish war boiling. Unless Germany will let her "through the lines" in the north, her growth must come in the south where, alas, she cannot even build in Sevastapol. An Austrian/Italian/Turkish stonewall won't keep her out of Budapest if she's determined, but after that, she runs into real problems, especially once places like Albania, Bulgaria, the Adriatic, and Armenia are filled in. By contrast, Germany has a much simpler task, especially if England opts to remove Fleet Helgoland Bight. He should be able to take Spain or Portugal. Depending on the English removal, he can either take a second British home center, or retake Holland and retain Belgium as well. That would leave the English-French duo at only five; while Russia could easily see the Italo-Turkish alliance at ten in Winter 1905.

1986H/Winter 1904/The Results

TURKEY (Blair Cusack)
 Fleet Smyrna-East Mediterranean
 Fleet Aegean Supports Fleet Smyrna-
 East Mediterranean
 Army Bulgaria-Serbia
 Fleet Black Sea-Bulgaria (east coast)

AUSTRIA AND ENGLAND DOWN,
 RUSSIA AND THE REST GROW...
 FRENCH FIGHT

AUSTRIA (Randolph Smyth)
 Vienna, Trieste, Budapest, Serbia, Greece
 3/1 Removes Army Budapest, Army Albania
 (one unit annihilated)

ENGLAND (Al Pearson)
 London, Edinburgh, Liverpool, Denmark
 4/2 Removes Fleet Skagerrak, Fleet Helgo-
 land Bight

RANCE (John Kador)
 Brest, Marseilles, Spain, Portugal,
 Holland, Paris
 4/5 Builds one. No place to build. Will
 be one unit short in 1905.

ERMANY (Edi Birsan)
 Home, Holland, Paris, Belgium, Sweden
 Edinburgh, Denmark, Marseilles, Trieste
 7/8 Builds Army Munich

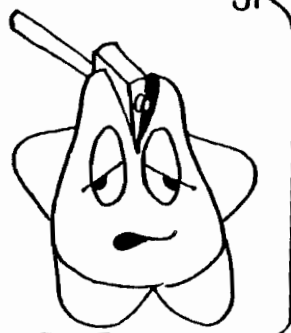
ITALY (Jim Burgess)
 Home, Tunis, Greece
 4/5 Builds Fleet Naples

RUSSIA (Kathy Byrne)
 Home, Rumania, Norway, Sweden, Vienna
 6/8 Builds Army Warsaw, Fleet St. Petersburg
 (n.c.).

TURKEY (Blair Cusack)
 Home, Bulgaria, Serbia
 4/5 Build Fleet Smyrna

DIPPY DOODLES

SO HE
 AGREED TO
 BURY THE
 LATCHET &
 START OVER!



The Commentary (Mark Berch)

Thus, the game which had a long opening game might have a short midgame if the Italo-Turkish war continues. It is much easier for a commentator to assemble an alliance than for the players, who must deal with a "history" in the game. For example, Army Venice Supports Austrian Army Budapest-Trieste looks simple enough from here, and would probably succeed, but the players may find that impossible to arrange. Italy and Turkey must make hard choices—and hard sells—to ensure their future.

Winter 1904...

Italy and Turkey are set on war, and if Russia had a hand in keeping this going, that's an important diplomatic triumph. Spring 1905 should reveal who, if anyone, she will back in this war.

Austria opted to scramble and could aggravate Russia or Germany here. The combination of the Russian fleet and no German fleet even things up somewhat in the northern seas; and perhaps they can work something out.

PLAYLIST

In case you ever wondered it takes about 200 hours to put together one issue of DW, including about one hour per page for the final typing, etc. While doing that I usually listen to one of San Diego's two classical stations (We are the only major city in the country, I think, with two of them. We're also the only major city in the country with no major symphony orchestra.) Anyway, while working on this issue I was listening to these new recordings: CARNAVAL with Wynton Marsalis gets a *** from me; KATHLEEN BATTLE SINGS MOZART which won a Grammy gets a ****; PLEASURES OF THEIR COMPANY with Kathleen Battle and Christopher Parkening gets a *****; a Japanese import of Toscanini doing Rossini still gets a ***** after all these years. Kiri Te Kanawa's BLUE SKYS gets a ***** also, mostly because of the efforts of Nelson Riddle and his group. This is one of the most sensual sounding recordings I've heard. Sensual in a different way is the Soli CARMEN with Troyanos, Domingo, Te Kanawa, and Van Dam. The London set still sets the standard for this operatic standard. Puccini's LA BOHEME is another war horse but the Freni, Pavarotti, Ghiaurov recording with Von Karajan is a fine one. So, it's been a good quarter audioly. As for movies, TOP GUN was the biggest waste of time and money in years. On the other hand, ALIENS was fun, even if I didn't see the last 7 minutes of it.

by Ken Hill

Hello again. It has been a few issues since my last column here concerning the ever-growing Play By Electronic Mail Diplomacy hobby here in Dip World. My original intention was to be in every issue but, as with most good intentions, had to take the back burner while I worked on other projects. But, now that I am back, you will be seeing my column on a more regular basis.

First, I want to bring everyone up to date on the status of PBEM Diplomacy. This section of the hobby has continued to grow at a substantial rate. On CompuServe, which has by far the largest base of players and GM's, we now have nine games running with six active GM's and over 50 players. We have just experienced another surge of growth after the holidays. Many people receive modems or computer equipment for Christmas and CompuServe gets flooded with new subscribers and, as a result, we get several new players this time every year. An interesting story came out in November when a group of IBM PCjr owners came across a copy of COMPUTER DIPLOMACY, Avalon Hill's computer adaptation of the game, and became interested in playing. Most of the players in the game had never seen Diplomacy before seeing the computer version but have nonetheless played a very good game so far. It is also been operating on weekly move deadlines which should place the ending of the game 4 months after the start of the game. More on the speed of PBEM later in the column.

There are still games being found on other commercial networks. While, I have not personally seen any of these games, GENie and other commercial services do have small groups of Diplomacy players. There are several local BBS games running. I also received some information on a Diplomacy BBS being run in Canada but I was unable to get connected to the number when I tried to call.

Last time, I told you that I would talk some more about the advantages of PBEM Diplomacy over PBM Dip. The first advantage, as you would suspect, is the speed. Those of you who read EVERYTHING might have noticed that my games (from THE ARMCHAIR DIPLOMAT) are usually the first to be completed. An average PBEM Diplomacy game on CompuServe takes about 6 to 8 months to complete. The order deadlines are on Saturdays and by Tuesday afternoon, the latest TAD (containing the latest game reports) is published. It leaves about 10 days for negotiations on a two-week deadline. Some games are run on once-a-week deadlines and these are completed very fast. Another reason for the speed is the fact that messages between players are transmitted quickly, 20 minutes at the slowest. Also, we have the ability to have a live private conference of two or more players for face-to-face style discussions.

Another advantage is the security of communications between players. A private message left for another player can only be seen by that other player. No one, not even the operators of the network itself, can read that message. Of course, this doesn't stop some players from sharing messages (in fact, Easyplex has a message forwarding feature built right in) but you can be sure that no one else is reading your correspondence accidentally.

Next time, more advantages of PBEM Diplomacy play over PBM and why I think PBEM can be better than playing face-to-face games. Thanks for listening.

If you are interested in becoming a PBEM player or just want additional information, feel free to write me. My address is 6199 Rockland Drive, Dublin, 43017. I would be happy to help get you started. (Those of you who have written for information on PBEM, hang in there. I haven't forgot about you...it's coming soon, honest!) If you are already a subscriber to CompuServe, you can reach me at by Easyplex using my PPN [70357,431].

THE OTHER-ORIENTED APPROACH, or

"Why am I doing this, really?"

Tom Hurst

In this, the last in my series of articles on player types in Diplomacy, we will look at those players who approach the game of Diplomacy from a point of view which has nothing at all to do with the game itself. These players use the Other-Oriented Approach. They don't care that Diplomacy is the game being played. Any other game will do as well, or at least any game that involves player interaction.

Players utilizing the Other-Oriented Approach get their kicks not out of the game outcome, where winning or placing is the measure of their satisfaction, nor do they get them out of how well they play the game while it is ongoing. They get them through the interactions between the players on a personality level. These players can be divided into four subtypes:

- 1) The Terrorist
- 2) The Orator
- 3) The Pen Pal, and
- 4) The Nice Guy.

The Terrorist

The Terrorist is a guy who is out to get you. His main motivation is revenge, either because of what you did to him in another game, or just because he doesn't like the way you shave in the morning. This is the classical "cross-gamer" of Diplomacy lore. He doesn't give a damn about strategy or winning. He just wants to be in a game with you so that he can pound on you as much as possible. He will try his best to get others to help him, and thus is very likely to be a prolific writer—to anyone but you. Your mailbox can grow cobwebs for all he cares.

The only way to deal with a Terrorist is to make sure that every other player in the game knows just what he is trying to do to you and then take him out as soon as possible so that you and the rest of the players can get down to the enjoyment of the game itself. Let him get what satisfaction he can in his kamikaze attacks on you, and work to make those attacks as fatal for him as possible. He will gloat in his press or over the table every time he attacks you. Save your own gloating for the turn he gets wiped out and THEN let him have it. He deserves it.

The Orator

The Orator is the type of guy that cannot let an argument sit, and will pick argument with you if he isn't involved in enough of them at the moment. He usually picks at least four or five in every game he's in. He will always try to outshout you, at a minimum. Every time you have a disagreement with this type of player, he will write voluminous press telling everyone what a bad character you are and how difficult it is to put up with you. He will curse the fates that made it necessary to deal with you in the first place. This may not be so bad if his peregrinations were confined to the game at hand, but he will always carry the argument further and try to assassinate your character in other games and in hobby publications, and tell anyone that will listen to him just how right he was and how wrong you were. He does this to make you give in to whatever he has to say or have your playing reputation, or even just your reputation, ruined. His method is especially effective if he is a hobby publisher and has a ready-made forum for his attacks on you.

1987 RUNESTONE GM FILL BALLOT

Please list GMS alphabetically by surname, going down the columns.

Vote	GM's Name	Vote	GM's Name	Vote	GM's Name
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
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_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

INSTRUCTIONS: You may rate any Diplomacy GM in whose postal game or games you were a player at any time after April 1, 1986, and under whom you played for long enough to gain an objective assessment of his or her competence as a GM. Gamesmasters may not rate themselves. Rate each GM by NAME, not by zine. Distinguish between Ron Brown of California and Ron Brown of Canada if you vote for either or both.
Again, the rating scale is from 0 to 10, with 0 being the lowest possible vote and 10 the highest. No fractions, please. Rate North American GMS only, though any players living outside North America are welcome to participate.

CONTEST FOR GERMAN DIPLOMACY SET

Yes, I would like to try and win the free, brand new German Diplomacy game!

Print neatly:

Name _____

Phone (optional) _____

Address _____

1987 RUNESTONE ZINE POLL BALLOT

The Abyssinian Prince	Foundation	Politesse
The Alamo City Times	Frobozz	Pommes Mit Mayo
Alpha & Omega	The Gamer's Zine (CT)	Pontevedria
The Appalachian General	Gentleman's Agreement	Praxis
Appalling Greed	Graustark	The Prince
The Armchair Diplomat	Hai! Jikai!	Protozoan
Bersaglieri	Hansard	Random Thought
Blunt Instruments	The Home Office	Rebel
Boast	House of Lords	Redwood Curtain
Bushwacker	It's a Trap!	Retaliation
The Canadian Diplomat	Kaissa	Scipionibus
Cathy's Ramblings	Kathy's Korner/Whitestonia	Send Me a Postcard
Cheesecake	The King's Court	Sleepless Knights
The Communist Diner	Know Your Enemy	Tacky
Costaguana	Known Game Openings	Ter-ran
Diplomacy Digest	Life of Monty	This Bud's for You
Diplomacy World	Lone Star Diplomat	Vertigo
Diplomag	Magus	The Volcano City News
The Diplomat	The Messenger	The Vortex
The Diplomatic Rag	Microphage	Who Cares?
Dippy (Jim Benes' zine)	No Fixed Address	Zimiamvia
The Dragon's Lair	Ohio Acres	The Zine Register

Over There
Paranoiacs
Penguin Di

INSTRUCTIONS: You may rate any publication substantially devoted to Diplomacy of which you have seen at least two issues since April 1, 1986, and which has been published in 1987. Rate each zine on a scale of 0 to 10 (0 being the lowest possible vote, 10 the highest). No fractions, please. Do not rate your own publication. Please rate North American zines only, though any readers living outside North America are welcome to participate.

1987 RUNESTONE SUBZINE POLL BALLOT

At Your Service	Life Goes On	Shadowplay
Big Hits of Mid-America	Magnificent 7	Submarine Warfare
Bottoms Up	Meeting of Minds	Thrill of Agony, Victory
Debi's Filler	The Megadiplomat	(Time) Lording It
Diplodocus	The Melnibone Herald	
Fiat Bellum	Only Yesterday	
Hare of the Dog	Out to Pasture	
High Inertia	The President's Brain...	
High Plains Gonzo	Semi-instant Replay	
	(Blank spaces are for any	I've neglected to list.)

INSTRUCTIONS: The same as for the Zine Poll -- 0 to 10 scale, do not rate your own publication, etc.

The zine I predict will win the 1987 Runestone Poll is _____

Rules

1. You must vote in the Poll and correctly guess the winning zine to be eligible for the prize.
 2. The winner will be selected randomly from among all eligible entrants. The random drawing will be performed by Nelson Heintzman.
 3. The winner's name will be published in The Cream Shall Rise! along with the Poll results.
 4. People involved in collecting ballots for the Poll (Bruce Linsey, Nelson Heintzman, and Derek Caws) are not eligible to win.
 5. The winner will be notified and allowed, at his or her discretion, to take a U.S. Diplomacy set or a \$30.00 cash prize in lieu of the German Diplomacy set.
- *****

Send your ballot to Bruce Linsey, 73 Ashuelot St., Apt. 3, Dalton, MA 01226 (USA) or to Nelson Heintzman, P.O. Box 203, Bowmansville, NY 14026 (USA). Deadline for votes to Bruce is June 27, 1987. Deadline for votes to Nelson is June 20, 1987.

All votes will be held in strict confidence. A voter list will be published again this year.

IF YOU WISH TO RECEIVE THE POLL RESULTS BY MAIL, check this space _____ and enclose \$1.00 U.S. (to Bruce Linsey) with your ballot. The results publication is called The Cream Shall Rise!; it will contain an in-depth statistical analysis of the voting and much more. Publication date will be in July.

Indicate one way in which you participate in the North American Diplomacy hobby

(sub to Zine XXX, play in game 1986YY, etc.) _____

Signature _____

Print your name neatly _____

(If your ballot isn't signed, or I can't tell who you are, it will not be counted!)

The only way to deal with a character like this is to avoid him. He's not interested in you as a person or as a player, but only in his own ego-enhancement at the cost of your own. Pretty soon, if this advice is followed, he will have to find another drum besides the hobby to inflate his ego in, and will probably become a lawyer.

the Pen Pal

The Pen Pal is just what his name implies. He plays Diplomacy to meet and write to other people. This type of player may be good, bad, or indifferent. It doesn't make any difference. All he wants is the opportunity to write reams of correspondence, usually not even concerned with the game. You'll find this type of player subbing 10-20 'zines, with a game or three in each one of them. If there's a game opening in the hobby, you'll find him there, especially if that game involves someone he has ever met before.

Only one thing must be considered in dealing with a Pen Pal. You must write, write, and write some more to him. This guy wants to see his mailbox full! You will have an instant enemy if you don't send him his "fix" every turn. Write anything! He doesn't care. He's just as happy with the state of the weather as the state of the game. Do this and you'll probably have a friend for life.

the Nice Guy

This is the type of player you find at FTF cons where someone is always looking for a seventh player so that they can get a Dip game going. This is the original seventh person! Another example of this type of player is the spouse of a PBM player who gives in to her mate's enthusiasm (and nagging) and plays a game just to please him. This type always seems to get "roped in" to play so that everyone else can have fun. A true martyr.

You will find, though, that the Nice Guy usually does well in almost every game he's in. No wonder. Who would want to discourage him? I certainly don't. Further, we KNOW what kind of person actually WANTS to play Diplomacy, don't we. I'd rather pick on them first.

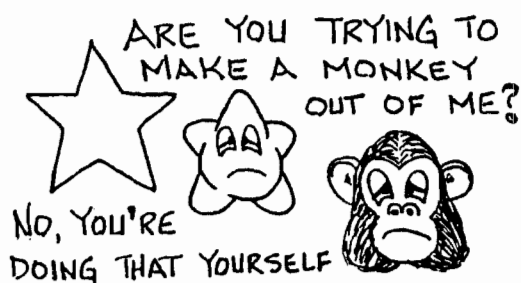
SUMMARY

So now you have the fruit of many long years of my research into the motivations behind the players who play this game of ours. Armed with this information, you will be better equipped to deal with the fellow players you get stuck with in your games. Then again, maybe not. After all, they may be deliberately disguising their playing style. Fortunately, such a disguise is almost impossible to sustain over very many games. The whole reason behind this series is to give you your best shot at recognizing our opponents for what they really are.

Good luck!

EGG ON MY FACE DEPARTMENT

This is getting embarrassing. I've temporarily lost (Nothing is ever permanently lost around here because nothing is ever thrown away.) an article by Melinda Ann Holley (and the drawing for it by J.R. Baker). I wonder if it is with her rating system letter? Anyway, when it turns up, I'll include it in the next issue.



DIPPY DOODLES * JR

RAIDERS ON THE HIGH SEAS

J. C. Hodgins

The dictionary defines a raid as "a hostile or predatory incursion by a rapidly moving body of troops or an armed vessel." A raider is a unit which participates in such a foray. Raiders exist in Diplomacy as well as real life.

Both fleets and armies can be raiders, but fleets have the better potential due to their speed and the area they can cover. I will therefore concentrate on the naval aspects of raiders. Throughout this article anything referring to the raider or his forces will be the raiding power, and the enemy and his forces will be the power being raided.

The Germans fought two World Wars with the raider philosophy. Not counting U-Boats, for which there is no analog in Diplomacy, surface raiders accounted for much damage to allied shipping and played a large part in psychological warfare.

The "cruise of the Emden" is a famous episode in WWI in which a German light cruiser sailed 30,000 miles in three months, mostly in the Indian Ocean, and sank or captured 23 merchant ships, plus one cruiser and one destroyer. The Allied naval search force involved at one time or another nearly 80 vessels. The psychological lift that this gave Germany cannot be discounted, and the captain, Karl von Muller, became a living legend.

In WWII the pocket battleship Graf Spee wrecked havoc in the South Atlantic from October to December 1939, sinking 9 merchant ships before it was scuttled by the German crew while blockaded in Montevideo. It took 15 allied warships to track down and finally defeat this one German ship. These examples illustrate the potential for raiders as a tactic in Diplomacy.

A fleet becomes a raider when it passes behind enemy lines and has potential to wreck havoc on enemy supply centers. By itself, a raider cannot hope to win the war, but by threatening the enemy's centers, it can cause psychological panic in an enemy and disrupt his game plan.

Left untouched, a raider can slowly destroy a great power, center by center, while the enemy's main forces fight at the front. If the enemy tries to destroy the raider, it often takes three or more units to do so, since annihilation is the only sure way of ridding oneself of a raider. These units are forced to move away from the front and create a chance for the raider's front-line forces to make advances.

The potential of a raider is dependent on the number of supply centers which it can snatch. A North Sea raider is more potent than a Western Mediterranean raider simply because the former has more potential centers to aid than the latter.

There are various methods of producing a raider. One method is to "retreat forward" if the unit is dislodged by a superior attack. Many players fall into the rut of always retreating backwards when dislodged, towards their home centers. This makes sense if a unified front is desired. However, sometimes it would be better to turn the unit into a raider. Therefore, the unit is ordered to retreat into a vacant space which is AWAY from the home centers, TOWARD the enemy centers, and which is basically behind the enemy's front lines.

For example, if Italian Fleet Mid Atlantic Ocean is dislodged by a combined English/French attack, the Italian player may have multiple options. A retreat to the Western Mediterranean would be the cautious move, shoring up the Mediterranean and perhaps preparing for a counter-attack. But if the North Atlantic Ocean is open, why not retreat there? The unit then becomes a raider, and can be devastating to England, whose centers are now susceptible to a quick attack.

Such a raider can be seen in 1976BG, a DW Demo Game, in which it took 4 English fleets 2 game seasons to destroy Edi Birsan's raider fleet.

Sometimes a raider can be created simply by making an unexpected move which bypasses the action and allows the unit to slip through enemy lines. This is even more potent psychologically, because the player can state in his subsequent negotiations that he purposefully made the daring move. His allies might be more willing to follow his lead, and his enemies will be more paranoid (and perhaps more conciliatory) than ever.

What is the effect of raiders on the enemy and the game? We have already covered the fact that they can grab enemy centers which are usually undefended. They also use the enemy to allocate a disproportionate number of units to destroy one lone unit. They draw enemy units from the front. They cause panic and consternation in the enemy camp. And they can be used as bargaining tools such that one raider may be enough to persuade a potential ally to switch sides, or to finally crush an otherwise obstinate enemy's will to fight on.

A raider can also turn a dull, plodding game into a more vibrant and exciting one. When a player decides to take a chance, others may follow suit, and soon the game is alive, as it should be.

I liken the raider to buccaneers of old, who were given license by their monarchs to act as pirates on enemy shipping. A buccaneer is an adventurous sort, and why shouldn't Diplomacy player be adventurous too? There is much potential in becoming a raider, and perhaps just as important, it's more fun than playing a dull, stalemated game!

In your future games, keep an eye open for an opportunity to create a raider, and think seriously about doing so. The rewards can be great, and even the threat of a raider may be enough to help your position in the game, diplomatically as well as tactically.

FAMILY BUSINESS

We often forget that Diplomacy hobby members are really nothing more — and nothing less — than a big family scattered all over the world. Keeping track of them all is a tough job, but from time to time we like to share with you news of their changing lives.

First, a sad note. I was shocked to learn this past winter of the passing of Charles Warner, a member of the Diplomacy hobby during the late 1960s and early 1970s. Charlie was a charter member of the Lafayette Tactics Assn., the San Francisco Bay Area Diplomacy Group, and publisher/GM of ARMAGEDDONIA, perhaps the best spirit duplicator 'zine ever published. He was also a variant designer and produced some fine games. He was also one of the best FIF and postal Diplomacy players of his day and even now holds a respectable position in the CPCRL. More importantly, he was a fine fellow and following his studies in Berkeley he entered the ministry. It was while finishing his doctorate that Charlie was stricken with a rare form of leukemia and taken from us, not yet forty years old. He may be gone, but he's not forgotten.

On a happier note I'm pleased to report that Bill McLinn, a Dippy player from the early 1970s, was recently ordained here in San Diego as a minister in the UCC. Bill's special ministry as Mark Twain has taken him all over the world preaching Tom Sawyer's version of Christianity and a social gospel message with universal appeal, even to Diplomacy players. Bill has also donated his personal copy of my Diplomacy book to the PDORA for auction next year.

And, as almost everyone knows by now Kathy Byrne and John Caruso have finally tied the knot, thereby creating one spectacular alliance. Congrats and best wishes to both. Now, if someone will just decide if KK/Whitestonia is a zine, a sub-zine, or ...?

THE GERMAN VARIATION OF THE THREE FLEETS OPENING

J. C. Hodgins

In most games of Diplomacy Italy must become a naval power in order to survive, let alone win. Because of its shape, with limited access to the rest of Europe in the north, Italy is virtually an island, and islands are best defended by fleets. Also, because Italy is located in the center of the Mediterranean, she must control that water area if she wishes to have any power at all. Hence the need for fleets.

Edi Birsan suggested an opening called The Three Fleets which allows Italy to build two fleets in Winter 1901 and so get an early jump on naval rivals. The opening is as follows:

Spring 1901: Italy: Army Venice-Trieste; Austria: Fleet Trieste-Albania, Army Budapest-Serbia, and Army Vienna-Budapest (or Hold).

Fall 1901: Italy: Army Trieste Hold; Austria: Fleet Albania-Greece, Army Serbia Supports Army Budapest (or Vienna)-Trieste.

In the autumn season Italy refuses to retreat the dislodged army and, along with the build from Tunis, raises two new fleets.

The problem with this opening is that Italy must have Austria's complete cooperation and trust, something which may not be easily forthcoming. Austria may be agreeable to a non-aggression pact, but Italian troops on Austrian soil may be out of the question.

Is Italy then totally dependent on Austrian goodwill to raise three fleets? Not at all. There is another option, using a delayed form of the Three Fleets, involving another country altogether: Germany.

The Italian army moves to Munich in Fall 1901 via Tyrolia. Italy builds two fleets in the winter, and in Spring 1902, Germany boots the Italian out of Munich and off the board. Italy has his three fleets, and Germany is back to full strength.

Germany has two options with this opening. He can opt to try for three neutrals in 1901 or just two. Either way, he will have Army Kiel and Army Berlin ready in 1902 to force the Italian out of Munich and ensure an easy build in that year. The German options are below:

Option 1 (2 neutrals)

Spring 1901: Fleet Kiel-Denmark, Army Berlin-Kiel, Army Munich-Ruhr.

Fall 1901: Fleet Denmark-Sweden (or Hold), Army Kiel Support Army Ruhr-Holland

Option 2 (3 neutrals)

Spring 1901: Fleet Kiel-Holland, Army Berlin-Kiel, Army Munich-Ruhr.

Fall 1901: Fleet Holland Support Army Ruhr-Belgium, Army Kiel-Denmark.

As you can see, Germany will gain enough units (assuming he has had no opposition and has not lost any other home supply centers) and can easily knock the Italian out of Munich.

What benefits does this opening have for the two countries involved? For Italy, it allows a quick build-up of naval strength without having to depend on Austria. Germany, because he appears to be in trouble at the start, might be able to avoid the "Big Germany" complex which his neighbors so often get when he grows too fast. Yet Germany will get an easy build in 1902 to bring him back up to full strength. This opening might also give France and/or Turkey a false sense of security, thinking that Germany and Italy are embroiled in a central war, when in fact they are good allies. Their central position will do them in good stead in the middle game.

One problem with this opening is that Austria will not take too kindly to an army in Tyrolia, but with some diplomacy and explaining the situation to him, he will probably let it go.

The next time you play Italy and you have a good relationship with the German, mention this opening and give it a try!

QUESTING A SEASON SEPARATION

k Berch

re Germany, and the GM has just called for Winter 1905 and Spring 1906 orders. The sole adjustment is a Russian build, and only St.Petersburg is available. There's four choices: Fleet St.Petersburg (north coast), Fleet St.Petersburg (south coast), St.Petersburg, or no build, and writing contingencies for those four may be no problem at all. But you may absolutely require a season separation, for you must do more than submit orders. You have a more complex task: to write England and gain his alliance against Russia.

What approach should you take? That, alas, depends on what the Russians do in Winter 1905. If he builds Fleet St.Petersburg (south coast), you are going to need a hard sell, for you are at risk of yourself being a target of England and Russia. Fleet St.Petersburg—sure, they both go to England. Anything to make the alliance.

A build of Fleet St.Petersburg (north coast) calls for a different approach. England will surely be alarmed, so a hard sell shouldn't be necessary. St.Petersburg for him, Sweden for you would certainly be fair.

Army St.Petersburg is a more ambiguous situation. You may need to find out first if he even feels threatened by the build. St.Petersburg for him, Sweden left up in the air might be a good stance, at least initially.

If he fails to build, you'll want a different approach. Instead of painting Russia as dangerously strong, you portray him as invitingly weak. Indeed, the nuances of the letter may turn on exactly why he didn't build. Did he try to build in occupied Poland? — "If this guy can't keep track of where his units are, maybe we can simplify things for him by shortening his task." Did he try to build in Turkish held Sevastapol? "If you take St.Petersburg, maybe he'll try to build there, too." A straight NMR might be labeled as a foreshadowing of a new player.

So to know what letter to write, you need first to see what the Russians do, and then that, you need a season separation. And you may have to lobby the GM into giving you one. If you are new to postal play, you may feel uncomfortable about targeting Diplomacy at a non-player, the GM. Put aside those qualms. Almost any experienced player will tell you that such circumstances are not rare. I've "diplomated" my GM in at least half the games I've been in.

If the GM grants a season separation on request, you've got no problem (although to avoid hard feelings, explain to him why). But most don't. I've seen some houserules which would be an absolute bar to having a season separation in such a case. DON'T SAY THAT. STOP YOU! Write to the GM immediately (or call). Explain the situation to him. Point out that you haven't written England yet at all, so you need a response from him away, regardless of how he rules. Throw in every argument you can think of. GMs will bend their houserules to accommodate a situation that hadn't occurred to them, especially where a player appears to be acting reasonably, and isn't asking for something others wouldn't be entitled to. You should either authorize him to call you collect, or enclose a self-addressed stamped envelope to facilitate his response.

Like some other situations, this one arises from the differing viewpoints of GM and player. As the GM sees it, the game consists entirely of the orders. If the board situation is simple enough to allow a player to submit combined orders, then no separation should be given. But from the player's perspective, the game is more than just the orders, it is also the Diplomatic Correspondence. And that is what causes the problem. Note that in the British system of combined Fall and Winter seasons, the problem doesn't arise.

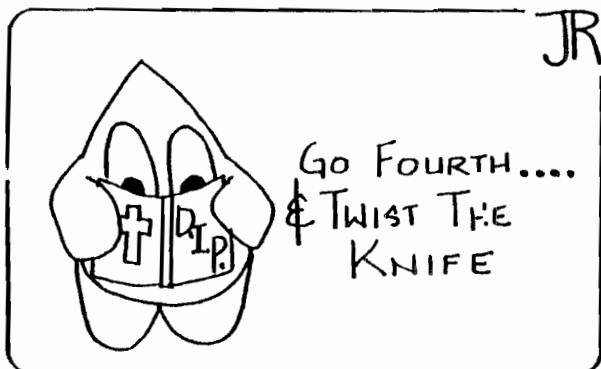
In my view, the ideal houserule would be as follows: "Seasons are separated on request. When the reason is not apparent, the requestor is urged to include a note to the GM as to why the request is being made. If the GM does not find the request reasonable, he will print the name of the requestor, and, if given permission, will print the reason given." I don't think frivolous requests occur that often. When

it did, the players themselves could decide whether to penalize the miscreant for unsportsmanlike conduct. That is a job for the players, not the GM. Indeed, a GM who truly wants a "hands off" style of gamesmastering should automatically grant any request, and not make evaluations as to whether the game should or should not be delayed. That's all part of how the game is conducted, and the GM should get into that as little as possible.

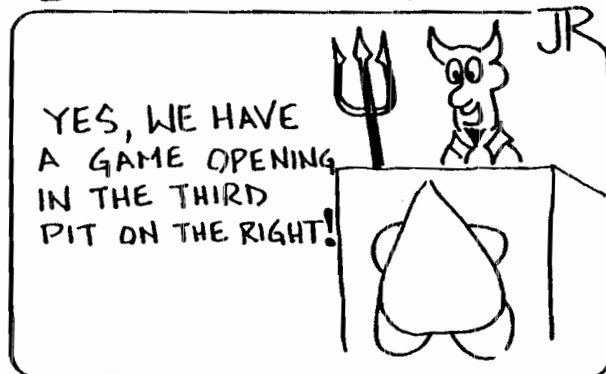
OH GOD (PART III)

J.R. BAKER

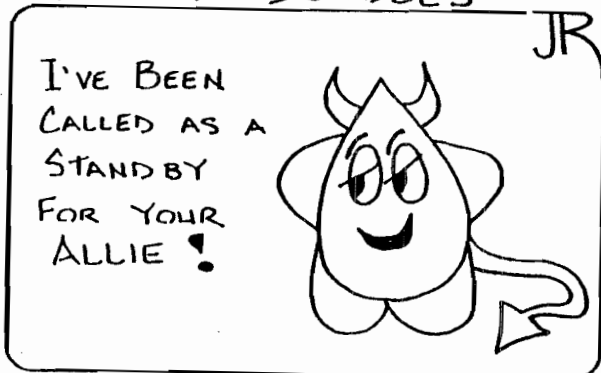
DIPPY DOODLES



DIPPY DOODLES



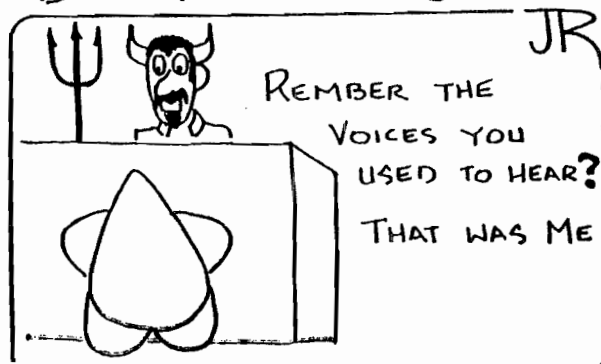
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DIPPY DOODLES



DIPPY DOODLES



DIPPY DOODLES



186Q/Spring 1904/The MovesThe Commentary (Eric Verheiden)GERMANY & ITALY BECOME BATTLEFIELDS
TURKS MOVE UP THE SMOKESTACK

ITALY (Hugh Christie)

Army Budapest-GaliciaArmy Venice-RomeArmy Trieste-VeniceArmy Vienna-Tyrolia

ENGLAND (Paul Boben)

Fleet Edinburgh-NorwegianArmy Yorkshire-NorwayFleet North Convoy Yorkshire-NorwayFleet Holland-Helgoland BightArmy Kiel Support FRENCH Army Munich-Berlin

FRANCE (Bruce Walter)

Fleet West Mediterranean-TunisFleet North Africa Supports West Mediterranean-TunisFleet Gulf of Lyon-TyrrhenianArmy Ruhr Supports ENGLISH Army KielArmy Paris-BurgundyArmy Marseilles-PiedmontArmy Munich-Berlin

GERMANY (Randy Karmolinski)

Army Berlin Support Russian Fleet Baltic-Kiel

ITALY (Bob Addison)

Army Piedmont-MarseillesFleet Tyrrhenian-West MediterraneanFleet Tunis-West Mediterranean/Tunis is dislodged and annihilated./

RUSSIA (Robert O'Donnell)

Fleet Denmark Supports Fleet Baltic-KielFleet Baltic-KielArmy Silesia Supports Warsaw-GaliciaArmy Warsaw-GaliciaArmy Ukraine-Rumania/Ukraine is dislodged and retreats to Warsaw./Army Moscow Supports Army Ukraine/Ukraine was ordered to move./

TURKEY (Vince Springer)

Army Galicia-UkraineArmy Rumania Supports Galicia-UkraineArmy Sevastapol Supports Galicia-UkraineFleet Black Sea Supports A SevastapolFleet Smyrna-East MediterraneanFleet Greece-IonianArmy Bulgaria-Greece

1904 turned out to be yet another year of consolidation and, as such, less than tremendously exciting (in fact, a bit on the dull side). There were a few developments of minor interest. Italy (Addison), besieged on all sides and therefore having nothing particular to do, went on holiday, finally ending up in the Mid-Atlantic. An interest raider piece — if it lasts long enough to do any raiding.

Russia (O'Donnell) was the other major loser. The predicted stab by England came right on schedule, complicated by some bumbling in the south (what was the point of taking Galicia? Holding the Ukraine was much more important and easily accomplished, even against double-supported attack). In any event, by the end of 1904, Scandinavia was virtually an English colony and the Turk's were sitting on Moscow's doorstep. Not a real enviable position, though one with a year or two left in it at any rate.

Germany (Karmolinski) still survives, surprisingly enough. However, Russian support cannot be expected to continue and, once England and France work out their division of the spoils, Berlin should finally fall to the west.

In the major power category, England (Boben) made good progress with his Russian offensive. Denmark and Norway have already fallen; expected removal of the Russian fleets would allow Sweden to fall now and St. Petersburg in '06 or '07 (even removing the armies would probably delay things only a year or so; Turkey, even with help, cannot do much against England in the north). On the downside, England is probably now stuck with his French ally for the duration; an anti-French move now would more likely lead to a Turkish rather than English victory.

France (Walker) proved to be exceptionally (and, in my opinion, excessively) generous with Austria regarding Italian spoils. France has only picked up Tunis. He can be expected to take another German center, but then will be virtually stalled. It seems to me that a golden opportunity was missed to try to turn Italy to hold up the Austrians. Any deal France may believe he has with Austria vs. Turkey can be expected to last no longer than the next phone call. After all, Turkey can now offer the reasonable prospect of a draw while France can be expected only to take advantage of opportunities to take out both Turkey and Austria on the way to a hoped-for victory.

France's best shot was to turn Italy (who, after all, had just been stabbed by Austria and Turkey). French support vs. Austria could have been offered and perhaps even delivered — at least for a while. The key to the eastern

ITALY CRUMBLES,
ENGLAND RETURNS TO SCANDINAVIA

AUSTRIA (Hugh Christie)
Army Rome-Naples
Army Venice Supports Army Tyrolia
Army Tyrolia Supports RUSSIAN Army
Silesia-Munich
/No such order./
Army Budapest-Rumania

ENGLAND (Paul Boben)
Army Norway-Sweden
Fleet Norwegian-Norway
Fleet Helgoland Bight-Denmark
Fleet North Sea Supports Helgoland-
Denmark
Army Kiel-Berlin

FRANCE (Bruce Walter)
Army Ruhr-Kiel
Army Munich-Berlin
Army Burgundy-Marseilles
Army Marseilles-Spain
Fleet North Africa-Supports Tunis
Fleet Tunis Supports F Tyrrhenian
Fleet Tyrrhenian Supports AUSTRIAN
Army Rome-Naples

GERMANY (Randy Karmolinski)
Army Berlin Supports Russian Fleet
Denmark-Kiel
/No such order./

ITALY (Bob Addison)
Fleet West Mediterranean-Mid Atlantic
Army Piedmont-Marseilles

RUSSIA (Robert O'Donnell)
A Silesia Supports GERMAN Army Berlin
Fleet Denmark-Skagerrak
Fleet Baltic Sea-Sweden
Army Moscow-St. Petersburg
Army Warsaw-Moscow
Army Galicia-Ukraine

TURKEY (Vince Springer)
Army Ukraine-Galicia
Army Rumania Supports Army Sevastapol
Army Sevastapol Supports Army Rumania
Fleet Black Sea-Constantinople
Army Greece-Naples
Fleet Ionian Convoy Greece-Naples
Fleet East Mediterranean Supports Fleet
Ionian

position is the Ionian. Italy can be end-run in favor of a tactical move to the Ionian (after all, Italian centers are always available later). In the meantime, the eastern stalemate is broken (even a retreat from the Ionian can likely be made behind the lines, causing no end of problems) and, with a weakened Austria, Turkey might be encouraged to greedily grab Austrian centers, even though this might doom him in the long run (most Diplomacy players are not able to resist easy dot-grabbing, regardless of the long term consequences).

As noted above, Austria (Christie) was the biggest winner of all, having moved into Italy unopposed, actually receiving French support and in the meantime remaining unchallenged by Turkey, even though the latter was more or less stalled in both the north and west. With two builds, Austria will now be secure in the homeland and will be tough to dislodge from Italy (barring extremely unlikely Franco-Turkish cooperation). Austria now needs only to cut a firm deal or a four-way draw with Turkey (a deal which will probably stick, given preoccupation elsewhere and near impossibility of now achieving a solo win) and then avoiding any tactical blunders in holding the eastern line.

Turkey (Springer), although frustrated in terms of a solo win, has a fairly solid position as long as Austria does nothing foolish. A little diplomacy and acceptance of a certain amount of reality (e.g. Naples being Austrian should turn the trick. The prime objective should now be to insure that Moscow and Warsaw fall to the east. Russia may be persuadable to suicide vs. England, having little hope anyway. Failing that, a little Austrian assistance (say in booting RA Galicia) could be quite effective. If Russian centers fall as they should, this would leave 18 centers for the west vs. 16 for the east and therefore no practical shot at a solo win for any one player.

Can the four-way draw be improved upon? The circumstances would argue that it is no likely. All of the major players (England, France, Austria and Turkey) now have incentive for maintaining the status quo — and little real reason to expect benefits from breaking it, given the near even east-west split. If someone were to go, it would probably have to be the one remaining inner power, Austria. As Turkey, I would probably insist on a fairly complete pullback of western forces to their defensive lines in order to risk a four-way draw for a meager improvement to a three-way

6Q/Winter 1904/The Results

MANY & ITALY HANG IN THERE, BARELY
OUR POWERS ON TOP OF THE HEAP

TRIA (Hugh Christie)
Budapest, Serbia, Trieste, Venice,
Vienna, Naples
1/6 Builds Army Vienna and Army Trieste
(was one short)

SLAND (Paul Boben)
Home, Holland, Kiel, Denmark, Norway,
1/7 Builds Fleet Edinburgh & Army London

NANCE (Bruce Walter)
Home, Spain, Portugal, Belgium,
Munich, Tunis
1/8 Builds Fleet Brest

RMANY (Randy Karmolinski)
Berlin, 1/1 Constant

ALY (Bob Addison)
Rome, Naples, Tunis
2/1 Removes Army Piedmont

SSIA (Robert O'Donnell)
Moscow, St. Petersburg, Sweden,
Warsaw, Denmark, Norway
6/4 Removes Army Galicia & Army Moscow

RKEY (Vince Springer)
Home, Bulgaria, Sevastapol, Rumania,
Greece, 7/7 Constant

The Commentary (Eric Verheiden)

At that I would probably let Austria survive any-
way; in a publicized game such as this one,
what is the percentage in advertising that you
would readily betray a fairly long-term ally
for 1/12 Calhmer point? Much better to maintain
a reputation as a fairly loyal ally — and
then stab when it really counts!

DIPPY DOODLES ★ JR

PHAN SERVICE TO ROD WALKER, ZINE REGISTER TO KEN PEEL

Two important hobby services are changing hands in the near future. First, Rod Walker, I am told, is taking over the Orphan Service from Jim Burgess. Certainly there is no one in the hobby more qualified than Rod for this important position which handles the transfer of "orphaned" games that have been abandoned by their gamesmasters and finds players and players for such games. We hope everyone will support Rod in this new venture.

Just when he's going strong Simon Billenness is giving up the ZINE REGISTER to Ken Peel. Simon did a fine job getting the ZR back on its feet and he's made it the best publication of its type anywhere. Ken Peel, the man with the magic computer/printer, could bring some innovative ideas to the ZR, along with his experience as publisher of POLITESSE, the man behind the flyers (including one in this mailing). If you're a publisher or service hobby provider make sure you start sending copies of your efforts to Ken, so he can keep up with them in the ZR. His address is on the inside front cover.

Let me repeat in case you missed it that David Hood is, at our request, taking on the role of hobby events coordinator for DW. So, if you are planning a future Diplomacy related event of any type you should get in touch with Dave at 604 Tinkerbelle, Chapel Hill, N.C. 27514. Dave will be glad to work with you in making sure your event gets all the publicity and hobby support it needs, both in DW and elsewhere, and, equally important, that it doesn't conflict with or duplicate someone else's efforts.

1986Q/Spring 1905/The Results

MORE BLOOD THAN BEER FLOWS IN MUNICH,
NORTHERN WAR HEATS UP,

AUSTRIA (Hugh Christie)

Army Vienna-Bohemia
Army Tyrolia-Munich
Army Naples-Rome
Army Trieste-Venice
Army Budapest-Serbia

ENGLAND (Paul Boben)

Army Norway-Sweden
Fleet Norwegian-Norway
Fleet North Sea-Skagerrak
Fleet Denmark Supports Fleet North Sea-Skagerrak
Army London-Yorkshire
Fleet Edinburgh-North Sea
Army Kiel-Berlin

FRANCE (Bruce Walker)

Fleet Tyrrhenian-Ionian
Fleet Tunis Supports Fleet Tyrrhenian-Ionian
Army Ruhr-Munich
Army Burgundy Supports Army Ruhr-Munich
Army Munich-Bohemia
Fleet North Africa Supports Fleet Brest-Mid Atlantic
Fleet Brest-Mid Atlantic
Army Spain Hold

GERMANY (Randy Karmolinski)

Army Berlin Support AUSTRIAN Army Tyrolia-Munich

ITALY (Bob Addison)

Fleet Mid Atlantic-Spain (s.c.)
/Mid Atlantic is dislodged and retreats to the English Channel./

RUSSIA (Robert O'Donnell)

Army St. Petersburg-Norway
Army Silesia Supports AUSTRIAN Army Tyrolia-Munich,
Fleet Skagerrak-Sweden
Fleet Baltic Supports Skagerrak-Sweden

TURKEY (Vince Springer)

Army Ukraine-Warsaw
Army Sevastapol-Moscow
Army Rumania-Ukraine
Army Greece-Bulgaria
Fleet Ionian-Naples
Fleet Constantinople-Aegean

The Commentary (Eric Verheiden)

1905 was mainly another edition of the "weak go to the wall," as John Boardman would put it. Italy (Addison) was bounced into the English Channel and finally off the board as the Austrians decided he was not worth keeping around and the last gamble of IF English-Belgium missed. It is unfortunate that Italy has no really good options in Diplomacy; my guess is that the Lepanto (attacking Turkey) may be the best of a bad lot.

Germany (Karmolinski) survived another year thanks to the Russian suicide attack to the west. However, he now has a Turkish neighbor in Prussia to worry about. My guess is that Berlin could be snapped off in Spring 1906, before the English complete their breakthrough in the north. The fact is, a German Army in Berlin is not much better for Turkey than an English or French Army.

The Russian player (O'Donnell) was at least the most interesting: a revenge attack against England to the west while Turkey marches into Mother Russia. As such, it was about as effective as might be expected. England was slowed, but not stopped. Russian tactics were about as good as could be expected.

The haste in annexing Italian and Russian centers by the east might be questioned just a bit. The effect is to trade forward units actively engaging the enemy for rear units which will probably never reach the front. Such centers should then be occupied only when tactically necessary or the front units are no longer needed due to an impending stalemate. Perhaps this latter is the case.

Getting to the main players, the western and eastern powers generally moved expeditiously to their respective goals. In the west, England (Boben) managed to deal with the Italian raider problem while still moving forward into Scandinavia. The only slightly questionable move was English Fleet Norwegian-North Atlantic in the fall, a paranoid anti-French play which may delay the final conquest of St. Petersburg. On the other hand, a few unannounced plays like that once in a while are a good way to keep your ally a bit uncertain about potential stabs and therefore more likely to remain an ally as a result. The salutary effect of the "unexpected" U.S. raid on Tripoli might be considered a real world counterpart, as was Nixon's Christmas bombing raids on Hanoi.

France (Walker) also played well. France now has a very defensible position in the Mediterranean. He can lock up the western seas for good and all by rebuilding his fleet in Marseilles, or maintain a raider in the Adriatic or Apulia. The rebuild seems safer as it may be difficult to route French Fleet Brest into Spain otherwise without losing Marseilles or Munich.

6Q/Fall 1905/The Results

RIA GROWING,
USSIA, GERMANY GOING,
ITALY GONE

TRIA (Hugh Christie)
Army Piedmont-Marseilles
Army Rome-Naples
Army Venice-Rome
Army Tyrolia-Munich
Army Vienna-Bohemia
Army Serbia-Rumania

LAND (Paul Boben)
Fleet Norwegian-North Atlantic
Army Yorkshire-Belgium
Fleet North Sea Convoy Yorkshire-Belgium
Army Kiel Support Fleet Denmark
Fleet Skagerrak-Sweden
Army Norway Support Fleet Skagerrak-Sweden
Fleet Denmark Support Army Kiel

NCE (Bruce Walter)
Fleet Ionian-Tunis
/Ionian is dislodged and retreats
to Off the Board
Army Ruhr Supports Army Burgundy-Munich
Army Burgundy-Munich
Army Munich-Berlin
Army Spain-Marseilles
Fleet Mid Atlantic-Brest
Fleet Tunis-Tyrrhenian
Fleet North Africa-West Mediterranean

MANY (Randy Karmolinski)
Army Berlin Supports RUSSIAN Fleet
Baltic-Kiel

LY (Bob Addison)
Fleet English Channel-Belgium

SIA (Robert O'Donnell)
Fleet Sweden-Denmark
/Sweden is dislodged and retreats to
Gulf of Bothnia
Fleet Baltic-Kiel
Army Silesia Supports AUSTRIAN Army
Tyrolia-Munich
Army St.Petersburg-Finland

KEY (Vince Springer)
Army Warsaw-Prussia

The Commentary (Eric Verheiden)

The east has had a little more success around Germany. Munich may be attackable given the right Russian removals (leaving Russian Fleet Baltic and Russian Army Silesia). Even if Russia keeps the fleets, Turkish Army Warsaw-Silesia allows a Fall attack if Russia holds the Baltic. The problem is that Munich and Berlin are about the only targets which are assaultable from the east, which changes the eventual balance from 18-16 in favor of the west to 18-16 in favor of the east. In any event, Turkey (Springer) and Austria (Christie) have been playing a very coordinated game, keeping the gains about equal as a hedge against temptation.

The prospects for 1906 include further border maneuverings, leading to a final deliniation of the opposing lines (and elimination of the also-rans) by about the end of 1907 or 1908 at the latest. At that point, a draw would be in order, earned by all concerned, I believe.

THANK...

As you must know the baseball season is upon us. Things are doing just about as expected here. The Padres have lost 13 straight games as I type this (on Sunday, April 12th); 8 pre-season demo games and five regular season games. But, don't worry, things will get worse. Still, John Caruso has a copy of Allan Calhamer's other game, NATIONAL PASTIME (about baseball) and I have a METS tee shirt to wear at local games. I'll leave it to John to review the game, but the shirt fits fine. Another new shirt for the Archives (that's where they go when I out grow them) is from Bill Stapel which features a Diplomacy board and the legend, DIPLOMACY: EVERY CON NEEDS IT. I also brought back a couple of tee shirts from Disneyland (Mickey, Donald, etc.), but no Goofy!

Another flag for our collection came in from Melinda Holley for WV. It has a white field, a blue border, the state name on a red banner over a wreath surrounded (in green and red) and gold filigreed picture of two pioneersmen with the state's admission date (June 20, 1864, I think) in the center. Thanx, Melinda.

Remember, we're collecting Diplomacy related tee shirts and flags from countries and states where players are located for The Archives. If you haven't donated, you should. It may sound crazy, but it works. So far we've got flags from places like Alaska, Belgium, Canada, France, Italy, Singapore, the U.S.A., West Virginia.....

Army Moscow-Livonia
Army Ukraine-Warsaw
Army Bulgaria-Greece
Fleet East Mediterranean-Ionian
Fleet Aegean Support Fleet East Med-Ionian
Fleet Naples-Tyrrhenian

BIG GET BIGGER (MOSTLY),
SMALL GET SMALLER (ASSUREDLY)

AUSTRIA (Hugh Christie)
Home, Serbia, Venice, ~~Naples~~, Rome,
Rumania
6/7 Builds Fleet Trieste.

ENGLAND (Paul Boben)
Home, Holland, Kiel, Denmark, Norway,
Sweden
7/8 Builds Fleet London

FRANCE (Bruce Walter)
Home, Spain, Portugal, Belgium, Munich,
Tunis
7/8 Builds Fleet Marseillies

GERMANY (Randy Karmolinski)
Berlin, 1/1 Constant

ITALY (Bob Addison)
~~Home~~, 1/0, Removes Fleet English Channel

RUSSIA (Robert O'Donnell)
Moscow, St. Petersburg, ~~Sweden~~, ~~Warsaw~~
4/2 Removes Fleet Baltic & Army Silesia

TURKEY (Vince Springer)
Home, Bulgaria, Sevastapol, Greece,
~~Rumania~~, ~~Naples~~, Warsaw
7/8 Builds Fleet Smyrna

Here is a list of some of the people who have written DW about Diplomacy game openings, etc. If you're looking for players or subbers for your 'zine you might send them a sample.

Cpt. Baron M. Powell, C Co., Box 39, 4th Support Bn (Main), APO New York, 09701.

James Michaels, R.D. #1, Box 146, Clarks Summit, PA 18411.

Thomas N. Engelhardt, 254 Lang, Ft. Sam Houston, TX 78234-1128.

Ron Cameron, 7821 Bouma Cir., La Palma, CA 90623.

Chris Grodewald, Rt. 2, Box 591, Highland Iks, NJ 07422.

Roland Morris, 200 E. Schuylkill Rd., #G-5, Pottstown, PA 19464.

Craig Graham, 512 Varsity Estates Bay NW, Calgary, Alberta, CANADA T3B 2W8.

Nick Keating, 30633 Poplar, Barstow, CA 92311.

Grant Current, 734 Ludgate Ct., Gloucester, Ontario, CANADA K1J 8K9.

David Stone, 6603 Brill Rd., Indianapolis, IN 46227.

Jon Selbyg, 36 Union Ave., Schenectady, NY 12308.

Alex Rajada, Box 338, Peeu, WA 98572.

Edward Roe, 6012 43rd Ave., NW, Gig Harbor, WA 98335

David Pleger, 933 Ohio Ave., #B, Long Beach, CA 90801

Jon T. Smith, 539 S. Braddock, Pittsburgh, PA 15221.

Dave Share, 1850 Poseyville, Midland, MI 48640.

Jacob Merciez, 2330 Cowan Blvd., #201, Fredericksburg VA 22401.

Eric Aldrich, 266 Belmont Ave., Long Beach, CA 90801

Kevin Anderson, c/o E.A.C., 14820 N. Cave Creek Rd.

#10, Phoenix, AZ 85032.

Carl Beck, 130 Arch St., #2, Redwood City, CA 94062.

Rob Noblin, 334 Carroll Park East, Long Beach, CA 90814.

Mike Sergeant, Box 190286, Anchorage, AK 99519.

William Haworth III, Box 2368, Muskogee, OK 74402.

Peter Shannon, 3701 Sharon St., Harrisburg, PA 17111

Jon Fleischman, 3318 S. Bentley Ave., Los Angeles, CA 90034.

Michael P. Cahill, 81 Linden Ave., Ossining, NY 10562

Steve Smith, 1964 Kennilworth Circle E., Hoffman Estates, IL 60195.

Remember, you can find the names, addresses, and telephone numbers of more than 1,200 other Diplomacy players, plus convention locations, pub lists, hobby services and organizations and more in the BLACK AND BLUE BOOK. \$6.00, postpaid. Use the order form enclosed with this mailing.

DIPPY DOODLES

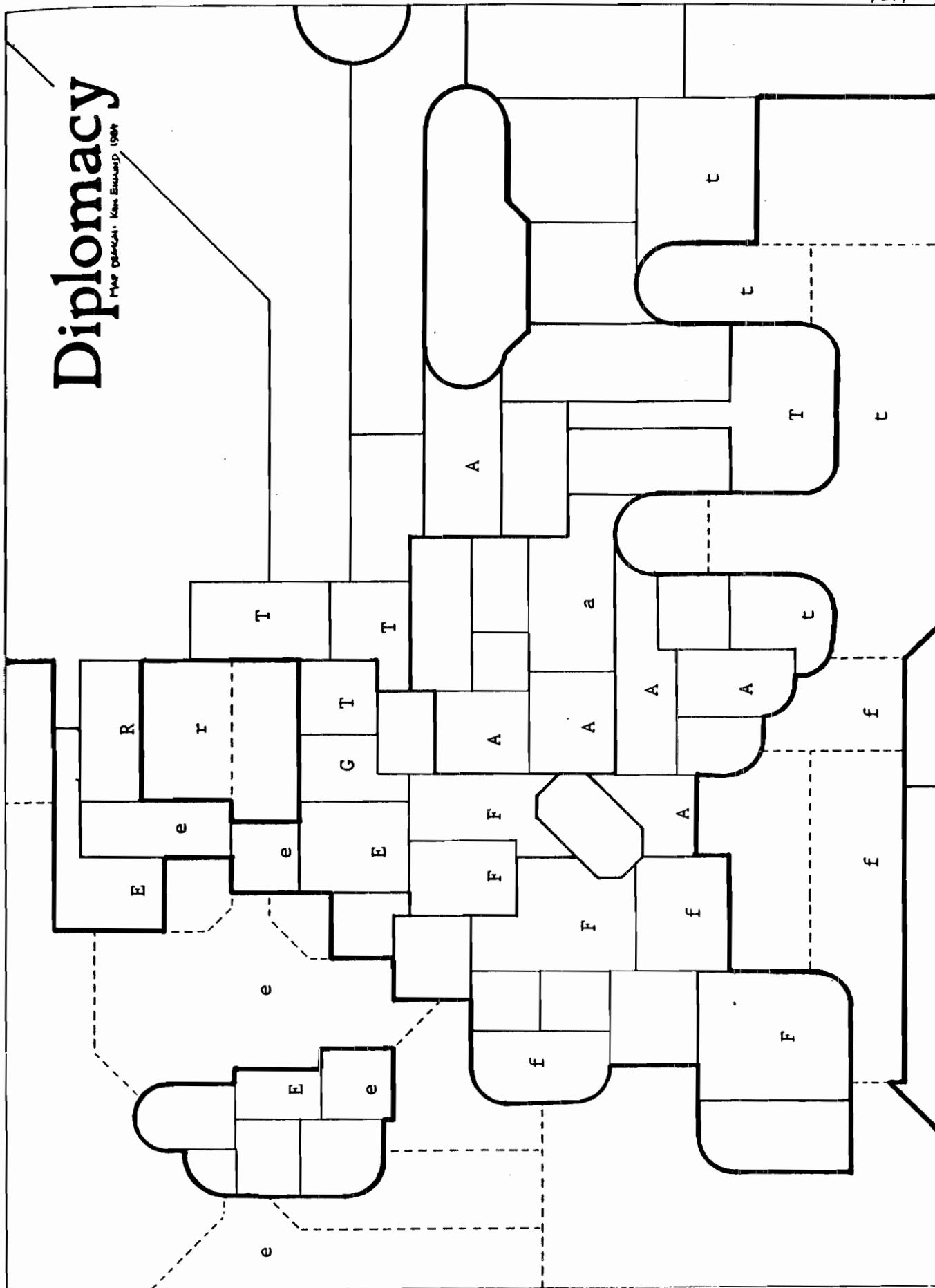
CONGRATULATIONS
ON YOUR RETIREMENT



JR

Diplomacy

THE DESIGN: VAN EEMSD 1984



THE WINSTON CHURCHILL VARIANT

Although it is not a generally known fact, many great, near-great, and not-so-great men of history have designed Diplomacy variants at some time or other during their careers, often at moments when playing games would seem to be the most unlikely thing for them to be doing. While going through The Archives Peericelli Collection we've come across a number of these designs, and from time to time we'll be publishing some of them. Some of the designs are complete with maps, rules, and background. Others only include outlines or sketches, but most of those can be completed by the serious Diplomacy student.

The first in the current series, featuring Diplomacy variants designed by those involved in the Second World War, was attributed to Gen. William "Wild Bill" Donovan, who headed the U.S.A.'s Office of Strategic Services; which later became the Central Intelligence Agency. A preliminary report on that variant appeared in Fred Davis's Bushwacker some time ago.

The Wild Bill Donovan Variant used the standard Diplomacy board map and rules of the game. Only the number and roles of the players were changed. Each of the Great Powers' supply centers were played by a different individual and each Great Power was coordinated by a team captain. Independent supply centers were played by individual players as well. And even non-supply center countries, such as Albania, were played by players without units who could write press, conduct negotiations, etc. Only one face to face test game of this Variant is known to have been played and that was under the auspices of the Bohemian Club under the guise of the 1st United Nations General Assembly in San Francisco some years ago. The only known postal test game is still going on after over 22 years. It is being conducted by members of the Bangs Leslie Tapscott Fan Club in Dr. John Boardman's magazine, Graustark.

But Wild Bill Donovan was not the only person to design a Diplomacy variant during the Second World War. Britain's prime minister, Winston Churchill, also designed a Diplomacy variant during the darkest days of WWII. As far as we know this variant has never been previously published and were it not for a description of the game and a copy of the game board map found among the personal papers of the late Reginald Cardinal Peericelli (grandson of Lorenzo Cardinal Peericelli, Archbishop of St. Peoriguerx), Archbishop of Hoppinsscotch during WWII, we would probably not know of the game's existence even now. No reference to it has been found among the official or unofficial Churchill papers.

What is known is that on the evening of December 13th, 1940, a Friday, following a small dinner party, Churchill met with the V.C.N.S. (Tom Phillips) and Prof. Lindemann (later Lord Cherwell), his chief scientific advisor, to plan the details of Operation Hockshop, the plan to transport the crown jewels to Canada for wartime security reasons (and to serve as collateral to guarantee the repayment of certain loans extended by the United States to Britain). (Editor's Note: Whether the plan was ever implemented or not is still a matter of debate among those not involved. I have it on good authority from a retired RCMP inspector, who was part of the guard force for the jewels during their visit to Canada, that the jewels were indeed moved to Canada and placed in storage at a small Canadian facility near Ralston, Alberta, Canada.).

Following the planning session Churchill, under the influence of some fine French champagne and what was probably the largest cigar ever made (From Cuba, it took some 2 hours for him to smoke it.), first began to discuss and then to sketch out on the tablecloth his plan for a post-war Europe. This is what resulted.

The central figures of Churchill's post-war Europe would be five great European nations: England, France, Italy, Spain, and Prussia. Italy was included more as a sop to its great past than its current state; and Spain was included because of its unique geography and language, as well as its historical role as the saviour of Christianity in Europe. Prussia was to remain unarmed unless attacked. There was even a provision for an internationally controlled air force to be used against any aggressor.

In addition to the five great European nations Churchill's Europe included four confederations consisting of smaller groupings of regional states whose security would be guaranteed by the great nations. These four confederations included the Northern Confederation, headquartered at The Hague; the Mitteleuropa Confederation, headquartered in Warsaw or Prague; the Danubian Confederation, headquartered in Vienna, and consisting of Bavaria, Wurttemberg, Austria, and Hungary; and the Balkan Confederation, headquartered in Constantinople.

Russia was regarded as a great nation, but not as a part of Europe.

Unfortunately alcohol stains, cigar ashes, and time have rendered the Peericelli copy of Churchill's map unreadable, and no one knows what became of Mary Churchill's tablecloth with the original map; although there are some who say that the mysterious Shroud of Hoppinotch with its strange drawings, little black dots, and "x's" and "o's" bears more than a casual resemblance to a stylized map of Europe. But who really knows that is still among us?

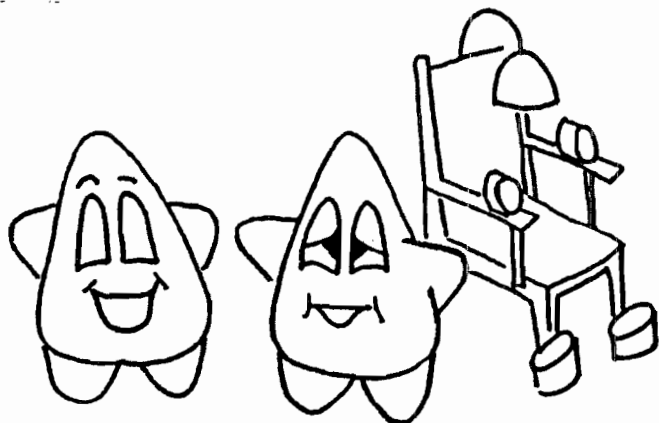
WORTHY OF NOTE

From time to time things appear in the hobby press which are worthy of our note but, because they have been published elsewhere, are not suitable for publication in DW. Still, I hope you'll take the time to get a copy of them and read them. You'll be the richer for it because they are worthy of note. Here's a few examples of what we mean:

The Christies' Christmas Greeting: Hugh Christie sent out a Christmas greeting last year which arrived a bit too late for our Winter issue. It was a spoof of The Night Before Christmas and if you can persuade him to send you a copy of it you'll enjoy it.

J.R. Baker's Left-Handedness: You'll only appreciate this if you are left-handed. But if you are you'll be rolling in the aisles laughing when you read it.

Empire Theory: Rick Snell is running a series, called "Empire Theory" in his magazine THE GO BETWEEN. Part II deals with Austria, The Poor Man of Europe, and it is a study of the supply centers held by Austria at the end of 1902 (based on Australian PBM Diplomacy games), 1904, and 1906. It's fascinating. After all, when was the last time you saw an Austrian unit in Moscow in the Fall of 1904? I really wanted to reprint this one, but I didn't.



I WANT YOU TO PLAY TEST MY NEW
VARIATION OF MUSICAL CHAIRS!

DIPPY DOODLES * JR

AND DON'T FORGET...

DIPCON

&

MARYCON

June 6 & 7...

COMPUTER DIPLOMACY

Ken Hill

Computer Diplomacy, published by Avalon Hill Microcomputer Games, is the computer adaptation of the classic board game of tactics, strategy, and negotiation. Diplomacy has been around for more than twenty years and has established itself as one of the all-time classic games. It has been played by mail for many years and, more recently, been played by electronic mail on several systems. The "Play-By-Electronic-Mail" community on CompuServe is the largest and best organized group in the country. Diplomacy has been played by millions and has sold thousands of copies worldwide.

Computer Diplomacy (CD) is a fine adaptation of the original board game which serves several purposes well. First, it does an excellent job as an introduction to a whole new generation of Diplomacy players. It makes learning the rules easy and provides the novice with computer opponents which can provide him with the practice needed to learn the game's tactical intricacies. For an experienced player, CD provides both a practice tool and a chalkboard which can be used to plot movements and their possible outcomes with ease. And, finally, CD is an invaluable tool for any gamemaster for Diplomacy games. Whether the game is being run face to face, by mail or by electronic mail, CD is the perfect GM: fast, accurate, and knowledgeable.

The Game Itself:

CD is produced to run on an IBM-PC, XT, AT or true compatible and requires at least 256K and a color or monochrome graphics card. It requires a tremendous amount of memory for a game program because CD keeps track of the game status and the rules. Most of the memory needed is taken by the fantastic screen representation of the Diplomacy game board. It is, in my humble opinion, the best computer generated map produced to date on a PC.

CD represents the units of the seven powers with easy to read symbols. The map is identical to the board game with supply center control indicated by the flag of the controlling power. Each province is represented by a three letter abbreviation which is usually the first three letters in the full name of the province. Only one-eighth of the map can be shown on the screen at one time. A touch of the plus key removes the right border (which has instructions and other information) which opens the coverage to about one-sixth of the total area of the map. Orders are keyed into the program using the abbreviations for the provinces and other keystrokes to show movement, support, and convoy actions. The program adjudicates the moves instantly and the results can be reviewed by each power with the outcome of each order shown in the board area along with an explanation of how other orders affected that order. Then, the program moves the units as ordered and, in Fall turns, asks the players to enter their adjustments.

Computer Diplomacy for the Novice Player:

CD is a fine teacher of the game to the novice or inexperienced player. The rulebook, while not as complete as the rules for the board version of the game, still does an excellent job of explaining the fundamentals of Diplomacy. It does not, however, have the broad range of example game situations that greatly facilitate the learning of the game as the regular rulebook does. While the computer player tactics are a bit on the strange side, much can be learned from the playing of the computer opponents. One suggestion I have for a new player is to watch the computer play itself in a seven player game. This isn't very exciting but observing the game in this manner can fill in the blank spots about the game the new player may have missed in the rulebook.

As the new player becomes more familiar with the game system, the computer opponents provide adequate competition to sharpen the novice's tactical skill. Game mechanics also become apparent after playing the computer in a game or two. I should point out, however, while CD can teach the rules and strategy, it cannot teach the art of negotiation.

, when playing with other live players can the novice learn this critical phase of the game.

Computer Diplomacy as a Tool for the Experienced Player:

The experienced Diplomacy player can use CD to sharpen their tactical skills. The computer opponents will be little match for an experienced Diplomacy tactician. In fact, I took it upon myself to win a game against the computer players using all seven possible positions. Completion of this was not as easy as I thought because some powers are stronger tactically than others. Also, the computer plays some positions better than others. It plays Turkey especially well and it was very tough to win as a lone Russian because of it. While I could win the game in less than 20 turns (10 game years) with most positions, the shortest Russian win I could manage was a 37 turn marathon. Other Russian triumphs took longer and there were times that the computer managed to eliminate me completely.

One problem with this simulation is the fact that the computer opponents do not work together with common goals. The computer can form non-aggression pacts (which are announced on screen as well as war declarations) but never seems to stick to them. Also, the computer player is surprisingly slow to respond to aggression. In order to get a computer opponent to declare war on another player requires a direct attack on one of its home supply centers. By the time that happens, it is usually too late. The position's outer defenses have been breached and its destruction is almost assured. The intelligence of the computer players would be better but considering how tough it would be to make the computer a better player, the current ones are acceptable.

The biggest advantage that CD gives to the experienced Diplomacy player is the "chalkboard" features of the game. Any game situation can be set up on the board and players can save the game status to disk. Therefore, if a particularly difficult tactical situation arises in a game, it can be duplicated using CD. By entering possible orders for all the pieces involved, it is possible to determine the best set of moves for that particular situation. By allowing the player to play out different possible order combinations in a specific scenario, it is very helpful in determining the optimum tactics to use in that situation. This feature adds a great deal of versatility and value to the game.

Computer Diplomacy as the Gamemaster's Assistant:

CD's ability to fairly and accurately adjudicate game orders is its biggest asset. The rules of Diplomacy can be complicated in certain situations and even the most experienced gamemaster can become confused. In these cases, CD can be used to adjudicate the tough situations and be accurate and completely without prejudice. CD is designed to run face-to-face games with the program acting as GM. The users of the program can set a built-in timer to whatever length of time they feel necessary to complete diplomatic discussions for each turn. The program starts the clock and sounds the alarm when time is up. By providing a completely impartial GM, CD could save a great deal of arguing in many face-to-face games.

For play-by-mail or play-by-electronic-mail games, CD fits the bill nicely. The program prints reports that act as a permanent record of that turn results and orders. The reports would be a little better in terms of the formatting of the report itself and could give more information. In general, however, the reports are a necessity for the organized GM. A major disadvantage of using CD as an assistant for the gamesmaster is that it forces the GM to require that players send their adjustments along with their Fall orders. This is commonly known as the "British" system of adjustments. Some GM's do not prefer this method but CD forces them to use it because it asks for adjustments immediately following the completion of the Fall adjudication and doesn't allow a save before the adjustments. However, this is a minor inconvenience.

Saving many games in progress is easy. This is another feature important to a GM who may have several games in progress at one time. A save disk holds over 30 games which is plenty for even the most prolific gamesmaster. All in all, CD is a first-rate tool for any GM. After using the program for the last six months to assist with my games, I can't see how I ever managed my games without it!

Summary:

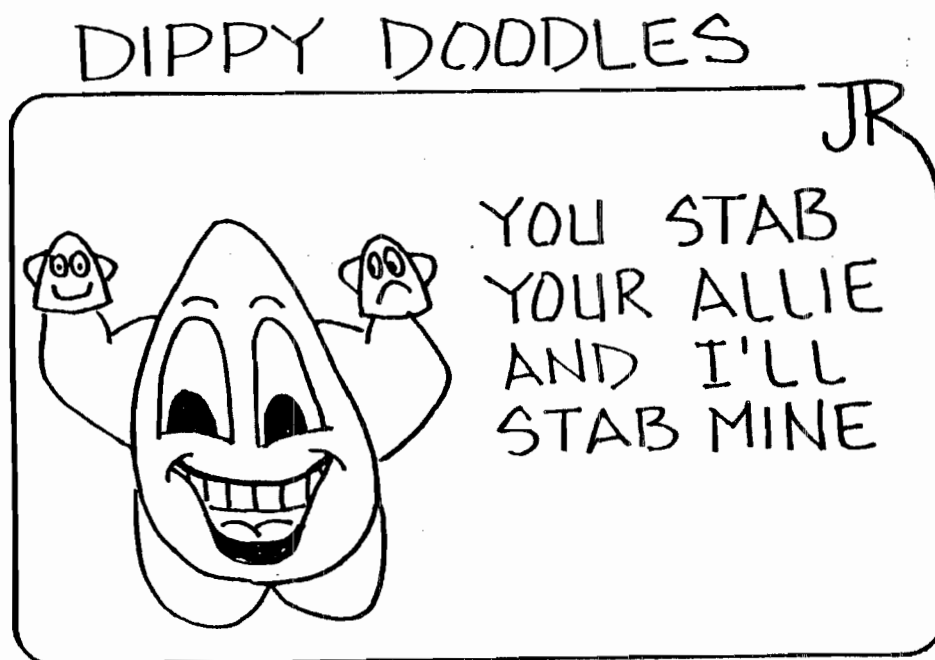
Computer Diplomacy is a solid program with many uses for both experienced Diplomacy players and gamesmasters as well as newcomers to the game. It is a bug-free, well-executed and well-conceived work that could be worth many times its purchase price for the active Diplomacy hobbyists. It has a superb player interface, is extremely fast and accurate and has beautiful graphics. It is a "must buy" for any serious Diplomacy player or gamesmaster and is also an excellent value for the average computer gamer. Avalon Hill should be very proud of this exceptional product.

FEEDBACK

We would be very interested in hearing from anyone who has been playing CD in solitaire games. Do your game results compare with Ken's, or have you found the results of your games different? Also, if anyone has run a face to face game with CD as the gamesmaster we'd like a report on that.

PDORA REPORT

Thank to the hard work of John Caruso and Simon Billenness this year's PDORA was a big success. More than \$300 was raised and some \$300 will be distributed to various homeless services and projects. My thanks to those of you who participated in this fund raising effort. From the looks of it you got some good deals, although why anyone would buy five years of back issues of XENOGOGIC is beyond me! Next year's Auction should be even more interesting since there will be some extremely rare items, including old Avalon Hill game early issues of The GENERAL, and S&T. So, even if you didn't get anything out of this year's Auction, you have next year to look forward to.

A MINI-CONTEST

Question. Who's the ally you ever had in a one or PBM Dip game? Why? did you ever stab them?

Send us a page telling all about it. If we get any good responses, we will publish them and the best one will get a prize.

Entries are due by 1/1. Send them to: DW, Mini Contest, Box 8416, San Francisco CA 94102, U.S.A.

DW A-H
FIRST ANNUAL ESSAY COMPETITION

We are pleased to announce that as part of its on-going program to support DIPLOMACY WORLD, The Avalon Hill Game Company has agreed to sponsor an annual essay competition to encourage Diplomacy hobby members everywhere to write original articles for DIPLOMACY WORLD.

Items entered in the competition must be related to the game or hobby of Diplomacy. Entries should be in one of four categories: (1) Strategy, tactics, or diplomacy of the game; (2) Hobby history or development; (3) Fiction; and (4) Other (e.g. such as artwork).

Entries must be original and no longer than 5,000 words.

All entries should be directed to Editor, DW (Essay Contest), Box 8416, San Diego, CA 92102, USA.

Entries must be received on or before 1 November 1987.

The competition winners will be notified by mail.

All articles should be typewritten (or neatly printed), double-spaced, on 8½ by 11 inch paper. Artwork should be black on white and not more than 11 by 14 inch paper. One original and one copy must be provided in English (or with an English translation). The name and address of the author should be included on a separate sheet of paper but should not appear on the entry itself.

The winning entries will be published in DIPLOMACY WORLD. Some entries not awarded a prize may also be selected for publication. The authors of such items shall be compensated at the rate established for the feature for which they are bought. Winning entries may also be purchased for publication in THE GENERAL. The Avalon Hill Game Company has also provided a prize pool of \$200 in merchandise certificates for this competition. Additional prizes may be awarded.

The competition will be jury judged and entries will be evaluated on the basis of their content, style, originality, and contribution to the hobby literature. The judges decisions are final.

This competition is open to any Diplomacy player anywhere and entrants need not be a DIPLOMACY WORLD subscriber to enter.

REMEMBER! THE DEADLINE IS 1 NOVEMBER 1987

ZINES SEEN

Simon Billenness

Spring is always a good time for new zines. This year we're fortunate that the seems to be a bumper crop. Here's a quick overview.

THE ABYSSINIAN PRINCE: Jim Burgess, 100 Holden St., Providence, RI 02908-5731.

This is the new zine from Jim Burgess, the veteran director of the Orphans' Service. Jim's already an experienced GM and editor of the gaming "subzine" THE BOOB REPORT. THE ABYSSINIAN PRINCE seems to be falling into the mould of a letters and discussions zine full of fascinating comments on TV and, especially, music, ranging from Schubert to Foetus. Unfortunately the zine's launch suffered because of Jim's involvement with the Orphans' Service. Now that he's finally found a successor, I'm sure we will see the top class chatzine which I know Jim is perfectly capable of producing. He has openings for Diplomacy players too, so why not give the zine a try?

BLUNT INSTRUMENTS: Bruce Geryk, 5748 S. Blackstone Ave., #206, Chicago, IL 60637.

Often a new zine is so over-praised for its first few issues that later issues seem somewhat disappointing. However, in the case of Bruce Geryk's zine, I feel the hype will prove to be justified. BI is a confirmed chatzine. The games appear well-run and the Diplomacy reports are beautifully laid out, but the heart of the zine lies in the already extensive letter column. This is a twenty-four page monster with fascinating discussions on such subjects as Eastern European history, Diplomacy house rules, literature, and metaphysics. Although Bruce was born in Poland, you would never realise that English is his second language. In fact, because of his skillful writing, he has been described as the Josep Conrad of the Diplomacy hobby! Like THE ABYSSINIAN PRINCE, BLUNT INSTRUMENTS is definitely a zine which you could subscribe to without necessarily ever joining in a postal game.

COMRADES IN ARMS: Tom Swider, 699 Haddon Ave., #2, Collingswood, NJ 08108.

CIA (Neat acronym, eh?) is a more straight-forward zine which exists primarily to run Paranoia, a role-playing game set in a "darkly humorous future," by West End Games. Tom would also like to expand the zine to cover reviews, scenarios and articles on the philosophy of role playing. At present the zine is available for the low price of "expected participation." It should appeal to both Paranoia fans and role-players in general.

THE KING'S COURT: Jason Russ, Stonehouse Rd., Somers, NY 10589.

This is a fresh new zine offering Diplomacy as well as Civilization, Gunslings, Magic Realm and Rail Baron. Jason also kindly offers to run any good game, provided that he owns it of course! Since the zine contains little else apart from the game report, this would be an excellent zine in which to play postal games inexpensively and with a minimum of frills.

OHIO ACRES: Robert Greier, 35171 Gromley Rd., Salem, OH 44460.

"Quick, hide the children, corral the cattle, and barricade the door, cause here comes another edition of..." and so begins the third issue of OHIO ACRES. OA is the epitome of a laid-back chatzine. It contains few articles as such, but it is packed full of lively comments about baseball, rock and roll, and pet rocks. It also contains a subzine from Derwood Bowen, entitled OUT TO PASTURE, which runs a game or two and continues in the same chatty vein with some sportstalk and discussion of Diplomacy tactics. The zine has openings for Diplomacy and it's a good place if you want to play a game or two in an atmosphere of humor and fun.

PENGUIN DIP: Stephen Dorneman, 95 Federal St., #2, Lynn, MA 01905-2230.

This is an intriguing new zine which is intended to be a mixture of a postal Diplomacy zine, an SF&F fanzine, and a general wargaming zine. The first few issues have lived up to Stephen's expectations by containing a good mix of SF book reviews, cartoons, Diplomacy

reports, hobby news and a SF con write up. I'd highly recommend PD to anyone whose interests combine both SF and Diplomacy.

THE PRINCE: Jim Meinel, Box 240003, Anchorage, AK 99524.

THE PRINCE is not so much new as relaunched. When its last game ended, even its most fervent fans feared it had folded. Fortunately Jim has decided to begin anew and reopen his Diplomacy waiting list. The zine is noted for its chat about the Union's largest (and oldest) state. It's a good place if you'd like to play a Diplomacy game in a zine with character all of its own.

RANDOM THOUGHT: Jeff Zarse, 1 N. Stonegate, Lake Forest, IL 60045.

RT is basically a Diplomacy zine which also is intended to branch out into other games like Nuclear Destruction and Empire Builder. Jeff is interested in printed articles and letters even if they are no game related, but the emphasis here is clearly on running postal games efficiently and to regular deadlines. RT should prove to be a low-key but reliable zine.

THE VOLCANO CITY NEWS: Rory Noble, 436 S. 10th St., St. Helens, OR 97051.

One of the newest zines to erupt into the hobby of late is the aptly titled VOLCANO CITY NEWS. Like RANDOM THOUGHT, this is also a fairly low-key (or, should I say, dormant) zine which quietly gets on with the business of running Diplomacy games, publishing D&D related articles and compiling music trivia quizzes. I suspect that VCN will attract a small but fervently loyal bond of subscribers. If you would like to be one of them, write to Rory straight away, because he currently has openings for Diplomacy players.

Next time I'll probably review a few of the more established zines. If you can't wait till then, why not send Simon \$1.50 for the latest edition of THE ZINE REGISTER. The ZR lists virtually every North American postal gaming zine complete with details of costs, frequency and openings, as well as a short description. And, of course, if you've got a new magazine (or an old one for that matter) that you'd like Simon to look over send a recent copy to him: Simon Billenness, 630 Victory Blvd, Apt. 6F, Staten Island, NY 10301.

DON'T FORGET TO VOTE!!!!

Enclosed in this issue is a Runestone Poll ballot.

Be sure to fill it out and return it by the due date. Your vote is important both because of the Courtemanche fund-raising drive and it lets the hobby's publishers and editors know how they are doing. Even if you only read a couple of zines you should vote.

Remember, the latest game openings information is in PONIEVEDRIA.

And the latest zine reviews are in the ZINE REVIEW.

Isn't that clever?



BOVINE MANURE BY ANY
OTHER NAME IS STILL

POSTAL DIPLOMACY GAME OPENINGS IN NORTH AMERICA

Scott Hanson

The following listings are taken from PONIEVEDRIA, Vol. II, #3, April 1987. PONIEVEDRIA is a quarterly listing of postal game openings for Diplomacy in North America (and international game openings as we hear of them). The list is updated continuously between issues. It is published by Scott Hanson, 3508 4th Ave So., Minneapolis, MN 55408-4511. A copy with the latest updates is available for a self-addressed, stamped envelope.

PONIEVEDRIA is produced in association with the ZINE REGISTER (available for \$1.50 an issue from Simon Billenness, 630 Victory Blvd., #6F, Staten Island, NY 10301). They try to cover all the magazines they see. To make sure your publication is included on this list, just drop Scott a note or a sample of your zine. An opening will be listed one time only unless updated.

The typical entry reads as follows: ZINE NAME: Publisher's name and address, (if applicable, GM's name and address); gamefee cost, subscription cost, frequency of game moves (An asterisk indicates an old entry which may be out of date.)

THE ABYSSINIAN PRINCE: Jim Burgess, 100 Holden St., Providence, RI 02908; free?, 25¢, 4 weekly.

THE APPALACHIAN GENERAL: David McCrumb, Rt. 1, Box 109, New Castle, VA 24127; \$3.10/\$10, monthly.

*THE ARMCHAIR DIPLOMAT: Ken Hill, 6199 Rockland Dr., Dublin, OH 43017; 2 weekly (Electronic publication on the CompuServe on-line network).

BIG HITS OF MID-AMERICA: Scott Hanson, 3508 4th Ave. S., Minneapolis, MN 55408 \$6.50 (includes sub for duration of game), 4 weekly (also inquire for games on the GENIE on-line network).

*BOAST: Herb Barents, 17187 Wildmere, Detroit, MI 48221; \$12, 17/\$6.50, 3 weekly.

BOHEMIAN RHAPSODY: Malc Smith, Odvar Solbergsvei 206, 0973, Oslo 9, NORWAY; \$, \$1.50 monthly? (international game).

CANADIAN DIPLOMAT: Robert Acheson, Box 4662, Station SE, Edmonton, ALTA T6E 2A1 CANADA; \$2 (US or Canadian), 2/CAN\$1 or 5/US\$2, 6 weekly.

COMMUNIST DINER: David Berk, 1319 Washington, Wilmette IL 60091; \$10, \$1, monthly.

FROBOZZ: Jeff Richmond, Box 3288, Ann Arbor MI 48106; \$4, 10/\$3.50, 4 weekly.

GRAUSTARK: John Boardman, 234 E. 19th St., Brooklyn, NY 11226; \$20 (includes sub for duration of the game), 4 weekly.

THE KING'S COURT: Jason Russ, Stonehouse Rd., Somers NY 10589; free, 12/\$6, monthly.

LIFE OF MONY: Don Del Grande, 142 Eliseo Dr., Greenbrae, CA 94904-1339; free?, 55¢, 5

*MAGUS, Steve & Daf Langley, 2296 Eden Roc Ln #1, Sacramento, CA 95825; ???, \$1, monthly.

THE MESSENGER: Geoffrey Richard, 1501 Harvey Rd #558, College Station, TX 77840; ?, ?, 5 weekly.

NOT UP TO MODERN GRAPHIC STANDARDS: Michael Hopcroft, 2190 W. Burnside #108, Portland, OR 97210; Free, 10/\$6.00, monthly?

OHIO ACRES: Robert Greier Jr., 35171 Gromley Rd, Salem OH 44460; free, 10/\$6, 4 weekly

OUIQUIPIQUE: Claude Gautron, 150 rue Masson, Winnipeg MAN R2H 0H2, CANADA; free?, 50¢, 8 weekly. (French language magazine)

PENGUIN DIP: Stephen Dorneman, 95 Federal St., #2, Lynn, MA 01905; \$3, \$5, monthly?

PERELANDRA: Pete Gaughan, 3121 East Park Row, #165, Arlington, TX 76010; \$5US/\$6CAN, 12/\$12US/\$15CAN, monthly.

THE PRINCE: Jim Meinel, Box 240003, Anchorage AK 99524; \$5, 10/\$5, monthly.

PRISONERS OF WAR: Wallace Nicoll, 228 Kinnell Ave., Cardonald, Glasgow, G52 3RU SCOTLAND U.K.; ?, 90p, monthly? (international game).

RANDOM THOUGHT: Jeff Zarse, Hinman Box 284, Hanover NH 07355; ?, 10/\$6, 5 weekly.

REBEL: Melinda Ann Holley, Box 2793, Huntington, WV 25727; \$5, ?, monthly.

RETALIATION: Dick Martin, 26 Orchard Way N., Rockville, MD 20854; ?, 3/\$2, monthly.

SAURI'S ALLSTAR UNLIMITED/GENESIS: Thomas Franke, Gutenbergstr. 58, 4600 Dortmund, WEST GERMANY; inquire for fees and deadlines (international game).

TACKY: Lu Henry, 3601 Penbrook #18, Flint MI 48607-1460; \$10 (includes sub for duration of the game), 5 weekly.

VERTIGO: Brad Wilson, 307 Sharpless St., West Chester, PA 19382; ?, 22 cents, 4 weekly.

THE VOLCANIC CITY TIMES: Rory Noble, 436 S. 10th St., St. Helens OR 97051; ?, 35¢, 4 week.

THE VORTEX: David Gorham, 808 So. Euclid St., Fullerton, CA 92632; \$5, \$1, monthly.

WAR & PEACE: Derek Caws, The Old Kitchen, Bere Farm House, North Boarhunt, nr Fareham, Hants, PO17 6JL, ENGLAND, U.K. (GMed by Ake Jonsson, Regementsgatan 53, 723 45 Vasteras SWEDEN); 3£, 80p, monthly (international game).

Robert Sacks

The following additional listings are taken from KNOWN GAME OPENINGS, 1 March 1987. KGO is a periodic publication listing regular and variant postal game openings for Diplomacy and other games in North America. The list is updated continuously between issues. It is published by Robert Sacks, 4861 Broadway, 5-V, New York NY 10034-3139. A copy is available for a self-addressed, stamped envelope. Publishers or gamesmasters wishing to be included in KGO should send the appropriate information to the above address. A "V" following the listing indicates the publication offers Diplomacy variants or other games by mail.

Connecticut Gamers Club, 27 Mark St., Milford, CT 06460

THE GAMER'S ZINE, \$5, 12/\$7.75, ?, V

Fred Davis, Jr., 3210K Wheaton Wy, Ellicott City, MD 21043

BUSHWACKER, \$9, (includes sub for the duration of the game), ?, V

Bruce Geryk, 5748 S. Blackstone Ave., #206, Chicago, IL 60637

BLUNT INSTRUMENTS, ?, 10/\$10, 4-5 weeks, V

Mark Matuschak, 44 Garden St., Boston, MA 02114

BUZZARD'S BREATH, gamefee varies, 10/\$8.50, 2 months, V

Robert Sacks, 4861 Broadway, 5-V, New York, NY 10034-3139

HANSARD, \$12, ?, monthly, V.

Tom Swider, 699 Haddon Ave., #2, Collingwood, NJ 08108

COMRADES IN ARMS, free, 3-4 weeks, V

MILESTONES: SOMETHING TO BOAST ABOUT!

Few Diplomacy magazines make it to issue number 50. Even fewer make it to issue number 100. And the number that has passed the 200 issue mark in the entire history of the hobby wouldn't even fill the remainder of this page. Beyond 200 is something few publishers ever dream about, let alone attain. However, one publisher recently made it to the 250th issue mark and that is something to BOAST about. The 'zine, of course, was Herb Barent's BOAST; which last January published its 250th issue. Dating back to September 1971 BOAST is one of the hobby's oldest publications, ranking right up there with GRAUSTARK, and COSTAGUANA. In fact, of currently published zines only GRAUSTARK has published more consecutive issues I think. One secret to BOAST's longevity, I suspect, is that the magazine has changed very little over the last sixteen years. The printing is still poor, the spelling is rotten and the typing even worse, and Herb's GMing ranks right down there with von Metzke's, Walker's, and mine. Still, he offers dependability in an age when that's rarely seen, and lots of news about FTF and convention activity in the Midwest, reports and reviews of all kinds of new games and zines devoted to non-Diplomacy gaming. So, a tip of the hat to Herb Barents on reaching a major milestone. See you at the 300 mark, Herb!

ALL CONS FULL SPEED AHEAD!

The Summer of '87 Diplomacy convention season has something for everyone: Something old, like DIPCON XX; something new, like the first DIXIECON; something big, like GAMEX, MICHICON, and ORIGINS; and something small, like MARYCON or PEERICON. But one thing is certain; if you're into face to face, convention, or tournament Diplomacy there's something coming up for you this summer.

In fact, for most of us the problem is going to be finding the time and money to attend all the events we'd like to. In fact, in some cases it is going to be impossible because two major events, MADCON/DIPCON XX and MARYCON, are being held the same weekend. Still, where there's a will there's a way. Perhaps Ma Bell can bring together what no Dippy fan should have allowed in the first place.

OVER HALF OF THE U.S. HOBBY LIVES WITHIN A DAY'S DRIVE ONE OF ONE OF THE EVENTS LISTED BELOW, SO THERE IS NO EXCUSE FOR YOUR NOT MAKING IT TO AT LEAST ONE OF THESE EVENTS. Even if you've never played a face to face Diplomacy game, or a game under convention/tournament conditions you should go. First you'll learn things about the game and the way it should be played that you'd never learn in a local face-to-face game (or in a postal game) and second, you'll meet face-to-face with some of the people you've met through the postal hobby. That can be quite a shock.

So, I urge you to pack up your Diplomacy board and go. If you can't make one of these events; find a local one. If you can't find a local one, get off your butt and host one yourself. It isn't hard and it can be a lot of fun.

DIXIECON I (23-24 May), Chapel Hill, North Carolina

The Carolina Amateur Diplomats (Note: These are the fellows that showed up at last year DIPCON/MARYCON wearing long-sleeve shirts and ties in 95 degree and humidity weather.) are hosting their first annual DIXIECON on May 23-24 at the University of North Carolina, Chapel Hill. Featured at the DIXIECON will be a Diplomacy tournament, consisting of two rounds on Saturday and one on Sunday. There will also be other games played, ranging from Chess to ro playing games, and on to the most complex wargames. If you've got a favorite you want to pl bring it.

Awards will be given to the top seven players in the Diplomacy tournament, as well as to the Best Country performances for each of the seven Great Powers. Those players participating in two rounds or more will be eligible for the competition. If there is enough interest, there will also be a Gunboat tournament, with the winner receiving a trophy.

Fees for the convention will be \$10 for general entry, and \$15 per night to stay in University Housing. Rooms are double occupancy, and a limited number will be available for Friday night for those wishing to arrive before Saturday. Meals will not be provided, but there are a variety of restaurants and fast food places within walking distance of the CON.

Free shuttles will be available for those flying into Raleigh-Durham airport, and parking for those driving to the CON will be plentiful and free. Send your name, address, gaming preference, and \$10 deposit to: David Hood, Tournament Director, 604 Tinkerbell Rd., Chapel Hill, N.C. 27514 (919-967-7608). The deadline for pre-registration is April 29th!!

Oh yes, if you see a short, fat, graying figure wandering around saying, "Buenos Dias, U All!" stop by and say hello.

GAMEX '87 (22-25 May), Los Angeles, CA

The Strategicon people's annual Memorial Day weekend event will be held at the Pasadena Hilton and always includes hundreds of events for every type of game player. They always have a large Diplomacy tournament (run with strict time limitations on the games). For more info GAMEX, Box 8399, Long Beach, CA 90808 (213-420-3675).

Most of the Diplomacy players attending are not of high caliber. However, the best who end up in the play-off game are as good as any players anywhere.

The event offers all the accouterments of any major gaming con, including an auction of gaming materials. These people have been doing this four times a year for years and years, so they've got it down to an art.

MARYCON '87 (5-7 June) Fredericksburg, VA

Last year's DIPCON hosts sponsor the east coast's major Diplomacy only event. This is for the serious Diplomacy player. The event is held on the campus of the MARY WASHINGTON COLLEGE and games, food, and lodging are all right there on site, a convenient arrangement. Featured are a multi-round Diplomacy tournament, a variants tournament, and the use of a large eight foot square Diplomacy board for various games. Gunboat games and non-Diplomacy games are also popular.

Awards are given for the top tournament players and Best Country performance awards are given as well for each of the Great Powers.

Housing, meals, and registration for the weekend will probably run about \$75.00. For exact details contact Ken Peel, 8708 First Ave., #T-2, Silver Springs, MD 20910 (301-495-2799).

The MARYCON people hosted a fine DIPCON event last year and this year's event should be just as enjoyable.

MADCON '87/DIPCON XX (5-7 June), Madison, WI

This year's XXth Anniversary DIPCON is being hosted in conjunction with MADCON V by the Diplomacy players of Madison, WI. The event will be held at the University of Wisconsin Madison Memorial Student Union, in Madison, WI, about 200 miles NW of Chicago. University housing is available; and there will be a fee for Con participants. Meals are not included, but plenty of eating sites are located nearby. Bus transportation from Chicago International Airport is available and direct flights into Madison's airport are also available. There is a charge for parking on the University's grounds.

The Tournament will consist of four or five rounds of Diplomacy, spread over Friday, Saturday, and Sunday. The DIPCON SOCIETY meeting will be Saturday afternoon and the big discussion there will be over selecting a site for next year's DIPCON.

For more Info: Mark Frueh, 4320 Wallace St., St. Louis, MO 63116 (314-832-1791).

Now in its twentieth year, more or less, DIPCON has always been the highlight of each season's Diplomacy tournament activity. If you can go, go.

MICHICON GAMEFEST '87 (12-14 June), Detroit, MI

MICHICON has had its ups and downs in recent years but Herb Barents, who ought to know, says the Metro Detroit Gamers are back on the track, and this should be a good event. It's a biggie, with 2,000 attendees, getting together for a weekend of games, auctions, and a wide variety of programs and special events, including a Diplomacy tournament.

For more info: Metro Detroit Gamers, M87 Info, Box 656, Wyandotte, MI 48192

PEERICON VIIA (19-21 June), San Diego, CA and ??

PEERICONs always attract the best Diplomacy players from all over southern California, and beyond, for a two day intensive Diplomacy experience. Everything is secondary to the play of the games and games are played out to their conclusion, even if it takes 15 hours or more. Prizes, certificates, and ribbons are awarded to the best (and sometimes the worst) players. This is an event for Diplomacy players, although other kinds of games are tolerated, as are wives, girlfriends, boyfriends, and kids.

Each year's event always has a theme and a special event in conjunction with the CON. This year's is so big it requires that we split the CON into two parts. The first part will be on the weekend of 19-21 June and will start in San Diego as we take PEERICON VIIA on the road. No, we aren't going to Mexico on the trolley this year and we aren't going back to Black's Beach for a game a natural!

So, if you can make it plan to come join us for the weekend. And bring your rollerskates!

For more info: PEERICON VIIA, c/o Larry Peery, Box 8416, San Diego, CA 92102 (619-295-6248).

ORIGINS '87 and THE DIPLOMATIC CONGRESS OF BALTIMORE 92-5 July), Baltimore, MD

ATLANTICON, a major east coast gaming event, will host ORIGINS '87 this year, and, in conjunction with that event, THE DIPLOMATIC CONGRESS OF BALTIMORE, a Diplomacy event being run by Robert Sacks, with a Skinny Dip variant game being run by Fred Davis, Jr. The event will be spread from the Baltimore Convention Center, to the Baltimore Hyatt, and the Days Inn Inner Harbor. A variety of Diplomacy and non-Diplomacy gaming events are planned with capable administrators like John Boardman, Robert Sacks, and Fred Davis. There will also

be a lot of other activities for the Diplomacy player and gaming enthusiast. For info: Robert Sacks, 4861 Broadway, 5-V, New York, NY 10034-3139.

PEERICON VIIB (1-2 August), San Diego, CA

The second part of this year's annual event will be held on its traditional weekend, the one closest to the 29/31st of July. Again, a two day, multi-round Diplomacy tournament with prizes, certificates, and ribbons for the best performers. Using the same scoring system as DIPCON this event gives west coast players a chance to compare their performance with other national players. Once again the focus is on Diplomacy and the play of the game. Other traditions, such as the Saturday pizza spread, the Sunday Chinese dinner, and the midnight Pinochle game will also highlight the event.

Last year's PEERICON was the bloodiest Diplomacy event I've ever seen and this year's event will again demonstrate that Diplomacy; while addictive is not fatal.

For more Info: PEERICON VIIB, c/o Larry Peery, Box 8416, San Diego, CA 92102 (619-295-6248).

A NOTE TO CON HOSTS

If you are hosting a Diplomacy, or other gaming event that includes Diplomacy, tournament, convention, or just an informal face-to-face game during the period of the next issue of DW (e.g. from July-September for #47, from October-December for #48) and would like us to mention it in DW, send us the information and we'll include it. Include a brief description of the event, the date, location, costs, and name of a person to contact for more information. If you'd like us to include a flyer or registration form in a DW mailing we can also do that for a modest fee.

If you attend or host a Diplomacy event we'd like to hear about and have a brief write-up on the event (including black and white photos if you have any good ones) including the results of the games, scoring systems, tournament results, special events, awards given, etc. Such materials should be sent to us by 1 July for the next issue, or by 1 October for the fall issue.

J.R. Baker, the man behind DIPPY DOODLES, also dabbles in computer graphics and such. He's created a line of award certificates, buttons, and ribbons, rosettes, badges, and such which can be customized for your Diplomacy or other gaming event. There's a whole variety of different kinds of certificates (1st, 2nd, 3rd place, party animal, honorable mention, horrible mention, good boy award, license, award for ..., certificate of ..., bad boy award, poor sportsmanship, etc. Custom designs, and color printing are also available.

The prices are reasonable (Believe me, I know!) and quotes are available.

You've got to allow 4-6 weeks for delivery so plan now if you need some of these items. For more info, and some samples, write: J.R. Baker, 3100 Meadow Ln. N. Dickinson, TX 77539.



I PREFER TO
CALL MYSELF A
DOUBLE AGENT.

DIPPY DOODLES * JR

DIPLOMACY EVENTS COORDINATOR

David Hood, 604 Tinkerbell Rd
Chapel Hill, N.C. 27514 (704-545-4
is our volunteer hobby events coordinator. If you are planning an event such as a con, tournament, etc. in the coming year be sure to get in touch with him. He'll be glad to help you plan a successful event and see that you get the maximum use out of DW's resources.

DIPLOMACY GAME SAVER

Larry Nocella

I watched the map intensely as I saw the Russians invading my eastern front. The fleet at Denmark was barely holding on, and a combined Austro-Hungarian and French assault had just broken through my southern border. Were it not for my good ally, the Prime Minister of England, I would have been shot, hanged, or living in defeat in a Russian prison. This season was "IT." If Kiel fell, Germany would be doomed, her poor armies stranded away from aid to the other. With an almost shaking hand, I wrote the orders and conversed with the Prime Minister of England. I wanted to make the traitorous French pay. What was a poor German leader to do?

As I began to write, reality hit home full force. "Time for dinner!" Anger set in. The game would have to end and be put away. If only there were more time, I was sure Germany could rally to push back the invaders. But the dining room table MUST be cleared... or else. Has this ever happened to you? If it has, I have thought of something that can be done about it, using this simple chart and key.

If you must put away the game, pick up a piece and document its location by putting the letter corresponding to the type and "nationality" of the piece in the space next to the name of the territory it occupies. For territories with different coasts, circle the coast the piece is located on. (Example: A Russian fleet is in the Barents Sea. Put a "B" in the blank next to the Barents Sea.) Using the key, remove every piece, being sure to record where it came from. Next, mark off each supply center controlled by a player using the corresponding letter. This is for Centers that are owned by a player but presently have no pieces on them to designate the owner. Put the date (game date and "real" date) at the top of the chart and you're done, you have successfully "saved" a Diplomacy game that can be continued at a later date. When the game starts up again, simply read off the locations and what piece goes there, and place the piece in its position. Don't forget to write down who controls what supply centers. The game may now continue at whatever season and year it left off. Simple, but useful, isn't it?

For those of you who enjoy computerizing everything, you may want to make a program that requests an input on the status of each territory, and you enter the letter into the keyboard. For an empty territory, just hit "RETURN" or "ENTER" to go to the next one. The computer can then save the game to a disk or print a list of the game's status on the printer. Whatever you do, good luck in your Diplomacizing!

REMEMBER TO VOTE

Also enclosed with this mailing is a copy of the 1987 Awards ballot for the Miller, Walker, and Koning Award. Please be sure to return them by the due date.

These awards recognize the individuals who have made major contributions to the hobby in the past year in the areas of service, writing, and play of the game.

YOU DON'T
HAVE TO HIT
ME OVER THE
HEAD TWICE



DIPPY DOODLES ★ JR

ADRIATIC SEA----	: AEGEAN SEA----	: ALBANIA----->	:
ANKARA----->	: APULIA----->	: ARMENIA----->	:
BALTIC SEA----	: BARENTS SEA----	: BELGIUM----->	:
BERLIN----->	: BLACK SEA----->	: BOHEMIA----->	:
BREST----->	: BUDAPEST----->	: BULGARIA (EC/SC)	:
BURGUNDY----->	: CLYDE----->	: CONSTANTINOPLE->	:
DENMARK----->	: EASTERN MEDITTE>	: EDINBURGH----->	:
ENGLISH CHANNEL>	: FINLAND----->	: GALICIA----->	:
GASCONY----->	: GREECE----->	: GULF OF BOTHNIA>	:
GULF OF LYON--->	: HELGOLAND BIGHT>	: HOLLAND----->	:
IONIAN' SEA----	: IRISH SEA----->	: KIEL----->	:
LIVERPOOL----->	: LIVONIA----->	: LONDON----->	:
MARSEILLES----->	: MID ATLANTIC OC>	: MOSCOW----->	:
MUNICH----->	: NAPLES----->	: NORTH AFRICA--->	:
NORTH ATLANTIC >	: NORTH SEA----->	: NORWAY----->	:
NORWEGIAN SEA-->	: PARIS----->	: PICARDY----->	:
PIEDMONT----->	: PORTUGAL----->	: PRUSSIA----->	:
ROME----->	: RUHR----->	: RUMANIA----->	:
SERBIA----->	: SEVASTOPOL----->	: SILESIA----->	:
SKAGERRAK----->	: SMYRNA----->	: SPAIN (NC/SC)-->	:
ST. PETER (NC/SC)>	: SWEDEN----->	: SYRIA----->	:
TRIESTE----->	: TUNIS----->	: TUSCANY----->	:
TYROLIA----->	: TYRRHENIAN SEA->	: UKRAINE----->	:
VENICE----->	: VIENNA----->	: WALES----->	:
WARSAW----->	: WESTERN MEDITER>	: YORKSHIRE----->	:

:Army :Navy :Supply Center:

KEY:

RUSSIA	:	A	:	B	:	C	:
TURKEY	:	D	:	E	:	F	:
AUSTRIA-HUNG:	:	G	:	H	:	I	:
ITALY	:	J	:	K	:	L	:
FRANCE	:	M	:	N	:	O	:
ENGLAND	:	P	:	Q	:	R	:
GERMANY	:	S	:	T	:	U	:

FOLLOW THE LEADERS

RATING SYSTEMS IN DIPLOMACY TODAY

Rating systems have been around for as long as people have played Diplomacy.

And, as this special report shows, they'll likely be around for a long, long time.

Even if numbers bore you, we hope you'll take a few minutes and read on. Who knows it may help improve your standing in the ratings!

Thoughts on Rating Systems (Larry Peery)

Reflections on Rating Systems one and all by one hobby old timer who has spent more than 20 years successfully, thus far, avoiding designing or administering a rating system.

Something Old (Randolph Smyth)

Randolph is the current caretaker of the Hammer Point Count Rating List (CPCRL), the oldest on-going rating system in the hobby. Here we offer an explanation of the background of the CPCRL, a description of how it works, and a list of the top 50 players of all time.

Something Familiar (Stephen Wilcox)

Stephen runs the DragonsTooth Rating System, the hobby's major current rating system; which incorporates the results of some 855 completed games. We offer the latest results from THE DRAGON'S LAIR #10.

Something Used (Rod Walker)

Rod Walker has designed, or redesigned, a system of his own; discussed at length in DRAGON'S LAIR #10. We'll give you the highlights, but don't hold your breath while Rod does the calculations to turn his idea into a reality.

Something New (Melinda Ann Holley)

Melinda, the new publisher of EVERYTHING, is working on a rating system of her own. We'll offer you a sneak preview of what it's all about.

Something Basic (Steve Heinowski & Melinda Ann Holley)

Every current or would be ratings designer depends on the work of the Boardman Number Custodian and his publication, EVERYTHING, which records new game starts and the results of completed games. It's an invaluable resource for anyone interested in hobby game statistics.

VERY SPECIAL ACHIEVEMENT

People win tournament championships all the time. Players win postal games frequently. And from time to time someone tops a rating system list. Still, there is one accomplishment that stands out above all others in the game. In fact, it is so infrequent that we have no name for it and I cannot recall the name of any other individual who has ever achieved it. If anyone knows of anyone who has accomplished it, please let me know.

Know what? Ah, I failed to mention what it was I was writing about. Randolph Smyth has just won 1983R, playing Austria. And that accomplishment moved him from fifth to third in the DTRS and brought his win total to eight — more than any other player. More importantly, says Stephen Wilcox, that means Randolph now has a win on file playing each of the seven Great Powers! This is a feat few players will ever achieve.

THOUGHTS ON RATING SYSTEMS

Larry Peery

In a hobby career that has spanned over twenty years there are very few things in the hobby that I haven't done. Designing a rating system is one. Rating systems to me hold all the fascination of dinosaurs. Now I realize some people actually are interested in dinosaurs—witness the popularity of ALIEN and ALIENS—but I prefer my dinosaurs to things like FANTASIA, where I can keep my eye on them but they can't get at me. So, over the last twenty years or so I've kept my eye on many different rating systems but made sure I didn't get bitten by the rating bug that hits various hobby members from time to time.

I remember that John McCallum used to keep a rating system in his fine 'zine, BROBDINGNAG. I never really understood how it worked but since I knew most of the people listed on it (In those days that was less than 75 names.) I kept my eye on it. Imagine my shock when one day I picked up a copy of BROBDINGNAG and found that I was included among the names listed on the Second Board. In fact I think I was ranked tenth on that list. I knew that was a bunch of bunk. There was no way I ranked tenth among the players of those days.

Time passed. Twenty-one years to be exact. It doesn't pay to pay too much attention to these things, you know. Recently I was scanning THE DRAGON'S LAIR #10 and I discovered that I was listed 298th out of 322, based on my performance since resuming postal play in 1981. Obviously that doesn't include my record from the 1960s and 1970s. Perhaps the Calhamer Point listings does. Anyway, the point is that there is no way I'm 298th out of 322 among the hobby's current roster. And I suppose that's the bottom line for the way most of us feel about rating systems. We're either too low or too high (although I've rarely heard anyone admit that they were too high on any rating list), but never just right.

And that's the way we look at the rating systems.

A whole different can of worms presents itself when we consider how rating systems are designed, as you will see. Every rating system designer has felt that he (or she) has found the way to most accurately measure player performance. And yet people keep inventing new ones all over. The fact is that no rating system yet invented does (or ever will) accurately measure player performance. They can, and do keep track of stats and records of course. No one denies that. But they do not accurately portray a player's performance in the game. The reason, I think, is obvious. Performance is a term we associate with the arts; and the play of Diplomacy is as much an art as it is a scientific game. So while we can tabulate the number of wins, eliminations, draws, drops, survivals, and resignations; we cannot quantify by any system the qualitative aspects of a player's performance. Remember the scene in AMADEUS when the Emperor tells his court composer and Mozart that he didn't care for one of Mozart's pieces, THE ABDUCTION FROM THE SERALIO, because "it had too many notes." Sometimes all the numbers and statistics obscure rather than reveal the true brilliance of a player's performance.

Still, rating system designers keep plugging away. And, as someone said, designing a rating system is easy, but maintaining it is one hell of a job. Complex systems take an incredible amount of time to set up and maintain and when you are dealing with the names of hundreds or even thousands of players the total number of hours required over a year or more is astronomical. A brilliantly designed rating system, if not adequately maintained is worthless. A poorly designed system, even if properly maintained is even less worthwhile. Too many rating system designers have rushed into publication with their new system before doing their homework, and the results have usually showed it.

That is why the Calhamer Point listings, maintained by Randolph Smyth, are so important; they represent a link between today's hobby and the days of old. It is the only system which applies the same criteria to the players of the sixties, seventies, and eighties.

The DragonsTooth Rating System, on the other hand, is valuable because it represents today's hobby, is a skillfully designed system, and is in the hands of a competent and dedicated administrator.

New systems are appearing constantly. Or so it seems of late. Rod Walker has designed a system of his own, although it appears to be a revision of an original idea recycled from a defunct project that never got off the ground way back when. Rod recently devoted pages in THE DRAGON'S LAIR #10 to discussing his system, but I'm not sure he's up to doing all the book work needed to turn his ideal system into a reality.

Melinda, as the new BNC publisher of EVERYTHING, gives her all the current information she'll need to begin work on her rating system, and the records of previous games are readily available to her. But again, I wonder if she knows what she's getting into? And will she have the resources to maintain any system she designs? I hope so because I think she could do a fine job. Melinda intends to work from the present to the past in compiling her system. Smart move.

Someday, hopefully, someone will actually be able to put all the game results data into a computerized format that will be available to anyone who wants to design a rating system of their own. In the meantime such systems require a lot of tedious, hand-done work. Whether it's worth it or not, only they can decide.

Most rating systems are designed based on some formula that in turn depends on a mathematical equation involving number values assigned to things like wins, eliminations, draws, ties, ops, survivals, resignations, etc. What we've not seen, as I recall, is any kind of objective interpretation of these things. For instance, the MOBIL TRAVEL GUIDE or the MICHELIN guides use a very detailed and specific check list in evaluating hotels, restaurants, etc. around the world. But it all boils down to 1, 2, 3, 4, or 5 stars. Perhaps a system like that would get us away from the traditional "pecking order" mentality that dominates most rating systems, and the way people perceive them. But perhaps I'd better stop here, or else my 20 plus year record may go down the tubes.

THE NASTIEST RATING SYSTEM EVER!!! (From DRAGON'S LAIR #10, Excerpts)

by Rod Walker

In DIPLOMACY WORLD #19 (Spring 1978), I outlined the rating system I intended to use in DIPCON XI that year. The basic intent of the scoring was to encourage people to play the game the way Allan Calhamer intended it should be played: for win or draw only. Accordingly, the point system rewarded wins and draws, penalized mere survival, and ignored elimination. Although the theory still seems sound to me, the actual ratings were flawed. In practice, they tended to encourage premature suicides to avoid the "survivor's penalty." Obviously the answer to that problem is that the first version wasn't nasty enough; we also have to penalize eliminations!

In the view of the game's inventor, there is only one method of playing the game; this is, if I may coin a phrase, "the Ratfink Method." ...nothing matters but winning, or failing that, stopping the leader and forcing a draw.

In Allan's view the dramatic and strategic high point of the game is reached when the player threatens to win. It consists of the forging of a great alliance and the fighting of a great battle to stop him.

My revised proposal is, as I've said, the "Chinggis Qan Memorial Rating System." It proposes to award not more than 100 points per game, as follows: 60 Victory Points, 4 Center Points, 6 Bonus Points. If there is a winner, he gets 94 points (VPs+CPs), plus bonus, depending on when the game ended. Based on stats in EVERYTHING #51-69, it appears that more than half of all games end before 1911 (172 of 301 games in my sample). The earliest a game can possibly win in victory is 1905 (barring some wierd early concession). The points awarded, then: win in 1905=6; 1906-5; 1907=4; 1908=3; 1909=2; 1910=1.

There's more of course, but you'll have to read it yourself in DL. Just keep in mind that under this system, tournament play will conform to Allan Calhamer's cutthroat vision of his game. It will be impossible to do well by getting tied to the coattails of the eventual winner—that would indeed be the worst strategy of all.

THE CALHAMER POINT COUNT RATING LIST

Randolph Smyth

In DW #44 I noticed that Dan Stafford shares a common misconception that the original CPCRL (Calhamer Point Count Rating List) has been abandoned. In fact, I've been keeping it up-to-date—with a minimum of publicity, I admit—since taking it over from Doug Holliworth over five years ago. The entire file is computerized and, as far as I know, the only system which accesses the playing record of the whole hobby back to the mid-sixties.

Following my comments is a list of the all-time "top" players according to this rating scheme. Immediately following the names is the issue of EVERYTHING and year of its publication where the player first got Calhamer points; then, the last issue (and year) where the player got points. For the players who originally appeared in TERMINUS, the system is a little different: the first number is always 0, followed by the Boardman Number of the game the first scored points in (e.g. Doug Beyerlein got his first Calhamer point in a 1966-xx game reported in TERMINUS). In either case, this gives an idea of the "period of career" of the player; but as you can see, it's a recent improvement to the list, and the one which still has a lot of gaps (the "0.00"s). All players who started their "careers" since EVERYTHING #61 (Fall '84) are complete, but the players shown here all go back further than that. I should have the chance to fill in the rest of them over the next few months.

Then, the rating itself. I'm sure you're familiar with the most brutally simple system of them all: one point for every win, half a point for a two-way draw, a third point for a three-way draw, etc. A system incorporating the Calhamer name gives a zippo for a "strong second": see the victory conditions in the Rulebook. A point is gained is held forever; there are over 1,300 names presently in the database, some of whom may have participated in a five-way draw in 1966 and were never heard from again. In Dan Stafford's IPR, the system can be criticized insofar as sheer activity can substitute partially for skill: enter 100 games, win three, and your record is as good as the guy that won each of the three games that he entered (Ron Kelly has "/62" just as my personal note that his record was amassed with 62 rated finishes...God knows how many total games he was involved in!) Draws are recorded, but not "losses", which are meaningless in this system. Also, standby positions aren't distinguished: the player who waltzes into a center position and goes on to win the following year gets full credit for it (but often does that happen?). Finally, EVERYTHING (and its predecessor TERMINUS) is literally everything: if the game never got recorded there for any reason, it doesn't exist in the files.

Following the rating is the number of outright wins by the player. For the top players it's interesting to compare this to the rating: a fellow with a rating of 7.5 and 7 outright wins obviously doesn't draw very often and prefers to "go for it." The game with the same rating and only 2 wins must have drawn a huge number of games to get that rating, so would appear much less aggressive. Such analyses are less valid for the mass of players with only a couple of rating points, but the same data is available for everyone.

My criteria for considering a game "irregular" (hence, not including it in the data) are fairly broad, since the records go back to the beginning of the hobby. Stuff that was commonplace in the sixties would be questionable today. For instance, as recalled in EVERYTHING #65 (Fall 1985) a game was reported where one player apparently controlled two positions at once (1983-HB), but one had just a single center. Some ratings masters would be upset; I can't afford to be, if I want to include much of the earlier data. Of course, there are the gross examples where one player used a pseudonym to play two start positions. These can most charitably be described as "variants" and are excluded.

A great advantage of having this junk computerized is that any subject can be recovered by touching a couple of keys. I've done it here for anyone with a rating of more than 5.00; but I could come pretty close to Dan's IPR list, by also cutting off everyone whose last result was prior to, say, EVERYTHING #54 (November 1982). (The difference would be that, say, Edi Birsan, who won most of his games early on but is still marginally active, would keep all his credit in the CPCRL, but is all but ignored in the IPR.)

One of the most interesting things about this kind of list is seeing just how good the old-timers were, compared to the current movers and shakers. When I entered the hobby in 1973, a CPCRL rating of 5 made you a real "name" (though Beyerlein, Birsan, Phillips, and Verheiden were already in the mid-teens). Today you need 5 points to make the bottom of a long list. Still, the best of the old records are holding up pretty well: some of their makers have been gone for a decade, but may never be entirely forgotten as long as this list exists.

Anyone interested in getting data of this type is welcome to it if my costs are covered. \$1 will take care of paper and postage for a 20-page print out (all 1300+ names in either alphabetical or rating order), or I can cut it down according to any criteria you like. I'm particularly interested in hearing from anyone who has been keeping good records of their own results: there are bound to be some errors in such a huge file, so I'd like to see how well my information matches with theirs.

01	Kelly	Ron	0.00	0.00	35.33	23
02	Beyerlein	Doug	0.66	67.86	20.31	16
03	Phillips	Andy	0.66	0.00	18.33	14
04	Birsan	Edi	0.66	0.00	17.48	15
05	Verheiden	Eric	0.00	63.85	17.23	9
06	Kendter, Sr.	Lee	0.00	65.85	13.86	9
07	Smyth	Randolph	0.00	0.00	12.78	11
08	Byrne	Kathy	0.00	66.85	12.25	7
09	Ver Ploeg	Brenton	0.69	0.00	12.00	11
10	Cusack	Blair	0.00	63.85	11.61	9
11	Stafford	Dan	0.00	64.85	11.50	8
12	Ditter	Don	0.00	0.00	10.14	6
13	Carter	Dave	0.00	67.86	9.61	3
14	Buchanan	Walt	0.69	0.00	9.50	9
15	Pulsipher	Lew	0.68	0.00	9.36	7
16	Lakofka	Len	0.69	0.00	9.28	7
17	Ripper	Tom	0.00	0.00	9.28	8
18	Naus	Hal	0.66	0.00	9.25	5
19	McLendon	Steve	0.00	0.00	8.66	5
20	Rocamora	Michael	0.00	0.00	8.41	7
21	Martin	Dick	0.00	65.85	8.35	6
22	Smythe	John	0.64	0.00	8.33	8
23	Beshara	John	0.66	0.00	8.20	8
24	Fleming	John H.	0.69	0.00	8.16	7
25	Bytwerk	Randy	0.68	0.00	8.00	7
26	Ditter	Dave	0.00	63.85	7.75	5
27	Masters	Jack	0.00	0.00	7.50	6
28	Crockett	Dave	0.00	0.00	7.00	7
29	Eller	Tom	0.66	0.00	6.86	6
30	Davidson	Andy	0.00	0.00	6.78	5
31	Rauterberg	Paul	0.00	67.86	6.78	3
32	Brown	Ron MM	0.00	66.85	6.75	4
33	Prosnitz	Gene	0.66	0.00	6.70	6
34	Michalski	John	0.00	65.85	6.58	2
35	Rusnak	Russ	0.00	67.86	6.56	4
36	Klein	Joel	0.00	0.00	6.48	3
37	Caruso	John	0.00	67.86	6.45	2
38	Sergeant	Bob	0.00	0.00	6.45	5
39	Hollingsworth	Doug	0.00	0.00	6.31	3
40	Brooks	Steven	0.00	0.00	6.26	5
41	Acheson	Robert	0.00	67.86	6.16	3
42	Power	Jeff	0.68	0.00	6.08	5
43	Lariton	Michael	0.00	0.00	6.06	5

THE WINNER'S CIRCLE

Once upon a time...it was a common practice in DW to list the names of PBM game winners, along with the game Boardman Number, and the Great Power played by the winner. Perhaps we can revive that tradition. The following winners are taken from EVERYTHING 69-70. Congrats to all!

Dave Marshall (T) 1979AG
 Andy Lischett (G) 1979HZ
 Ed Furey (T) 1981IR
 Nelson Heintzman (T) 1983M
 Randolph Smyth (A) 1983R
 Lee Kendter, Sr. (F) 1983X
 Tom Ripper (G) 1983AJ
 Ron J. Brown (R) 1983AV
 Mike Mazzer (A) 1983CK
 Dan Kuszinski (G) 1983CR
 Matt Fleming (T) 1983HD
 D. Head (R) 1983HR
 John Stewart (F) 1984F
 Lynn Torkelson (G) 1984N
 John Caruso (I) 1984O
 Mark Frueh (F) 1984AG
 Mary Simmons (F) 1984AQ
 Doug Baker (R) 1984CC
 Glenn Sherrill (R) 1984HU
 George Graessle (E) 1984HY
 Dennis Walker (R) 1985AG
 Don Picard (A) 1985HR
 Jennifer King (T) 1986I

Again, congrats to all....

44	Swartz	Don	0.00	67.86	6.00	5
45	von Metzke	Conrad	0.65	0.00	5.95	5
46	Berch	Mark	0.00	0.00	5.73	4
47	Fuchs	Peter	0.00	67.86	5.70	5
48	Purnelle	Jerry	0.65	0.00	5.67	5
49	Boyer	John	0.00	0.00	5.66	5
50	Stevens	John	0.70	0.00	5.65	2
51	Pearson	Al	0.00	65.85	5.58	4
52	Kassel	Rick	0.00	0.00	5.50	3
53	Turner	Charles	0.66	0.00	5.45	4
54	Kozlowski	Kevin	0.00	66.85	5.41	3
55	MacCellan	Dan	0.00	0.00	5.41	2
56	Waldie	Andy	0.00	0.00	5.41	4
57	Becker	Bill	0.00	63.85	5.33	3
58	Childs	Lee	0.69	0.00	5.33	5
59	Labelle	Burt	0.69	0.00	5.33	5
60	Sherwood	Keith	0.00	63.85	5.32	1

SORRY MELINDA BUT...

I couldn't find your note with brief description of your idea for a rating system.

So, when you come up with a fin version send it along and I'll menti it in DW.

BUT WHAT ABOUT FACE-TO-FACE, CONVENTION, and TOURNAMENT PLAYERS?

One of the major problems with FIF, convention, and tournament Diplomacy games for year has been the lack of a single comprehensive tournament scoring system, used by all maj tournaments and allowing for a comprehensive evaluation of all tournament players througho the North America hobby. Each tournament had its own scoring system and rules, thus effe tively eliminating any cross-tournament rating system. Last year two important steps we taken to correct this situation: (1) The DIPCON Administration Committee announced t scoring system for DIPCON in advance and made that system available to other tournamen for their use (and it was used at at least one other tournanet, PEERICON.), thus allowi at least two groups of tournament participants to compare their results and scores. Hopeful the same will be done this year. (2) Don Del Grande, the publisher of LIFE OF MONTY beg publishing a sub-zine MEETING OF MINDS devoted to the study of the problems associated with finding a way of meshing the results of major Diplomacy tournament results into a sing comprehensive rating system.

MEETING OF MINDS #7, kicking off the second season of Don's project, contains detai of his expanded project, the International Tournament Ratings Organization; which wi evaluate the results of all "sanctioned" tournaments (including MARYCON, DIPCON, MANORCO ORIGINS, PEERICON, PACIFICON, and MIDCON) worldwide. A copy of the complete 1987 Rul and Regulations for the ITR is available from Don (142 Eliseo Dr., Greenbrae, CA 9490 1339) for a SASE. Briefly: it must be a face to face tournament for Diplomacy; an op tournament with a substantial number of players; that does not change the rules of the g in a major way. The tournament host must provide the following infor: the total number of players in the tournament; the names of at least the top 50% of the players, in order how they finished. (Any ties must be specified.)

I urge anyone hosting a tournament or con this summer to participate in this project. And if you are a player in a Diplomacy tournanet this summer, I suggest you make sure your host is taking part in the ITR. Finally, we'll have a way of comparing our FIF and convention performances.

About time, don't you think?

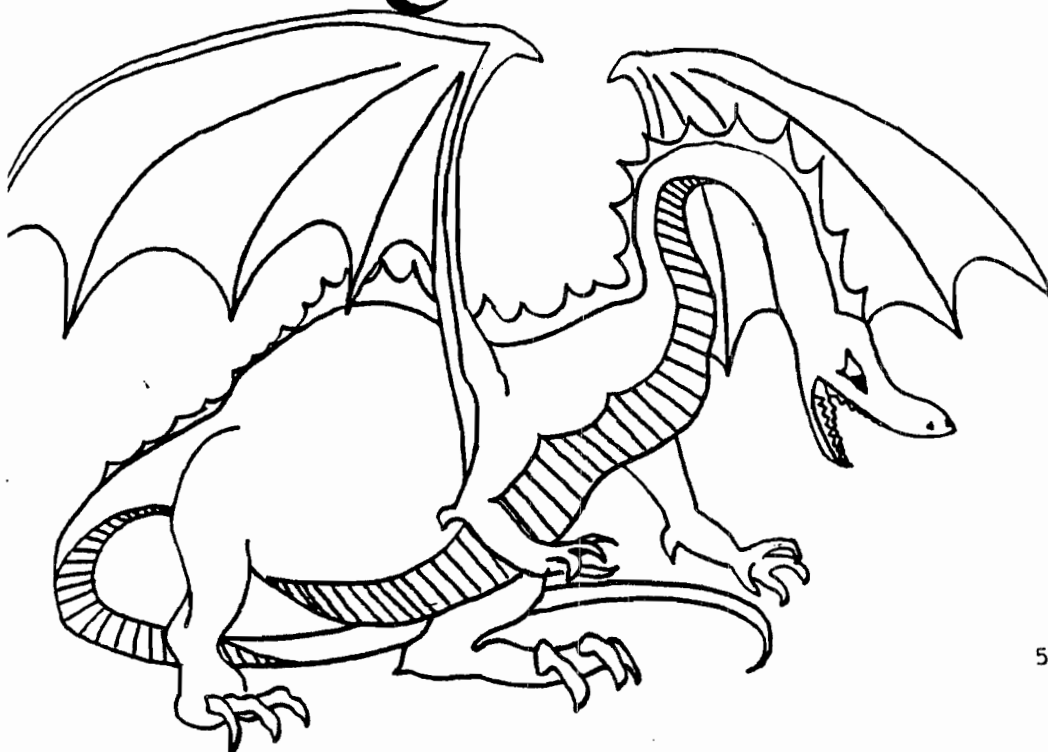
DIPPY DOODLES

HONORABLE SIR
PLEASE TO ALLOW
MY HUMBLE
SELF TO RELEASE
YOUR PAIN!



The Dragon's Lair

number 10



Editor: Stephen Wilcox
5300 West Gulf Bank #103
Houston TX 77088

BEST COUNTRY STANDINGS

BEST AUSTRIA

	W	D	S	E	d	r
1) 21.67 Keith Sherwood	1	2	0	0	0	0
2) 18.97 Phil Cooper	1	1	0	0	0	0
3) 15.41 Mike Mazzer	1	2	1	1	0	0
4) 14.66 Fred Townsend	1	0	1	0	0	0
5) 14.19 J. Ron Brown	1	0	1	1	0	0
14.19 Paul Rauterberg	1	0	1	1	0	0
14.19 Don Swartz	1	1	0	1	0	0

BEST ENGLAND

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

BEST FRANCE

	W	D	S	E	d	r
1) 31.76 Jack Masters	3	1	0	0	0	0
2) 31.37 Dan Stafford	2	3	0	0	0	0
3) 27.06 Lee Kendter, Sr.	2	2	1	0	0	0
4) 24.40 Blair Cusack	3	0	0	0	2	0
5) 22.15 Bob Acheson	2	0	3	0	1	0

BEST GERMANY

	W	D	S	E	d	r
1) 25.08 Lee Kendter, Sr.	2	0	1	0	0	0
2) 22.99 Don Ditter	2	0	1	1	0	0
3) 21.17 James Wall	1	1	0	0	0	0
4) 19.25 Rob Wittmond	1	2	0	0	0	0
5) 17.76 Stan Johnson	1	1	3	0	0	0

BEST ITALY

	W	D	S	E	d	r
1) 24.68 Kathy Byrne	3	3	4	0	0	0
2) 21.23 Tom Ripper	2	0	0	1	0	0
3) 17.34 J. Ron Brown	1	1	0	0	0	0
4) 16.75 Tom Swider	1	2	0	1	0	0
5) 16.06 Russ Rusnak	1	0	2	0	0	0

BEST RUSSIA

	W	D	S	E	d	r
1) 27.67 David Lincoln	2	0	0	0	0	0
2) 27.17 Dan Stafford	2	1	0	0	0	0
3) 26.90 Doug Baker	2	0	0	0	0	0
4) 20.53 Ron J. Brown	1	1	0	0	0	0
5) 20.36 Andy Lischett	1	1	0	0	0	0

BEST TURKEY

	W	D	S	E	d	r
1) 27.67 Russ Rusnak	2	2	0	0	0	0
2) 27.16 Randolph Smyth	2	0	0	0	0	0
3) 19.89 Robert Cheek	1	1	0	0	0	0
4) 19.72 Pat Hart	1	1	0	0	0	0
5) 19.25 Dave Ditter	1	1	1	0	0	0

There are a couple more names than usual this issue, due to the bizarre three-way tie for fifth-place Austria. ☺

A few players dropped off the list while a few more popped up to the top five. The most notable change is Lee Kendter, Sr., jumping to third-place France with a win in the recent DW Demo Game.

DRAGONSTOOTH RATING SYSTEM PLAYER RANKINGS

TOP BOARD	W	D	S	E	d	r		W	D	S	E	d
1) 35.53 David Lincoln	3	0	0	0	0	0	51) 18.32 Dan MacLellan	2	6	4	3	1
2) 33.12 Dan Stafford	6	9	0	1	0	0	52) 18.26 Ed Menders	1	0	2	0	0
3) 31.15 Randolph Smyth	8	0	4	2	0	0	*18.26 Ralph Morton	1	1	0	0	1
4) 30.47 David McCrumb	2	1	0	0	0	0	54)*18.05 Joe Tuharsky	1	0	3	0	0
5) 29.19 Andy Lischett	3	1	0	1	0	0	55) 17.85 John Pack	1	1	0	0	0
6) 29.01 Tom Ripper	5	4	0	2	0	0	56) 17.60 Peter Reese	1	1	3	1	0
7) 27.75 Jack Masters	5	1	0	0	2	1	57)*17.30 Charles Gratto	1	1	0	0	0
SECOND BOARD							58) 17.27 Eric Diamond	1	0	2	0	0
8) 27.54 John Stewart	2	0	0	0	0	0	59) 17.19 Mark Rowell	1	2	3	2	0
9) 27.39 Phil Redmond	2	0	1	0	0	0	60) 17.13 Glenn Sherril	1	1	2	0	0
10) 27.02 Jim Grosch	2	1	0	0	0	0	61) 16.88 Bill Quinn	1	2	0	1	0
11) 26.90 Doug Baker	2	0	0	0	0	0	62) 16.83 Blair Cusack	5	4	1	2	8
12) 25.65 Ron J. Brown	2	2	0	1	0	0	63) 16.35 Dave Ditter	2	6	5	3	1
13) 25.57 Don Swartz	5	3	5	1	0	0	64) 16.22 Doug Karnes	1	1	3	1	0
14) 25.16 Mark Berch	3	3	0	1	0	1	65)*16.11 Tom Graessle	2	1	0	3	0
THIRD BOARD							66) 16.09 John Daly	1	5	2	1	0
15) 25.10 Peter Fuchs	4	3	1	2	0	0	67) 16.02 Mike Moyer	1	1	0	1	0
16) 24.98 Dale Bakken	2	2	1	1	0	0	68) 15.96 James Lawniczak	1	1	3	0	1
17) 24.12 Mark Fassio	1	5	1	0	0	0	69) 15.81 Julie Martin	1	0	1	0	0
18) 23.62 Lin Foote	2	2	0	0	1	0	70) 15.58 Bruce Linsey	1	1	1	1	0
19) 23.49 Kevin Kozlowski	2	5	2	1	0	0	71) 15.51 Mark Keller	0	3	1	0	0
20) 23.25 Lee Kendter, Sr.	5	8	4	1	0	1	72) 15.49 Russell MacKechnie	1	1	1	1	0
21) 23.12 Fred Townsend	3	3	3	1	1	0	73) 15.45 Pat Hart	1	1	1	1	0
THE THUNDERING HERD							74) 15.43 Bob Sergeant	3	2	3	2	2
22)*21.89 Bill Oxner	2	0	0	1	0	0	15.43 James Wall	2	5	1	5	0
23) 21.78 Nelson Heintzman	1	7	2	0	0	0	76) 15.41 Jim Williams	0	3	1	0	1
24) 21.58 Steve Langley	1	3	0	1	0	0	77) 15.32 Al Pearson	3	3	3	6	0
25) 21.42 Dennis Duncan	1	1	0	0	0	0	78) 15.22 Jim Meinel	1	3	4	0	0
26) 21.33 Greg Haskew	3	1	1	2	1	1	79) 15.13 H.D. Bassett	1	3	3	1	0
27) 20.81 Tom Williams	2	0	1	1	0	0	80)*15.11 Ron Kelly	2	0	2	1	2
28)*20.37 Bill Hart	4	3	2	3	1	1	81) 15.10 Bill Becker	2	6	5	4	1
29)*20.36 John Horst	1	1	0	0	0	0	82) 15.08 Dave Marshall	1	2	0	0	2
30) 20.33 David Ezzio	2	0	0	2	0	0	83)*14.92 Jack Powers	0	2	1	1	0
31) 20.22 Bob Bragdon	2	1	2	2	0	0	84) 14.88 Dave Carter	0	7	6	2	0
32) 20.21 Kathy Byrne	7	15	13	6	0	0	85) 14.87 John Horn	1	3	0	0	1
33) 20.11 Don Ditter	3	8	3	3	1	0	86) 14.79 Bart Denny	0	2	0	0	0
34) 20.01 Stephen Wilcox	1	2	0	1	0	0	87)*14.66 Bill Hawley	0	2	0	0	0
35) 19.98 Mike Mazzer	2	6	2	2	0	0	88) 14.54 Rob Winslow	0	2	2	0	0
36) 19.95 Mark Larzelere	1	3	3	0	0	0	89) 14.30 John Jordon	2	0	1	1	2
19.95 Bill Schiwautz	1	4	4	1	0	0	90) 14.16 Robert Cheek	1	2	2	3	0
38) 19.87 Cathy Ozog	0	4	2	0	0	0	91) 14.09 Paul Rauterberg	3	7	6	9	0
39) 19.84 Mark Frueh	3	2	4	2	0	1	92) 13.77 John Ferguson	1	0	1	0	0
40) 19.39 Russ Rusnak	4	9	3	3	1	0	93) 13.76 John Caruso	2	9	5	4	0
41) 19.25 Rob Wittmond	1	2	0	0	0	0	94)*13.64 Elmer Hinton	1	0	0	0	1
42) 19.16 J. Ron Brown	4	5	4	2	2	1	95) 13.42 Peter LaRocco	1	2	0	2	0
43) 19.14 Mark Luedi	0	4	1	0	0	0	96)*13.39 Jack Schneider	1	0	0	1	0
44) 18.80 Jeff Albrecht	1	3	1	1	0	0	97) 13.30 Bob Gosselin	1	1	0	0	2
45)*18.73 Scott Cameron	1	2	1	1	0	0	98)*13.21 Joe Dubinski	1	0	2	0	1
18.73 Keith Sherwood	1	5	1	1	1	0	99)*13.17 Bob Beardsley	1	1	0	1	1
47) 18.62 Bob Slossar	1	2	0	0	0	1	100)*13.01 Don Picard	1	0	0	1	0
48) 18.44 Tom Thornsens	2	2	1	2	0	0	13.01 Michael Pustilnik	1	0	0	1	0
18.44 Lynn Torkelson	1	1	0	0	0	0						
50) 18.43 Carl Russell	1	2	0	1	0	0						

DTRS APPLIED TO THE GREAT POWERS

<u>Rating</u>	<u>Country</u>	<u>W</u>	<u>2D</u>	<u>3D</u>	<u>4D</u>	<u>5D</u>	<u>6D</u>	<u>7D</u>	<u>S</u>	<u>E</u>	<u>Change</u>
<u>1.30</u>	England	64	66	71	56	18	6	1	311	262	- .2
<u>1.00</u>	France	67	63	65	57	20	6	1	308	268	.0
<u>9.86</u>	Turkey	68	43	56	50	16	4	1	295	322	+ 17
<u>9.59</u>	Russia	81	59	50	40	11	5	1	251	357	+ .27
<u>8.37</u>	Germany	67	49	50	41	17	6	1	251	373	- .0?
<u>6.68</u>	Italy	41	33	43	40	17	6	1	312	362	- .1?
<u>5.70</u>	Austria	55	36	43	40	16	3	1	200	461	- .08

The above chart is taken from data in DRAGON'S LAIR #10 and the completion of some 855 games. For the third consecutive issue, Austria has dipped to a record low. England also hit record low by posting its largest decrease. Italy, too, posted its largest decrease in this issue. The only positive news is Russia reached an all-time high with its second consecutive increase.

DTRS BACKGROUND

Normally I don't reprint pages right out of other publications but I wanted to give those of you who have never seen THE DRAGON'S LAIR a chance to see what a classy publication it was. Pete Gaughan did a fine job as the DTRS publisher for the past year and I'm sure that Stephen will find an equally competent replacement for P.J. In the preceding Best Country Standings, DTRS Player Rankings, and Great Power Listings you've had a chance to see the kind of results the DTRS comes up with. For all the details on how the DTRS works send a SASE to Stephen Wilcox, 5300 West Gulf Bank, #103, Houston, TX 77088. While your at it send him a \$5 bill and ask for a sub to THE DRAGON'S LAIR.

In addition to the DTRS, the DL also keeps track of the Gold Crown Rating System, and the Enamel Toad Rating System, and provides interesting articles dealing with ratings.

I asked Stephen to briefly discuss the strengths and weaknesses of the DTRS, so that you would know a bit more about it. As for its strengths, he said: "Rates are possible endings to a game.—not just wins and draws. Determines an average result—not just an accumulation of points. Includes a factor to reduce the ratings slightly of a new player to make it more difficult for them to pop up to the top. Rates only players finishing games within the last two years. But maintains an inactive list for an additional two years. System includes incentives to win quickly or drag the game out when losing."

And yes, the DTRS does have its weaknesses, as Stephen admits: "It is time consuming to calculate. The zine is published 6-8 weeks after the arrival of EVERYTHING. It does not show ratings of some of the great players from the early years who are still active in the hobby but no longer playing."

Stephen also mentioned in DL that he's looking for a new publisher to handle the mechanics of typing up and distributing DL. It isn't a big job, but as you've seen, it is an important one. So, if you've got a head for figures and statistics, why not volunteer to help him out?

NEWTHE DIPLOMACY WORLD NEWS SERVICE

You've heard of AP, the UPI, and Reuters. But have you heard of the DWNS?

Probably not, because it's brand new. This past winter we conducted an experiment to see if the hobby's publishers felt the need for a "Diplomacy World" news service that would provide them with the latest news about all aspects of the Diplomacy hobby, the game, and what ever else might be of interest to Diplomacy players. The response to our trial effort was universally enthusiastic.

And so we have decided to go ahead with the DWNS on a permanent, full-time basis. DIPLOMACY WORLD NEWS, the primary product of the DWNS, will be published on a quarterly basis (alternating with DW) and will carry only brief news announcements of interest to Diplomacy hobby members. DWN will answer the classic questions: Who, What, When, Where, Why, & How, but the emphasis will be on short factual items. No features, no filler, and no frills; just the latest in news. Just as important as the content we think will be the DWN format which will be designed so that hobby publishers can reprint DWN items in their own publications without retyping the info. That's right, DWN will provide 3-5 pages (usually) of the latest hobby news in a format that will allow any publisher to reprint a single item, an entire page, or the whole DWN with their own publication.

DWN is not a substitute for DW or its news content, because it will lack the detail and editorial perspective needed to give the news real meaning. But for the hobby publisher who wants to keep up with whats going on, and make sure his readers do to, the DWNS offers an inexpensive way to do so. Inexpensive? That's right. \$2.00 a year for four issues is all it costs. But to make the DWNS work, and DWN as useful as it can be, we need the cooperation of the hobby's publishers, service providers, and project custodians. Without it we'll lack the information to put in DWN. So, if you're one of those people who make the news, as well as report it, keep us in mind when you're sending out your press releases and announcements. Remember, your story, in our hands, will reach a lot more people than it would any other way.

Now, for the first time the entire hobby will have the benefits of DW's unique news-gathering capabilities for all Diplomacy players: PBM, FIF, Convention, Tournament, Computer, Play by Electronic Mail, or even just for fun!

A complimentary copy of the first official issue of DWN will be sent to all the hobby's publishers, service providers, and custodians. While we're not encouraging individual hobby members to subscribe (Why bother if DWN is included in a 'zine you already get?); individual subs will be accepted.

Keep in mind, if you're thinking of submitting something for DWN that it should be in by the 1st of June for the first issue. There is no charge for including any item in DWN, although we reserve the right to edit for reasons of length or appropriateness.

To be sure you get your copy of the first issue of DWN send a \$2 bill, or \$2.00 in stamps (don't bother with a check, it isn't worth the expense involved). Be sure to indicate it is for the DWN.

ANOTHER DIPLOMACY WORLD SERVICE

THE DIPLOMACY WORLD ANTHOLOGY SERIES, VOLUME II

The Essential Mark Berch

Are the writings of Mark Berch essential to anyone's Diplomacy library? Some may think not, but some, particularly long time DW readers, may think so. Anyway, the decision is yours to make now because the second volume of the DWA series is now available and it is devoted to the complete writings of Mark Berch as they have appeared in DIPLOMACY WORLD.

From his first contribution, "A Reply to the Dancing Sword," in DW #15 to the last item in this anthology, a previously unpublished Shep Rose episode, Mark has written more than fifty-five original items for DW. Each one of the is complete in this volume. In addition to the articles as they originally appeared in DIPLOMACY WORLD's first thirty-nine issues, Mark has written revisions, corrections, and comments on many of these items especially for this anthology. In addition, we've included other items that Mark commented on in DW's pages.

Just as remarkable as the quantity of Mark's contributions to DW (Remember, he's been on the DW staff longer than any other publisher, editor, or staff member.)—more than 150 pages—is the variety of his writings. From letters, game reports, strategy, tactics, hobby commentary, rulebook discussions, book reviews, con reports, variants, and fiction Mark's writings have ranged far and wide over the hobby's vast terrain.

Few people will agree with all of Mark's views. And why should they? But everyone who reads this book will be stimulated by his views and, hopefully consequently more aware of their own. Novices will benefit from Mark's essays on game openings and country-by-country commentaries on many of the Great Powers. And old timers will also learn from the writings of the Dipmaster.

Among the highlights in this volume are Mark's nine page essay on Turkey from DW #21, his penetrating review of Richard Sharp's book THE GAME OF DIPLOMACY, his original Shep Rose piece, and more episodes from that Berchesque personality who has become a part of the hobby's folklore. We all know the serious Mark Berch but this volume reminds us of the other side of Mark's character. All in all it's one of the most fascinating publications in the history of the hobby. And why shouldn't it be, it's written by one of the hobby's most fascinating characters, Mark Berch. So, while it may not be essential to your Diplomacy library, we think you'll enjoy having a copy of this latest anthology volume.

And, of course, it's presented in the same high quality format as volume one of the series. Again, the quality papers, the comb binding, the full legal-size pages. For ordering information, see the order form in this mailing.

Subscribe NOW and be Eligible to WIN one of 100 PRIZES!

"If Moses had played Outdoor Survival, he wouldn't have gotten his followers lost in search of the promised land"

... is what a caption for this picture might say!

We might say that a subscription to our magazine, **The General**, would explain the benefits of playing all Avalon Hill games.

We might also say that you can win a FREE SUBSCRIPTION FOR LIFE to **The General** if you can come up with a better caption than the (groan) one stated above.

In fact, we're even going to let you WIN FREE GAMES FOR LIFE if you can come up with a caption focusing on any Avalon Hill game. Some examples:

"If the German High Command had played D-Day, they wouldn't have left Normandy so lightly defended."

"If Robert E. Lee had played Gettysburg, we might be speaking a different language, y'all."

100 WINNERS!

It doesn't matter which Avalon Hill game you write a caption about; winning entries will be chosen on originality and cleverness of caption.

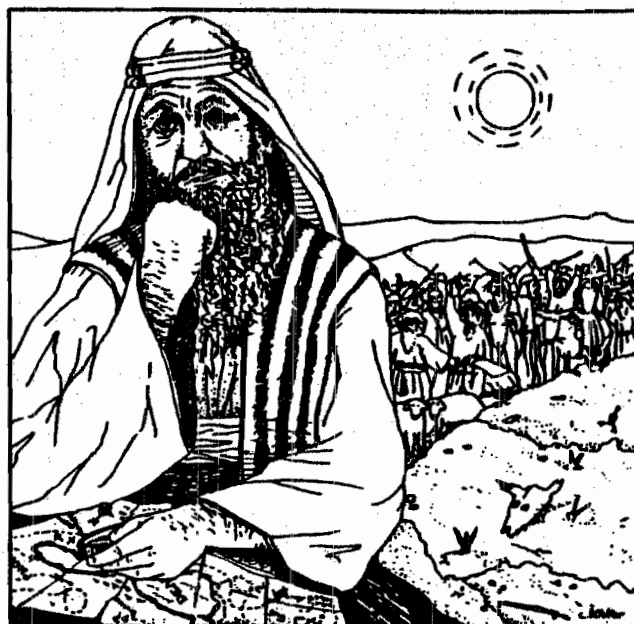
Here's what you can WIN!

Grand Prize: Every new Avalon Hill board game sent to you at no charge for the rest of your life.

Mini-grand Prize: Subscription to **The General** at no charge for the rest of your life.

3rd to 10th Place Prizes: Extension of your subscription to **The General** at no charge for one additional year.

11th to 100th Place Prizes: Awards certificates worth \$10 in merchandise value. (90 to be given away.)



HOW TO ENTER

All you have to do is take out a 2-year subscription (or extend your current one for an additional two years). Simply complete the GREAT CAPTION CONTEST ENTRY BLANK, then send it along with your payment to The Avalon Hill Game Company, 4517 Harford Road, Baltimore, MD 21214.

Winners to be Announced at the National Game Convention - Baltimore 1987

Deadline for mailed-in entries is June 10, 1987. Winners will be announced at ORIGINS '87, the national game convention held at the Baltimore Convention Center. Judges decisions are final and will be based on neatness, originality, and the whim of the eccentric manager of the advertising department.

Why You Should Read The General

It's stood the test of time—over 20 years and still full of articles on strategy, tactics and variations of Avalon Hill games, written by game designers, and others who know what they're all about.

Each issue is loaded with full-color graphics, numerous maps, illustrations, and diagrams. We accept no outside advertising, so each issue is loaded with 48 full pages of game material including Series Replays, game contests, historical background pieces, information on conventions, even gossip on what's happening in the game world. And best of all, **The General** tells you about upcoming new games before the general public knows. You get all this normally for only \$12 a year. And if you use the discount coupons to the fullest, you get half of that back. And for a mere \$18—the cost of an average game—you get a 2-year subscription which includes \$12 in discount coupons. Obviously, the best wargaming value around is **The General**. Take out a 2-year subscription today—you may be eligible to win one of 100 prizes—maybe even a lifetime of games!

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My Great Caption:

Here's my creation: ☐ My caption is too clever to fit on the lines below—so I've enclosed a separate sheet.



Please send Subscription Forms and payment to:

The Avalon Hill Game Company

DIVISION OF MONARCH AVALON, INC.

4517 Harford Road, Baltimore, Maryland 21214

Signature: _____

(This form will be invalid if submitted after June 10, 1987. The Avalon Hill Game Company further reserves the right to reject any entry without prejudice. This drawing is not open to the employees or staff of The Avalon Hill Game Company nor at Victory Games, Inc.)