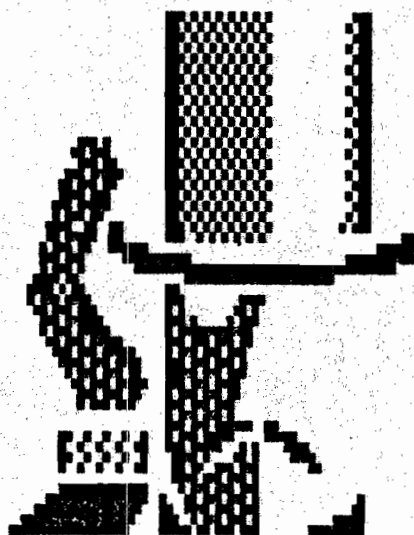




DIPLOMACY WORLD



"Yes, Fred Astaire may be gone,
But now we have David Hood,
stabbing his way into our hearts."



#47

SUMMER 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 charges. Make checks payable to DIPLOMACY WORLD or IDS and mail to: DIPLOMACY WORLD, Institute for Diplomatic Studies, Box 8416, San Diego, CA 92102, U.S.A. Allow 6-10 weeks for arrival of all orders. Subs begin with the current issue if available. Materials for the magazine should be sent to Larry Peery at the above address. We can usually be reached by telephone during the afternoon or on weekends. No telephone calls before 1000, please. Our number is 619-295-6248.

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DIPLOMACY WORLD was founded in 1974 by Walt 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 hobby affairs and to printing the best original materials on the game and hobby which are available. DW is an IDS publication.

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INTRODUCTION

TABLE OF CONTENTS

DIPLOMACY WORLD 47, Summer 1987

- Front Cover
- Inside Front Cover: Colophon
- ...Introduction
- ...Editorials
- ...Announcements
- ...Letters to the Editor
- ...The 1987 Awards Recipients
- ...Ask the Hobby Historian #9 (M. Berch)
- ...Unorthodox Openings: #9 (M. Berch)
- ...Confessions of a Novice (J. Merciez)
- ...Primitive Instincts (L. Nocella)
- ...Spring 1901 (T. Engelhardt)
- ...Milestones
- ...Summer Cons Report for 1987
- ...An Interview With Malc Smith (M. Holley)
- ...Help, Help, Help!!!
- ...My Hero, Howard Christie (D. Lincoln)
- ...Dixiecon: Summer's First Con (D. Hood)
- ...Dipcon at Madcon: How I Saw It (D. Hood)
- ...The 1987 Runestone Awards
- ...1986H, 1905, a DW Demo Game
- ...1986Q, 1906, a DW Demo Game
- ...Illustration by J.R. Baker
- ...DW & Variants: A Special Relationship
- ...Synopsis of Diplomacy Variants
Published in DW (Fred Davis)
- ...Five Giants in Variants
- ...Leadership Rule Module (Pulsipher & Davis)
- ...Variants in the Golden Age (L. Peery)
- ...Walker's Imperialism Series
- ...North American Variant Bank
- ...What Do the Numbers Mean? (F. Davis)
- ...UK Variant Hobby (M. Lewis)
- ...Variant Gaming for the Dip Purist
(D. Hood)
- ...2-Player Variant (D. Segal)
- ...Asian Diplomacy (K. Robison & S. Latourette)
- ...Interests of Trade (T. Kane)
- ...DUCOSIM Diplomacy Variant Package
(F. Davis)
- ...People In the Know Worth Knowing

EASE CHECK THE NUMBER ON YOUR ADDRESS
BEL. IF IT IS THE SAME AS THIS ISSUE
NUMBER IT IS TIME TO RENEW YOUR SUB NOW.

Remember summer school? Well, this issue is like summer school. You are either going to love it...or hate it. If you like variants, you'll love it. Thank to the efforts of Fred Davis and the many people who contributed a wide variety of variants we have a very nice section that covers every aspect of the variant hobby and makes a nice companion to go with our new variants anthology volume.

Even if you don't like variants, there's no reason to hate this issue since it contains a good group of articles written by novices about their first experiences in the hobby; a look back at last year's DIPCON champ and a report on this year's event from David Hood, the new North American Diplomacy champ; a complete report on the results of the 1987 Runestone Poll; the latest from our two Demo Games; and more.

For me this has been the most difficult issue of DW I have yet had to do. The last three months have been an emotional teeter-totter for me because of my father's heart attack last spring, the trauma of taking him out of his home and away from his loved one, and the subsequent passing of both. Others in the hobby have shared similar losses, and we all mourn the untimely passing of one of our friends in Holland, Ivo Bouwman. Still, with the bad comes the good and we can celebrate DW's better showing this year in the Poll, Lee Kendter's fine standing in the GM Poll, and J.R. Baker's receiving the Rod Walker Award this year. My special thanx to Fred Davis and David Hood for their many contributions to this issue, and to Baron Powell for his gift towards publication of the three anthology volumes.

I owe a lot of people letters, I know, and eventually I will get to them. For now I'm going to concentrate on getting this issue out in the mail, enjoying PEERICON, and kicking back and celebrating the last few days I have before hitting forty. And yes, I am serious about wanting your UPC coupons off your toilet paper wrappers. After all, isn't that what Diplomacy is all about?

Enjoy.

Bigger, Better, or Both?

I know it is hard to believe but we are now about to begin our third year as DW's publisher and editor. The zine's made a lot of progress in the past two years thanx to the help of many, many people. The question now is where do we go from here?

In terms of finances, scheduling, auxillar publications, and producing a quality product I think we've done very well so far, although there is always room for improvement. My primary goal in the coming year is to work on expanding DW's circulation base. I'd like to see it rise about 50% in the coming year but that is going to take work on all our parts.

In addition, several people whose opinions I respect have suggested the idea of returning DW to an every other month schedule, e.g. six issues a year, as it was when Walt Buchanan published it and, concurrently, cutting back on the size of individual issues from the current 80-100 pages to around 60 pages. I have mixed feelings about such a change. Certainly it would be more work, mor drudgery for me (No matter how hard you try there is nothing glamorous about stuffing envelopes or licking stamps!) and I'm concerned about having a good supply of materials on hand for such an ambitious schedule (e.g. more S&T articles for one thing).

Still, I'm willing to consider the idea and I'd like to hear your thoughts on it. If you favor the change, let me know; and be sure to enclose a S&T article with your comments. That will really convince me. If you are opposed to the idea, let me know that as well (and enclose a S'&T article anyway). And while you're thinking about it round up another subber for DW. That would really make my day.

Thanx For the Mayo!

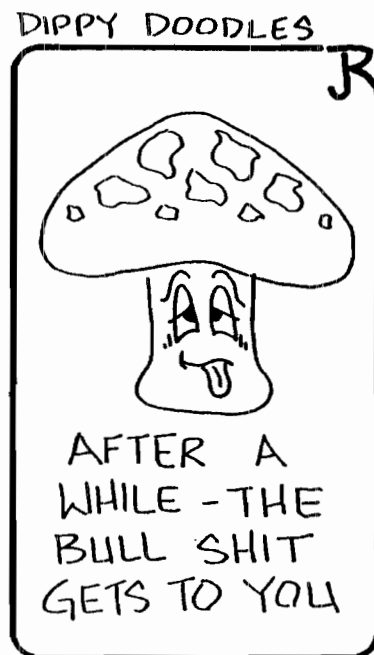
Another of the hobby's links to the overseas hobby is broken with word that Scott Hanson's POMMES MIT MAYO is folding. Although he isn't leaving the hobby. If nothing else POMMES MIT MAYO taught many people that in Europe people eat their French Fries with Mayonnaise. Not a bad achievement, I think.

Remember Avignon?

There seems to be some question in some hobby circles about who is the "right-ful" hobby Miller Number Custodian. It's a long, involved story and I won't bother you with it, but as far as I'm concerned as long as the current incumbent does the job satisfactorily the job is his. There are certainly enough other hobby tasks open without the need for duplicate or triplicate MNCs, don't you think?

Time to Dig Out Those Checkbooks!

Now that the Runestone Poll voting is over it is time for those of you who pledge monies to Linda Courtemanche's fund-raising drive on behalf of the American Cancer Society to dig out your checkbooks and pay up. For some of you that may be a painful process. I don't think anyone expected the 400+ voter turn out that Bruce Linsey came up with and if you pledged 10¢ or more a vote you're going to be out some change. But, having had experience collecting such pledges (and let me note that every individual, save one, who made a pledge to save DW two years ago honored their pledge), I know it can be a job. So, don't wait for Linda to contact you, send a check off to her now. You know who you are and how much you pledged so get to it.



DW A-H FIRST ANNUAL ESSAY COMPETITION

Don't forget the first annual DW/A-H Essay Competition for DW readers. Entries must be related to the game or hobby of Diplomacy and should be in one of four categories: (1) Strategy, tactics, or diplomacy; (2) Hobby history or development; (3) Fiction; or (4) Other (e.g. such as artwork). Entries must be original and no longer than 5,000 words. All entries should be sent to: DW Essay Contest, Box 8416, San Diego, CA 92102, U.S.A. Deadline for entries is 1 November, 1987. Winners will be notified by mail. Entries should be typewritten (or neatly printed), double-spaced, on 8½ by 11 inch paper. Artwork must be black on white and not more than 11 by 14 inches in size. 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. Winning entries will be published in DW. Prizes will 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 competition is open to any Diplomacy player anywhere and entrants need not be a DW subscriber to enter.

DIPLOMACY WORLD NEWS SERVICE

Response to the new DW News Service has been excellent. Over a third of the hobby's publishers have signed up for the service; which provides a brief news digest of the latest hobby happenings. DWNS is designed for hobby publishers and members who want to keep up on what's going on in the hobby themselves and have a reliable source of information for quotation in their own zines. DIPLOMACY WORLD NEWS, the DWNS publication, is set up in such a way that it can be reprinted verbatim by other hobby publishers and distributed with their publications. For if you aren't a DWNS subscriber you should be. Write for more information if you are interested. A sample copy is 50¢.

DIPLOMACY WORLD'S NEW OFFICE

DW has a new office located at 2242 Madison Ave., San Diego, CA 92102. As you can see it is pretty nice. Well, actually it isn't so fancy but it does give us twice as much room as before. If you attend our PEERICON on 1-2 August you can get the grand tour and see where DW is produced and have a look at The Archives.

As soon as we get things in order we hope to open the Archives, our library, and make available other materials that have been in storage. In the meantime if anyone has 10-15 four draw file cabinets they don't need, let us know. That's about what it will take to hold The Archives.

CONRAD VON METZKE MEMORIAL GARAGE

SNEAKY PREVIEW OF DW #48

The fall issue of DW will be devoted to the subject of End Games in Diplomacy. In addition we'll be publishing some of the articles submitted for publication in the past year that didn't get into print before, finishing off the reports on the summer's Cons, and looking at the question of "Does playing Diplomacy improve your chances in today's world?" More on that elsewhere in this issue...

LETTERS TO THE EDITOR

Well, we asked for letters to the editor and that's just what we got! Quite a few of you pointed out that I had mistitled Melinda's essay in the last issue. It should have been AUSTRIA, not ENGLAND; and several of you pointed out the technical error in the essay. If you didn't catch it last time, go back and re-read it and see if you can find it. It shouldn't be hard to spot.

Randolph Smyth suggested that he wasn't the only person in the hobby to win PBM games playing all seven of the Great Powers. Among the other possibilities: Ron Kelly, Doug Beyerlein, Andy Phillips, Edi Birsan, Eric Verheiden, Lee Kendter, Brenton Ver Ploeg, Blair Cusack, Walt Buchanan, and ...no doubt others. Rex Martin also picked up on the significance of this achievement and suggested the names of such performers should be mentioned in The GENERAL. So, let's find out who & if: BNCs, ratings custodians, etc., how about it? Are you or do you know of anyone who has won seven PBM games (or more) playing all seven of the Great Powers. Send the name and the games won along to us and we'll pass them on to Rex.

Although he's no longer active in the hobby, Walt Buchanan still keeps tabs on DW. Here's his thoughts on the last issue: "You are doing a fantastic job with DW. I thought the latest issue was the best ever, altho I'm glad you are cutting back on the size. It is starting to turn into a book! I do think readers would like smaller doses at more frequent intervals. I'm glad to hear that A-H is putting the flyer in again. That ought to help the hobby & circulation both. Incidentally, I have #4, 10, 14-19 still available at \$2.00 each. Would you believe Bill is into Diplomacy at school? (Editor's Note: Bill is Walt's son. The last time I saw him he was still sleeping in a crib.).

Walt raises an interesting point: Has DW gotten too big? Would smaller, more frequent issues be better? You'll get a chance to express your opinion if you return the questionnaire enclosed with this issue. Please do, it's important.

Speaking of questionnaires, we're still getting responses to the last one we sent out. Most people seemed to be generally satisfied with DW and the hobby, even those who are leaving us.

Rumors have been circulating in some circles that A-H was preparing to abandon the wargaming market and, God forbid, even Diplomacy!

We have it from two reliable sources at A-H, Tom Shaw, Executive Vice President, and Rex Martin, Editor of The GENERAL, that A-H isn't out of the wargaming market and has no intention of abandoning DIPLOMACY, one of its perennial best sellers. In fact A-H has just published PLATOON, based on the movie, and BRITANNIA: The History of England 43AD to 1066AD; which was designed by none other than Lew Pulsipher a name you'll see often in this issue. What A-H is doing is eliminating some of the dead wood from its inventory, so if there are any of the lesser known A-H games you've wanted to get, but haven't, now might be a good time to do so.

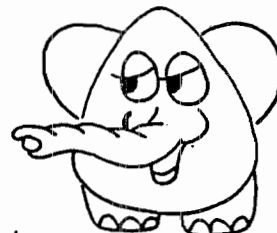
PDORA HELPS OUT

The final results of the 1987 PDORA are in and they are very positive. Over \$400 was raised to benefit hobby service providers through the efforts of John Caruso and Simon Billenness and those who gave so generously to the effort.

Monies were raised on behalf of the Miller Number Custodian, Hobby Promotion, Pontevedria (game openings), The U.S. Orphans Service, and the Boardman Number Custodian. A tip of the hat to John and Simon for a job well done.

DIPPY DOODLES

THE LAST
TIME WE
PLAYED
I WAS
JUST A NOVICE



THE 1987 AWARDS RECIPIENTS

Shortly after I resumed an active role in the Diplomacy hobby in 1981 I was saddened to learn of the untimely passing of Don Miller, one of the hobby's early giants. It struck me, as it did many others, that the hobby had lost one of its finest and that we ought to find a way to perpetuate his good name and memory. As a result the Don Miller Memorial Award was established to recognize the individual who rendered outstanding service to the hobby in any given year. And, in the following years, a distinguished group of hobby members have been accorded this honor, the hobby's highest.

This year the hobby has voted to recognize the contributions of Bruce Linsey as publisher of the ONCE UPON A DEADLINE handbook for publishers and gamemasters and his work as administrator of the Runestone Poll.

The Diplomacy hobby is a literary hobby, far more than we often realize. To encourage and recognize high quality literary efforts in the hobby the Avalon Hill Game Company and the Institute for Diplomatic Studies jointly established the Rod Walker Award for literary excellence several years ago. In past years the Award has recognized outstanding writing in the form of fiction, hobby promotion, and other areas. This year, for the first time, the hobby has voted to recognize yet another area of literary achievement, the art of cartooning.

The 1987 Rod Walker Award is awarded to John R. Baker for his Dippy Doodles creation that has appeared in DIPLOMACY WORLD and elsewhere proving, no doubt, that one cartoon is worth a thousand words.

Now John Koning is primarily remembered as the founder of DIPCON, but his contributions to the hobby were many and his skills as a player were legend. Thus, when it was suggested that the hobby should have an award to recognize the outstanding player of Diplomacy of any type, it was logical that it be named for John Koning.

To pick one person to be recognized as the hobby's outstanding player in any given year is impossible, but still we attempt to do it. More often than not the recipient of this award has been recognized for his or her accomplishments over a far longer period and such is the case this year. Randolph Smyth currently stands seventh in the all time rating lists and has completed some 11 postal games, including wins for all seven of the Great Powers. His FTF play isn't bad either, as his tournament standings show. But, more importantly, I think, Randolph has been willing to share his knowledge and skills and his writings in FOL SI FIE have taught many new (and old) players a lot about the game and how to play it.

There were many qualified candidates for this year's John Koning Memorial Award for outstanding play of Diplomacy, but the hobby has given the Award to Randolph Smyth.

Each recipient will receive a personal plaque and custody of the perpetual award for the coming year. Donations to support these awards should be sent to Fred Davis, Jr., 3210-K Wheaton Way, Ellicott City, MD 21043. Your support is appreciated.

ASK THE HOBBY HISTORIAN: #8, THE DEXTER NUMBERS

Mark Berch

We are all familiar with the two main numbering systems in use in the hobby: the Boardman Numbers for standard games, and the Miller Numbers for variant games. But there have been two other numbering systems put into use for short periods of time. One of these was the Dexter Numbers, and therein lies a tale.

We begin with issue #1 (December, 1991) of Gordon Dexter's I HATE DRAWS. To give the full flavor of this, I'll quote from the first page of that issue:

"I hate draws.

"I hate draws. It's the name of the zine, it's the opening phrase of my very first issue, and it's how I feel. And I'm going to do something about it. One of the attractions of this hobby is that if you've got your own zine, you can do things the way you want (so long as you can get your players to go along with it). All sorts of idiosyncratic people have been attracted to publishing, and I'm one of them. So without further ado, let me introduce Special House Rule Number One:

The postal game will end under one of these two conditions:

1. A player achieves a rulebook victory, or is voted a victory.
2. The players vote to end the game, or the gamesmaster determines that the game is in fact stalemated.

In the event number two occurs, the player with the highest number of supply centers is declared the winner. If two or more players are tied, the supply center totals for just those players are compared for the previous winter. If a tie still remains, the supply center totals for just those countries is compared for the previous year, and so forth, all the way back to 1901 if necessary. For the purpose of this calculation, one supply center is subtracted from Russia's 1901 holding. If a tie still occurs, then the two countries will be granted the draw. End of Rule.

At the start up of the game, or better still, at sign up time, each player must state explicitly that he understands House Rule Number One. This way there will be no misunderstandings.

I think this will produce a more exciting game. All too often, players start with the strategy of planning for a draw, and looking for a win if opportunities develop. With two or more players looking for draws, opportunities for wins to develop are few and far between. The only way this game can be drawn is if two countries are lockstep for the entire game. This will be very difficult to do, since other countries can easily derail such a plan. Thus, people will play for the win, which I think is the whole point of the game."

Although he was a new publisher, Gordon had no trouble finding other win-only type players, and issue #2 announced two gamestarts (a little write-up in the DIPLOMACY WORLD MONTHLY NEWS) gave him extra publicity). He sent off to the Boardman Number Custodian for game numbers. He also included a copy of I HATE DRAWS #1, saying "it would be an honor — and great publicity — if the BNC were to sign up for one of my games."

The BNC wrote him back, suggesting a couple of people who might like the game. But he declined to give him a Boardman Number: "To me your game seems to be a variant. This is a sort of king-of-the-mountain variation on Diplomacy. You've drastically destabilized the two-way alliance. Most importantly, by changing the victory criterion, and no longer requiring 18 supply centers (or a concession, which says that the others are in effect willing to let him have 18) for a win, you've created a slightly different game. So go ahead and get a Miller Number. Best of luck."

Gordon was astonished. He had never given any thought to the question of whether or not this was a variant. But it didn't bother him. He was elated at the enthusiastic notes he had gotten from people signing up, and by the time the BNC had written back, his third game was filled. So he dashed off a note to the Miller Number Custodian (MNC) with the appropriate information, adding, "Apparently, these are variants."

"No, they aren't," she said, "I'm returning the gamestart information for your three games. These are not variants. They are standard, albeit irregular, games. You haven't changed the board or the rules or adjudication of the pieces. A change in how the game ends doesn't necessarily make it a variant. For example, permitting conceded draws (non-Draws Include All Survivors games) is certainly a change in the rulebook. It can certainly affect alliance votes, since cooperation from a minor power might be obtained at the price of his survival, even though the major powers don't want their draw diluted with him. Such a deal is not possible in a Rulebook (Draws Include All Survivors) game. More over, your rule puts into effect something the players would themselves do — they could agree that if the game is stalemated, that most players win. Incidentally, tournament games are sometimes run on this basis. I don't see a problem for Raters. The "irregular" label will flag them to your special rule. At that point, they can either decide not to rate the game, rate it exactly as the game ends, or convert the game back to a draw if that's what it "ordinarily" would have been. Sorry I can't help."

Gordon was flabbergasted, and more than a little annoyed. He had gone to this effort of contacting the Custodians, and had zilch to show for it. In I HATE DRAWS he announced that "If no one will have me; then I will have myself." He announced that these games would carry "Dexter Numbers" and crowned himself the Dexter Number Custodian.

As you can imagine, there was general embarrassment in the hobby. The MNC sniped that Gordon should have mentioned that the BNC had already turned him down. Gordon retorted that if she felt that the BNC's views were relevant, she should have asked the BNC, and that he simply assumed that she could do her job with just the game description. The BNC allowed as perhaps he had been a bit hasty, and perhaps these games would be standard, but irregular, and that he should resubmit his request, and the MNC would open the pages of EVERYTHING for discussion.

"Great," Dexter said in I HATE DRAWS #4, "First both say 'Get Lost Kid,' and now both express an interest; without, of course, actually committing themselves. With a bit of luck, they'll both decide to change their minds, and I'll be no better off." With that defiant stance, he refused to resubmit the games to either Custodian. Very shortly thereafter, the Boardman Number Custodianship changed hands (for unrelated reasons). A longstanding tradition, BNCs do not reverse decisions made by their predecessors, even ones that their predecessors might have had second thoughts about. And since there was no clamor to give the games either a Miller or a Boardman Number, that's where things stood. Two more games were run under a guest gamesmaster in I HATE DRAWS, and both got Dexter Numbers. In England, Richard Sharp decided to run one of these. He gave it a DOLCHSTOSS Number (as he does for all of his games) and a Dexter Number. He asked the British Associate BNC for a Boardman Number and the guy, unaware of the previous brouhaha, gave him one. So far as I know, those six games were the only ones run. I recently asked the BNC what he would do if someone were to run such a game today. He said he was willing to consider whether he should open the pages of EVERYTHING to a discussion of whether the BNC should answer hypothetical questions.

NEXT: HOW AN UNEXPECTED TURN OF EVENTS RESULTED IN THE FAGELSON NUMBERS.

DADDY DIGEST

Regular readers of Mark Berch's zine DIPLOMACY DIGEST probably received a copy of a parody publication, DADDY DIGEST, around Fathers Day. Those familiar with Bruce Mosey's writing will immediately recognize the responsible culprit for this fake. I'm sure Ezra would have done a better job. Personally, I can't wait until Mark has a daughter. Hummm, well actually, I can't wait until Mona has a daughter. Well, you know what I mean...

UNORTHODOX OPENINGS: #9, THE SYRIAN SIDESTEP

Mark Berch

Not long ago, a postal gamesmaster, Dick Martin, commented in the game notes "in all of the games I've seen, this is the first time I've ever seen a move to Syria in Fall 1901." As it happens, I moved Army Smyrna-Syria in Fall 1901 of my first postal game as Turkey. It's a move which can make a lot of sense.

The setting is a Turkey with no ambitious goals for 1901, but who wants to remain flexible for 1902. Perhaps neither Austria nor Russia will commit himself to a plan of attack for 1901, and Turkey does not want to go it alone. So Turkey concentrates on diplomacy and defense.

Spring 1901 sees a standoff in the Black Sea, along with Army Constantinople-Bulgaria. Fall 1901 has Fleet Ankara-Constantinople. Winter 1901 will be the season of decision. If the push will be north, Turkey will build Fleet Ankara; if west, Fleet Smyrna. He will then be able to move with two fleets in either direction. But where can the army be ditched?

Unlike all other powers, Turkey has only two non-supply center provinces in her imperial borders. Parking the army in Armenia is likely to be viewed by Russia as hostile. Even if not, he will be unlikely to commit himself to an anti-Austrian campaign with a Turkish Army Armenia on his back border. So, if you want both Ankara and Smyrna left open for the build, the army must take a sidestep to Syria. Note that this requires that Army Smyrna Hold in Spring 1901. In Spring 1902, the army can either dart to Armenia, or can slide over to Smyrna for convoy duty. And note that the early presence of the army so far south may deter Italy from trying a Lepanto opening (Fleet Ionian-East Mediterranean, Fleet Naples-Ionian in Spring 1902).

The plan can be varied slightly to provide for a pro-Russian opening where you do not entirely trust Russia, and want to guard against a Fall 1901 surprise. Here Fall 1901 would see Army Bulgaria-Serbia/Greece, Fleet Constantinople-Bulgaria, south coast. Again, to keep Smyrna open for your intended build, and Ankara open in case Russia grabbed the Black Sea in Fall 1901, dally in Damascus. You'll be glad you did!!

A WORD OF THANKS

One of the things that has impressed me most about the DW family and its support of the magazine and our other projects is that it is often the people who are furthest away (in a literal sense) from the hobby's mainstream who have been most supportive of it. Malc Smith was one example and now we have another, Baron Powell.

Baron is stationed in West Germany with the USA Army, not exactly a center of Diplomacy activity. But he's been a loyal supporter of DW since joining us earlier this year. His latest contribution, a substantial one, made it possible to simultaneously publish volumes II, III, and IV of the DIPLOMACY WORLD ANTHOLOGY series this spring, all with quality papers and bindings. This resulted in substantial financial and time savings in this program.

We've also just received another shipment from Mark Berch for The Archives and we'd like to thank Mark for that. We encourage hobby members to donate their collections of Diplomacy publications and other materials to The Archives when they are through with them. We can always use extra copies of publications to aid other archive projects. As you'll see elsewhere in this issue, The Archives have finally found a home.

CONFESSIONS OF A NOVICE

ake P. Merciez

You walk back to your hovel disgusted again, only three people showed up to play Diplomacy and now your left with another night of molesting the cat. One of the major problems for most Diplomacy players is finding six other people with the time and desire to lie, cheat, stab, and have a generally good time. The answer to the player problem can be found in Play by Mail Diplomacy, but how to begin?

The first problem for a novice interested in PBM Dip is finding a publication hereafter referred to as zines) in which to get started. This simple beginning turned into the worst obstacle. I asked in hobby stores, looked in game magazines and finally dug through some old copies of The GENERAL before coming up with an old article on Diplomacy by Rod Walker. Once you find one contact the going becomes much smoother. Rod Walker sent my letter on to Larry Peery who forwarded me the current copy of DIPLOMACY WORLD and an invitation to write this article, "silly fool," he said, "You volunteered."

For anyone interested in PBM Diplomacy, DIPLOMACY WORLD is one of the better places to start. The articles are generally confusing at first with their abbreviations and tendencies to pass over what is thought to be common knowledge, but it is the advertisements which will help the novice the most. DIPLOMACY WORLD is a large zine and a novice can be quickly lost in the shuffle. Most of the other zines are much smaller with some having only a dozen or so subscribers. The listings of zines in DIPLOMACY WORLD gives you plenty of options depending on your style and taste. Some zines discuss music along with their Diplomacy while others may argue over sports. Variants of Diplomacy are also common. Other publications exist solely to advertise game openings and listings of zines.

Writing to a few of these zines will give you almost immediate satisfaction. The gamesmasters run these zines and games for one simple reason, they love Diplomacy and will fall all over themselves to introduce novices to the PBM world. I sent letters to two zines and was sent information by two others. The crux of the matter was that I was soon involved in three different games, two in the same month that I had written. Partly I think this is good luck, but if you want to get in a game you will.

One of the zines sent to me deserves special notice. Most novices skulk around in the shadows not really sure about what is going on and not too sure about how to find out. This zine came from a notable exception. The gamesmaster himself was a novice and he had sent out letters to other beginners with the idea of starting a game composed solely of novices. My first thought was to question this individual's sanity, but after receiving his first attempt I became an enthusiastic believer. Here I could question items such as the turn sequence (I had thought it would be similar to the British version, and I hate the idea of sending in conditional orders without knowing what was built) without encountering emotions like those of asking a German about the contents in all of the houses with the Eros sign.

If you have questions about a zine's game ask the gamesmaster for a copy of his house rules. These will usually spell out the turn sequence and other areas that might be ambiguous. This is also important to have in order to understand the logistics of sending in orders. Turns are usually due monthly but this will depend on the gamesmaster.

The gamesmasters, as I have said, are more than willing to help. If you have a question, ask them. They are putting their time into Diplomacy because they enjoy it and this enjoyment they pass onto the novice. So send off some letters and enter some games. Just remember to watch your back.

PRIMITIVE INSTINCTS

Larry Nocella

I'm relatively new to DIPLOMACY, I've had the game about six months and have played less than ten times. So maybe a few fresh ideas from an amateur can help other amateurs. And maybe even some of you old timers. Anyway, here's some things I've done in my new Diplomacizing career, I hope they help you, or give you some wacky ideas of your own.

I've only played face-to-face standard —no variants—straight forward DIPLOMACY. So, most of my ideas must be done in person. Here we go:

Here's a little idea I used once to try and loosen an enemy alliance. Try to cause doubt in the members of the opposing alliance. Make them think twice before trusting a person. This slows them down and can give you and your allies a chance to strike. I got a piece of paper and handed it to each person around the table in clear view of everyone else. The paper was a small note with odd questions like: "Did you park on the right side of the street?" or "Are you a human?" The point in this is that all the people came up to me and responded YES or NO, after which I took the note. The response from my opposing alliance (which was already crumbling) was interesting. Here was their ally talking to the enemy — and he answered YES or NO. The point is — the other allies didn't know the question, and perhaps their ally just jumped ship. Can they trust him? This technique serves to weaken alliances, usually. Sometimes it will fail and everyone will laugh at you. Oh, well, that's DIPLOMACY. Another alliance weakener I've tried is to take one member of the weak alliance out of the room and just talk and keep him there for a while. Pretend to diplomacize, talk of conquering the world in two seasons. Babble. This gives his allies doubts of his reliability. (He's talking with your enemy! think the poor allies) and also gives them a chance to plot against him should they choose to do so. After you re-enter the room again, say something like, "Thank's a lot, I owe you one." Then, hopefully, everyone will assume you made an agreement. Remember, ham it up! Strong alliances will hold up under these simple ploys, but in a shakey alliance, your acting ability could bring a force crumbling down and at your mercy! That last sentence brings me to my next "primitive idea." Act confident, even if you aren't. Once in a while, I'll yell out boldly, "We shall crush all opposers of the mighty French empire!" (Change "French" to your nationality). This serves no real purpose except giving the illusion or proves to your enemies that you're not scared of them and aren't going to take any crap. If they give you any, give twice as much back, an unfulfilled threat looks really bad. An enemy may choose to attack an opponent who's less confident, or appears less confident, like one saying "Gosh, what am I gonna do?" Never show your weakness or fears, let the enemies earn every point they get. And never give up! In some games I've even gone as far as to stand up and shake my fist at an opponent and yell quotes from Winston Churchill or Patton, etc. A player confident of his strength will most likely laugh at you, but an uncertain one may fear a kamakaze attack and scramble to defend himself and do other assorted stupidity. I don't suggest doing the fist shaking too much, as I once did, and my allies began to doubt my sanity. Consequently, I spent the rest of the game plucking knives out of my back. But it was all in fun, and I've enjoyed it. After all, DIPLOMACY's just a game, and when it was over, we were all friends again. Let loose once in a while, and keep your enemies on their toes. That way it's harder to stand up, and they just might fall on their face.

SPRING 1901

Thomas N. Engelhardt

Well, hello there. Enter a novice, myself. Perhaps pre-novice is a more accurate term having been unable to worm my way into a game at the time these words of mine are flowing forth into the CPU. I hope you all have your boots on or the door open, it could get deep... ("You all"...I have been in Texas way too long!).

The thing that finally precipitated my decision to write and find out about "postal Diplomacy" was when my good lady bought an old copy of the game at the local thrift shop for fifty cents. First thing I did was to check the color of the French pieces to see if after four plus hours they were different enough to not be confused with England or Italy...and yes, they were wood. Then the board, mint condition. My newer one is taped together at the creases on all three sections. True, the tape is clear but nevertheless it's still a bit tacky. This board was in one piece and with all kinds of topographical detailing left off of the newer one. When I noticed the copyright dates were fifteen years apart, 1961 and 1976 respectively, I realized there was a history to this game that I was totally ignorant of. I wondered about the corporate rights: Did Games Research, Inc. (1961) sell out to, evolved into, or just sell the game rights to Avalon Hill? Anyway, my wife had found something and then I did.

It was originally a green piece of paper with a spiel about playing Diplomacy by mail. The edges were yellowing, it was dated 1970, so I had to subtract a decade from the age of my treasure, but reality is cruel. Well, the newer copy of the game also mentioned such a thing, so why not? I wrote Avalon Hill. For the last eight years or so I have been talking to friends and people I met, and trying to get DIPLOMACY games together. It was somewhat frustrating. There were few games. The ones I did get to play just convinced me more and more that this was truly a challenging invention. Why did it take me so long to investigate PBM? I'll take the Fifth. Rex A. Martin, editor of The GENERAL, wrote me back and said that Avalon Hill hadn't kept files on PBM Diplomacy folks in years ... (Were the IRS so inclined). Besides spelling my name wrong, most people do anyway, he pointed me at Larry Peery of "I've got over 21 years experience..." fame and "DIPLOMACY WORLD." So I sent off a second letter with the self-addressed envelope but no check since payday is an event here and our lives are planned around/for the blessed day (Actually we kite checks the day before). Days later off goes the check for the "sampler;" now frustration again.

It was like waiting on her call back in high school; would she, was it a viscous farce...did the check clear yet? Then it arrived, The "Sampler" and all the stuff they send to fresh, raw meat like yours truly. How do you feel when you buy a new workbook? The virgin pages speak to me of unlimited potentials. And what about at the ethnic food booth at the street party when you buy some dish made from a piece of some animal that you don't even want to see, let alone taste and, yea...pretty good, I wonder if Kroger sells it... (Talk to me Tajita meat). Then you are walking through the mall and spy the latest book by an author that you know is good and so what the thing costs \$29.95. These are some of the emotions I felt. I knew that I could get into this PBM stuff.

I don't want to admit that it took me twenty minutes to figure out that "zine" was short for magazine, so I won't. And I thought The Army was acronym crazy. By now most of the common abbreviations are obvious to me ... ("Lepanto," Italy goes after Austria...right?).

Still, being in the initial stages of what I hope will be a long experience is an enviable position. What an explosion of thoughts and questions, and of coarse desires. As a beginner I am in quite a different position than most reading this. I shall be learning the things you all (I have been in Texas too long) take for granted and expericin for the first time things mundane to the more jaded player. Do you remember your first time? Perhaps you don't want to.

Just in case I experience the joys and embarrassment of having something published for the first time, I wish to thank Rex A. Martin, Larry Peery, Bruce Linsey, and Melinda Ann Holley and say hello to everyone. And, dare I, yes I dare; if you have any openings, let me know...please.

Out of here.

/Editor's Note: About a month after I received the above article from Tom I got the postcard that follows. It just goes to show that novices can't play just three games and that it does take a while to get going./

Hello. I wish to change the last bit of that article I wrote you "Spring 1901". It asks for a game position. I am in four now so I don't want an additional one presently. I was going to hold at three but could not pass up COSTAGUANA.

MILESTONES: 50 + 50 = A WHOLE BUNCH

Two of the hobby's most intriguing publications recently pasted the fifty issue mark. Pete Gaughan's PERELANDRA is now some 5 years old and after a year of ups and downs appears to be firmly back on schedule. Long known for its superb graphics, high-brow literary content, and low-brow Irish humor, PERELANDRA offers everything from Diplomacy to more esoteric games, like Snowball Fighting, and Titan. P.J. is one of those rare people who manages to combine an active FTF and postal Diplomacy hobby career, along with other exotica. In fact, that's a good way to describe the whole thing, exotic. If you're looking for a good zine to play in, or just looking for a role model of what a successful Diplomacy zine can be, check out PERELANDRA, from Pete Gaughan, 3121 East Park Row Dr., #165, Arlington, TX 76010. Subs are \$12 a year (\$15 Canadian, US\$18 overseas).

No one, at least to my knowledge, has ever called Ken Peel's POLITESSE high-brow, but it shares much in common with PERELANDRA, besides its 50th anniversary issue. The graphics are also very good, especially now that Ken has a super-duper computer/printer. And the content ranges from the esoteric, to the exotic, to the odd, to the downright bizarre. It helps to be a member of the local or regional gaming group (POLITESSE covers far more than just Diplomacy) so you can appreciate all the inside jokes, but the plentiful dialogue, maps, and pictures give you a feeling for what's happening, even if you don't actually know the people. On the other hand, if you've been watching the Irangate hearings you don't really need to know the people, because they're all right there in the pages of POLITESSE. POLITESSE is a good example of what a small, usually friendly, always witty group can do. Budd Haemer, Marc Hurwitz, and Ken Peel are responsible for the publication and subs, at 39¢ per issue, should be sent to Ken, 8708 First Ave., #T-2, Silver Spring, MD 20910.

In case you missed the announcement elsewhere I should I also mention that Ken has recently taken over as editor and publisher of THE ZINE REGISTER from Simon Billerness. The ZR is the most comprehensive listing of Diplomacy and other gaming publications in North America (and beyond) currently available. The latest issue, number 9, is \$1.50 and worth every cent of it. If you're looking for a game, or just good reading material, check out the ZR. If you are a hobby publisher, especially a new one, get in touch with Ken and get yourself listed in the next issue; the deadline for which, by the way, is September 30. The ZR lists Diplomacy publications, services, other gaming publications, etc. from all over North America, as well as overseas publications interested in attracting American readers and players.

All three of these publications are superb examples of what the Diplomacy publishing end of the hobby is all about. We commend them to you.

THE SUMMER CONS REPORT FOR 1987

Our look at the 1987 Summer Cons begins with a trip back to the 1986 season and an interview that Melinda Holley did with Malc Smith, the 1986 DIPCON champion. Then we offer a prize-winning essay by David Lincoln on his ally, Howard Christie, both of whom did very well at last year's DIPCON. If nothing else David demonstrates that it helps to wear glasses, speak softly, and carry a big knife at a DIPCON.

This season's first event was also a first of another sort, the first DIXIECON, held in Chapel Hill, North Carolina, and sponsored by the local Carolina Amateur Diplomats (CADs). Twenty some players, mostly from North Carolina and Virginia, fought it out for two days, in a tournament that produced only one outright win, by T. Daniel Sellers, who came in 6th over all in the tournament (Note: Thereby proving the truth of the old adage, "Never be the first person to win a game at a Diplomacy Convention."). Top finishers were Morgan Gurley, Rob McCarter, David Hood, Jim Ulaky, Jeff Taylor, and John Daly, all of whom shared in various 2-way and 3-way finishes. David Hood's complete report follows, and David McCrumb wrote up his perspective of the con in THE APPLACHIAN GENERAL #43. All in all, it seems to have been a very successful event and the CADs are already at work on next year's event, over the 1988 Memorial Day Weekend I believe.

That same weekend, out in Los Angeles, California, 1,400 people gathered for GAMEX '87, but only 30 people participated in the DIPLOMACY tournament and, as usual, a local unknown won, although all the local PBM and FIF regulars did well.

Alas, there was no MARYCON this year, mostly because no one bothered to prepare for it; which just goes to show you that successful cons don't just happen, they have to be planned and executed carefully. But the local people promise they'll be back next June 3-5, 1988, so start getting ready for that.

MADCON, in Madison, Wisconsin, hosted this year's XXth Anniversary DIPCON and some 50 people participated, mostly from the local region, although six Canadians showed up, and people came from as far away as North Carolina and Arizona. The top performers in the Tournament were: David Hood, with the only outright victory of the Con; Greg Ellis, Mark Frueh, and Scott Drane. David's complete report follows, and other reports have appeared in a variety of hobby zines. San Antonio, Texas, was selected as the site for the 1988 DIPCON, to be held the weekend of 1-4 July. Greg Ellis, Pete Gaughan, and Stephen Wilcox are the new DIPCON Administration Committee members.

Somewhere near 2,000 gamers turned out for MICHCON the following weekend in Detroit, according to Herb Barents. Unfortunately, we don't have the results of the Diplomacy Tournament. Why is it that the bigger the event the harder it is to get the results out of it?

PEERICON VIIA, the introduction to August's main event, held on the 20th of June, in San Diego, California, was a small, quiet event, but enough blood was spilled on the Diplomacy board that the local beaches had to be closed because of a shark alert. The players return on 1-2 August for the second part of this event. We'll have a complete report next fall if we survive.

Fred Davis reports that over 1,700 people attended this year's ORIGINS and Diplomacy event in Baltimore, Maryland, over the 4th of July weekend. Eighty-four players, 12 boards worth, participated in the first round of Diplomacy; and seven boards were filled for the second round. The winners were Jim Yerkey (first) and Bill Thompson (second), local players from the Washington/Maryland area. Alas, the best a PBMer could do was Bob Addison's third place finish. Since there was no MARYCON this year a lot of the MARYCON crowd showed up at ORIGINS. There were sixteen players in Fred's SKINNYDIP Variant game.

And that's the way it looks as we approach the half-way mark this season. Already people are looking ahead to next year and I expect a very good turnout for the San Antonio DIPCON, and no doubt a few hardy souls will journey off to the UK for the first Diplomacy WORLDCON.

AN INTERVIEW WITH MALCOLM SMITH

Melinda Ann Holley

Malcolm Smith is a transplanted Englishman who publishes BOHEMIAN RHAPSODY (named after the German opening he perfected). Born in the province of Yorkshire in England, now makes Oslo, Norway his home. In between he's lived in Hartlepool, Newcastle, Glen Conway (North Wales), London, and Antwerp (Belgium). Designated as "The Person Who Traveled the Farthest to Attend DIPCON" in 1985, Malcolm also won the DIPCON Tournament.

"Contrary to Allan Calhamer's viewpoint on variants, I think they've helped quite a lot," Malcolm explained. After a while it can get a little dull playing nothing but Diplomacy, so it makes a change to be able to play a variant. I reckon that the availability of variant games in various magazines have encouraged some folks to stay in the hobby, instead of drifting off when bored. Perhaps that's the advantage of the UK hobby to the US hobby. In the UK if one's sick of Diplomacy, there's always other games to play by post. But in the US there seems to be mainly Diplomacy and Diplomacy variants."

Malc, as he is universally known, got involved in Diplomacy when he was 16 and attending the local VI form college (equivalent of high school). "One class had to be some kind of General Studies period. The subject was for 2 hours a week and non-examable. The choices were rather widespread as I took Diplomacy and Jazz Appreciation. After playing a few games at college I went out and bought a set of the game. I sent off the enclosed flyer for the National Games Club, but never heard back. I managed to join the hobby a few years later when I saw an advertisement for the hobby in one magazine."

"I think the best thing in the hobby is that I'm able to fly over to the US and meet folks I would never have met and see various spots of the world whilst going to cons. It's the knowing that I can visit someone in most parts of the civilized world and America. The worst thing is getting associated with 14 year-old spotty D&D players and the board wargame loonies that look like the common picture of wargamers—you know, the fat men with scruffy beards, thick glasses and bad breath. You see, I like to play D&D and the odd wargame, but I hate to be associated with such a bunch of deaks."

Malc admits to hating face-to-face Diplomacy and loving gunboat. "I hate the unreal rus of playing face-to-face...especially when I'm trying to hammer something into the head of a thick player in 10 minutes. I prefer postal if the other players write. In postal Diplomacy it's always the person who works hardest who does well. But I love gunboat. I recall the DIPCON game where it almost ended in a fight because some guy wanted to give his country away to a spectator. We told him he couldn't because no player was permitted to talk to anyone."

Malc doesn't confine himself to just Diplomacy games. "In the professional world I play Crossimoff's World and It's a Crime, both run by KJC Games in the UK. I've also just started up in a game of StarGlobe. I'm also in 6 games of Railway Rivals and one of 1829 in Diversions. I'm only in 1 UK Diplomacy game...doing badly because no one wants to talk to me. I'm playing Germany in two US/Canadian Diplomacy games. I also play En Garde in a small, excellent magazine called SMALL FURY CREATURES PRESS (consider this a plug); and I'm thinking of playing in some more En Garde games elsewhere."

Malc is more optimistic about the future of the US hobby as opposed to the UK hoby. "The US hobby seems to be getting tighter all the time. One gets the feeling that it is going to go somewhere. I suppose some of this must reflect on Larry producing a remarkable flagship for your hobby. In the UK it looks as if it's dominated by 3 or 4 persons, at least one of which wishes to make the hobby a smaller place to be. In Europe there's not really one hobby but fragments of little groups and no co-ordination whatsoever. For example, I've just seen the rules for the European Zine Poll and the rules were in Dutch. Bloody great if you can't read Dutch! There's a great future for the European hobby if only it would work together. Presently it's rather a mess, but it's got great potential."

And Malc's comments on DIPCON? "What can the winner of the DIPCON drinking competition say? I loved every minute of it. Not only the event itself but the visits to Washington, D.C. before and to New York afterwards to visit Kathy Byrne (and to see the Mets play). No doubt about it, DIPCON week was one of the best."

HELP, HELP, HELP!!!

First, thanx to all of you who sent in copies of your mailing lists and copies of your local yellow page listings for game and toy stores. It's a good start, but we still need more. The mailing lists are for the next edition of the BLACK AND BLUE BOOK, and the yellow page listings are for what we hope will be a master mailing list of DIPLOMACY retail outlets that we can use in promoting the game and hobby through those outlets. If anyone is located in a city, or otherwise has access to a complete set of telephone book yellow pages, and would be willing to spend a day doing some research for us (e.g. going through the yellow pages for the nation's major metro areas and copying out the game & toy store listings) we'd like to hear from you. This is one of those chores that takes a long time the first time around, and then it's a matter of keeping it up to date.

Help Recycle DWs! If you are one of those individuals who doesn't keep back issues of magazines we'd like to put in a plea for your back issues of DW. We get very few copies of these from donations to The Archives. DW seems to be the only zine every hobby member, past and present, hangs on to and that's OK with us. But if you dispose of zines, even DW, we'd like to have your back issues so we can recycle them.

And here's a couple of rather bizarre requests that we hope you'll help us out with. No, we haven't flipped our lid yet, but we do need your help.

First, we are looking for CHICKEN. We need chicken recipes, chicken jokes, chicken stories (a la Diplomacy games), chicken cartoons, etc.; anything pertaining to chickens. In case you are wondering what for, it's simple. We hope to publish another cookbook, devoted to Diplomacy's favorite animal, the lowly chicken. I have some 400 or so chicken recipes, but I can always use more, especially exotic ones. This will be a serious project, of course, just like THE STABBING GOURMET COOKBOOK we published a few years ago. So, if you've got a favorite chicken recipe, or know a good story about a Diplomacy player who turned into a chicken, send it along.

And just to show you that we aren't ought of touch with today's high tech world we are collecting UPC codes from packages of the following products (all made by Fort Howard family of products): Mardi Gras, Soft 'N Gentle, or Sweetheart products. These are brand names for toilet paper, paper towels, paper plates, paper cups, etc. That's right, I'm collecting toilet paper wrappers! Sigh....Preferrably you can send me three UPCs from any of the above products (and do it by June 30, 1988). No doubt you are wondering why. Well, Fort Howard has this offer that I can't resist. For \$4.95 (plus 3 UPCs!!!) they'll send me an International Windsock. The windsocks come from Australia, Canada, England, France, Germany, Greece, Ireland, Israel, Italy, Japan, Mexico, Norway, Poland, Sweden, the USA, and Yugoslavia. I think they would make a good decoration for cons and such and I'd like to collect a complete set which could then be borrowed by con hosts, etc. If you'd like to donate the \$4.95 for the cost of one, as well as the UPCs, that would be nice also. I'll even let you specify which one you donate. Hummm, let's see, if P.J. donates the Irish one, and Malc the Norway one, and Jacques-Henri the French one, etc. etc. we can do quite well. I'll probably get stuck with buying the Yugoslavian one! Actually Greece, Japan, Mexico, Sweden, and Yugoslavia are the only countries for which I can't think of a logical donor. Your help, particularl in supplying the UPCs would be appreciated. Otherwise we may end up with an Archives filled with cases of toilet paper. On the other hand, isn't that what we already have? Oh yes, if you'd like to acquire a set of your own, let me know, and I'll send you the info.

MY HERO, HOWARD CHRISTIE

David Lincoln

/Editor's Note: There was only one entry in the "best ally" mini-contest; which made it relatively easy to judge. However, on reflection it occurred to me that even had there been many more entries, they probably wouldn't have been any better than this one. Having met both Howard and David at last year's DIPCON (and played in a game with David as an ally) I can testify to the truth of what David writes. One prize to the subject and one prize to the writer, and if you'll let me know if you'd prefer a copy of the BBB or a free issue of DW, gentlemen, I'll send them along./

I met Howard in the second round of DIPCON/MARYCON in 1986. I believe he plays exclusively FTF. This was my fourth game-start FTF, my tenth game-start overall, including PBM.

The game was a very good one with many fine players, and when the smoke cleared, Howard's Turkey and my Russia looked across a stalemate line at a very solid English-French alliance. It was a classic confrontation and it seemed that a four-way draw was inevitable, but Howard Christie was determined to break up the English-French alliance if it could be done.

It was a difficult task. England and France was strong and proven, the game was already long, the last one still playing in that round, and we were all interested in heading for the Pub. But I reasoned that if Howard had the energy to pursue it, the least I could do was go along with him. So, we had two long planning sessions detailing his apparent stab of me and we outlined the specific moves we would make after the stab. We would have little contact once the plan was underway to avoid suspicion so it was necessary to determine exactly the unit placement we desired before springing the trap. Once the plan was set, the acting began.

To sow discord between England and France, we called for a four-way draw each season, always blaming them when the vote fell one short. In fact, we were voting it down. We seldom spoke, but spent all our negotiating time with them. Eventually, it worked, and the new "France-Turkey" attacked the new "England-Russia." We maneuvered our respective alliances as planned, and when the stalemate line was irrevocably broken, we sprung the trap. The game finally ended in the early morning hours as a Russian-Turkish draw.

In the end-game, each of us had ample opportunity to stab the other for a win, and it is significant that neither of us did. My playing philosophy had always been to take my country as far as I could, but in this particular game I was convinced that the "correct" outcome was our "shared win."

Howard went on to place second in the Tournament, an achievement he richly deserved. It was primarily his energy and commitment that carried us through. The experience contributed significantly to my enjoyment of this game we love.

DOWN THE ROAD, UP THE STREET

Although we're not even through with this year's Con season plans are already being made for events later in the year, or even next year. It is never too early to start planning, especially if you want a good turnout from out of town. I assume that next Memorial Day weekend will be taken by DIXIECON II, the first weekend in June by MARYCON, and the July 4th weekend by DIPCON in San Antonio, and the last weekend in July or the first weekend in August by PEERICON. I don't have any firm dates for next year's MANORCON; which I assume is going to bill itself as WORLDCON; so we'll have to wait and see on that. In the meantime, keep tuned for the latest developments....

DIXIECON: THE SUMMER'S FIRST CON

David Hood

Chapel Hill, nicknamed the Southern Part of Heaven, was the site of the First Annual DIXIECON Diplomacy and Gaming Convention. Yours truly was host of 22 game-hours of Diplomacy and Gunboat Diplomacy for a total of 25 participants. There were also several other games played at the Con, including Chess, Axis and Allies, and Afrika Korps.

We had three rounds of regular Diplomacy played on Saturday and Sunday, May 22-23, as well as a Gunboat Tournament on Saturday night. There was also some impromptu Diplomacy action Friday night at my apartment for the early arrivals, featuring a dramatic five-way draw as Russia, Austria, and Turkey battled England and France over Germany and Italy. In the Tourney itself, there were a total of eight games played during the three rounds, resulting in only one outright victory — Germany in Game 4.

Round I began Saturday morning at 1000. Three games eventually filled, with players from various cities in North Carolina and Virginia. Game 1 boasted many different types of players, including a former publisher (John Daly, DOGS OF WAR), a PBEM fanatic (Jim Ulaky), a PBMer (Stan Plummer), and a FTI player from the Carolina Amateur Diplomats (Jeff Taylor). The game ended in a Russian, Turkish, and German draw, including Daly, Taylor, and Ulaky respectively. Game 2 also had its share of names, including David McCrumb (THE APPLACHIAN GENERAL, DW Variants Editor), and Morgan Gurley (PBMer, 5th at DIPCON last year). Gurley and McCrumb drew the game as Russia and Austria. Game 3 was made up of mostly Virginians, including the very talented diplomat Rob McCarter. Due to lack of personnel, I was forced to play in this game: collecting a two-way between my France and McCarter's Italy.

Round II began just as the three initial games were winding down and everyone was heading for supper. These seven just couldn't wait, so they started Game 4 early. T. Daniel Sellers, who just recently entered the postal hobby, won the game in 1907 with Germany. Second went to Virginia Beach native John Sabol, himself a PBMer, third to CAD member Bill Hunter. Game 5 began at the same time as the Gunboat Tournament, and was to last over six grueling non-stop hours. Another freshman PBMer, Chris Kremer, drew the game with CAD member Gilbert Waldron in an English and Italian two-way. The Gunboat games, three in all, involved sixteen different players. Morgan Gurley came out on top, with a ten center three-way and a French victory. Bill Hunter also boasted a French victory in the third game. Master GM Dave McCrumb was a major help here, since this was my first attempt at Gunboat GMing...

With all that gaming behind us, it was a wonder anyone made it to the third Round Sunday morning at 1015. Perhaps the absence of hot water in the showers had something to do with everyone's alert state during this round. Game 6 ended in the second three-way in the Tournament, as the English, French, and Austrian draw included Daly, Taylor, and Winchester, Virginia native Travis Laster. Dan Sellers, who had won Game 4 the night before, was eliminated in Game 7, as was Game 5 draw participant Gilbert Waldron; effectively knocking both out of the running for the top three finishes. McCarter and Gurley collected an Austrian and Turkish draw here, sealing their eventual capture of First and Second place overall. Game 8 was instrumental in deciding the Third place trophy, as Jim Ulaky added an Austrian and Italian two-way with me to his three-way from Game 1. All in all, these last three games were by far the bloodiest and most exciting.

In case you noticed all the high Austrian finishes, you might be interested to note that Austria did the best at the Tourney with Italy a close second. Austria drew with each of its Balkan neighbors as well as a three-way with England and France in the West. We at Carolina Amateur Diplomats have always considered Austria a top-notch power, so this finish does not surprise us at all.

Best Country awards went as follows: Austria—Rob McCarter; England—Gilbert Waldron; France—John Daly; Germany—Dan Sellers; Italy—Chris Kremer; Russia and Turkey—Morgan Gurley. Gurley also captured first place overall, and the Gunboat championship. Other places in the overall competition included: 2nd—Rob McCarter; 3rd—Jim Ulaky; 4th—Jeff Taylor; 5th—John Daly; 6th and 7th place tie—Dan Sellers and Bill Hunter. In general, the Tournament went extremely well and was loads of fun for all concerned. We are already looking forward to hosting DIXIECON II next May. Hope to see you there!

HOBBY EVENTS COORDINATOR

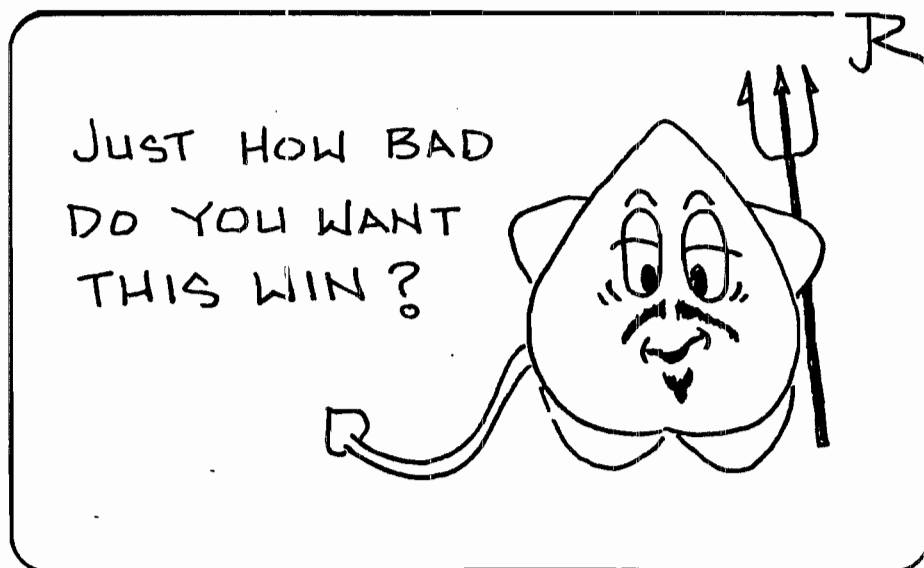
David Hood

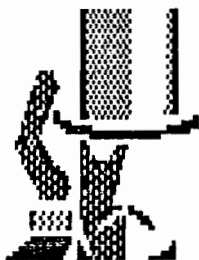
What does Hobby Events Coordinator mean? I was envisioning a person who would serve as a resource person for those interested in attending or hosting FIF events. I will maintain a complete listing of Cons and FIF parties, including time, place, fees (if applicable), and games to be played. This information will be forwarded to DW as I receive it from the Con host, and to anyone who writes me and requests info on Cons in their area.

Also, I am thinking about preparing a packet of information for the prospective Con host; which would describe the ways in which DW can help publicize their event. It would also include info on other Cons in the area, so that the events can be planned so that they don't fall on the same dates. I will also be in touch with Don Del Grande concerning the Intertournament Ratings System, and will report on the results for DW.

Cons and open gaming parties are an extremely enjoyable way to take part in the hobby. Therefore, I encourage any and all who are interested in hosting a Con of any size to do so, and to get in touch with me with questions or comments. Also, anyone who has more ideas about how I can be helpful in the area of convention gaming should write me at the following address: 604 Tinkerbell Rd., Chapel Hill, N.C. 27514.

DIPPY DOODLES





THE WINNERS

From DIXIECON:

- (1) Morgan Gurley, N.C., 105 points
- (2) Rob McCarter, VA, 104
- (3) David Hood, N.C., 99 (Ineligible)
- (4) Jim Ulaky, N.C., 94
- (5) Jeff Taylor, N.C., 84.3
- (6) John Daly, N.C., 83.3
- (7) T. Daniel Sellers, N.C., 56
- (8) Bill Hunter, N.C., 56
- (9) Chris Kremer, N.C., 55.5
- (10) David McCrumb, VA, 52
- (11) Chris Kiker, N.C., 50.5
- (12) Gilbert Waldron, N.C., 49
- (13) Travis Laster, VA, 44.1
- (14) Rob Lancaster, VA, 39.6
- (15) Stan Plummer, N.C., 34.3
- (16) Mike Pinkerton, N.C., 33.6
- (17) John Sabol, VA, 32.6
- (18) Bob O'Dear, N.C., 32
- (19) Rick Seals, VA, 25.3
- (20) Steve Sabol, VA, 23.3
- (21) Steve Wilcox, N.C., 16.5
- (22) George Greene, N.C., 7.5
- (23) Frank Winstead, N.C., 0
- (24) Stefan Gotschalk, N.C., 0

Best Country:

AUSTRIA: Rob McCarter (12)
 ENGLAND: Gilbert Waldron (9)
 FRANCE: John Daly (7)
 GERMANY: Dan Sellers (18)
 ITALY: Chris Kremer (13)
 RUSSIA: Morgan Gurley (13)
 TURKEY: Morgan Gurley (12)

Sole Game Winner:

T. Daniel Sellers, as
 Germany.

From MADCON/DIPCON XX:

- (1) David Hood, N.C., 5.36 points
- (2) Greg Ellis, TX, 4.6
- (3) Mark Frueh, MO, 4.05
- (4) Scott Drane, IL, 4.00

Sole Game Winner:

David Hood, as Turkey.

Best Country:

AUSTRIA: Scott Hanson (11)
 ENGLAND: Pierre Touchette (10)
 FRANCE: Scott Drane (12-WIN)
 GERMANY: Dan Stafford (10)
 ITALY: Marc Peters (9)
 RUSSIA: Fred Townsend (12)
 TURKEY: David Hood (18)

Mark Frueh, 4320 Wallace St., St. Louis, MO 63116, is publishing the official record of this year's event, so if you want a copy send him a couple of dollars.

CONGRATULATIONS

XX

DIPCON AT MADCON: HOW I SAW IT .

David Hood

Face-to-Face is ideally how the game is to be played. That personal factor, as well as the added excitement of time constraints, adds to the overall Diplomacy experience. For that reason, Conventions of any type will always be my favorite means of participating in the hobby. DIPCON this year was no exception: Mark Frueh and the Peters hosted a first-rate Tourney on the campus of University of Wisconsin, Madison, showcasing some of the finest Diplomacy players in the hobby. Several in the top Boards of the Dragonstooth Rating System were there with knives drawn and teeth sharpened. I actually went out to eat at one point with Randolph Smyth, Dan Stafford, Morgan Gurley, and Greg Ellis, all at the same time!

All-in-all, the competition in the games in which I played was excellent. My first game on Friday night was a doosey; I had Fred Townsend as Russia, Dan Stafford as England, and Marc Peters as Italy. My Germany was beginning to look a little pale in comparison... Since France was a novice, I decided that the English-German alliance was called for, but I kept good relations with Russia all the same. Dan thought something was up when I opened to Holland with my fleet, and he was right! I had decided to do the monumentally stupid tactic of attacking both England and France.

Not without help, though. I supported Italy into Marseilles in the Fall, and bounced England in Belgium. Russia and I pounded away at Stafford for several years, but he was just too good tactically to blitz quickly. And he was helping France enough to slow down the Italian and German alliance tremendously. Russia, on the other hand, was becoming a serious threat to my alliance partners in the middle, Austria and Italy. I agreed to stab Townsend to keep Red armies out of Germany. Darned if I didn't just lift three centers from the Russians in as many seasons!

England had begun to crumble faster by this time, and Turkey was brilliantly holding off the Austrian and Italian forces in the South. Was this the time to go for the win? Stafford thought so, but I really doubt that his opinion was unbiased. I opted instead to make most of my units hold and support until we were ready to declare a three-way draw, which we did in 1907.

My second game didn't begin until 1300 Saturday, as I slept in and missed the earlier round. I drew Turkey, and promptly allied with Eric Ozog's Austria against both Italy and Russia. The west was a stabbing orgy, with Jeff Ellis's England coming out ahead over Barb Fuesell's France and Bruce Geryk's Germany. Eventually, it was Austria, Turkey, and France facing a large England, and it looked like he was on the ropes.

Then, all of a sudden, French fleets headed south, English fleets started being redeployed to Scandinavia, and two Austrian armies moved south. Needless to say, I got a bit paranoid. I stabbed Eric at a really bad time, but I ended up outguessing him in the Balkans enough to reduce him from eight to one man, in Munich. (A unit we will come back to later...).

Meanwhile, I had been successful in getting France and England to fight again. With my suggested moves, Barb was holding her own until Jeff completed a devastatingt convoy to Gascony. I concluded an agreement with Jeff to declare the two-way after picking up a few more centers, but even then I was looking at a win. He had been making tactical boo-boos the whole game, so I was fairly certain that I could outguess him to the win.

I continued to aid France, unknown to England, who thought I was just BSing her like he was doing. So, they were both maneuvered into a perfect position for my stab to the win. No one expected it, since we had all agreed to end the game that turn and call it a draw. I nabbed Tunis and Marseilles from France, Warsaw from England. My eighteenth was to be taking Munich away from the lone Austrian, but I found out that Jeff had agreed to support Barb there as a joke on what they thought was the last turn!

Sitting at seventeen centers, it would be tough sledding to pick up another center. I couldn't get into the Atlantic, and Munich was too well defended. My only chance was for England to flub up his orders around Moscow... After my win, Jeff realized that the stalemate line was there, he just defended it incorrectly. I was elated, as this was the only outright win of the Tourney, and sure to put me into contention for the top three places.

I had decided not to play a third game, but soon that itch started. The only way to scratch it was to sign up Sunday morning for another round. (Plus, my roommate Greg Ellis threatened to physically abuse me if I didn't play...). Guess which player stabbed my Turkey with his Russia? (Ellis) After a 1902 Sevastapol-Constantinople Shuffle, he decided to "shuffle" his way into the rest of my centers with Austrian help. Then I got Austria (Eric Diamond) to stab Greg, which changed everything. Now it was Italy trying to take me over instead of Austria and Russia! This game eventually ended in a three-way draw between Ellis, Mark Frueh's France and Scot Drane's Italy. This vaulted Greg into second place overall, Frueh to third, and Drane to fourth, so our game featured the top four or five finishers at the Con.

There were no "international" players like Malc Smith this year to luck his way to the North American championship. Instead, we had a collection of deadbeat Canadians, like Bob Acheson, Alan Stewart, and Stephen Swigger. There were two Canadian Frenchies, Pierre Touchette and Claude Gautron, who were a joy to watch in their game together as they negotiated over the board in French!

Other events at the Con included an impromptu Rail Baron Tournament run by Brux Linsey, who was one of the most interesting personalities I met. A Titan Tournament was also underway, featuring the likes of Russ Rusnak (a fellow objectivist) and Jeff Zarse (whose continual giggle is rumored to be caused by Nitrous Oxide in the bloodstream).

For those of us forced to spend the night on Sunday by airline cheap-fare regulations we were treated to an open gaming-party at the Peters home. I learned several new games here, including Naval War, Survival, and Circus Maximus. The latter is absolutely the most violent game ever invented.

Overall, the Con weekend was extremely enjoyable. I met a lot of new friends, and tried to befriend a few postal enemies (John Kasner, are you listening?). I considered myself damn lucky to win the Trophy, because I don't really think that I was the best player there. The most important thing that happened, though, was that I finally talked face-to-face with Bob Acheson, and he actually said more than one sentence to me at a time.

UPCOMING EVENTS

GATEWAY 1987 (4-7 September): Sponsored by Strategicon and held at the Los Angeles Airport Hyatt Hotel, this is a major event featuring a Diplomacy tournament on Friday night. For info: GATEWAY 1987, Box 8399, 5374 Village Rd., Long Beach, CA 90808.

BRUXCON/TOMATOCON (18-20 September): Hosted by Brux Linsey and Paul Gardner in Newfane, VT, features lots of gaming of all kinds. For info: Brux Linsey, 73 Ashuelot St., #2, Dalton, MA 01226.

CAMCON III (19 September): Hosted by Jon Fleischman, 3318 S. Bentley Ave., Los Angeles, CA 90034 (213-478-6113) in LA's West Side area. Intended for local and visiting Diplomacy fans. Pre-reg is advised as space is limited and there is a \$5 fee.

THE 1987 RUNESTONE AWARDS

Well over 400 people, an all time record, participated in this year's Runestone Poll conducted by Bruce Linsey and Nelson Heintzman. Here are the results:

FIRST PLACE in the Zine Poll went to Conrad von Metzke, for publication of Costaguana.

SECOND PLACE in the Zine Poll went to Bruce Geryk, for Blunt Instruments.

THIRD PLACE in the Zine Poll went to Alan Stewart, for Praxis.

FOURTH PLACE in the Zine Poll went to Gary Coughlan, for Europa Express.

FIFTH PLACE in the Zine Poll went to Larry Peery, for Diplomacy World.

HONORABLE MENTION in the Zine Poll went to those publishers whose zine finished from sixth to tenth place, and whose final score was 8.000 or higher, including: Dick Martin for House of Lords, Kevin Tighe for Redwood Curtain, Bob Acheson for The Canadian Diplomat, Steve Langley for Magus, and Hugh Christie for Over There.

ROOKIE OF THE YEAR in the Zine Poll went to Bruce Geryk, for Blunt Instruments, the highest ranked publication by a new publisher.

MOST IMPROVED ZINE AWARD went to Melinda Ann Holley's Rebel, for rising the most in the standings over last year. Rebel was up 22 places!

THE CARTER-HUTTON AWARD goes to the publisher of the top Canadian zine. The Award went to Alan Stewart, for Praxis.

THE GARY COUGHLAN AWARD is for excellence in publishing and requires placing in the top ten for three years in a row. This year it went to Gary Coughlan, of Europa Express; and Steve Langley, for Magus.

FIRST PLACE in the Subzine Poll went to Steve and Linda Courtemanche, for High Inertia.

SECOND PLACE in the Subzine Poll went to Kevin Tighe, for Humbolt.

THIRD PLACE in the Subzine Poll went to Chris Carrier, for The Megadiplomat.

HONORABLE MENTION went to Derwood Bowen, for Out to Pasture.

ROOKIE OF THE YEAR in the Subzine Poll went to Robert Smith, for Life Goes On.

MOST IMPROVED SUBZINE AWARD went to Derwood Bowen for Submarine Warfare.

FIRST PLACE in the GM Poll went to Andy Lischett.

SECOND PLACE in the GM Poll went to Lee Kendter, Sr.

THIRD PLACE in the GM Poll went to Dick Martin.

HONORABLE MENTIONS went to: Gary Coughlan, Jeff Richmond, John Boardman, Dave Carter, Steve Langley, Kathy Caruso, and Fred Davis.

ROOKIE OF THE YEAR in the GM Poll went to Jeff Zarse, the top ranked new GM.

MOST IMPROVED GM AWARD goes to John Boardman, who climbed 32 places in the rankings.

DOUG BEYERLEIN AWARD for excellence in GMing goes to Gary Coughlan, Andy Lischett, Dave Carter, and Mark Larzelere.

Each of the winners will receive a certificate, compliments of Bruce Linsey.

Perhaps the real winners of this year's Runestone Poll are all those who have or will suffer from cancer, thanks to the efforts of Linda Courtemanche whose fund-raising efforts on behalf of the American Cancer Society will raise well over \$1,000. A special tip of the hat to Linda for her efforts on behalf of this worthy cause, and a special thanx to all those who pledged their support for her efforts.

If you voted in the Poll you can get a complete copy of the results by sending \$1.00 to Bruce at 73 Ashuelot St., #3, Dalton, MA 01226, USA. If you didn't vote it will cost you \$2.00. It's always a fascinating read, but be sure you have a magnifying glass ready.

It is appropriate at this point to mention, I think, that Bruce's efforts within the Runestone Poll in the past few years have not gone unrecognized by the hobby. He is this year's recipient of the Don Miller Memorial Award for service to the hobby, an honor he has certainly earned.

HE 1987 RUNESTONE POLL STATS

<u>Rank</u>	<u>Zine Name</u>	<u>Votes</u>	<u>Change From Last Year</u>	<u>Final Score</u>
1	COSTAGUANA	92	Remained At # 1	9.266
2	BLUNT INSTRUMENTS	68	New to Main List	9.123
3	PRAXIS	64	Rose 1 From # 4	8.889
4	EUROPA EXPRESS	85	Fell 2 From # 2	8.768
5	DIPLOMACY WORLD	124	Rose 1 From # 6	8.620
6	HOUSE OF LORDS	32	New to Main List	8.450
7	REDWOOD CURTAIN	32	Rose 10 From # 17	8.433
8	THE CANADIAN DIPLOMAT	64	Rose 16 From # 24	8.425
9	MAGUS	53	Rose 1 From # 10	8.321
0	OVER THERE	53	New to Main List	8.316
1	THE ZINE REGISTER	70	Fell 3 From # 8	8.051
2	RETALIATION	39	New to Main List	7.758
3	SLEEPLESS KNIGHTS	57	Fell 2 From # 11	7.627
4	CATHY'S RAMBLINGS	63	Rose 2 From # 16	7.559
5	FEUILLETONIST'S FORUM	46	Remained At # 15	7.454
6	DIPLOMACY DIGEST	62	Fell 9 From # 7	7.374
7	REBEL	53	Rose 22 From # 39	7.281
8	FROBOZZ	52	Rose 11 From #29	7.189
9	PERELANDRA	27	Rose 11 From # 38	7.169
0	BUSHWACKER	77	Fell 6 From #14	7.050
1	EXCELSIOR	41	Fell 16 From # 5	6.947
2	GRAUSTARK	64	Rose 11 From #33	6.839
3	KATHY'S KORNER/ WHITESTONIA	43	Rose 17 From # 40	6.627
4	POLITESSE	41	Rose 2 From # 26	6.568
5	THE DRAGON'S LAIR	16	Rose 16 From # 41	6.531
6	PENGUIN DIP	43	New to Main List	6.526
7	THE ABYSSINIAN PRINCE	27	New to Main List	6.487
8	FOL SI FIE	33	Rose 10 From # 38	6.395
9	THE BOOB REPORT	28	Fell 16 From # 13	6.241
0	CHEESECAKE	25	Rose 6 From # 36	6.178
1	THE APPALACHIAN GENERAL	37	Fell 11 From #20	6.157
2	NO FIXED ADDRESS	34	Fell 23 From # 9	6.000
3	RANDOM THOUGHT	26	New to Main List	5.993
4	THE HOME OFFICE	54	New to Main List	5.898
5	TER-RAN	36	Rose 2 From # 37	5.869
6	THE ARMCHAIR DIPLOMAT	10	New to Main List	5.807
7	POMMES MIT MAYO	56	Fell 18 From # 19	5.783
8	LIFE OF MONTY	36	Fell 11 From # 27	5.779
9	THE DIPLOMAT	34	Fell 21 From # 18	5.758
0	EVERYTHING	43	Rose 4 From # 44	5.616
1	IT'S A TRAP!	54	Fell 38 From # 3	5.568
2	DIPPY	25	Fell 7 From # 35	5.441
3	THE GAMER'S ZINE	26	Rose 5 From # 48	5.424
4	BIG HITS OF MID-AMERICA	44	Rose 5 From #49	5.350
5	FLICK OF THE WRIST	16	New to Main List	5.270
6	THE VOLCANO CITY NEWS	27	New to Main List	5.230
7	PROTOZOAN	12	New to Main List	5.040
8	NOT NEW YORK	34	Rose 3 From # 51	5.017
9	DIPLOMAG	27	New to Main List	4.988
0	OHIO ACRES	36	New to Main List	4.917

<u>Rank</u>	<u>Zine Name</u>	<u>Votes</u>	<u>Change From Last Year</u>	<u>Final Score</u>
51	LONE STAR DIPLOMAT	19	New to Main List	4.831
52	THE DIPLOMATIC RAG	10	New to Main List	4.777
53	WHO CARES?	26	New to Main List	4.546
54	THE MESSENGER	11	New to Main List	4.227
55	VERTIGO	24	New to Main List	4.149
56	Quinipique	11	New to Main List	4.064
57	APPALLING GREED	12	Fell 5 from # 52	3.800
58	KNOWN GAME OPENINGS	27	Rose 1 From # 59	3.714
59	TACKY	26	Fell 16 From # 43	3.682
60	THE VORTEX	18	New to Main List	3.657
61	THE ALAMO CITY TIMES	18	Fell 36 From # 25	3.602
62	THE KING'S COURT	16	New to Main List	3.454
63	BOAST	28	Fell 6 From # 57	3.148
64	KAISSA	63	Fell 36 From # 28	2.971
65	BERSAGLIERI	17	Fell 12 From # 53	2.791
66	HAI! JAKAI!	11	Fell 12 From # 54	2.286
67	HANSARD	15	New to Main List	2.036

<u>Rank</u>	<u>Sub Zine</u>	<u>Votes</u>	<u>Change From Last Year</u>	<u>Final Score</u>
1	HIGH INERTIA	34	Rose 4 From # 5	8.357
2	HUMBOLT	5	Rose 8 From # 10	8.200
3	THE MEGADIPLOMAT	5	Remained At # 3	8.000
4	OUT TO PASTURE	17	New to Main List	7.867
5	FIAT BELLUM	35	Rose 1 From # 6	7.483
6	ONLY YESTERDAY	18	Fell 2 From # 4	7.188
7	EREHWON	16	New to Main List	7.000
8	SUBMARINE WARFARE	20	Rose 16 From # 24	6.938
9	HARE OF THE DOG	34	Remained At # 9	6.893
10	THE MELNIBONE HERALD	17	New to Main List	6.867

<u>Rank</u>	<u>Gamesmaster</u>	<u>Votes</u>	<u>Change From Last Year</u>	<u>Modified Mean</u>
1	Andy Lischett	15	Rose 3 From # 4	9.615
2	Lee Kendter, Sr.	5	New to Main List	9.400
3	Dick Martin	34	New to Main List	9.393
4	Gary Coughlan	8	Fell 3 From # 1	9.375
5	Jeff Richmond	19	Rose 2 From # 7	9.235
6	John Boardman	33	Rose 32 From #38	9.222
7	Dave Carter	27	Fell 1 From # 6	9.174
8	Steve Langley	16	Rose 8 From # 16	9.143
9	Kathy Caruso	10	Rose 4 From # 13	9.125
10	Fred Davis	16	Rose 14 From # 24	9.071
11	Russ Rusnak	8	Remained At # 11	9.000
12	Jeff Zarse	5	New to Main List	9.000
13	Greg Ellis	19	Rose 22 From # 35	8.941
14	Jim Benes	13	Fell 10 From # 4	8.989
15	Geiffrey Richard	6	New to Main List	8.833
16	Melinda Holley	23	Rose 7 From # 23	8.737
17	Randolph Smyth	11	Remained At # 17	8.667
18	Kevin Tighe	12	Rose 15 From # 33	8.600
19	Bob Acheson	26	Fell 1 From # 18	8.591
20	Alan Stewart	14	Remained At # 20	8.583

COMMENTS ON THE POLL AND STATS

erry Peery

One thing that has always surprised me is the small number of people in the hobby who actually see a large representative sampling of the hobby's publications. Most hobby members only see five or so publications and for them the results of the 1987 RP are relatively meaningless, because they haven't actually seen a lot of the publications or played under a lot of the game masters listed.

Even a fanatic like myself only sees about 45 of the 67 publications listed in this year's Poll, and I'm only acquainted with the work of a handful of the hobby's GMs. Well, here are my thoughts for what they are worth.

The Big News is the large number of participants in this year's Poll. I haven't seen the list of voters yet but I'm sure Bruce did his usual job of arm-twisting and cajoling to get people to vote. Also, there were a lot of good zines on the list this year and there were a lot of positive things going on in the hobby to recognize. And, no doubt, Linda's fund-raising effort also sparked some extra participation. So, it is as inevitable, I suppose, that a big turnout was in order. Sixty-seven magazines, 21 subzines, and 51 game masters all made the main lists. Not having seen the full report yet I can only speculate that it seems to me that the ratings for both magazines and game masters were higher than in the recent past.

COSTAGUANA remained at the top of the RP for a second year, both a tribute to Conrad's fine writing skills and his winning personality. Even some scheduling problems couldn't deny him the top slot, and my only complaint about COSTA is that so little of it is devoted to Diplomacy itself. And, just in case you ever wondered, there isn't a publishing conspiracy here in San Diego. BLUNT INSTRUMENTS, the new kid on the block, did very well; a combination of top graphics, good writing, and interesting reading. But again, so why so little Diplomacy? PRAXIS, I hear, does contain some good Diplomacy material, and as the de facto flagship of the Canadian hobby, it got a lot of support from up north. No one will deny that EUROPA EXPRESS hasn't been what it once was, but Gary went out in a grand style and its high position in the RP reflects the residual affection in which he is held by the hobby world-wide. DIPLOMACY WORLD, in spite of all the talk about it not being "one of the boys", still hung in there and sort of oozed its way into the top five. I was very pleased with the large number of votes we drew and, surprisingly, I predicted that DW would get a rating of 8.5, so I wasn't too far off. I'm very pleased that our guest GM, Lee Kendter, did so well in the GM part of the Poll.

HOUSE OF LORDS, MAGUS, and OVER THERE are all fine zines in their own special way and did very well in the Poll. As always there were some zines that ranked lower than I would have expected, and some that ranked higher; but all in all it wasn't too bad a listing. I am concerned about the poor showing of Elmer Hinton's KAISSA. When 13 people rate a zine that low something must be seriously wrong.

I'm not a big fan of subzines, I admit, but I was pleased to see the Courtemanche's HIGH INERTIA at the top of that list. It's a well deserved honor for them.

It is always interesting to compare the results of the GM Poll with the results of the Zine and Subzine Polls. As always, the good GMs are not always the good publishers, and vice versa. Conrad von Metzke, of COSTAGUANA was down in the 44th slot, and Bruce Jeryk of BLUNT INSTRUMENTS ranked 25th. It was especially nice to see Dick Martin in the number 3 slot, and even John Boardman was number 6, proving that he isn't senile yet after all these years of Diplomacy GMing.

All in all I would say the results of this year's Poll reflect the continuing improved state of the hobby in general in North America. That's the bottom line and it's quite good enough for me.

Finally, thanks to all of you who voted and particularly to those of you who voted for DW. It's a sign of support and a bit of encouragement just when it was needed.

THE DIPLOMACY WORLD ANTHOLOGY SERIES, VOLUME IV

THE DEMONSTRATION GAMES

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US\$14.00, postpaid.

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1986H/Spring 1905/The Results

ITALIAN GOVERNMENT IN SHAMBLES,
GERMAN-RUSSIAN MACHINE ROLLS ON..OVER...

AUSTRIA (Randolph Smyth)
Army Galicia-Silesia

ENGLAND (Al Pearson)
Army Yorkshire-London
Fleet English Channel-London (NSU)
Fleet London-Hold (Not Ordered)

FRANCE (John Kador)
Fleet Brest-English Channel
Army Paris-Burgundy
Army Picardy Supports Army Paris-
Burgundy
Army Holland-Ruhr

GERMANY (Edi Birsan)
Army Munich-Silesia
Fleet Kiel-Holland
Fleet North Sea Supports Fleet Kiel-
Holland
Fleet Denmark-Helgoland Bight
Army Burgundy-Paris /Dislodged: retreats
to Gascony/
Army Marseilles-Spain
Army Edinburgh-Yorkshire
Army Trieste Supports RUSSIAN Army
Vienna-Budapest

ITALY (Jim Burgess?)
NO MOVES RECEIVED!
Army Venice Hold
Fleet Naples Hold
Fleet Ionian Hold
Fleet Syria Hold
Army Greece is dislodged and retreats to
Albania.

RUSSIA (Kathy Byrne)
Fleet Norway-Norwegian
Fleet St.Petersburg (north coast)-Barents
Army Sweden-Norway
Army Warsaw-Ukraine
Army Rumania-Ukraine
Fleet Sevastapol-Hold
Army Bohemia-Silesia
Army Vienna-Budapest

TURKEY (Blair Cusack)
Fleet Aegean-Greece
Army Serbia Supports Fleet Aegean-Greece
Fleet Black Sea-Constantinople
Fleet Smyrna-Aegean
Fleet East Mediterranean-Ionian

The Commentary (Mark Berch)

Winter 1904 Afterword...

So it will be an Italian-Turkish war! Assuming Russia had a major role in setting this up, this is an important coup for her. It just remains to be seen who she will stab (first). Austria opts for the adventurous unit — he could even get to Berlin — but with no active allies in the Spring, his chances are further reduced. The German-Russian builds give better balance to their navies, and England hunkers down to defend his homeland. The real action will center on the southeast.

Spring 1905...

Continued Russian-Turkish trust spells doom for Italy, and the Italian NMR will speed up that process. Russia has taken Budapest, sealed various provinces against Austria, and positioned herself in the north. France and Germany continue to mix it up, with a very complex tactical situation available for the fall. This is an undeveloped battlefield, i.e. one with a relatively small unit/supply center ratio, especially units/open supply centers. Belgium, Spain, Portugal, Paris, Marseilles and even Munich are up for grabs (Note that Austria can cut any Russian support for Munich.).

Perhaps the most interesting aspect is the draw vote report. One or more players has been submitting a series of gibberish draw proposals, which have probably done little other than irritate the GM. This time, however, the GM reports: Russia/Germany — 6 yes, one no. Germany/Russia/Turkey and Russia/Turkey — 5 yes, two no. Assuming that England, Austria, France, and Italy will accept anything, and that Turkey would not veto his inclusion in a draw, then both Russia and Germany oppose a three way — and yet, a threeway is the direction the board game is ostensibly going. If neither Russia nor Germany want Turkey in the draw, then either (a) Russia has been lying to him about the eventual outcome of the game, or (b) Turkey has taken a completely defeatist view of the game, playing out a reasonably strong position even though Russia has told him that he's not going to be in the draw. Perhaps it's just to settle a score with Italy. It's possible that Germany has discouraged Turkey from attacking Russia, but I can't see what Germany would have to gain from such a policy. Also interesting is the "no" vote in the Russian/German draw. Does someone want to win? Or is

/30/

1986H/FALL 1905/THE RESULTS

AUSTRIA GONE, FRENCH POSITION SHAMBLES,
GERMANY GAINS FOUR, LOSES ONE
NEW TURKISH GOVERNMENT CALLED TO PORTE!

AUSTRIA (Randolph Smyth)

Army Galicia Supports RUSSIAN Army Budapest-
Vienna (NSO)

ENGLAND (Al Pearson)

Army Yorkshire-Liverpool
Fleet London-North Sea

FRANCE (John Kador)

Fleet English Channel Supports Picardy-Belgium
Army Picardy-Belgium
Army Burgundy-Munich
Army Ruhr Supports Burgundy-Munich

GERMANY (Edi Birsan)

Army Munich Hold
Army Gascony-Spain
Army Spain-Portugal
Fleet Helgoland Bight-Kiel
Fleet Holland Supports Fleet North-Belgium
Fleet North Sea-Belgium
Army Edinburgh-Liverpool
Army Trieste-Serbia

ITALY (Stan Johnson replaces Jim Burgess, who
resigned)

Army Venice Supports Army Albania-Trieste
Army Albania-Trieste
Fleet Naples-Tyrrhenian
Fleet Ionian-Hold
Fleet Syria-East Mediterranean

RUSSIA (Kathy Byrne)

Fleet Norwegian-North Atlantic Ocean
Fleet Barents-Norwegian
Army Warsaw-Galicia
Fleet Sevastapol-Black Sea
Army Norway-Hold
Army Rumania Supports GERMAN Army Trieste-
Serbia
Army Budapest Supports GERMAN Army Trieste-
Serbia
Army Bohemia Supports GERMAN Army Munich

TURKEY (Blair Cusack?)

NO MOVES RECEIVED!
Fleet Constantinople Holds
Fleet Greece Holds
Fleet East Mediterranean Holds
Fleet Aegean Holds
Army Serbia is dislodged and retreats to
OTB.

The Commentary (Mark Berch)

Turkey trying to sow suspicion? Kathy has decent chances for a win if Turkey can be kept firmly as a puppet. Edi has even better chances, since he has clearer lines for growth. And his long playing record shows little or no propensity for settling on a draw when a win was a reasonable prospect.

Fall 1905...

Italy and Turkey have abandoned their previous pattern of simultaneous NMRs in favor of doing it sequentially. Seriously, although other DW Demo Games have run into different sorts of problems, 1986 H is the first to run into a significant problem with NMRs. However, I'm confident that the resignation of Burgess and his replacement with Stan Johnson will at least solve that end of the problem.

Johnson enters with a change of direction. His seizure of Trieste and attempt to pull Fleet Smyrna out bespeak an attempt to consolidate his lines and to end the conflict with Turkey. He appears to have some western ambitions, although the price here was his inability to fortify with Fleet Ionian-Adriatic, Fleet Naples-Ionian. Note that apparently he was not afraid of Fleet Greece Supports Fleet Aegean-Ionian.

In the Balkans itself, Trieste/Greece/Serbia have only rotated ownership. The Russian position is thus strengthened, not only by her entry into the Black Sea and Budapest, but by the greater isolation of the German army.

In the west, the French moves are catastrophic, as all of Kador's pieces are committed to attacks which fail, and he is reduced to isolated home supply centers.

The vote fails 6-1, and my guess is that Birsan is the no vote. He is not one to turn his back on winning chances, and he, like Russia, has then in this game. And I think he wants the satisfaction of beating Byrne, who is the most successful postal player since the Birsan era. Never overlook the ego factor when dealing with successful postal players.

1986H/WINTER 1905/THE RESULTS

AUSTRIANS GONE, ENGLAND AND FRANCE NOT
FAR BEHIND, GERMANY SWELLS, RUSSIA
GROWS, REST DITHER...

AUSTRIA (Randolph Smyth)

~~Budapest~~ 1/0 Out
Removes Army Galicia

ENGLAND (Al Pearson)

London, Liverpool 2/2 Constant

FRANCE (John Kador)

Paris, Brest, ~~Spain~~, ~~Portugal~~, ~~Holland~~
4/2 Removes Army Burgundy and Army Ruhr.

GERMANY (Edi Birsan)

Home, Belgium, Edinburgh, Denmark,
Marseilles, ~~Trieste~~, Spain, Portugal,
Serbia, Holland
8/11 Builds Army Berlin
(Gains three but has room to build only
one. Will be two short in 1906.)

ITALY (Stan Johnson replaces Jim Burgess, who
resigned)

Home, Tunis, ~~Greece~~, Trieste 5/5 Constant

RUSSIA (Kathy Byrne)

Home, Rumania, Norway, Sweden, Vienna,
Budapest
8/9 Builds Army Sevastapol

TURKEY (Blair Cusack)

Home, Bulgaria, ~~Serbia~~, Greece
5/5 ~~Constant~~ Army dislodged from Serbia
retreats OTB, Builds Army Smyrna.

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If you'd like to try your hand at game-
mastering, without the bother of publishing
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to GM one of their games, but you just be
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the details.

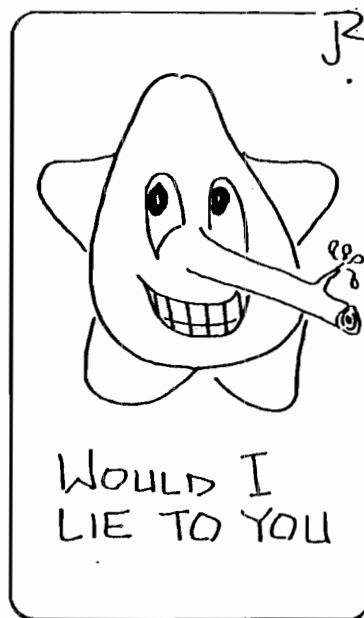
The Commentary (Mark Berch)

To do that, he needs to form an alliance
with both Italy and Turkey. The new
Italian player may give him that opportunity,
especially since Byrne has finally taken
an anti-Turkish move. And an English
puppet is at least a possibility. If the
Italians can block the Mid Atlantic, that
would round things out. But can Edi put
it together? Does he want to?

THE WINNERS (From EVERYTHING #71)

Fred Winter (1981HK, England)
Russ Rusnak (1983AR, Germany)
Conrad Minshall (1984P, Italy)
Harley Jordan (1984AE, France)
Mark Stegeman (1985CI, Italy)
Peter Breggren (1985T, Russia)
John Jordan (1985L, Italy)
Bob Acheson (1985HI, Russia)
Craig Mills (1986K, Russia)
Tom Heinze (1986AB, Russia)
James Donnelly (1986AJ, France)
Robert McDonald (Austria)

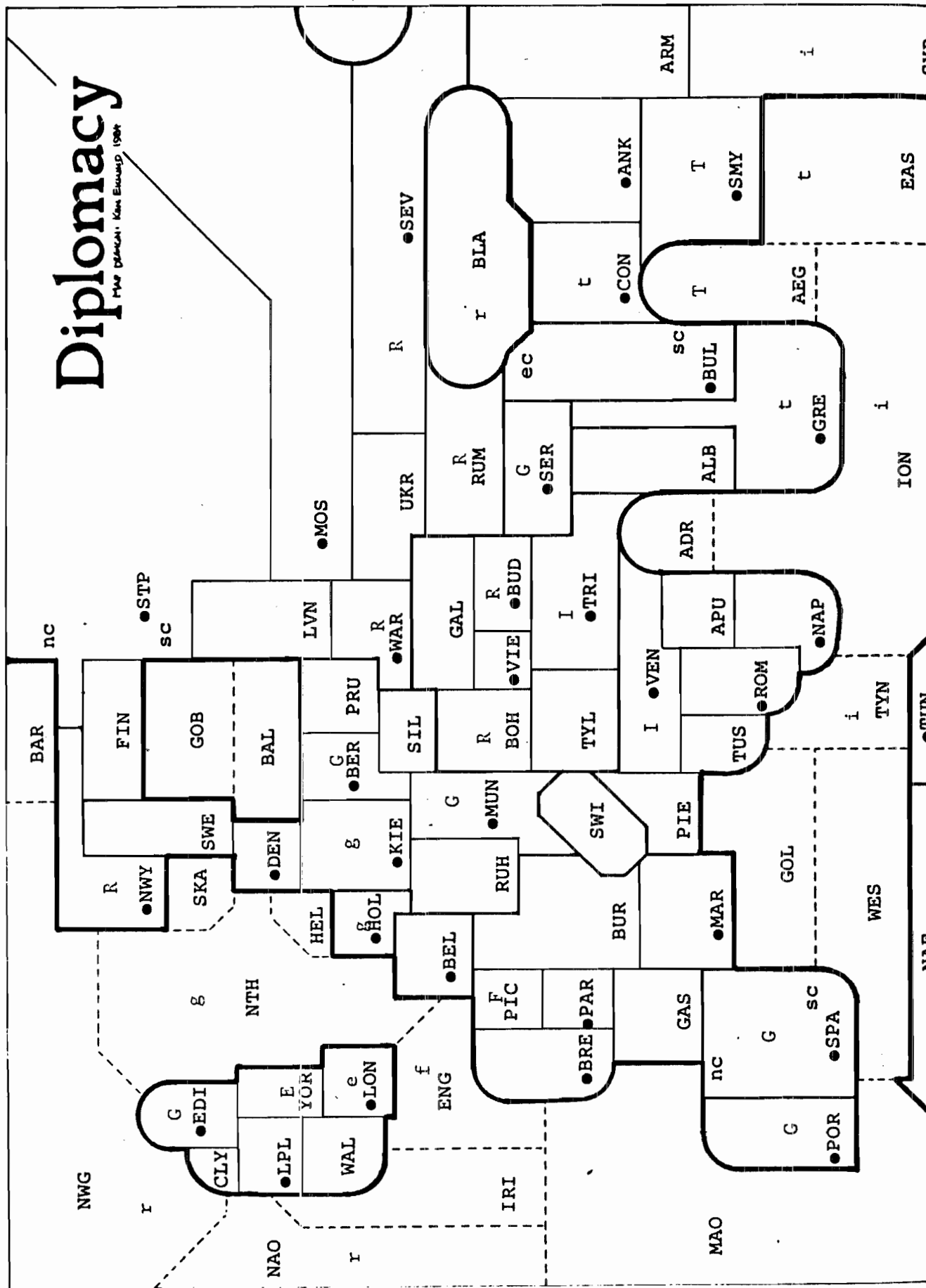
EVERYTHING is the official pub of the BNC
and contains game stats and records for all
North American PBM games. It is available
from Melinda Ann Holley, Box 2793, Hunting-
ton, WV 25727.



WOULD I
LIE TO YOU

DIPPY DOODLES

1986ii: STATUS REPORT END OF 1905



1986Q/Spring 1906/The Results

RUSSIANS CONVOY TURKS, IN BOTHNIA! NICE TRY!!
SOME VERY STRANGE ALLIANCES...

AUSTRIA (Hugh Christie)

Army Rome-Apulia
Army Venice Supports Rome-Apulia
Army Piedmont-Marseilles
Army Rumania-Galicia
Army Bohemia-Munich
Army Tyrolia Supports Bohemia-Munich
Fleet Trieste-Adriatic.

ENGLAND (Paul Boben)

Army Norway-St. Petersburg
Fleet North Atlantic-Mid Atlantic
Fleet London-English Channel
Fleet North Sea-Belgium
Army Yorkshire-Wales
Army Kiel Supports AUSTRIAN Army
Bohemia-Munich
Fleet Sweden-Baltic
Fleet Denmark Supports Sweden-Baltic

FRANCE (Bruce Walter)

Army Munich Supports ENGLISH Army Kiel
/Dislodged: Annihilated/
Army Ruhr Supports Army Munich
Army Burgundy Supports Army Munich
Army Spain-Marseilles
Fleet West Mediterranean-Tyrrhenian
Fleet Tunis Supports Fleet West Med-Tyrr
Fleet Brest-Mid Atlantic
Fleet Marseilles-Gulf of Lyon.

GERMANY (Randy Karmolinski)

Army Berlin Supports AUSTRIAN Army Bohemia-Munich.

RUSSIA (Robert O'Donnell)

Army Finland-St. Petersburg
Fleet Gulf of Bothnia Convoys TURKISH Army
Livonia-Finland.

TURKEY (Vince Springer)

Army Livonia-Finland
Army Prussia Supports GERMAN Army Berlin
Army Warsaw-Silesia
Fleet Smyrna-East Mediterranean
Fleet Aegean-Ionian
Fleet Ionian-Naples
Fleet Naples-Rome
Army Greece Hold.

The Commentary (Eric Verheiden)

It just goes to show you, just when you think everything is settled down, the old frustration factor comes to the fore. Evidently, England (Boben) decided it was time to mix things up, at the expense of his erstwhile French ally. By fall, it seems clear that the major benefactors were Austria and especially Turkey, with France, as might be expected, the major loser and England only holding even.

Given that from the outset, England was unlikely to make much profit and will find it near impossible to win (Note that with Munich, Marseilles, and probably Berlin and Tunis falling to the east, the east-west balance is 20-14 in the east's favor), why bother with the stab? The most likely reasons, in decreasing likelihood, are:

1) Boredom: A purely tactical, drawish postal Diplomacy game has all the excitement of watching paint dry. This can sometimes be exploited by a more patient opponent. The task of a lead player in an alliance is to maintain lines of communication and not to take his allies for granted, e.g. simply send lists of orders and nothing else. A little stroking over the telephone, requests for other options and a few bones in the forms of an occasional build can do wonders.

2) Greed: Inexperienced players may again be easily misled as to the magnitude and duration of spoils to be won from a stab. In this case, France, although caught unawares, was nonetheless in good position to fight back effectively and deny centers to England while allowing Austria to move in behind.

3) Reducing Size of Draw: In some cases, a deal may be struck allowing a four- or five-way draw to be reduced to a smaller number, like three. The risks are borne almost solely by the stabber while the benefits (in this case, probably 1/12 Calhamer Point) are shared by all the survivors. Each player has to decide for himself the value of such a transaction.

The deed is done in any event and France (Walker) must cope with the situation. The first step was to cut some sort of a deal with a former opponent, namely offering French centers gratis in exchange for not helping the English directly. This allows an effective about-face to be executed. In this instance, the deal was probably made with Austria, while Turkey may have been misled somewhat. It would be interesting to know if Austrian Army Piedmont-Marseilles was expected or not; time will tell.

BALKAN FLAMES BURN HOT,
FRENCH HOMELAND INVADED!!

AUSTRIA (Hugh Christie)

Army Galicia-Warsaw
Army Apulia-Rome
Army Venice Supports Apulia-Rome
Army Piedmont-Marseilles
Army Munich-Ruhr
Army Tyrolia-Munich
Fleet Adriatic-Apulia

ENGLAND (Paul Boben)

Army Norway Supports Denmark-Sweden
Fleet Denmark-Sweden
Fleet Baltic Supports Denmark-Sweden
Fleet Belgium-Holland /Dislodged, North Sea/
Army Kiel-Holland
Army Wales-Picardy
Fleet English Channel Convoy Wales-Picardy
Fleet North Atlantic-Mid Atlantic

FRANCE (Bruce Walter)

Army Burgundy Supports Army Ruhr-Belgium
Army Ruhr-Belgium
Army Spain-Portugal
Fleet Tyrrhenian-Naples
Fleet Tunis-West Mediterranean
Fleet Gulf of Lyon-Spain (south coast)
Fleet Brest-English Channel

GERMANY (Randy Kamolinski)

Army Berlin Supports AUSTRIAN Army Tyrolia-Munich.

RUSSIA (Robert O'Donnell)

Army Finland-St. Petersburg
Fleet Gulf of Bothnia Supports Finland-St. Petersburg

TURKEY (John Crosby replaces Vince Springer, who resigned.)

Army Livonia-Moscow
Army Prussia-Livonia
Army Silesia-Warsaw
Fleet Ionian-Apulia
Fleet East Mediterranean-Ionian
Army Greece-Serbia
Fleet Naples Supports Fleet Rome
Fleet Rome Supports Fleet Naples /Dislodged:
Tuscany/

In the east, the task is how best to exploit the expected or unexpected plum fallen from the tree. Making a deal with either England or France (or both!) is attractive. The major hurdle is avoidance of too much fractiousness in the eastern pairing. At the end of 1906, Austria (Christie) and the new Turkey (Crosby) appear to be rubbing somewhat at the edges (especially over Italy), but all out conflict does not yet appear to have broken out. Exploitation of such differences gives the best chances for both England and France as they slug it out in the west.

The minor powers Germany (Karmolinski) and Russia (O'Donnell) appear to be resigned to puppet status, with Austria and Turkey, respectively. Russia's understanding appeared to be falling apart as England and Turkey move semi-cooperatively to annex the remaining spoils.

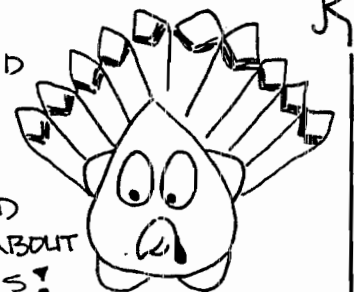
The prospects for 1907 appear uncertain for all concerned. The Austro-Turkish conflict could flare up or die down depending on the desires and skill of the new Turkish player. Depending on that, Austrian salients to the west could be expanded (as the Anglo-French conflict continues), stabilize or even contract (in the unlikely event of a realiance in the west).

My best guess (and it is even less certain than usual) is that Austria and Turkey will temporarily bury the hatchet while all those attractive western spoils are to be had. Austria will push on land through France and Germany while Turkey eliminates Russia and pushes into the western Mediterranean and maybe beyond.

Later, the situation could coalesce into an uneasy three-way truce and draw or (more likely) end up in a race for 18 between Austria and Turkey.

DIPPY DOODLES

JUST WANTED
TO LET YOU
KNOW- YOU
DON'T NEED
TO WORRY ABOUT
YOUR DOTS!
GOBBLE, GOBBLE



1986Q/WINTER 1906/The Results

TURKEY BIG GAINER,
AUSTRIANS GAIN AND LOSE,
FRENCH LOSE MOST...

AUSTRIA (Hugh Christie)
Home, Venice, Rome, Rumania, ~~Serbia~~,
Marseilles, Munich
7/8 Builds Army Budapest

ENGLAND (Paul Boben)
Home, Holland, Kiel, Denmark, Norway,
Sweden 8/8 Constant

FRANCE (Bruce Walter)
Paris, Brest, Spain, Portugal, Belgium,
Tunis, ~~Marseilles~~, ~~Munich~~,
7/6 Removes Fleet Brest (One annihilated)

GERMANY (Randy Karmolinski)
Berlin, 1/1 Constant

RUSSIA (Robert O'Donnell)
St. Petersburg, ~~Moscow~~ 2/1
Removes Fleet Gulf of Bothnia

TURKEY (John Crosby)
Home, Bulgaria, Sevastapol, Greece,
Naples, Warsaw, Serbia, Moscow
8/10 Builds Fleet Constantinople, Army Smyrna

NEW BLOOD

The following individuals have written to inquire about Diplomacy recently. If you are a publisher, a gamemaster, or hobby service provider you may wish to contact them.

Charles Greger, 2621 McCulloch, Apt. 1A, Lake Havasu City, AZ, 86403.

Rob Brooker, 765 Washington Ave., West Haven, CT, 06516.

Dean Trindle, Merrill Lynch Pierce Fenner & Smith, 425 Walnut St., 2600 First National Bank Ctr., Cincinnati, OH, 45202.

Greg Meyer, 447 W. Palm Dr., Covina, CA 91723.

Richard Cooch, 16 East Third St., New Castle, DE, 19720.

John Downey, 16 Bayberry Dr., Monroe, NY, 10950.

Doug Greenwood, 620 W. N. 2nd St., Grangeville ID, 83530.

Robert Minck, 2454 Wildhorse Dr., San Ramon, CA, 94583.

Stephen Koehler, 18 Strawberry Ln., Huntington, CT, 06484.

Mike Huttunen, 1529 19th Ave., N. Lake Worth, FL, 33460.

Joseph A. Licata, 15 Susan Dr., Chathan, N.J., 07928.

**** Scott Fisher, 241 Alexander St., #203, Rochester, NY 14607.

Kirby Garrett, 12449 N. 33rd Pl., Phoenix, AZ 85032.

Frank Falk, 613 E. College, #5, Carbondale, IL, 62901.

Tim Ayars, 84 Westwood Ave., Bridgeton, N.J. 08302.

Phil Spera, 292 Park St., West Haven, CT 06516

Stephen Kling, 425 Linum Ln., St. Louis, MO, 63119.

Don Simpson, 100 E. Water St., #5, Tucson, AZ, 85719.

DIPPY DOODLES

IT MUST HAVE
BEEN BEGINNERS
LUCK?

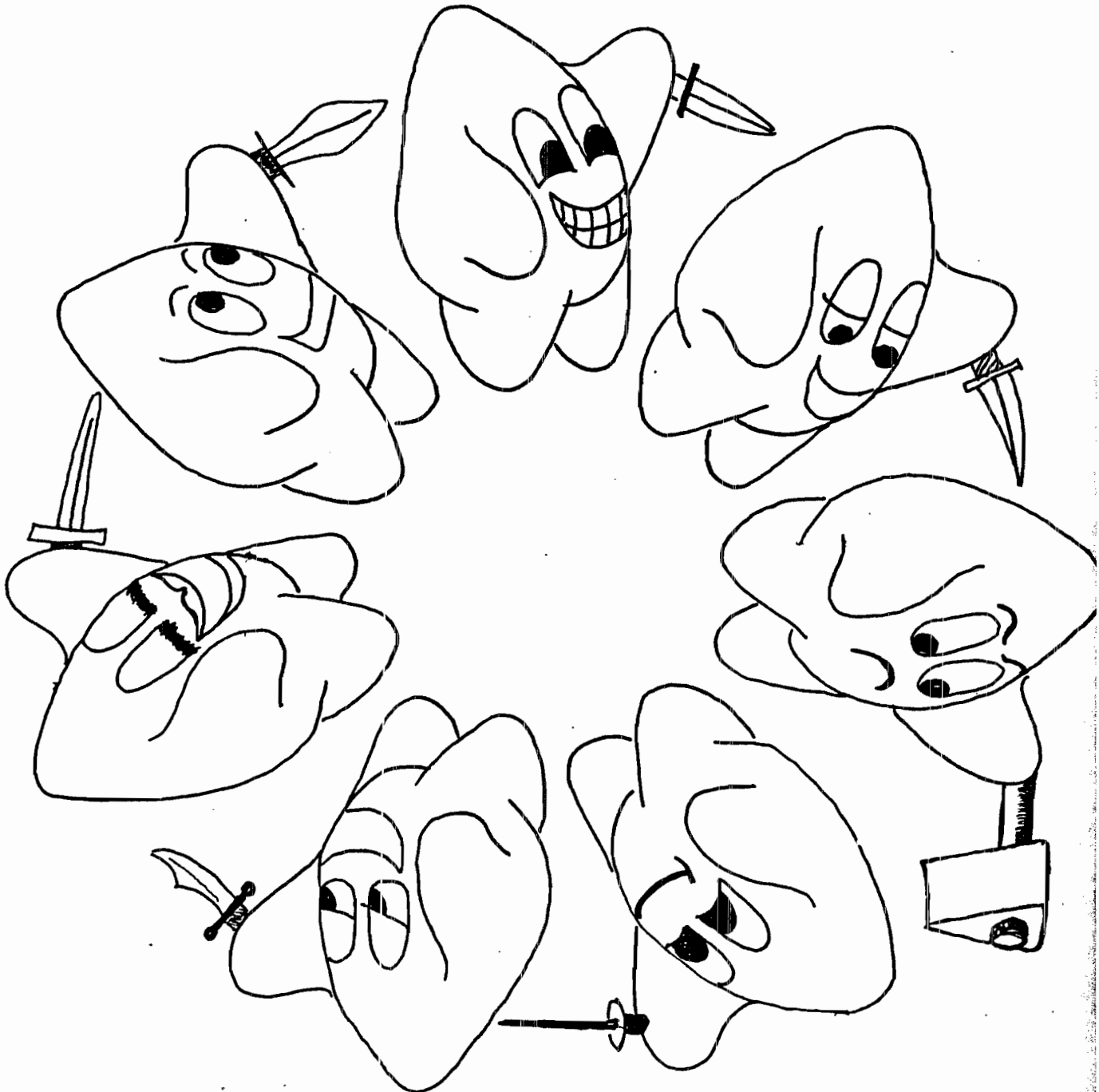
THANKS SO
MUCH FOR
ALL YOUR HELP.

(AND SUPPLY CENTERS)



JR

WHAT GOES AROUND
COMES AROUND



DW AND VARIANTS: A SPECIAL RELATIONSHIP

Larry Peery

"Walt has agreed to print a complete set of rules and a map for a variant in each issue of DIPLOMACY WORLD." With that simple sentence in DW Vol. I, No. 1, page 12, DW established a special relationship with the Diplomacy variant hobby that has continued to this day. It represents one of the most creative and mutually profitable relationships in hobby history.

The results of that relationship are to be found in the third volume of the DW Anthology Series, being simul-published with this issue of DW. There, for the first time anywhere, are all the games and articles pertaining to variants from the first 39 issues of DW. Over 100 articles and games are included in the nearly 250 page volume. Each game and article is reprinted exactly, for better or worse, as it appeared in DW originally. Again, no attempt has been made to edit the original materials, but simply to present them as the authors and editors of DW originally presented them to the hobby.

The variant sub-hobby of the Diplomacy hobby has always been a small, but important, aspect of the entire hobby. In the early days of Diplomacy and DW many of the hobby's leading players, editors, and publishers were also active variant players, designers, and publishers; so it was only natural that DW devote a considerable amount of space in the hobby's magazine to the variant hobby. Never numbering more than 15% of the hobby's total membership the variant players, from the beginning of the hobby and continuing today, produced far more of importance to the hobby than their few numbers would indicate. In DW Anthology Volume III you will find the results of their dreams, fantasies, efforts, and hard work; the games, the game reports, the variant design discussions, the variant hobby politics, the awards, and even the occasional failures. As much as is possible this volume is the record of the hobby's variant sub-hobby, as recorded in the pages of DW during the last dozen or so years.

But Walt's commitment to publish variant materials would have been stillborn had it depended on his efforts alone. Walt was not very interested in variants and certainly not interested enough to follow through on his commitment himself. Fortunately he was lucky enough to find Lew Pulsipher—or was it Lew who found him?—who was very interested in variants and the variants hobby. It was Lew Pulsipher, and later Fred Davis, Jr., who would provide the enthusiasm and technical expertise that would keep Walt's commitment alive; and result in this volume. Others would contribute from time to time, but it was their efforts that were responsible for DW's continuing commitment to variants.

Lew's interests in variants and his know-how as a designer shaped DW's coverage of the variant hobby for years, beginning with that very first issue and continuing through issue thirty-eight. For more than ten years he would continue to select and publish a series of variant games, sometimes his own and sometimes those of others. But more than that he contributed a series of articles dealing with the variant game design process; which even now; are invaluable to anyone considering variant design work of their own. In addition Lew also reported on the variant hobby; promoting, instructing, inspiring; and when needed admonishing, scolding, and criticizing.

To fill Lew's shoes was a tough assignment and there was really only one qualified candidate for the position, Fred Davis, Jr.. Fred has always been interested in Diplomacy variants and his own variant publication, BUSHWACKER; his own original design work and improvements of others' designs; made him a natural choice to follow Lew as DW's Variants Editor. I was fortunate to have him on board when I took over as DW's publisher beginning with issue forty. Now, of course, Fred has gone on to an even more important variant hobby role, that of custodian of the North American Variant Bank, but he still contributes to DW's variant work. In fact, the synopsis he prepared of the variants that appeared

in the first 39 issues of DW was the source of inspiration for this issue and the DW Anthology variants volume. Fred served as DW's Variants Editor from issues thirty-nine through forty-four.

Now we have a third Variants Editor, David McCrumb, publisher of THE APPLACHIAN GENERAL, and only time will tell if he will be a worthy successor to his predecessors. We hope so because the special relationship between DW and the variant hobby; which now becomes part of his responsibility; is part of what makes DW special.

The roster of those who have contributed variants to DW's pages is a distinguished one. Names like Lew Pulsipher, Fred Davis, Greg Costikyan, Robert Sacks, Dick Vedder, Martin Janta-Polczynski, Nicholas Palmer, Mark Stegeman, and Rod Walker are well known in Diplomacy and gaming circles. All of them have made major contributions to DW's variants work.

Unfortunately, most variants are played one or two times in a face-to-face setting (usually called play testing), perhaps once or twice as a postal game (if the designer also happens to be a PBM GM or publisher), and then either filed in the NAVB or round-filed and forgotten. As a result there are now nearly a thousand variations of the game of DIPLOMACY. Most of them are to be found in the files of the NAVB, the variant hobby's Arlington. Not all of them are deposited there yet, but Fred's working on it. The DW Anthology collection only includes fifty or so of the best. Their individual significance lies in their collective diversity, because each one of them represents ten more just like it in the NAVB files. Never in the course of human history has the wheel been reinvented so many times in so many sizes and shapes, and for so many purposes.

These variants range from the simple to the complex, from prehistoric to the far realms of science fiction and fantasy, from terra cognita to worlds where no man has dared to go before (or since). But each of them was inspired to some degree by Allan Calhamer's classic game, Diplomacy. For over a generation now the variant hobby's designers, gamesmasters, and players have been reinventing that proverbial wheel, duplicating perfection, or seeking to perfect the perfect. It's been, thus far, a fruitless pursuit, but the hunt is still on and every variant designer still imagines that he can improve on Diplomacy. Purists, of course, say that that is impossible, but every variant designer in his own way has, to some degree, helped improve on Calhamer's game by expanding our body of knowledge about the game and its almost unlimited possibilities. Still, it is this desire to reinvent the wheel, to duplicate Calhamer's achievement, to create the even more perfect game that has kept the variant hobby going for well over twenty years. And I expect it will keep it going for many more years to come.

The world of variants is the world of art, science, and politics. The art consists of those hundreds upon hundreds of variant games that have been created already and the hundreds more that will some day be created. The science consists of those principles of game theory, game design, historical research, and mathematics (e.g. the gambling instinct) that brings ideas to reality over the game board. The politics consists of those publications, gamesmasters, players, and more that match up the creator's design and the players who give it life. Each of these elements is a part of the variant cosmos and each has a role that is explored in the DW variant anthology. The variant hobby is a microcosm of our entire hobby, just as the Diplomacy hobby is a microcosm of our real world and; once again, it is neither entirely good nor entirely bad, but instead a combination of both that moves to its own special beat. But art, to be appreciated, must be seen or, in the world of variants, played. For too long too many variant masterpieces have gone neglected, unseen and unplayed. Hopefully the anthology will also do something about that.

Picture yourself, if you will (and if you can), in a large art museum divided into five adjacent galleries, each one devoted to a specific area of Diplomacy variants...and you are slowly working your way through the exhibits...that is how I hope you will first approach the variants anthology, as a catalogue of works of art on display for your enjoyment and edification.

In the artworks that comprise the world of Diplomacy variants, as presented in DW over the last dozen or so years, certain subjects predominate. The subjects and mediums used may differ but the broad classifications remain constant. In our collection in the Anthology we find five such subject groupings that dominate DW's variant collection: The Game, real world history, futurology, science fiction, and fantasy. In past issues of DW and in the anthology one finds a wide variety of variants drawn from each group and representing all levels of design and playing complexity. Not every game fits neatly into one specific subject group but most of them do. And, throughout this collection, one finds simplicity and complexity interwoven into a complex fugue. And so let's briefly consider what's available to us.

The Game itself is represented by no less than 29 different variants. Some offer only minor changes to the mapboard or rules. Some have major changes in both and go far beyond what Calhamer had in mind back in the late 1950s. From Militarism III, The Rat Fink Variant, Black Angels, Tri-State Variant, Global Variant, Baltic Diplomacy, Economic Diplomacy, Treaty Diplomacy, Baseball Diplomacy, Fluid Diplomacy, Gibraltar Diplomacy II, DND Dip, Twin Earths II, Bizarro Dip, Swiss Variant II, the Cline Nine-Man Game, Nuclear Dip I, Pacifist Dip, Shadow Worlds, Solo Dip, Succedaneum!, Militarism IV, PIG Dip, Woolworth Dip II, Erratic Dip, Air Dip II, Tugboat Dip, the Game from Ipanema, and Fred Davis's FIF Diplomacy every conceivable — and some not so conceivable — variation possible to the basic game is offered. Some of these games use the same basic idea, but offer it in different ways; there-by showing that lightening can indeed strike twice, but leave different burn scars.

Real World History has also been well represented in DW's variants. Ranging from Ancient Empires II to The Conquerors, Diadochi, Triumvirate, Emperor, Excalibur, Conquest of the New World, L'Imperialisme, Westphalia VI, 1938 to Far East DW's variants have covered every major historical era. Well, not quite. There still isn't any variant in the NAVB or DW files on Ancient Egypt! But between the anthology and the NAVB it is hard to find a historical period or a geographical setting that hasn't been worked into a Diplomacy variant.

Futurology: which deals with the real world that lies just ahead of us; has also been well represented in DW's pages over the years, and most of the games in this area are preoccupied with one subject, nuclear war. Nuclear Dip I is joined by Holocaust (1950), Final Conflict III, and World Diplomacy IV, each offering a different dosage of radioactivity.

The difference between science fiction and fantasy is best left to those who indulge in one or the other, but both are well represented in DW's coverage of variants. Few hobby members today realize it but the Diplomacy hobby owes at least as much to the sci-fi crowd for its origins as it does to the wargaming hobby. From sci-fi we offer Lunatic Dip, Variants of the Gods, Between Galaxies II, and The Aliens (which has no more to do with Aliens, the movie, than PIG Dip does to do with pigs).

Over the years DW has published eight major fantasy Diplomacy variants: Middle Earth V, CAT Dip, Earthsea Diplomacy, Sword & Sorcery Dip, War of the Ring, Conquest of the Land (sort of an Orwellian sans Muppets variant), Hyborean Dip, and War of the Great Jewels.

Obviously, over the years there's been something for everyone.

But the fifty or so variant games that DW has published over the past dozen years are only half the story. Equally important is the other half, the non-game variant material that has appeared regularly in DW's pages. Major and minor items on game design theory, brief reviews and descriptions of scores of more games, information on the variant hobby of the day, variant design competitions, polls, awards, and, running throughout, the history of the variant hobby, are just some of the things pertaining to variants that have appeared in DW. And now, for the first time, you can read it all in the third volume of the DW Anthology series.

SYNOPSIS OF DIPLOMACY VARIANTS PUBLISHED IN DIPLOMACY WORLD,
1974-1985

Fred Davis, Jr.

<u>Issue</u>	<u>Dated</u>	<u>Game & Designer</u>	<u>Synopsis. * = Map included.</u>
1.	Jan/Feb 74	Middle Earth V (ta02) Lewis Pulsipher	A well-balanced seven player Middle Earth design, without use of any "ring" rules. Also includes an essay on game design - balancing historical accuracy and playability. *
2.	Mar/Apr 74	Westphalia VI (hb02) Howard Mahler	An 8-player game set in the Europe of 1648, following the Treaty of Westphalia. Uses the western 2/3 of the regular board, w/Spain connected to Barbary States in N. Africa. Regular rules. *
		Lunatic Dip I (ug04) Thomas Galloway (Improved version is Lunatic III (ug10)	A wild game involving one planet and 48 satellites which rotate about it. For any number of players from 2 to 8. Standardized at 6 in Lunatic III. Rotations change the relationships of the spaces to each other. Spaceships are only units. *
3.	May/Jun 74	CAT Diplomacy (uu03) Ernie Melchoir	3-man game on imaginary board, with some double units. Designed to prevent any 2 Powers from ganging up on the third. All 5 neutral SC's must be taken for a win. *
4.	Jul/Aug 74	Earthsea Dip (fe01) Thomas Galloway	5 or 6 players, based on map used in fantasy trilogy by Ursula LeGuin. F's can't capture SC's, but can convert to A's. A largely water world. Dislodged A's may (R) by convoy. *
5.	Sep/Oct 74	Variants of the Ghods (rm12), Lew Pulsipher	Players make bribes & sacrifices to the GM and GM and the Ghods to get extra strength or make something happen to another's orders. Uses Regular board. Players earn Diplobucks for every space they own.
		Black Angels (xa01) Lew Pulsipher	Two new spaces, Heaven & Hell, connected to every space on the Regular board. Victory criterion is 19 units on board, but must include ownership of Heaven & Hell.
		Tri-State Variant (rs15) Rick Brooks	Board divided into 11 groups of 3 Centers each, scattered around the map. Can be played w/anywhere from 2 to 11 players. All neutral SC's have A's in civil disorder.
6.	Nov/Dec 74	Between Galaxies II (sg01) Lew Pulsipher	Space game for 5 to 7 players. Galaxies set on hex board. Only unit is space fleet. Edges of map connect. Accompanied by good discussion of variant game design. *

<u>Je</u>	<u>Dated</u>	<u>Game & Designer</u>	<u>Synopsis. * = Map included.</u>
	Spring 75	Global Variant (ua01) Lew Pulsipher	7-player Global map, w/ just 36 SC's. Hypothetical (what if?) Powers. Direct passages & canals. *
		+ Brief Descriptions of:	Satrap (Bob Harris, Steve Dunn), Kriegsmarine Variation (Andy Phillips), "260 A.D." (Scott Rosenberg), "1618" (Rosenberg), Witch World II (Pulsipher), Hyborian Age III (Tom Hubbard), Gigaton Bomb (Leonard Miyata), Middle Earth VII (Pulsipher), Catspaw Dip (Ron Melton), Napoleon's Europe (Gerald Drews), Interplanetary Warfare (Glenn Read), Deadly Dirty Dip (Michael Lind), SPQR I (Michael Homeier), "1701" (Homeier).
	Summer 75	Baltic Diplomacy (ps01) Robert Sacks	Apparently a 3 to 9 player game centered on Denmark & Baltic. Every land space is a SC, and ea. SC supports 3 units. Different convoy method; more than 1 unit allowed/space; you pick your own victory conditions. *
		+ Brief Descriptions of:	United States Dip II (Fred Davis), Schizo-Diplomacy II (Gil Neiger), Ancient Empires I (John Boyer), Interstellar Dip IV (Roland Prevot), Stab-Happy (Scott Rosenberg & Matt Diller), Pacifica I (Rosenberg), Diluvian Dip (Diller), & Persian Variant I (Martin Janta-Polczynski).
	Fall 75	Economic Dip IV (re03) Fred Davis	A value for every province, with credits so earned being used to support A's & F's, or to be loaned to other Powers. Slight modifications of standard board.
		Sword & Sorcery Dip (rv07) Scott Rich	Kings, Heroes, & Wizards added, w/various powers. May aid ordinary units or fight duels w/ea. other. Uses standard board.
		+ Brief Descriptions of:	Colonia (Fred Hyatt), Flintlock II (John Leeder), Gesta Danorum I (Leeder), Bawtinheimer 8-Player Game (Bob Bawtinheimer), Utter Chaos (Scott Rosenberg), Diplomafia (Evan Jones), Peloponnesian Dip (Dennis Klein).
	Winter 75	"1938" (qh03) Lew Pulsipher	5-player game played on a map of 1938 Europe. 29 SC's. Victory criterion is 16. *
		Treaty Diplomacy (rm16) Rod Walker	Units may only (S) or convoy units of other Powers if they have a treaty to that effect. Treaties may be open or secret.
		+ Brief Descriptions of:	"1648" (Greg DeCesare), Intimate Dip (Baird & Doubleday), 7 Years' War (Pulsipher), War of the Ring (Pulsipher), Downfall II (Robert Sacks), World War III (S. Rosenberg), Middle Earth VIII (Pulsipher), Chinese Dip (T.A. McCloud), Extended Dip (Peter Scribner), Magic Dip II (Roger Cooper).

<u>Issue</u>	<u>Dated</u>	<u>Game & Designer</u>	<u>Synopsis. * = Map included.</u>
11.	Spring 76	War of the Ring (tm01) Lew Pulsipher	7-man balanced and 5-man realistic scenarios. Double & Triple units, Towers, and several alternative scenarios included. *
		Baseball Dip (ra01.) Lew Pulsipher	Players rotate playing each of the 7 countries for one "inning" (game year) ea. 3 move seasons. No. of units he has after builds is his score for ea. inning. High score wins.
		Fluid Dip I (rs08)	Optional builds in W 1900. Spring raid changes SC ownership. Player may build in any SC he owns. Units in SC's may change from A's to F's & v-v, Winter. Units of same Power may exchange places. Victory criterion is 19 units.
		+ Brief Descriptions of:	Financial Dip (Mike Dominsky), Grand Tournament Dip (Drew McGee), The Maya (John Boyer), a different W.W. III (Charles Reinsel?).
12.	Summer 76	Gibraltar II (cc02) Martin Janta-Polczynski	9-player game, 1900. Powers may have more than 1 F in certain sea spaces. F's may move from Outer Atlantic to Red Sea or Persian Gulf. Fortresses, several complex rules. 6 Victory Criteria suggest 55 SC's. *
13.	Fall 76	Conquest of the Land (be01) Scott Rich	7 or 8 players, ea. representing an animal species trying to conquer the land in the Paleozoic Era. A's convert to F's and v-v. No retreats. Complex supply system. Max. of 21 game years. Bizarre map.
14.	Winter 76	Diadochi V/Triumvirate/Imperator (ac03, ar02, ar 01) Dick Vedder	3 games using same board, w/some spaces off-limit in certain games. Roman Empire period. 5-player games in different time periods. Become Dictator or Emperor. Imperator does not work, but other games are excellent. *
		DND Dip (rb08) Trevor Baillie	"Defense-No Defense" rule on whether a moving unit still defends its own space. Useful for breaking stalemate lines.
		Twin Earths III (rm 11) Lew Pulsipher	Spaces on two identical regular boards can be linked or unlinked. Played w/7 or 14 players.
		Bizarro Dip (rb04) Lew Pulsipher	A variant of Anonymity, in which players not only don't know ea. other, but their mail can get missent to the wrong player..
15.	Spring 77	Hyborean Dip (fh04) Jim Peters	Map based on Conan the Barbarian tales. For from 2 to 11 players. Some towns garrisoned (civil disorder rules apply), and additional pieces are moved at random by GM. All A's. Very elaborate map. *
16.	Summer 77	Swiss Variant II (ce02) Fred Davis	Swiss added as 8th Power, on slightly modified regular board, w/ 3rd Home SC in Fez (W. half of N. Africa). 39 SC's, 2 special F building centers.

<u>Issue</u>	<u>Dated</u>	<u>Game & Designer</u>	<u>Synopsis. * = Map included.</u>
17.	Fall 77	Cline 9-Man II (cn04) Bob Cline, Conrad von Metzke, map by Lew Pulsipher	Barbary States & Persia added as Gt. Powers, to round out the board. Antarctic OBB allows movement from Atlantic to Indian Ocean. Suez & Volga Canals increase mobility. 45 SC's, Victory criteria is 23. Mistakenly shown as "Cline IV" in D.W. ("IV" is further modification by Fred Davis (cn05)).
18.	Winter 78	Brief Descriptions & Ratings by Der Garvey of following:	Global Variant (Lew Pulsipher), Small World (Fred Davis), Ecliptic (Paul Wiley), Great Years (Kedge Neuman), Game of the Clans (Scottomacy) (Wayne Hoheisel).
19.	Spring 78	Nuclear Dip II (rm08) Jad Dittmar	Nuclear missiles added as 3rd type of unit. All units cost credits to build & maintain. NM's cost more to build. SC's yield credits. Played on a Regular board. Erroneously called "Nuclear I" in D.W. ("I" (rm13) is a slightly different design by Jeremy Maiden).
20.	"Sept. 78" (Actually Fall 78)	Pacifist Dip (ra 04) Nicky Palmer	Player gains a bonus unit for every year in which he doesn't gain or lose a SC from/to another player. Can build up strength for a big offensive later.
		Shadow Worlds (rs14) Nicky Palmer	One plays same country on two separate boards. Builds/removals can be divided any way you want. Home SC's count double if owned on both boards; other SC's count only once even if owned twice. Victory criterion option of 18 or 34.
21.	Spring 79	Ancient Empires II (ac01) John Lipscomb	Classical scenario, ca. 300 B.C.. 7 Powers, 31 SC's, Victory Criterion = 16. Winner of D.W. International Variant Design contest, historical division. Red Sea-Nile Canal. Optional barbarian A's in Civil Disorder in 3 spaces. * (X-A.E. III (ac10) by Fred Davis, wherein some tongue-twisting names are improved, Canal is shown, 3 spaces added).
22.	Summer 79	Holocaust (gf01) Steve McLendon	Global 9-player game, beginning in 1950, but no nukes used. 53 SC's, Victory Criterion = at least 23, but if two players are tied, game continues. Powers may build in any neutral SC's they own. Type of A/F convoy used. *
23.	Fall 79	Excalibur (pe02) Kenneth Clark	7 players battle for control of Britain in 450 A.D. 4 are German tribes with off-board SC's for 1st 3 years. 34 SC's on board. Scots & Germans may build in any SC's they own. *
		"Pocket Full of Variants" Fred Davis	Brief reviews of 26 different designs, including some already listed above. + listing of some simple variant rules by Steve Cartier & Lew Pulsipher.

<u>Issue</u>	<u>Dated</u>	<u>Game & Designer</u>	<u>Synopsis. * = Map included.</u>
24.	Winter 79	(None)	
25.	Spring 80	Conquest of the New World (wc01) Lew Pulsipher	2-5 Player New World scenario, starting in 1500. Off-board SC's initially support colonial power conquering the Americas. Only 16 SC's, so can be a short game. (X-COTNW III (wc03), which adds additional SC's and improved play-balance). *
26.	undated (Summer/ Fall 80)	Solo Diplomacy (ry01) Lew Pulsipher	Rules for playing the game solitaire, or for moving civil disorder units when you have less than 7 players. Much cheaper than investing in a computer program.
27.	undated (Winter/ Spring 81)	Succedaneum (rb20) Mark Berch	Players also write 1 set of secondary orders for 1 other country, & a preference list in order of trust for which country's orders for their country should be used. Requires much negotiation. Who do you trust?
28.	Fall 81	Militarism IV (rm30) Lew Pulsipher	Units in all neutral SC's, which can be controlled by whichever players issue dominant orders for them. Ea. Power starts w/ 1 Double unit. Players may loan SC's to ea. other, or to minor countries. Standard board.
29.	Winter 82	PIG Dip Rule Module Martin Janta-Polczynski	Discusses "superconvoy" rule to perfect the A/F "Piggyback" convoys. Could be used w/ any game. PIG = "Perfect Idea Generalized."
30.	Spring 82	Woolworth II & II-A (cb16 & cb 15) Glen Overby	5 players, 10 Powers. Ea. player owns one public & one secret Power, assigned at random, but hopefully not adjacent. Balkans, Spain & Scandinavia added. 39 SC's, incl. Morocco, Switzerland. Victory criterion = 20. II-A adds a few more spaces to open up the board. * of II-A. Can also be played as 10-Power game (II-R).
31.	Summer 82	Air Dip II (rm08) Diplomatic Dip (rb07) Erratic Dip (rs23) Treachery (rb28) All 4 by Martin Janta-Polczynski	Air unit called "Wing" added. Diplomatic recognition must be obtained to change ownership of captured SC's. A majority of Powers (w/majority of SC's) can veto ownership change. Before ea. Winter, GM assigns a Power to ea. player by lot. Different Power each year. Player earns points for SC's captured. High score wins. Each season ea. player may send one treacherous order for a unit of 1 other Power. Origin of orders kept secret.
32.	Fall 82	L'Imperialisme I (xm11) Lew Pulsipher	Europe + Africa. Several African SC's are either Home SC's for Gt. Powers, or already owned by them. European neutrals all have standing A's in Civil Disorder. Larger scale for operations & negotiation (X-L'Imp II-A and II-B (xm15 & 16) by Fred Davis. Iberian Power in lieu of Russia, some extra space added.) *

<u>Issue</u>	<u>Dated</u>	<u>Game & Designer</u>	<u>Synopsis. * = Map included.</u>
33.	Spring 83	War of the Great Jewels (tf02) Lew Pulsipher	8-player Tolkien variant, based on <u>Silmarillion</u> . Fortresses, Leader units, Morgoth has 1 DA and 1 TA. 28 SC's. Victory criterion = 10 units, excluding leaders. Morgoth's Victory Criterion = 13. *
34.	Summer 83	The Aliens (rw03) Lew Pulsipher	Aliens try to take over a ruined Earth, starting in 2050. Matter transmitter units bring in A's & F's, which can jump from one T to another. Uses regular map. Victory criterion = 19.
35.	Fall 83	Tugboat Dip (rb 37) Ed Menders	Modified Gunboat game. Negotiations permitted only before <u>Spring</u> orders. Ea. player writes orders for unplayed Powers, and one set selected at random for use.
36.	Winter 84	The Conquerors (acl1) Lew Pulsipher	4-player Classical scenario, beg. 300 A.D. Compromise date between Punic Wars & campaigns of Alexander. 29 SC's. Victory criterion = 13. *
37.	Spring 84	Final Conflict III (gf20) Tom Swider	Global variant. 7 Great Powers in year 2101. Europe is weak & has been replaced by new Powers in S. Africa, S. America, Arab League. Begins w/46 SC's, but some may be destroyed by nukes. Adds planes & nukes as new units. Nuked areas take 3 years to regain any value. All land areas earn income, which is needed to build & maintain units. Spring raid used. Player eliminated if all Home SC's lost. *
38.	Summer 84	Davis FTF Dip (cd08)	Mildly adjusted map and a few rule changes for FTF games (e.g. F Rome, SC Morocco, build center Archangel, High Ocean Box connecting Atlantic & Mediterranean sea spaces).
39.	Spring 85	World Diplomacy VI Mark Stegeman	8-Power Global Variant, played on a stylized map, in today's world. Air Force units added, but only as supports or to cut (S). Nukes optional. 77 SC's. Victory Criterion = 39. Powers begin w/ 5, 6, or 7 units. Can build Bases in captured SC's, so you can build units there. (F. Davis suggests 3 minor map changes in unpublished memo). *
40. FAKE	Summer 85	Far East (Revised) (ee02) Vern Schaller & Fred Davis	5-players in Far East scenario, ca. 1991. Unlimited no. of F's allowed in 4 deep ocean spaces. Land bridges link some islands (e.g. Japan). 27 SC's. Victory Criterion = 14. F's may exchange positions. *

FIVE GIANTS IN VARIANTS

Larry Peery

Sometimes we forget that it is people who have made the Diplomacy hobby what it is today. This is especially true of the Diplomacy variant hobby. Among the men who have shaped that part of our hobby over the last twenty years or so five giants stand out. Three of them are names you should instantly recognize: Don Miller, Rod Walker, and Fred Davis. One name, Lew Pulsipher, you will probably recognize, especially if you are already into variants. The fifth name, Dan Alderson, is probably unknown to you, unless you've been around the hobby for a long, long time.

Dan Alderson was the first real collector of Diplomacy materials, and especially variants, that I ever met. He was the same kind of fanatic about collecting that Wal Buchanan was to become. I first met Dan through Rod Walker in the late 1960s. Dan lived up in the Los Angeles area, where he worked on a variety of space projects at JPL. I am told, and have no reason to doubt it, that his mind was capable of handling sophisticated math problems more quickly and more accurately than many of JPL's computers. Part legend, and part truth, no doubt. But Dan also collected Diplomacy material and every designer and publisher knew that they could count on Dan for a sub, a purchase or as a player for a new variant. He also designed many variants of his own and some of his graphic and cartography work stands among the best in the hobby's history. I remember he used to show up regularly at San Diego Dippy events, just to see what had been published lately; and he always went home happy, with a trunk filled with new goodies for his collection. Dan is no longer around, having passed away much too soon, and I've always wondered what became of his collection. If it still exists intact as it well may, its discovery would be the hobby's equivalent to the finding of Tut's tomb.

Dan Alderson was a collector and he no doubt organized his collection to suit his own needs. Don Miller, on the other hand, was not only a collector and trader but also an organizer. It was he who developed the Miller Number system for keeping track of variants, the same system still used today. And, in his many publications he kept game records, published new variants regularly, reported on various hobby activities, dabbled in science-fiction and Chess (his real love!), and more. When Don's widow, Stella, and his son sent me Don's personal archives for The Archives I was amazed at two things: how prolific he had been in so many different areas; and how well organized his collection was. His publications numbered in the hundreds and the page totals ran into the thousands.

Even now he ranks among the ten most prolific publishers of all time. And it wasn't light stuff. It was heavy, much of it too technical for the average hobby member to understand, let alone appreciate. But as I shifted through the various files and folders that contained his, and others, work I realized that in losing Don the hobby had lost a real treasure. He possessed a unique combination of talents and interests as a collector, organizer, and designer that were extraordinary in an age of extraordinary men.

Rod Walker's contribution to the variant hobby almost spans a generation and it was definitely a bit different. True, he collected and traded and he even tried, on several occasions, to organize his collection and the hobby's as well. But it wasn't as a collector or as an organizer that Rod made his major contribution to the variant hobby. Rather it was as a designer and as a popularizer of variant games that Rod made his contribution to the variant hobby. During the 1960s Rod designed a whole series of variant games under the general title of IMPERIALISM. Some of them were good, a few of them were bombs, but several of them were among the best variants of all time. And, more importantly, hobby members flocked to play them. I know. I probably played in at least a dozen of them over the years. Rod introduced people to variant games and variant postal play by the dozens and many of those people went on to design their own variants and run them postally. And Rod was always around when a new design (or an old one) had a question about a scenario, map, or rule. His memory bank and his reference library were hobby resources. So, Rod stands out as the first person to make the variant hobby a popular one with the hobby's mainstream.

Lew Pulsipher, as you can read for yourself in the third volume of the DW Anthology series, made his major contribution to the variant hobby as a game designer. I can't think of anyone who designed more variants dealing with every aspect of Diplomacy. In his work as DW's variant editor for many, many years Lew also influenced the growth and development of the variant hobby. And, as a publisher of his own games he set standards of excellence that few have equalled. His own early publication, BLOOD AND IRON, offered many of his creations to a hobby that had learned he was one of it's most creative geniuses. So Lew represents the creative side of the variant hobby.

Finally, we should recognize once again the accomplishments of Fred Davis who, fortunately for the variant hobby, is still very much with us. His years of work on BUSHWACKER, an exclusively variant publication; his work as DW's variant editor, his support of variant play at FTF Dip events, and now his work as the North American Variant Bank custodian have all been major contributions to today's variant hobby. But more on that later. For now we recognize Fred's very special talent in a very unique area, as a modifier of variants. Fred has that special talent of being able to take another person's idea or game and improve on it by finding the flaws and eliminating them; while still preserving that special something contained in the variant. It's a talent few possess and know how to use wisely, but Fred has it and knows how to use it. The hobby has benefited from it and so we recognize his accomplishments as the great modifier.

Collector, Organizer, Popularizer, Creator, and Modifier; there you have them.

VIVA LA DIFFERENCE!!

We are pleased to announce that Jacques-Henri Strauss (12, rue Rene Bazin, 75016, Paris, France) is going to be acting as our representative to the French-speaking hobby, handling subscriptions, making sure news gets back and forth, and coordinating the Grand Tour de France Escargot Race next year.

Here's a list of European French language Diplomacy pubs and I commend them to you. I've seen VORTIGERN, MACH DIE SPUHL, and TRAHISON and they are all fine publications. It's a fun way to improve your French. Featured games are noted.

VOPALIEC: Patrice Verry, 26 square des anciennes provinces, F-49000 ANGERS, France. Diplo, Collapsar, Omega, Cluedo.

TRIUMVIRAT: Daniel Clamot, 74 rue du Rominet, B-5700 SAMBREVILLE, Belg. Diplo, Football, Star Explorer, Base-Ball, Speed Circuit.

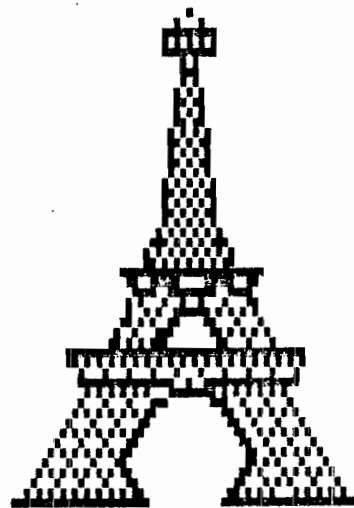
VORTIGERN: Roland Prevot, 70 rue du chateau des vieux rentiers, F-75013 PARIS, France. Diplo, Influence Mondiale, Guerres Lointaines III, Ecodip, Civilisation.

OBJECTIF: Guy Humbert, 12 rue du Vignoble, F-67360, GUNSTEIT, France. Diplo, Civilisation, Football, Machiavelli, Monopoly, Amiraute.

MACH DIE SPUHL: Alain Henry, 39 rue des Guillemins, B-4000 LIEGE, Belg. Diplo, Rivaux du Rail, Football II, Mare Nostrum, En Garde.

TIENS IL PLEUT: Olivier Montbazet, 8 allée des Trous Geles, F-77200 TORCY, France. Diplo, Amiraute, Baston, Cluedo.

and more to follow...



THE LEADERSHIP RULE MODULE

Concept: Lew Pulsipher

Clarifications and Extensions: Fred C. Davis, Jr.

A Leader piece (L) represents a single person of extraordinary ability and authority, a great military leader, king or dictator. The piece can also be considered to include the leader's staff and the fast ship, train or cavalry squadron transporting them (depending on the time of the scenario). Players may use any name they please for their Leaders, including their own, but will write their orders showing "L" to identify them. When the leader is with another unit, the designation LA (Leader Army) and LF (Leader Fleet) will be used. Leader Rules can be adapted to variant maps as well as the Regular board, as per Rule 8. Note the Leader piece can move two spaces in Spring and Fall. (Use tokens from any other game for Leader pieces). Specific rules are as follows:

1. Leaders start out in any Home Supply Center of each Great Power. Each Power has only one Leader. If the Leader is destroyed, there is no replacement.

2. By itself, the Leader piece has no combat strength. It may not capture a space owned by another player (although it may move into such a space, if vacant). It may not be supported in place, and it may not prevent the retreat of an enemy unit into the space it is occupying. It is dislodged whenever a unit of another Power takes control of its space by either attack or retreat. (But see Rule 10).

3. The Leader piece may occupy the same space as any of its own Armies or Fleets. The Leader may duplicate the orders of one of its Armies or Fleets to either move, support or hold. When the Leader duplicates said orders, it adds one to the strength of that unit. To duplicate the orders, the Leader must be in the same space as the unit. (See Rule 4.c.).

4. Leader Movements:

a. A Leader may move as either a Fleet or an Army, or both, in the course of each move. On Spring and Fall moves, a Leader may move two spaces by itself, over land and sea. In this way, the Leader can move from one area to another, to launch an attack or defend a threatened space.

b. On each Winter season, the Leader may move one additional space. This is in addition to any Retreat move which may be required. The Leader may not be Convoyed on any Winter move.

c. If a Leader is in a space adjacent to one of its own units, and the first part of its two-space movement brings it into the same space as said unit, it may then duplicate the move, support or hold order of that unit, as in Rule 3, as if it had been with that unit from the beginning. (The Leader cannot make an attack, support or hold order first, and then make a separate move to another space. The order to attack, support, or hold ends the Leader's move for that turn.)

d. If a Leader is two spaces from a unit, and moves to that space, its arrival cannot affect the strength of said unit for any purpose. If the unit is forced to retreat, the Leader must also retreat.

e. When forced to retreat, a Leader moves only one space. When in the same space with a unit forced to retreat, a Leader may retreat to a different space from the one the unit retreats to.

5. Supports:

An attack on a Leader/unit combination which is giving support cuts an amount of support equal to the attacker's strength. For example, an LA (Army with a Leader) normally gives support with a strength of two. If attacked by a Fleet, the LA's support is cut by one. If it were attacked by a LF (Fleet with a Leader), all of the LA's support would be cut.

6. Loss of a Leader:

a. If a unit sharing the same space with a Leader is annihilated, the Leader is also annihilated, unless the Leader has a method of retreat available which is not open to the regular unit. These additional methods are:

1. To move to a space occupied by one of the Leader's own units.
2. To move out to sea while with a trapped Army (which cannot put to sea).
3. To move inland from a Fleet trapped in a coastal space.
4. To move to Switzerland. (See Rule 8 for variants).

b. The Leader is also annihilated when a dislodged unit is voluntarily removed from the Board by Rule XI.2 of the Rulebook, instead of electing to retreat.

c. If a Winter adjustment or a Starvation or Cutting-of-supply rule results in the removal of a unit in the same space as a Leader, this does not affect the Leader.

d. If a Power goes into Civil Disorder, the Leader is removed from the Board.

e. If all of a Power's Supply Centers are lost, the Leader immediately moves to Switzerland, to live on his Swiss bank account for the rest of the war. A player with a Surviving Leader in Switzerland may still engage in diplomacy. (See Optional Rule 1 for further possibilities).

7. Any number of Leaders may occupy the same space simultaneously. Leaders may cross paths through the same space.

8. Leaders may move into or through Switzerland on the Standard Board. Variants using different boards may specify whether Leaders may move through various Impassable spaces on those boards.

9. Convoy of a Leader:

a. A Leader may be convoyed, either individually, or with an Army, by the standard convoy method. In variants using the piggyback or Army/Fleet method, the Leader may be a part of an Army/Fleet combination ("LA/F"). When crossing sea spaces as part of a Convoy, rather than on his own, a Leader's move ends with the landing of the Army, or his own landing in a land province.

b. A Leader already at sea with a F in the Convoy chain may transfer his strength to the A being convoyed, providing this is specified in writing.

c. Orders should specify whether, in the event the Army fails to disembark, the Leader will remain at sea with a Fleet, or will return to the province of origin with the Army. If more than one F is involved, the exact one must be specified.

d. The Convoy chain may include Fleets of another Power, but the Leader must remain with one of his own units, unless the provisions of Rule 10 are in effect.

10. If granted permission in writing (which must be shown to the GM in a postal game) a Leader may be permitted to remain in the same space or spaces with a unit of another Power. This agreement could be restricted to a single space, but as a practical matter should probably include most or all spaces. However, under no circumstances can the presence of a Leader affect the strength of another Power's units, nor, in the event of treachery, can the presence of a Leader in a space with another Power's unit be used to strengthen the attack of one of the Leader's own units on that space. The agreement may be nullified at any time by either party, and is automatically ended by an attack made by either Power on the other.

Optional Rule 1 (You only live twice).

If a player of a defunct Power still has a Leader living in Switzerland, and can persuade another player to give him a Supply Center and a unit, he may resume playing using that unit, based on that specific Center. The Leader piece moves immediately from Switzerland to the unit under its control. (On variant maps, other spaces may substitute for Switzerland).

The country resumes under its original name, regardless of where the new unit begins. Only one unit and one Center may be thus revived, although a Power may revive more than one such defunct Power. The revived country may not build any more units unless it recaptures one of its original Home Centers, and can leave it vacant for builds. The revived player/country may operate either as a vassal of the Power giving him the unit/Center, or as an independent Power. If beginning as a vassal (puppet) the country may subsequently attempt an independent course.

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Credit: The idea of a Leader rule in this specific format was described by Lewis Pulsipher in his book, DIPLOMACY GAMES & VARIANTS, Copyright 1978 by the author. The original Leader Rule is stated in two paragraphs on page 3 of that book.

I have taken Lew's concept and fleshed it out with contingency and clarification rules and rearranged it in different chronological order. Rules 1, 2, 3, and 5 incorporate almost identical language to Lew's original work. The concept of a double move for a Leader, the Convoy rule, the Loss of Leader Rule, Rule 10, and the Optional Rule are entirely my own creations. I would estimate that the creative concept is 75% Pulsipher and 25% Davis; the mechanics as 25% Pulsipher and 75% Davis.

Fred Davis, December 1978.

MORE NEWS FROM FRANCE

TRAHISON: Sebastien Crozier, 119 rue Lecourbe, F-75015 PARIS, France.
Diplo, Civilisation, Influence Mondiale, Ecodip, Empire et Progres.

ANARCHY: Andre Cretton, Centre B., CH-1868 COLLOMBEY, Switz. Diplo classique, Diplo Parachutage, Ecodip.

PLIE EN DEUX: c/o Pierre Antoni, 15, rue Leon-Guerchet, CH-1217 MEYRIN, Switzerland. Ecodip, Diplomacy, En Garde, L'Auberge, Dune.

VARIANTS IN THE GOLDEN AGE: A PERSONAL MEMOIR

Larry Peery

Any one of fifty different people from Diplomacy's Golden Age could have written a story similar to this one. But this is mine...

During the hobby's Golden Age (e.g. from c. 1966-1970) everyone who was anyone, or wanted to be somebody, was into variants. People played them. They gamesmastered them. They designed them. The hobby just couldn't get enough of them. With the possible exception of the Rulebook Debates of the day there was more creative and intellectual effort put into variants than any other single area of the hobby. Some prominent members put most of their efforts into variants. Others just dabbled. Don Miller spent a vast amount of time on variants, running and designing them by the dozen. Hal Naus spent most of his time poking holes in other peoples' variants. He could spot a rule flaw or a map error faster than anyone I ever saw. Rod Walker regularly cranked out new games as part of his IMPERIALISM series and people kept signing up for them because they were fun to play, and because they generated some of the best press in the history of the hobby. Most designers also published and gamesmastered their own variants, and still found time to play in other designers' games. Right from the beginning magazine like DIPLOMANIA, ADAG, and EREHWON were filled with variants.

XENOGOGIC, my own magazine, was no exception. After filling two regular games in two weeks I began to offer openings in my catalogue of variant games and they filled just as quickly, mostly with players who were also regular Diplomacy players. And many of my players were also publishers of magazines who were running games I was playing in, or who were designers of variants I was playing in, or who were playing in games that I was playing in. When you were gamesmastering 10-15 games and playing in perhaps 20 more it didn't take long for a lot of over-lap to occur. And, surprisingly, there wasn't a lot of cross-gaming going on. At least not with me. You could be battling it out with another hobby member in a couple of variant PBM games, allies in several more, playing in his zine, have him NMR in yours, and still be working on more variant games together.

Anyway, most of my variants were based on simple maps and simple concepts. I wasn't a fancy designer. Few of us were. Most variants in those days were done on ditto masters originally, a notoriously unreliable printing method for detailed work like maps. Xerographic printing hadn't really come into widespread use yet because it was so expensive and machines were rare. And the instant copying we rely on today was only a dream. A few brave souls used mimeo machines to produce their maps and rules and these are in very poor shape today. Most variants were designed quickly, with little thought, and distributed just as quickly. Play-testing was reserved for special efforts. Many designers never tested their games before offering them for postal play, and it showed.

My first variant was based on the idea of adding a space between Trieste and Venice, a hot subject of debate among San Diego's early Diplomacy crowd. It was bordered by those two centers, the Adriatic, and Tyrolia. Conrad von Metzke favored making it a non-supply center. But when I published the game in 1967 under the PEERIJAVO title, it was a supply center and that had a definite affect on the game. My next variant was a logical progression from that simple one space change to the basic mapboard. PEERIJAVO CAPER was based on that one space added in PEERIJAVO. I simply took that portion of the mapboard and blew it up, so to speak. PEERIJAVO thus became a full scale country with supply centers of its own. Four more surrounding Powers were carved out of Venice, Tyrolia, Switzerland, and Trieste. The northern Adriatic was divided into various sea spaces and that was about it.

Then I started to branch out. My next few variant projects proved the point that a good title will bring players to a game, even a bad game, but a good game will last far longer than a good title. I managed to combine both in my BRAVE NEW WORLD variant which had 11 players, each with 7 centers (there were no unoccupied supply centers) going after control of a post-WWII Europe. It was a large scale, ditto, map game based on two rows of 3 sheets each of $8\frac{1}{2}$ by 11 inch paper. The boundaries on the printed maps didn't always match up so half the orders were in the form of, "If I can...", but since we all suffered from the same mechanical problems we grinned and bore it and shuffled the boundaries to suit our purposes as best we could. Hal Naus won the first BNW game, playing a country called Czecho-Polska, as I recall. The Powers of BNW were loosely based on language combinations of one kind or another and the whole game was based on a controversial article that appeared in Collier's magazine during the early days of the Cold War.

Every would be variant designer of the day decided sooner or later to tackle the Hundred Years War. It's a real challenge. I solved all the usual problems by giving the Ile de France and Dauphin (two different geographical areas on the mapboard) to the same player, Jack Greene, who later went on to head Quarterdeck Games. The mapboard consisted of four $8\frac{1}{2}$ by 11 inch sheets with a fifth sheet set to overlap the intersection of the other four. That was the only way I could get the boundary lines to match up in the center of the four sheet map. Jack eventually won the game, so I guess it was fairly accurate historically.

I tried something called Chaos...but it was so bad I have discovered that I have a mental block about that particular game. I don't remember what it was about, or even if I ever ran a postal version of it. I do remember that the late Dan Alderson, one of the first variant designers and collectors, showed me a variant that he had designed a short time before that was almost identical to mine. From then on I was looking for more original ideas.

It wasn't long before I found one, although by now it was getting hard to find a good original subject because of all the new variants coming out. By 1967 the hobby had grown considerably. I wanted to do a game based on a North American map with players in each state in which we had postal Diplomacy players. I counted up 17 states and proceeded to work up a map that may well be the largest ever used for a variant. It was four or five rows high (of $8\frac{1}{2}$ by 11 inch sheets of paper) and about 8 rows wide, roughly four by six feet. It was a full scale map of the USA, with bits and pieces of Canada. What made it interesting were the blown-up maps of particular areas like Seattle, the San Francisco Bay Area, Los Angeles, San Diego, New York, etc. which were adjuncts to the main map. These were used for areas where there were heavy concentrations of Dip players. On the large scale map you could move across the empty states relatively quickly, and on the detailed maps you could fight it out for control of the San Diego Zoo, Disneyland, and Central Park. They must have liked it because I got 17 players to play it postally. The amazing thing to me was that the maps, for all those pages and pages, worked when they were put together. I had finally mastered that aspect of variant design.

I wasn't designing variants in a vacuum, of course. Rod Walker, Hal Naus, and others and I regularly exchanged ideas about variants and helped each other out with design problems, finding players, etc. It was all very primitive but it was also great fun.

Most people who designed, published, and gamesmastered variants also played in them. I played in a lot of them during those early years. I'm not the adventuresome sort, but if I found a variant I liked (usually based on the scenario it offered) I'd play it and play it and play it until I either mastered it (rarely) or became bored with it (usually). Most of all I remember the press in these games. It was the press more than the game itself, that made them great experiences. I played in a lot of Rod's IMPERIALISM VII; his six player, WWII variant. I also tried out his Peloponnesia

War game (thereby creating a certain infamous press character of the day named Peerykles of Athens). I also took part in another six player, WWII variant designed by the late Charles Turner and run in the Lafayette Tactics Assn. magazine ARMAGEDDONIA. It took six of us three years of real time to finally find the stalemate line between Germany and Russia but we did it, just to prove to Turner that there was one after he insisted that he had designed a variant that didn't have one.

Big games were a big thing in those days. A big game meant a big map (or series of maps), a complicated scenario with lots of detailed rules covering diplomacy, war, economics, etc. lots of players (15-20 or more) and lots of time; and plenty of press to tie it all together. I recall two such games I took part in. Peter Ansoff and a group at Vanderbilt University offered an early version of HYPERECONOMIC DIPLOMACY and I got stuck with playing Brazil. I don't remember much about the game except that there was a provision for gaining gold and spending it on things like fishing fleets for the non-combative powers. So, over the next 3-4 years of real time and 10-12 years of game time that I spent in that game all I did was build fishing fleets, move them out to sea, catch fish, sell fish for gold, and build more fishing fleets. By the time I got out of the game I had a fishing fleet that would have put Japan to shame and stretched all over the South Atlantic and beyond. I didn't have one regular army or fleet but I had the world's fish market cornered. Do you have any idea of how hard it is to dream up names for that many fishing boats? That was important also because the press is what made the game. Every month or so we'd get a big envelope from the GM containing all the official press and all the individual magazines put out by the players, some of them bigger than the official game journal. And the smaller the power the bigger their press zines. It was crazy. It was great fun.

The Ansoff game involved reputable players from all over the hobby. It was a serious and respectable effort. The same cannot be said for The Godawful Game; which attracted every lunatic in the hobby. Although some of the players took it very seriously and put a lot of work into it, The Godawful Game was intended to be fun. It was mostly filled with players in and around the San Francisco Bay Area and the game ran for well over five years that I know of. I first got into the game in 1967, when most of the players were undergraduates at Berkeley. I started off playing Brazil (players and countries were added to and dropped from the game as circumstances dictated) and in the coming years I used a loop-hole in the rules and a low profile to build up an empire that rivalled Victoria's. By the time I switched to playing England I had put together an inter-locking empire consisting of Brazil, Portugal, Spain, Monaco, the Maldives and more—all based on "marriages of convenience and alliances by marriage." I just kept marrying off Don Pedro's daughters and sons to other players' heirs and taking over their countries when they'd drop out. Finally the Big Powers (who were playing their own version of cut-throat Diplomacy and ignoring the rest of us) got wise to my combination of Hapsburg intrigue and As the World Turns. They decided to put me in as England. That didn't last long because I didn't care a hoot about the English Navy, a no-no if there ever was one in that type of game. So I spent a year or so as GM of the game (a combination of referee, historical arbitrator, and William R. Hearst. They were still playing it when most of the players drifted off to graduate school. One unique feature of that particular postal game was that when things got too complicated for the GM to figure out all the major players would gather together for a FIF pow-wow, settle things, and get the game going again. I should point out, I think, that both of these games had from 20-25 players at any given time.

But time affects all things and my interests were slowly moving in other directions as I faced the realities of school, Vietnam, and Watergate. I needed a change. Variants are a fantasy world, offering a means of escaping from reality, but sometimes reality becomes too important to be escaped from so easily. As we moved into the 1970s my interests turned to contemporary subjects and gaming interests. My new variants had new concepts and ideas reflecting the world around me. Titles like POLARIS, DOOMSDAY,

SINEX, and TRI THETA EPSILON replaced Diplomacy. The subjects were as topical as the day's headlines and the gaming as sophisticated as that conducted by current military and research gaming groups. I knew I had reached a different peak when one morning the phone rang and it was the Pentagon wanting to talk about my POLARIS variant. But that's another story...

Today, after all these years, I still have a certain fascination for Diplomacy variants and stashed away in my garage is a box filled with sketches for maps, outlines for rules, etc. for variants that I've tinkered with over the years. Taken altogether they cover the realm of human history in both large and small scale. One idea I had dealt with a terrorist assault on the State Department Building in Washington, D.C. and the mapboard consisted of a map of that building, all seven floors of it. Another one dealt with a Papal Conclave and cardinals took the place of armies and fleets. My favorite deals with the establishment of the California missions. I liked it for several reasons. First, it had a player called God. He wasn't a random number or an accidental character you ran into like a bomb in Stratego, but a real player with an active role in the game. And then there was the map. It's two feet wide and twelve feet long. I know you can argue with God, like Quixote, but how can you find a player with arms that will reach out that far on a mapboard? On the other hand if I ever find seven suckers, I mean players, who will play the Indians, Franciscans, Dominicans, Jesuits, Spanish, Russians, English, etc. who knows? You can forget about playing God, that's reserved. So, the creative impulse is still there. Fortunately, my fingers no longer move as quickly as my imagination, so most of these fantasies are likely to remain within the realm of my imagination; not inflicted on the hobby.

WORTHY OF NOTE

ZINE REGISTER #9: Simon Billeenness has published his last issue of the hobby's Zine Register and it is every bit as good as his previous efforts. The current issue is now available from Ken Peel, 8708 First Ave., #T-2, Silver Spring, MD 20910, for \$1.50. It contains 32 pages of zine listings and general hobby information, as well as info on how you can have your publication(s) listed in the Zine Register.

KNOWN GAME OPENINGS: Robert Sacks publishes this listing of regular and variant game openings, along with other info. Available for a SASE from him at: 4861 Broadway, 5-V, New York, NY 10034. A complimentary copy is also available to those inquiring about Diplomacy through us.

PRISONERS OF WAR! #18: Apparently I wasn't the only person in the hobby who thought this issue of POW had the most beautiful cover of any Diplomacy zine ever. #19 was filled with praises for the cover (and a few nice remarks about my article on the current state of British and French military affairs). All the more remarkable is that the cover was done by one of the POW staff using airbrush techniques. If you haven't seen a copy of POW you should. Write Wallace Nicoll/Doug Rowling, 228 Kinnell Ave., Cardonald, GLASGOW, G52 3RU, Scotland, U.K. It's a beautiful zine and the contents aren't bad either...

NOT UP TO MODERN GRAPHICS: A new zine from Michael Hopcroft, 2190 W. Burnside, #108, Portland, OR, 97210, devoted to regular and Gunboat Diplomacy. It's filled with bad spelling, worse puns, and bad Diplomacy. I doubt if anyone can do much about the first two, but perhaps we can help improve on the last. There are no gamefees, by the way.

MESSENGER: Geoffrey Richard puts this new zine out and no, he's not English as far as we can tell. In fact, he's in Texas! at 1501 Harvey Rd., #558, College Station, TX 77840. He offers Diplomacy, Conquest of the Empire, Source of the Nile, and Anarchy and this is a mostly games result zine.

WALKER'S IMPERIALISM SERIES: JEWELS IN THE ROUGH

Larry Peery

Many, including myself, have said over the years that Rod Walker's personal magazine EREHWON, was our favorite Diplomacy publication of all time. A good part of the reason for that was Rod's series of variant Diplomacy games published under the general title, IMPERIALISM. These games appeared in EREHWON during its prime years, the late 1960s and most were published during 1966-1968. Unfortunately, for the moment, the only way you can see these games for yourself is by ordering copies of them through the NAVB; something I urge you to do. Some time ago Rod and I discussed the possibility of reprinting all the IMPERIALISM games as either a folio collection or in a book, and I hope to eventually follow through on that project. But for now I can only attempt to stimulate your curiosity a bit.

There are currently eight of the IMPERIALISM games listed in the NAVB Catalogue, beginning with number VII and going through number XV (numbers I-VI and XIV are deleted or missing). By far the most popular of the series was THINGS TO COME, VIIR, the revised version of Rod's six man, pre-WWII game which omitted Austria and left a vast area in eastern Europe for Germany, Italy, Russia, and Turkey to fight over. There were many more supply centers and units in the game (Each Great Power started with seven units or so.) and a lot more spaces on the board. It took, as I recall, a majority plus five supply centers (something like 37 or 41) to win, but players did it regularly. There were many sections of this game played in EREHWON and elsewhere. Although larger in scale than the original game, VIIR was very faithful to Calhamer's design and intent.

Following THINGS TO COME, Rod developed a world-wide game, VIII, again followed by a revised version, VIIIR. It was set in basically the same time frame as the original game, and simply expanded the mapboard to include the entire world. I don't recall if there were added Great Powers or not, although Rod usually added the U.S. and Japan to his world-wide games in this period.

Following VIIIR came IX and a revised version of that, IXR. It dealt with the time of the Peloponnesian Wars and the major powers were Athens, Sparta, and Persia, with other lesser Greek states having minor roles. It was a good game, although the end results were all too often readily predictable as the Greeks fell to squabbling among themselves. The game offered a few new ideas, like Double Armies for the Persians. The reason for the R versions of these early games was that Rod often waited until after he had had a chance to run several postal sections of each game before doing a final version. Changes suggested by the players, or demanded by game developments, were then incorporated into the revised versions.

IMPERIALISM X, commonly called FEUDALISM II, dealt with an European scenario set in the feudal period. I don't recall having played it myself.

Rod's IMPERIALISM XI, which covered the Punic War period, pitted Romans against Carthaginians, and this game was very popular with people interested in that time period.

One of the most complex variants of its day with a 16 page map and 16 pages of rules, DAS DIPPYSPIEL was Rod's one attempt to do a big, BIG, BIGGEST variant. It was highly complex and players were prone to nervous break-downs and blindness as the game progressed. I think Rod was trying to design one variant game that could accommodate all of his subscribers.

ABETRATION III, or IMPERIALISM XIII, was another world-wide variant, again set in 1900. By now players of variants were used to seeing players for the United States, Japan, and even China in world-wide variant scenarios. Following close behind was another world-wide variant, IMPERIALISM XV, also set in the 1900 era.

I've omitted a lot of technical information on these games for two reasons: first, I'm writing this article from memory, based on my experiences of some twenty years ago; and, second, I don't want to spoil the surprises Rod has in store for you when you look at these games.

Most of the games were originally done on ditto, although some of the later ones were done on mimeo or other printing techniques. For most the maps covered 4, 6, or 7 pages of paper, although DIAS DIPPYSPIEL with 16 was an exception. The rules usually covered 2 or 3 pages, with DAS DIPPYSPIEL again the exception. For the most part the maps were clear and clean, the rules were easy to learn and to play by, the scenarios were interesting and accurate, and the resulting games were both playable and generally well balanced. I think anyone interested in variants would find these games a good introduction to playing variants. And anyone contemplating designing variants of their own would do well to first study these examples of the variant designer's art.

I remember my experiences in VIIR, the Peloponnesian War, and DAS DIPPYSPIEL well. Well, as well as I can remember anything that happened to me twenty years ago. But what I'll never forget was the press that these games generated in ERFHWON and while I can't recreate that for you, I can and do suggest that you study these examples of variant design at its best. I suppose the ultimate accolade I can offer them is that if someone were to open a postal game of any of these games today, and I had the time to do the game justice, I'd sign up for it tomorrow.

If you'd like to order a complete set of the IMPERIALISM series you may do so through the North American Variant Bank. Send a check for US\$10.00 to Fred Davis, Jr., 3210-K Wheaton Way, Ellicott City, MD 21043, U.S.A. Be sure to specify you want the games mentioned in this article.

WORTHY OF NOTE

MAGUS #70: If you didn't get a chance to read MAGUS #70, page 26, you missed one of the more interesting, and thought-provoking, articles to appear recently. And no, I won't tell you what it was about, but you can get a sample of MAGUS from Steve Langley, 2296 Eden Roc Ln., #1, Sacramento, CA 95825 for \$1.00. Maybe if Steve reads this he'll let me reprint his article in DW, or better yet, he'll expand on it for us. How about it?

GAMES AND PUZZLES JOURNAL: George Jelliss, 99 Bohemia Rd., St Leonards on Sea, East Sussex TN37 6RJ, U.K. is writing a column called "Zine Scene," in THE GAMES AND PUZZLES JOURNAL and he's interested in seeing Diplomacy and other gaming publications for review. So, if you've got a spare copy of your publication send one along to him.

EXCITEMENT CITY: By now it's all over but the shouting for Simon Billenness's new zine, EXCITEMENT CITY. See, I got so excited about it I even misspelled the title! Oh well, Simon has that affect on people. He's offering games, variants, international games, and a bit of "chat," but just try to get him to define "chat." A sample issue is 50¢ and if this effort turns out as well as his ZINE REGISTER issues, it should be very good. Inquires to: Simon Billenness, 630 Victory Blvd., #6F, Staten Island, NY 10301, U.S.A. Endorsed by Alastair Cook.

THE NORTH AMERICAN VARIANT BANK

The North American Variant Bank (NAVB) is one of the variant hobby's greatest treasures. Unfortunately, few hobby members ever get to see or use it. But that is about to change.

The NAVB has existed for years and through those years a series of custodians have attempted to preserve and protect the physical evidence of the variant hobby's creativity by collecting copies of each and every variant designed and published. Over the years that has amounted to an amazing number of variants. The total number now must be near a thousand and the collection is still not complete. But a collection that is not used is practically worthless and a collection that is not adequately catalogued is barely useable. Regretably, most past NAVB custodians lacked the resources to prepare an adequate catalogue of the NAVB's materials, thus limiting the hobby's access to its treasure.

Now, however, we are fortunate that the NAVB has a custodian who has the time, skills, and interests to tackle the immense job of preparing a complete and accurate catalogue of what the NAVB contains and, perhaps equally important, what is still missing from the collection. Looking back over the years it seems, now, that it was destined that Fred Davis would be the man for this job. His professional training and his entire hobby career have, in effect, been one long apprenticeship for this task. His entire Diplomacy hobby career has been centered on variants. His long running publication, BUSHWACKER, is exclusively devoted to variant games. His contributions as DW's variant editor, including some major articles dealing with hobby and variant history, were all significant milestones on the journey that led to this new challenge. Certainly no one in the hobby is better prepared to deal with it.

Basically what Fred is attempting to do is a three part task. First, he is still working at completing the NAVB's collection, by acquiring variants from the hobby's past and making sure that the NAVB gets copies of all the new variants that are published. Second, he's updating the Catalogue's information and, hopefully, will soon have it available in both hand-prepared and computer generated formats on a regularly updated basis. Third, the publication of an interim Catalogue and the planned publication of a finished catalogue will make the information in the NAVB available to any hobby member. In addition Fred is already busy writing articles on the NAVB for other hobby publications, providing copies of games from the variant bank's files to those who order them, helping other overseas variant banks get established, and doing the other things custodians always seem to get called on for.

The main challenge at the moment is getting the information he has on NAVB materials onto disk. That's a big job. I understand that Bruce Geryk, of BLUNT INSTRUMENTS, is helping with the programming and disk preparation. Having seen BLUNT INSTRUMENTS, I can't wait to see their finished product.

But we don't have to wait for the finished catalogue to see what the NAVB contains. Fred's interim catalog, the 1986 Catalog (Draft Copy) with its supplements tells us what we have to look forward to. Contained in the Catalog and supplements are: an index to the main categories; instructions for ordering items from the catalog; guide to how to use it; and a series of lists by categories with the number, title, designer, number of pages of maps, and number of pages of rules for each game contained in the NAVB. That list runs to some 20 pages. There is also a six page alphabetical list of games by their name. So, although it isn't quite in final form, the information is there for you to use now. A copy of the interim Catalog and supplements is \$3.00, from Fred Davis, Jr., 3210-K Wheaton Way, Ellicott City, MD 21043.

WHAT DO THE NUMBERS MEAN?

Fred C. Davis, Jr.

From time to time, newer players ask "Where do the numbers come from?" for Variant games. The short answer is, "From the Miller No. Custodian," but that's only part of the story. In the Beginning, every variant had its own designator. The late Don Miller began this system by assigning a lower case letter to every game; thus, the very first game classified, a 3x3 Team game, Turkey omitted, became "a". This was added to the end of a Boardman-type number to indicate a specific game. This system began to break down after the number of known variants passed the 150 mark. Nobody could remember what the letters stood for. Several variant buffs worked on coming up with a system under which the games would be classified into different categories. The final breakdown was done by Rod Walker when he took over the North American Variant Bank around 1980. There are now 22 categories. The first letter of each game's designator represents the Major category. The second letter is the subcategory.

Within each subcategory, each game is numbered in accordance with the order in which it is received in the Bank. This does not necessarily match the order in which a game was designed or published. The final number for each game simply indicates how many players are in it. So, if the first major category is "A" for Ancient Period, and the first subcategory under Ancient is "b" for Britain, the first game in the Ancient Britain subcategory is "ab01/07" (a 7-player game). The last two numbers do not have to be shown when identifying a game.

Because Walker was publishing a zine called ARDA for the NAVB, and used some issues of the zine to print the Bank's Catalogues, there was a tendency to call the designators "Arda Numbers." However, the correct title is "NAVB Catalog Numbers," or CN's for short. (I call my catalogs by the shorter name, to distinguish them from the "Catalogues" put out by Walker and the United Kingdom Variant Bank).

The Miller No. Custodian is kept abreast of all the new games added to the Bank. If he receives a request for a specific number for a new game which is not in the Catalog, he sends a copy to the Bank's Custodian for proper classification. This is why a copy of every new design should be sent to the Bank. Other variant banks in England, Germany, etc. also collect new designs in their areas, and pass them on to the NAVB for classification. The NAVB also mails new designs to the other banks. Thus, everyone uses the same system.

Many designs, such as Youngstown, Mercator, and Downfall have had many, many versions often designed by different people. The Bank tries to issue a new Mark No. for each version. Occasionally, the revision will be so minor that the symbol "R", for "Revised," will be added to the previous mark, instead of using a new Roman number. Frequently, the first version of a game will be a draft, which was found to have several flaws. The higher Mark Nos. will usually be better designs. In Youngstown, however, Mark IV and Mark VI were found to be the best for ten players. Subsequent versions merely added more or different Powers, ending up with a global version called Youngstown XII.

Some categories are very broad, such as "D", Africa, and "E", Asia and the Middle East, since there are few designs in those areas. Others are quite restricted. There are four different major categories for Europe, for instance, based on different time periods, since Europe is still the most popular scenario. Most Fantasy games are listed under "F," but Tolkien designs are so common that it has its own Major category, "T". The NAVB Custodian is authorized to establish new categories as needed. Usually, this is done only after consultation with the MNC and other Bank Custodians.

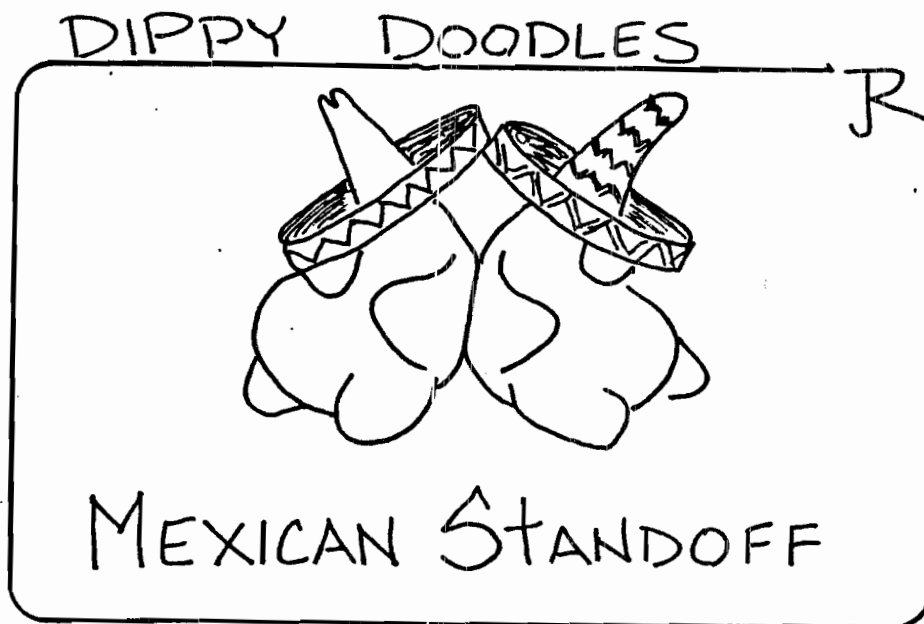
I took over the NAVB Custodianship from Rod Walker in November of 1985. Copies of the 1986 NAVB Catalog are available from me for \$3.00, postpaid. (Fred Davis, Jr., 3210K Wheaton Way, Ellicott City, MD 21043). The above article also appeared in Fred's zine BUSHWACKER (April/May 1987).

BUSHWACKER: IF YOU REALLY WANT TO KNOW

If you really want to know what's going on in the world of variants you should read Fred Davis's publication, BUSHWACKER. BUSH has been around a long, long time. Suffice it to say that it was some fifteen years ago, at DIPCON VI in Chicago, if I remember, that I presented a Johnny Award to Fred Davis for "the outstanding new variant publication in the hobby." Today, BUSH is in its sixteenth year of publication and over 185 issues have been published to date. But quantity doesn't tell the story. BUSH is still the hobby's outstanding variant publication.

I've always been amazed at how much information Fred manages to cram into one ounce, or 8-10 pages. There's hobby news in general and details on variant news, reports on his various variant projects, game reports on the variant games he runs, sometimes a game, and usually something about Fred's non-Dip interests. Those are often as fascinating as the Dip material. Where else can you keep up with the Space Race, Trolley Lines, the Orioles, and MENSA?

A sample copy is 50¢, and a 12 issue sub is \$6.00, and trades are welcome. Game fees are \$9.00 for newcomers, \$8.00 for current readers. If you sign up for a game, you get the zine for the duration of the game, unless you drop out. And Fred happens to have openings in several variants, but you'd better check with him about those. I was dismayed to find that back issues of BUSH are not available. Perhaps some time in the future we'll be able to publish an anthology volume devoted to those back issues. For variant lovers it would be a bonanza.



THE UNITED KINGDOM VARIANT HOBBY

Martin Lewis

The interest in variant games in Britain has grown in recent years I'm glad to say. The reviving of the Miller Number Custodianship for the UK by Peter Sullivan in 1985, and the appearance of several zines which are more aware of variants as an alternative to standard Diplomacy has opened up the fascinating world of variants to more players. Consequently, most zines are prepared to run at least one variant, and many will offer several, though I have yet to see a zine which ignores standard Diplomacy completely in favour of variants.

This year, Britain has seen the two variant custodianships change hands, with Richard Jackson assuming responsibility for the variant bank (UKVB), and myself taking on the Miller Numbers. The latter involves the recording of variant games played postally and the issuing of unique codes to each when they start. This service has been somewhat neglected in the U.K., and for many years, British games did not see a Miller Number issued. As a result, editors and players were largely unaware that a variant equivalent of Boardman Numbers was available. Many games were thus started and ended without being recorded in the statistics. Apparently, this state of affairs goes back to around 1980; zines have folded, players have left the hobby, and the results of variant games have been forgotten. Peter Sullivan began the task of researching the back issues of zines, and the memories of older players, to catch up with the games, and I now continue this task. Concurrent with this task is the job of 'educating' GMs and editors to remember the Miller Numbers when they start a game or finish a game, and send their details on to me for inclusion in the records and to allow me to perform the service correctly from 1987 onwards. The publishing of variant game details has begun with the first issue of TAKE A LOOK, released in April this year, and with the help of people within the hobby, the outstanding games will be located and published, though it may take some time before the records can be called complete.

With some 250 games recorded so far, going back to 1980, a few trends have begun to emerge. Since 1983, two player variants have become very popular, especially with newer zines because two player games can be started more quickly than seven player games. Several established zines have run two player variant tournaments as well, and around 25% of the recorded games have required only two players. Aside from these, the most popular type of variant is the Downfall series, with 25 games played covering most of the existing versions. Indeed, this is one variant which has seen four new versions designed in Britain in the last two years as designers iron out inconsistencies and try to maintain a faith to the Lord of the Rings. Generally, it is evident that new variants are played when they first appear, but few stand the test of time to become more widely accepted outside the zine in which the rules were printed. Vain Rats and Abstraction do maintain a steady popularity, along with Fleet Rome, despite poor Italian performances in finished games. There is evidence that variants using the same powers, or the same board with minor changes as for standard Diplomacy are more popular than the grand historical variants and the so called 'big' variants; one need only look at such a simple concept as hidden movement (as in Stab) to realise that 'minimum change' variants can be just as challenging and enjoyable as, say, Mercator - another popular and much-changed variant. Such small variants require little additional understanding from players beyond the standard game, and are easier for the novice GM to run, hence it is these types of variants which are offered most in zines.

There are many people in the British hobby who are fans of variants, and there is talk amongst us of several variant projects in the not too distant future. This will take the form of special publications covering groups of variants and statistics for some of the more frequently played ones. These are still in the early stages of

discussion, but enthusiasm appears to be high. Overall, the British variant hobby is flourishing, and will continue to do so as long as variants get coverage in zines. Even if an editor is not prepared to run a game, it is a simple matter to print a variant for interest's sake, and such action will allow more subscribers, readers, and players to see what the world of variants can offer.

TAKE A SECOND LOOK

As DW's publisher and editor I see hundreds of Diplomacy publications every year. Most of them get a quick once over and are then filed in the Archives. Rarely does a publication get a second look. And even more rarely does a first issue of a new magazine get a second look, unless I'm looking for something in particular. But once in a great while a publication appears that demands a second look for no other reason than it merits it. The first issue of TAKE A LOOK, which Martin refers to above, is such a publication. It's been a long time since the first issue of any publication impressed me as much as this one did.

Amazingly, I can't even tell you why. Sure it was a big first issue with 52 pages in it. But there wasn't really a lot there to read, at least in the conventional sense that we read Diplomacy literature. No S&T articles, no current game reports, no fiction, no letters to the editor, no current events or art discussions, no cartoons, no graphics to speak of, etc. etc. It was just a compilation of the results of variant games played in the U.K. since 1980, hundreds and hundreds of them. There were games I'd never heard of, filled with players I'd never heard of either. And then a thought occurred to me. How many of those people have ever heard of DIPLOMACY WORLD, or me? Probably only a handful. And yet we are all supposedly a part of the same hobby.

So, in TAKE A LOOK Martin has achieved a tour de force. I just wanted the record to show that it hasn't gone unnoticed over here.

The second issue of TAKE A LOOK is due out in July. If you'd like to see a copy of the first issue and the second I suggest you send Martin a couple of dollars (through the ISE if nothing else) and if you're a variant publisher or GM why not send along a copy of your own publication? Martin Lewis: 95 Vicarage Rd., Watford, Herts, WD1 8EJ, United Kingdom.

DIPLOMACY TROTS THE GLOBE

It seems all but inevitable that there will be something called WORLDCON held in conjunction with next year's MANORCON in the UK, although it may be in a different location and at a different time than the traditional MANORCON. The question is will there be enough attendance from outside the UK to justify all the discussion and hype? I am sure some of the continental hobby members will attend the event and I expect at least a few representatives of the North American hobby to attend. Now if we can just get a couple of hobby members from Oceania to go we might have an interesting event. I am tentatively planning on going, assuming I know where and when the event is to be held sometime before the end of this year (which is when I have to pick my vacation dates for next year). If the event is held in late July it is going to make it awkward for me since that falls between DIPCON (the 4th of July weekend) and PEERICON (the last weekend of July). To keep informed contact: Derek Caws, The Old Kitchen, Bere Farm House, North Boarhunt, nr. Fareham, Hants., PO17 6JL, U.K. And if you're planning on going do let me know. Maybe we can share a rowboat while Fred Davis goes over on the QEII.

VARIANT GAMING FOR THE DIP PURIST

David Hood

We all know your type. You received this issue of DIPLOMACY WORLD and, shouting "I only play REAL Diplomacy," you proceed to chuck it into the trashcan. Before you do, however, allow me the chance to change your mind about variant gaming.

Variants have much to offer, even to the diehard Dip Purist. You don't have to have a new board, funky rules, or role-playing characters to have fun in this aspect of the Hobby. For many of the most popular variants, all you need is the regular game set and a willingness to try something new. The following are a list of games that Dip Fanatics like myself utilize when lacking the necessary amount of time or players for the "real" game. Dip veterans have known and loved these games for years; this list is for those just entering the Hobby or those unfamiliar with Variant gaming in general.

GUNBOAT DIPLOMACY

This rather interesting game is a substitute for regular Diplomacy when there is not enough time for negotiations. There is no diplomatic exchange of any kind (although some zines do allow press). This game is best played with a careful GM who keeps the player's identities secret from each other. Being a purely tactical struggle, this is excellent practice for the nuts and bolts of the regular game. Gunboat is so popular that it is often played postally or at conventions as an end in itself.

BID DIPLOMACY

When missing one or two players it is sometimes fun to "bid" for the uncontrolled Great Powers. Each player submits orders for the bid Powers each season, including retreats and adjustments. Then one set is drawn at random to be used as the orders for that season. Bid orders enter into negotiations as players try to get others to submit the same orders for the bid country. Of course, this could also be played Gunboat-style, which is a real blast. Don't try to play with two people and bid for the other five, though; that was really silly when I tried it last summer...

FIVE MAN DIPLOMACY

Although the rulebook suggests putting Germany and Italy into Civil Disorder when you just can't get those last two people, I have found this to be a very mediocre game. The game becomes stagnant, as the dynamic qualities of the Center Powers are missing. A far better arrangement is putting Austria and England into Civil Disorder, which leaves a great deal of interaction between the other five Powers. When playing with six people, I suggest bidding for the left-over Power rather than throwing the game hopelessly out of balance by putting only one nation into Civil Disorder.

THREE OR FOUR MAN DIPLOMACY

Here we are getting into situations where negotiations become rather stagnant. There is not enough diplomatic diversity with so few players. Gunboat is usually the best option, along with Civil Disorder or bidding for the other Powers. Another way to utilize all seven powers is to have one known Power and one secret Power per player, as in the popular Woolworth Variants. (The Seventh Power can be played alone or left in Civil Disorder.) This requires a GM, but it is loads of fun for all concerned when only a few people are around for a Dipgame.

These are just a few suggestions for those Dipsters out there who refuse to alter the Game that much for Variants. The point of these games is not to replace Diplomacy

— just to play the game when you can't get a normal game together. So the next time you call around and come up with only 4-5 Dippers for a FIF game, give it a whirl anyway with one of the above games. You'll be glad you did.

THE ZINE REGISTER

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A 2-PLAYER VARIANT FOR "DIPLOMACY"

David Segal

General Description:

In 2-player "Diplomacy" each player assumes the role of one Great Power. The main innovation in this variant is the existence of a Table of International Relations (henceforth -TIR) which regulates the actions of the remaining Great Powers. Relations between any two Great Powers can be one of the following: Allied, Friendly, Neutral, Hostile, or "At War." Hereunder is a section of the TIR as it would typically look in mid-game:

	AT WAR	HOSTILE	NEUTRAL	FRIENDLY	ALLIED
ENGLAND-ITALY			x		
ENGLAND-FRANCE	x				
RUSSIA-GERMANY					x
etc.....					

Markers such as counters or coins may be used to indicate current relations.

Initial Set-up:

The board is set up as in regular "Diplomacy." All markers on the TIR are set at Neutral, except the one for relations between the two Powers represented by the Players. This will be set on "At War" and will remain so for the rest of the game.

Game Sequence:

The game is played in turns, each turn consisting of four phases described briefly as follows:

Phase 1: Players secretly write orders for all Powers (excluding the opposing Power), and secretly allocate diplomacy points (henceforth -DP's).

Phase 2: Markers on TIR are rearranged according to dice-roll results, which are modified by diplomacy point allocation.

Phase 3: Final orders to units are determined.

Phase 4: Movements and Conflicts are resolved as in multi-player Diplomacy.

Victory Conditions: The goal of the game is to eliminate all units of the opposing player. (A player has not lost if he still has supply centers which may produce additional units.)

Detailed Sequence of Play:

Phase 1: Players secretly write orders for their own units and for units of the remaining five Powers. Move and Convoy orders are written as in regular Diplomacy, as are Support orders for the players' own units. Support orders for the other units (of the 5 Powers) are written as "Army X S Army Y" without specifying Army Y's objective (which is determined later). Players then secretly allocate DP's to influence diplomatic relations between Powers. Each player may allocate up to 10 DP's, but no more than 2 DP's per "relationship" on the TIR. Allocation may be either positive (improve relations) or negative (subversive activity to cause deterioration of relations). The type of allocation (positive or negative) must be specified).

Phase 2: Two dice are rolled for each relationship in the TIR, and the result is then modified cumulatively by the DP allocation; the final result causes a change in the marker position as follows: 2-3: Shift to "At War;" 4-5: Shift one space to the left; 6-7-8: No shift; 9-10: Shift one space to the right; 11-12: Shift to Allied." Results of less than 2 are treated as 2, and results of more than 12 are treated as 12.

Example: In a game of France vs. Russia, French-German relations are neutral. France allocates +2 DP's to this relationship, while the Russian player allocated -1. The dice roll is 8. $8 + 2 - 1 = 9$, therefore the marker on the TIR is shifted one space to the right, and French-German relations become friendly.

Phase 3: The orders written by both players are examined to determine which orders are valid. Valid orders are treated as regular Diplomacy orders with regard to conflict resolution, etc. If a unit has two conflicting valid orders (from both players) the final order is determined at random. If no valid order has been given, the unit holds

A player's orders to his own units are always valid. However, if a player's unit attacks another Power, the marker on the TIR denoting the player's relationship with that Power, is shifted to "At War," even if the attack is unsuccessful. (The term "attack" means henceforth and herein - an order to a unit to move to a space occupied by a unit of another power, even if that unit was ordered to move, OR to a supply center owned by another Power). Similarly, if a player's unit supports or convoys an attack against another Power, the appropriate marker is shifted two spaces to the left.

The validity of movement orders to the other five Powers is determined according to the following rules:

1. An order to attack is valid only if both Powers involved are at war.
2. A convoy order involving two Powers is valid only if both Powers are allied, but not if a Power is convoying an attack against another ally.
3. A unit which has no valid move is supported in holding if support is by a Power which is either friendly or allied, or of the same Power. It is also supported in moving (if it has a valid move) - not attacking - under the same conditions.
4. A unit which has a valid order to attack with enjoy support of another unit if all the following apply:
 - a. The supporting unit is adjacent to the target space - as in regular Diplomacy - this applies also to Rule 3 above;
 - b. The supporting unit belongs to an ally or to the same power.
 - c. The attacked Power is either hostile or at war with the supporting Power.

Retreats - Building and Removing Units:

When one of these activities has to be performed by one of the five "non-player" Powers, each player secretly writes down a suggested course of action, and the final outcome is decided randomly by a die roll.

**“IF ЙОТ ЙОШ, ШНЁЙ?
IF ЙОТ ЛЁ, ШНО?”**

Mikhail Gorbachev (1986)

ASIAN DIPLOMACY

K. Robison
Steve Latourette

So Steve said to me, "I wonder how they thought up this game in the first place." And I said, "It wasn't easy, I'm sure. We tried making up some different boards when we were in High School and they never came out right." "What was wrong with them?" Steve wanted to know. "Either one country always won or no one could move around after the first couple of turns." My disgust with this had lasted all these years and was apparent in my voice. "Oh," said Steve, and he was silent for a while, "Then how come the European board works so well?" "I don't know," I said, "maybe because its real and not made up like our little inventions were." This idea festered for a while until he wondered if maybe a different area of the world, honed by years of natural political strife into divisions and sub-divisions, wouldn't also lend itself to a Diplomacy board. I didn't know the answer, so we thought we'd find out. We started with a large piece of paper...

Asian Diplomacy plays the same as the classical (European) Diplomacy game invented by Allan B. Calhamer and copyrighted by The Avalon Hill Game Company. There is one additional feature that we called "Tunnels" but I have since found out is also known as "direct passages," "land bridges," or "Moses crossings." These are the connections between the islands that make up the Polynesian and Japanese Nations. The connections (marked in red) allow direct movement, army and fleet, from island to island. They do not block sea passage, support is available across them, and they are useable by all countries, friendly and hostile. They are indestructable.

Two items to note: Kashmir is impassable (like Switzerland) and the Caspian Sea is navigable.

The victory criterion is 19 units.

Starting Positions:

Islam (Green): F Arabia, A Tehran, A Bagdad.
India (Black): F Bombay, A Calcutta, A Delhi.
Indo-China (Red): F Saigon, F Rangoon, A Bangkok.
Russia (White): F Vladivostok, A Novosibersk, A Sverdlosk, A Tashkent.
China (Yellow): F Shanghai, F Canton, A Peking, A Chungking.
Japan (Dark Blue): F Sapporo, F Kyushu, A Tokyo.
Polynesia (Light Blue): F Borneo, F New Guinea, A Jakarta.

There are 14 other supply centers, ranging from Australia to the Caucasus; and 37 other land spaces, from Baluchistan to Madhya Pradesh; and 29 sea spaces.

THOUGHT FOR TODAY

"In an age when the instruments of war have far outpaced the instruments of peace... we offer not only a pledge but a request: that both sides begin anew the quest for peace, before the dark powers of destruction unleashed by science engulf all humanity in planned or accidental self-destruction... Let both sides seek to invoke the wonders of science instead of its terrors."

John F. Kennedy

INTERESTS OF TRADE: ECONOMIC RULES FOR THE GAME OF DIPLOMACY

THOMAS M. KANE

(Economic rules for Diplomacy have been around for many years. I have seen some worse than this version. I have also seen a few that were better. The major factor in favor of this version of Economic Diplomacy is its simplicity in use and function. It does not add a great deal of bookkeeping to the game, while still making countries rely on each other for more than military support. DmcC.)

Introduction

OPEC terrified the Western World. The European Community and European Free Trade Association compete for members. Before WWI France saw its doom in German steel production. DIPLOMACY omits a vital part of diplomacy. Real nations worry about economics. Rules which simulate global trade fit into DIPLOMACY easily — and they improve the game. Finance gives players a wider range of strategy — instead of bludgeoning opponents with war, you can subtly impoverish them through trade.

The Rationale

Steel ruled the international economy of the early twentieth century. Its production created and destroyed nations. But steel alone could not dominate the world. Armies were beginning to need increasingly complex tools, such as trucks, machine-guns and primitive military airplanes. Without economic resources a Power cannot build armies or navies. In actual diplomacy economics matter for far more reasons than military. But that is enough for the game.

To obtain a resource, a Power must invest money in its production. But even money cannot make something which is not there — the Power also needs appropriate territories. Raw materials require deposits and mines. Manufactured goods require a trained workforce and established industries. Since few areas have both, Powers will have to trade their resources or sell them for money.

This allows all the intrigue of the international market. Supply and demand, fluctuations in value, occur naturally. Players might agree on standard values for commodities or trade for whatever they can get. Money also changes in value. As the price of resources rises and falls, cash becomes scarcer or more common. By investing in the resources of foreign Powers, players can spread their economic empires far beyond any military dominion.

Investments

With economic rules the board is set up normally. Each Power receives 100 "credits" in taxes per game year. One credit equals one million dollars. This may seem like a high sum, but it is an average, rounded down, of actual European defense budgets from the early twentieth century. The following table shows historical expenditures for several of Europe's Great Powers in the time the Diplomacy game is based on. This data comes from Quincy Wright's A STUDY OF WAR (Chicago. University of Chicago Press, 1942), vol. 1, pp. 670-671. Turkey's budget is much harder to calculate, but for game purposes we can assume that it was slightly less than that of Austria-Hungary.

Historical Military Budgets (in millions of US dollars)

<u>YEAR</u>	<u>AUSTRIA</u>	<u>FRANCE</u>	<u>GERMANY</u>	<u>ENGLAND</u>	<u>ITALY</u>	<u>RUSSIA</u>
<u>ARMY</u>						
1870	37	75	48	67	32	98
1900	60	139	168	107	54	162
1914	143	197	442	147	92	324
<u>NAVY</u>						
1870	4	35	6	49	7	12
1900	9	73	37	146	24	42
1914	38	90	112	237	49	118
<u>TOTAL</u>						
1870	41	110	54	116	39	110
1900	68	212	205	253	78	204
1914	182	287	554	384	141	441

For a more realistic atmosphere players can separate British "Pounds," French "Francs," Italian "Lira," Russian "Rubles," German "Marks," Austrian "Schillings," and Turkish "Pounds." These currencies were (and are) worth different amounts. In the DIPLOMACY game they begin with the same value. This makes play much simpler. As the game progresses and some Powers spend money while others hoard it, values will fluctuate naturally. Players should record all monetary transactions on the same sheet as their orders. If France received 100 francs in taxes, invested 20 francs in Paris, and sold the manufactured goods to Russia for 50 rubles, the sheet would read "100, 80, 130."

A Power may produce resources once per year in any territory it controls. Spending 20 credits produces one resource. The player writes down an order to invest, like any other move. Investments must be made in the Spring turn, and the resources are produced in the Fall. If the territory is seized by another player during these turns, any investments are wasted. An invasion by a foreign unit interrupts all production; the new controlling power does not benefit from its victim's investment. Money spent on resources is irrecoverable.

Using Resources

Nations cannot fight wars without resources. To build a NEW army or navy, a player needs resources in the territory where the unit will appear. Each army or navy built consumes three raw-material-resources and one manufactured-goods-resource. These must be moved to the supply center where the unit is built. Players can move resources in any turn of the game, through any territory where they are not blockaded by a foreign unit. The player mustering the resources needs only to write orders to move the materials. This may forewarn other players that a unit is being built.

Resources may be ordered anywhere on the board, IF THE INTERVENING TERRITORIES ARE FREE. A Power may move units through as many territories as it desires in one turn, as long as the player can trace an unbroken path from where the resources are to where they are going. Another Power can block shipments by ordering a unit into their path. However, resources can be shipped through foreign territory if the other player agrees. An army or navy may block shipments in its territory and support another unit in the same turn. Powers must write down orders to ship resources. The orders must mention each territory traversed. For example, to send manufactured goods from London to Kiel, the English player might write 'MG Lon-North Sea-Bight-Kiel.' If France had a navy in the Bight, this shipment could not be made without French permission. Orders to allow a foreign shipment to pass a unit must be written and read. Otherwise, the shipment is blocked.

If a resource can be completely surrounded by enemy units, a foreign Power can capture the resources by moving a unit into the province where the resources are trapped. All normal rules for conflicts apply: if two equally-supported powers try to capture the same stranded shipment, neither of them may take it.

Hereafter, raw materials will be called 'RM' and manufactured goods are 'MG.' Resources can be tallied on paper or simulated with playing pieces. Poker chips work well as counters. Blue chips represent MGs, red chips represent RM.

The resources used on a unit are gone — they cannot be recovered when the unit is disbanded. This makes mutual attacks costly to both sides. When two units exchange supply centers, each must use new resources since an old unit is disbanded and a new one must be built. For example, if France loses Belgium but conquers Holland, the French player must disband the Belgian unit and build one for Holland instead. The army stays where it is on the map — but unless new resources can be moved to Holland, that army must be removed at the end of the game year. This can cause frantic diplomacy, as players attempt to avoid stalemates. Clausewitzian calculations become important — is this territory worth the price? These rules improve two-player games, giving both participants something to negotiate. Both players want to avoid conflict so they can make mutually beneficial agreements.

Different parts of the board have separate potentials. Manufactured goods are much rarer than raw materials. A Power which controls manufactured goods will probably profit greatly from trade — but is much more vulnerable to embargoes. The table below shows what resources are available in various territories. Nations that are not listed have no resources at all. One must make an investment to actually produce the resources in a given territory. Simply controlling the area does not produce the resource.

Absolutely neutral nations which have never been controlled by any Great Power sell their resources to the highest bidder. If a power can transport resources from a neutral country to the province where he/she needs resources, the player may invest in them. When two Powers want to buy from the same country, the one that offers the most money gets the resource. Neutral countries will never sell their materials for less than thirty credits each. Since this is much more than it costs to produce resources in a nation's home territory, Powers will want to trade with each other, not neutral lands. However, if no deal can be arranged, neutral countries give players another way to build units.

Only absolutely unviolated countries sell their wealth this way. Once any unit enters a territory, that nation is controlled by the invading player and cannot be made neutral again. Since neutral nations sell resources to any player with money, they become much more valuable as neutral nations. Diplomats at the time of the First World War considered invading a neutral nation to be a grievous offense. With economic rules, DIPLOMACY players will fight to defend unoccupied territories.

Economic Wealth Table

<u>Territory</u>	<u>Resource</u>	<u>* Territory</u>	<u>Resource</u>	<u>* Territory</u>	<u>Resource</u>
ENGLAND		AUSTRIA		Belgium	MG
Edinburgh	RM	Bohemia	RM	Bulgaria	MG
Liverpool	MG	Budapest	RM	Denmark	MG
London	MG	Trieste	RM	Finland	RM
Wales	MG	Vienna	RM	Greece	RM
FRANCE		TURKEY		Holland	RM
Burgundy	RM	Ankara	RM	North Africa	RM
Brest	RM	Constantinople	RM	Norway	RM
Marseilles	MG	Smyrna	RM	Portugal	RM
Paris	MG	Syria	RM	Rumania	RM
ITALY		RUSSIA		Serbia	RM
Apulia	RM	Moscow	RM	Spain	RM
Naples	RM	Sevastapol	RM	Sweden	MG
Rome	RM	St. Petersburg	RM	Tunis	RM
Venice	RM	Warsaw	RM		
		GERMANY			
		Berlin	RM		
		Kiel	RM		
		Munich	MG		
		Ruhr	MG		

Supply Center and Resources

According to the DIPLOMACY Rulebook, a supply center "produces supplies sufficient to keep an army or fleet in being." This is not to be confused with generating resources under economic rules. To supply a unit, a country needs more than commodities — it must have morale, manpower, political leadership and access (probably railroads or sea lanes) to the units being supplied. Many nations possess wealth, not military might. All supply centers produce economic resources. You need a supply center and appropriate resources to build a unit, but only a supply center to maintain it.

International Investments

Each Great Power begins the game with four resource-bearing territories. The distribution of resources represents European political economics at the turn of the century. Russia lacked industry, and Italy produced fewer manufactured goods than Britain or Germany. Furthermore, territories where industry is devoted to processing raw materials can be treated as raw-material bearing regions.

Players can invest in each other's territory, if both powers agree. However, only one player may invest in a single territory in any given year. The player that spends the money may take the resource in any such international investments unless some foreign unit blocks the movement.

Players will have to trade resources. Some Powers are rich in manufactured goods, others in raw materials. Players need both. The players may make any agreements about trade they desire. Resources may be bartered, sold for money, or exchanged for territorial concerns. Like any other diplomacy, economic deals may be broken.

Effects of the Rules

With these economic rules the players need to cooperate far more than in the standard DIPLOMACY game. No nation can build new units without help. Eastern nations need manufactured goods, Western Powers must have raw materials. In the early turns of the game players can buy what they need from non-aligned nations. However, as neutral countries are captured, each power must find trading partners — or capture resources themselves. Under this system even provinces without supply centers become valuable as trade routes or for their resources. These rules make every move much more significant.

The economic information here comes from EUROPE BETWEEN THE SUPERPOWERS, by Anton DePorte; THE STATESMAN'S YEARBOOK FOR 1966-1967, edited by Dr. S.H. Steinberg; THE WORLD, AN ILLUSTRATED HISTORY, edited by Geoffrey Parker; and the 1937 edition of THE NATIONAL ENCYCLOPEDIA, edited by Dr. Henry Suzzallo. With economic rules each player has far more interests. This means there are more things to negotiate. Powers who benefit from trade will try to prevent wars; they favor the status quo ante bellum. Others fight to disrupt it. And then their roles reverse.

ECONOMICS, FREE ENTERPRISE, AND PLAYING GAMES

As far as I know no one has ever been able to make a living off of playing Diplomacy, or from any other aspect of the game or hobby. Still, some people can come close. Years ago a San Diego boy by the name of Clark Knapp couldn't find a summer job which is certainly nothing new, so Clark bothered some money from his folks and decided to go into business for himself, doing what he enjoyed most, selling and playing games. And so GAME TOWNE began. Well, the years have gone by, GAME TOWNE is solidly established as one of San Diego's best game stores, Clark has his degree from Columbia, and now GAME TOWNE is building a new home home for itself on the site of its original store in Old Town State Park in San Diego. I just hope they don't paint the new store that Godawful yellow color.

GAME TOWNE's success is due to many reasons: a good location, a good line of products, and a knowledgeable staff. But more than anything else I think their success has been due to the high quality of the service they give to their customers.

It's something to think about. In the meantime, congratulations to Clark, Jerry, and the others.

Oh yes, don't forget, there will still be a GAME FEST this summer sponsored by GAME TOWNE. Anybody ever played Diplomacy in a trailer?

Playing games.

There's a new building going up in Old Town, but it's sure to blend into the tradition and culture of it's area.

It's the Game Towne Building, which will be located at the corner of Congress and Harney. The proprietor of Game Towne, Clark Knapp, will live above his store.

Designed by Tijuana architect Eduardo Casta, the building has been faithfully designed in the California/Spanish baroque style.

In keeping with the current revitalization of Old Town, the building as constructed by Banner Builders, will create a soft corner, designed for visitor's ease and pleasure.



(LEFT TO RIGHT) BURT FAYNE, JERRY ASBURY, CLARK KNAPP AND GLENN DICK AT THE GROUND BREAKING OF GAME TOWNE.

THE DUCOSIM DIPLOMACY VARIANT PACKAGE

Fred C. Davis, Jr.

This is a tour-de-force by the Dutch Conflict Simulations Assn., a club which used Jaap Jacobs' home address as their mailing address. (Jaap is Custodian of the Netherlands Variant Bank).

This is a set of ten Diplomacy Variants, ranging consecutively from a two-player to an 11-player game, all set on the regular Diplomacy map. This makes it possible to play these games (with a few minor changes) FTF on a Regular board with whatever number of people - up to eleven - who show up for a session. Several of the games are also worthy of consideration or postal play.

In order to establish suitable scenarios for the various number of players, the DuCoSim people went over the entire space of history from about 200 A.D. to the 20th century. In establishing a steady progression from two to eleven players, the date of the various scenarios jump back and forth. It is easier to discuss the games here in number-of-player order. However, a chronological listing will be included further on. Originally, they attempted to show dates for each scenario in such a way as to cover all history from 200 to 2000 A.D. However, as a history student, I recognize that some of them could not possibly cover the entire period they were alleged to represent, so some modifications were made. For example, the 7-man game billed as falling between "1700-1800" could not begin prior to 1715, and the Europe it represents came to an end around 1763. So, I'm calling it "1715-1770."

Similarly, there was originally one game (#10) covering the entire period from 1000 to 1500. I've changed the original #10 to start in 1100 (the Crusades began in 1096) and ending in 1300. Then, I've added a slightly different scenario covering the period 1336-1400 (The Hundred Years War and Trecento). I've called this #10A. We then skip a century and resume with No. 5, a 5-player game set in the High Renaissance (1500-1600). As we get closer to our own times, the periods covered by each scenario become shorter and shorter, as we have more information available to us on these eras.

The ending dates of these scenarios are really unimportant, since no game will go more than 20 years into the period, but I did try to show some historical accuracy. It should be understood, however, that many of the boundaries shown are compromises to fit into the boundaries shown on the Regular board, and may reflect national boundaries for different eras on different parts of the same map. The important thing here is to play a game with a certain number of players, with the historical validity being strictly secondary.

General Rules and Guides for All Scenarios:

1. Note that the identical Supply Centers are used in each design. However, while all SC's are Home Centers (there are no Neutral Centers), not all Centers may be used for builds. A special asterisk (*) symbol is used to indicate which Centers may be used to build new units. These vary from design to design.
2. It is important to note that in all these designs, there is no prescribed setup for Armies and Fleets. Players may place their initial units within any land province in their Home countries, including those which are not SC's. Thus, the GM should provide time for diplomacy in the initial Winter seasons, to allow players to negotiate the locations of their initial builds.

Thereafter, all units must be built in those Centers within the respective Homelands marked with an (*). There are a few exceptions, where a SC may be used for building only by another Power, if it should control that province. (These are St. Petersburg in Versions 4, 6, 8, and 9; and Brest in Version 6). And, in Version 3, Vienna may be used for builds by both the Neutrals and the Warsaw Pact player, if owned by either of them.

3. All ten original designs, plus the three amended versions (9A, 10A, and 11A), may be played on the regular board. As shown on the original maps, spaces such as Switzerland, Sicily, Iceland, and Ireland continue to be impassable. In some cases, players may wish to permit some of these areas to be passable to improve realism or game flow. This is a matter which should be decided upon by the GM and players before the start of the game.

It is my opinion (Fred Davis) that Switzerland should be passable in all the designs except Nos. 11 and 11A (the 1861 versions). Also, that Sicily should be passable in all versions from No. 5 through 11A inclusive, with a Direct Passage between Sicily and Naples. Switzerland and Sicily are specifically shown as passable in the 9A revision of the 9-man game, as well as in 10-A.

Iceland and Ireland and an additional sea space called Far Atlantic Ocean are passable in both 9A and 11A. Spain is divided into a SC called Madrid and a regular space Leon in both of these versions. Note that these changes are identical in both games, so one acetate sheet could be prepared to cover the board for FTF play for both of them. There are also minor map changes for Tuscany in No. 5 and Spain in 10A. Serbia is not a SC in #9A, Naples is not a SC in #10A. Prussia is a SC in #9A, and Livonia and North Africa are SC's in #10A. None should interfere with the ability to use a regular board for FTF play. I have also recommended that Syria should be a 35th SC for the Caliphate in Version 8, as otherwise that Power is split into two halves, one of which may be indefensible.

4. The original Design No. 9, although billed as a 9-player variant, turned out to have only eight players. Accordingly, I designed a new version, called 9A, with a 9th Power, called "Rhineland," added. In order to fit in this new country, SC's taken from England and Prussia were replaced by new Centers in Ireland and the province of Prussia (with Switzerland being Rhineland's 4th SC.).

5. In the absence of a Baltic-North Sea Canal, Kiel (or Hanover) should be a two-coasted province in all designs except Nos. 3, 11 and 11A. The original designers overlooked this point, and the Canal is clearly shown on all maps. However, for the sake of historic accuracy, this rule should be adopted.

6. In each case where the starting date for a scenario is shown as an even century number, that will be the date of the first Winter Build season, with the first move being made in the following Spring. In other cases, the first Winter builds will be made in 1610, 1715, 1861, and 1946, respectively.

7. In several of the designs, the alternate names provided for certain provinces would be preferred for historical accuracy. For example, "Hanover" instead of Kiel and "Brandenburg" instead of Berlin in most earlier scenarios. In those scenarios set before the year 1000, many of the cities shown for SC's did not even exist. Indeed, the very provinces had different names in many cases, but for the sake of simplicity it has been assumed here that the provincial names have remained the same, at least since the collapse of the Roman Empire. There is no way that this single set of maps could contain all the names that these areas have been known as over the past 1,800 years.

8. A few minor corrections were required for the starting dates of some scenarios. The 9-player version should begin in 1715 rather than 1700, since it reflects the status of Europe following the Treaty of Utrecht, signed in 1713. The 11-man game is almost based on the regular map of 1900 Europe. Since Italy did not exist until 1861, and

the coalition of states which became Germany in 1871 began at about that time, Ducos II cannot begin any earlier than 1861. Also, the three-player version for post-WW Europe cannot start earlier than 1946.

I pushed back the starting date of the first scenario, the two-man Romans vs. Barbarian to 300 A.D., since Rome did not even reach her peak expansion point until about 200 A.D. The following scenario, the 4-player game including the Empire of the Huns, was then advanced one century to begin in the year 400. The Huns arrived around 370, and the Vandals and Goths began to move against the Empire around 406, so 400 is a more accurate date.

I also advanced the starting date of Design 7, the 7-man game, from 1600 to 1611. This was partially to get it out of the Elizabethan Age (Elizabeth I died in 1603) and partially to make the onset closer to the start of the First 30 Years War in 1618. I could just as well have set the start in 1617, but I thought having the first major year start with "11" would make it easier to keep track of the lapse of game years.

9. In each sub variant, the Capital of each country is identified by a more heavily outlined square. This is simply for informational purposes, or for the purpose of writing press. In a few scenarios, no Capital is shown for some of the less organized areas. The Capitals are shown first and underscored in the Supply Center Breakdown later in this article. The arrows on the maps have no significance.

Comments on the Individual Games

I don't feel that DuCoSim 2 and 3 have any interest for players, other than curiosities, or perhaps for a training session. By definition, a two-player game is not "Diplomacy." It might make a good wargame. In Design No. 3, I believe the position of the Neutral Player is hopeless, seeing as how it's split into four parts and no builds can be made in Scandinavia. I'd change that, by the way, and allow units to be built in Sweden. DuCoSim 3 would probably turn into a 2-on-1 game quickly, if the Rulebook Victory Criterion of 18 is used, the game wouldn't last very long. E.E.C. starts with 13 Centers! A 33-Center V.C. should be used.

DuCoSim 4 gives a good representation of the world around 400 A.D., except that the various Barbarian tribes would not have worked together as well. Although the Huns have only 8 starting Centers, they have a good central position. If you can only get four people together for a FIF session, you might want to try it.

With DuCoSim 5, set in 1500, we get into the world of real diplomacy. Spain is at a disadvantage, being cut into three pieces, including the Low Countries. England, France, Poland-Sweden, and the Ottomans all have corner positions, while the Holy Roman Empire is assuredly the Austria of the game. I don't like the restrictions prohibiting builds in Britain for England/France; or in Italy, for Spain. In the Supply Center Breakdown I'm strongly recommending that builds be allowed in London and Naples, for game balance. Otherwise, I'd say that Poland/Sweden and the Ottomans are favored to win.

The original Version #5 ignored the presence of the Italian city states in the 1400-1600 period. The Holy Roman Empire should not own Venice. To compensate, I have enlarged Tuscany to a two-coasted province and placed a Standing Army in it. The Austrian must be dislodged (annihilated) before Tuscany can be entered. This puts some additional strength into central Italy. Tuscany is not a SC.

DuCoSim 6 is set in an era we know little about, the Dark Ages. Both the Franks and the Avar Khanate have strong positions. Both the Goths (Spain) and the Britons are split into sections, leaving them weak. Byzantium has only 5 Centers, but the classical corner position. The Danes could be the "Wicked Witch" of the North. It's unrealistic to think of anyone being able to keep empires this size running smoothly at that time (except Byzantium), but it might make a good game.

DuCoSim 7, set in 1610, resembles the game we all love, after a couple of moves have been made. The Holy Roman Empire is very weak - just Germany plus Vienna - while every other Power starts with 5 Centers. If the Eastern Ottomans and Swedes work together they might sweep the board. If England and France ally, they could be quite strong, but if they go to war with each other, they're doomed. The lack of any Neutral Centers makes this and all subsequent designs quite cut-throat.

DuCoSim 8 puts us back in the Age of Feudalism. With 8 players, no one Power can stand out, although the Maygars seems to have some advantage in that they're the only Power with 5 SC's. The Arabs own the whole bottom of the board, which ought to help, except that there are no SC's in the Middle East. As I said elsewhere, Syria ought to be either a SC, or at least a Build Center, for the Arabs. The Vikings own the top of the board, so they have some elbow room. The Frankish Kingdoms appear cramped. If they work together, O.K. If they fight each other, it's goodbye Charlie. The Slavs are driving a wedge into Europe. All they need is a good ally.

The original 9th design is only an 8-player game, probably due to some oversight which nobody caught until I started writing this report. The layout is quite similar to the 8-man game discussed above. Only the names have changed, except that Prussia runs a long ribbon west to Holland, and England holds Hanover instead of Brest. Belgium belongs to Austria, which is historically correct for 1715. Austria and the Ottomans own 5 Home Centers; everyone else just 4. I don't like the ribbons of territory (Russians to Serbia, Prussians to Holland, French to Rome). The Turks have a good corner position and ought to do well.

My revised 9-A design eliminates the isolated Hanover and Low Country SC's by merging them, together with Switzerland, into a Rhineland country. England gets Ireland in compensation; Prussia turns their original homeland into a SC. Austria just goes down to 4 Centers. England and Prussia are now stronger, Austria weaker, and France has a new neighbor to deal with. Russia is able to build in St. Petersburg if it owns it.

DuCoSim 10 gives us a crowded board, where four countries have 4 SC's, and the others all start with three. Some people are going to get wiped out very quickly. The Mongol Khanate seems to have a good corner position. I've renamed Sweden the Norse Kingdoms, since I don't think Sweden per se existed in 1100 A.D.. I think the center countries, especially the two parts of the Holy Roman Empire, Poland and Venice, are going to be in a lot of trouble. The Venetian borders actually resemble those of 1204, not 1100.

Version 10-A is, I believe, a slight improvement over the original design. By advancing the date to 1336, we can tie this in with the start of the Hundred Years' War in 1337. A more realistic alliance can be made out of Poland-Lithuania than Poland-Hungary. Hungary has grown strong enough to exist by itself. The Mongol Khanate is replaced by an alliance of the Turks and the Khanate of the Golden Horde (who control Crimea). The unrealistically powerful Venetian Republic is replaced by a coalition of the various Italian city-states. Note the third Italian SC is moved to Tuscany to represent Florence, etc., since Naples was a hopelessly backward area at that time. I had initially planned to include Russia, but she was still too weak to be a great power, so Muscovy has been annexed by Poland-Lithuania.

Spain is now back in the picture, as part of an Iberian Alliance with Portugal and the Moors. The Spanish kingdoms in the north are represented by the Madrid SC and the Moorish kingdoms in the south by "Granada." Note that Granada has a Direct Passage to North Africa, and that North Africa is both a Supply and Build Center. The two parts of the H.R.E. have been merged, but with only 5 SC's. It's the most powerful Power on the board, but the central location should keep it busy. Both France and the Holy Roman Empire are permitted to build in 3 Centers because of the extent of territory they control. The name Sweden has been restored to the northern player although "Denmark and Sweden" might be a more accurate name.

There new SC's are added in Lithuania, North Africa, and Tuscany, but the removal of Centers in Naples and Trieste leaves just 35; so the Victory Criterion is unchanged. The center of the board looks better in this version, I believe.

The 11-country board of Design 11 brings us almost to modern times, with its 186 boundaries. Two assumptions are made; one, that Germany is united; two, that the Balkan provinces have overthrown the Turkish yoke and formed a union under the name Bulgaria. This resembles some of the other 9 and 10-man games based on the regular map, except for the lack of any Neutral Centers. As in those games, the center countries seem to have the hardest time of it. In the original design, Netherlands has only two SC's which makes it much too weak.

I amended this in Design 11A by adding Denmark to the Netherlands, and giving Sweden-Iceland as its third SC. Ireland and Far Atlantic Ocean have been added, exactly as in version 9A, except that Ireland is not a SC. I still feel that Netherlands and Sweden are in poor shape here, with no ordinary spaces to fall back upon. The "Leor" space gives Spain a bit of breathing room, and its corner position will help. Russia and Turkey are in good positions in their corners.

My Recommendations: Designs 6, 8, and 9-A are the designs I would recommend first for a game.

Again, I remind you that many of the borders shown on the DuCoSim maps are inaccurate. They are compromises made for the sake of being able to play a game with X number of players on the regular board. It is always more interesting to establish a real scenario rather than a mere mechanical division, especially for postal games. That is what has been done here.

DuCoSim Variants in Chronological Order:

<u>No.</u>	<u>Era</u>	<u>Catalog No.</u>	<u>No.Players</u>	<u>Scenario</u>
2	300-400	cs 01	2	Romans vs. Barbarians
4	400-500	cs 03	4	Collapse of Classical Civilization
6	500-700	cs 05	6	The Dark Ages
8	700-1000	cs 07	8	Rise of Feudalism; Appearance of the Arabs
10	1100-1300	cs 10	10	Age of the Crusades
10A	1336-1400	cs 11	10	The Hundred Years War; Trecento
5	1500-1600	cs 04	5	High Renaissance
7	1610-1650	cs 06	7	First 30 Years War (1618-1648)
9	1715-1770	cs 08	8	Rise of the Nation States
9A	1715-1770	cs 09	9	Rise of the Nation States Amended (9 Powers)
11	1861-1900	cs 12	11	Nationalism Rampant
11A	1861-1900	cs 13	11	Nationalism Rampant II (35 SC's)
3	1946-2000	cs 02	3	The Cold War

Note that Kiel or Hanover is a two-coasted province in all these designs except Nos. 11, and 3, in the absence of a Baltic-North Sea Canal.

How to Order:

Maps for all 13 versions are included in the DuCoSim package. Maps of individual games may also be ordered. If you make your own photocopies, note that the maps should be reproduced on legal size paper. The originals were drawn on a European page approximately 11½ inches long. After printing I trimmed my copies to about 12" in length.

We assume that copies of the original DuCoSim versions are available from Jaap Jacobs, Kaiserstraat 10-B, 2311, GR, Leiden, The Netherlands, but you'd better inquire first. If you plan to run any postal sections of any of these games you should definitely check with Jaap first. I'm sure he wouldn't object.

Copies of the DuCoSim package prepared by Fred Davis for the NAVB are definitely available from him. The package includes 13 maps and 8 pages of text and sell for \$3.10, we believe. If you need multiple copies for a postal game, inquire of Fred Davis, Jr. 3210K Wheaton Way, Ellicott City, MD 21043.

IN MEMORIAM

This has not been a good season for the Diplomacy family. Lee Kendter, Woody Arnawoodian, and myself have all lost our fathers in recent months and that is a loss that is bearable, even though painful.

But our hearts go out to the family of Ivo Bouwman, a member of the Dutch hobby, who was taken from them so suddenly this summer. Here is the text of the announcement I received:

East Spring (Edvard Grieg)

With inexpressible sorrow we here will give you
notice of the death of our beloved son, brother, brother-in-law, and uncle.

IVO BOUWMAN

*The Hague, July 21, 1961
+ Eisten, Switzerland, 10 June, 1987

Ivo died in the mountains, which he loved so much.

A. Bouwman
The Hague
van Heutszstraat 11
Postcode 2593 PC
The Netherlands

*****.

PEOPLE IN THE KNOW WORTH KNOWING

By the time you finish reading this issue you should know who most of the key figures in the international Diplomacy variant hobby are. However, here's a summary of who they are, where they are, and what they do:

United States of America:

U.S. Miller Number Custodian: Fred Hyatt, 60 Grandview Pl., Montclair, NJ 07043
Publishes ALPHA & OMEGA; assigns Miller Numbers in North America, and keeps game record for same area.

North American Variant Bank Custodian: Fred Davis, Jr. 3210K Wheaton Way, Ellicott City, MD 21043. Publishes BUSHWACKER; maintains major hobby variant collection, and classifies variants within the Miller Number system.

United Kingdom:

U.K. Miller Number Custodian: Martin Lewis, 95 Vicarage Rd, Watford, Herts WD 8EJ, U.K. Publishes TAKE A LOOK; assigns Miller Numbers in the UK, and keeps game record in the same area.

U.K. Variant Bank Custodian: Richard Jackson, 370 St. John's Ln., Bedminster Bristol BS3 5BH, U.K.

Past U.K. Variant Bank Custodian: Steve Doubleday, 147 Howlands, Welwyn Gdn. City, Herts AL7 4RL, U.K., publisher of last UKVB Catalogue.

Richard Egan, 64 Rockery Rd., Knowle, Bristol BS4 2DT, U.K. Editor of VIENNA and one of the most prolific variant designers in the UK today.

West Germany:

W. German Variant Bank Custodian: Konrad Dolata, Hermann-Lons-Weg 34, D-5650 Solingen 11, West Germany

Holland:

Netherlands Variant Bank Custodian: Jaap Jacobs, Kaiserstraat 10-B, 2311 GR Leiderdorp, Netherlands. Publisher of OXYMORON

Belgium:

Michel Liesnard, Rue Albert de Latour 59 (Bte.-10), B-1030, Bruxelles, Belgium
A leading continental variant designer, publisher, and collector.

NEXT TIME

Our next issue will focus on End Games in Diplomacy but it's really going to be an eclectic issue filled with many different things. We'll be looking at music in Diplomacy, especially Irish music. Napoleon said an army marches on its stomach and we'll see what he did about it. We'll spend time reviewing the most important box to appear on wargames in years and ponder why it doesn't even mention Diplomacy. And to show how open minded we are we'll look at Avalon Hill's new games TV Wars and Platoon. In fact, we'll consider the sad case of one Diplomacy fanatic who went out and bought an IBM PC clone just so he could play the computer version of Diplomacy. So, it should be an interesting issue.

There are two topics on which we'd like your input: (1) What has Diplomacy (the game or the hobby) taught you about life in the real world? You can be serious or humorous, the choice is yours. (2) We'd like your evaluation of Oliver North's performance in the Iran-Contra Hearings (as a Diplomacy player). And if you've got thoughts on the performances of John Poindexter, Robert MacFarlane, Fawn Hall, etc. we'd also like to hear those. We're curious, do you think experience as a Diplomacy player would have helped these people?

As I said, it's an eclectic issue. Maybe you can help make it more so...

THE DIPLOMACY WORLD ANTHOLOGY SERIES, VOLUME III

DIPLOMACY WORLD'S WORLD OF VARIANTS

From its very first issue DIPLOMACY WORLD has had a special relationship with the variant hobby. Now, for the first time ever, you can see it all. More than 50 different variant games, dealing with every imaginable subject and of all levels of complexity, are included. Among the featured designers are Lew Pulsipher, Fred Davis, Nicky Palmer, and others. From near-Diplomacy games to those dealing with different historical scenarios, futurology, science-fiction, and fantasy; it's all here in this one collection.

Also included are some 50 non-game selections dealing with variant design, variant hobby history, news events, contests and more. These offer information for the novice variant designer and a survey of the history of the variant hobby. Never before has one volume included such a wide variety of variant games and lore.

Copies of the first printing, sure to become a collector's item and likely to sell out quickly, include a separate map folio supplement with full-scale maps suitable for playing for many of the games included in the volume.

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