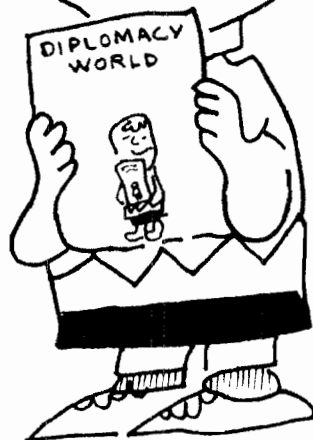


DIPLOMACY WORLD

CHARLIE SAYS:



"HAPPINESS in finding out that
you're not AUSTRIA in a new DIPLOMACY
game."

VOL. 1, NO. 5

SEP - OCT 1974

DIPLMACY WORLD

Vol. 1, No. 5

Sep - Oct 1974

DIPLMACY WORLD is a bimonthly magazine on Diplomacy^(R)* which is edited by Walter W. Buchanan, R. R. #3, Lebanon, Indiana 46052, telephone (317) 482-2824. It is sponsored by Games Research, Inc., and the International Diplomacy Association. Its purpose is to give a broad overview of the postal Diplomacy hobby by printing articles on the Diplomacy scene and on good play, presenting the Hoosier Archives Demonstration Game with expert analysis, listing rating systems, publishing letters to the editor and listing game openings and zine news. In short, anything of a general interest to the Diplomacy community is fair game for DIPLMACY WORLD. Subscriptions sell for \$3.00 a year (\$1 discount to IDA members if it's specifically requested). All back issues are available for 75¢ each. (Indiana residents add 4% sales tax). Paid pre-publication circulation this issue: 325+.

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I. D. A.

International Diplomacy Association is an organization you should join. As postal Diplomacy grows, it will more and more be the IDA that will be looked toward to hold things together. IDA was formed as a service group when it became apparent that single individuals could no longer provide effective hobby-wide services by themselves.

Already, the IDA sponsors the Calhamer Awards, publishes an annual handbook on Diplomacy, maintains a replacement player registry, and subsidizes the Boardman Numbers and the Miller Numbers as well as the Orphan Games Project.

This democratic group conducts annual elections to determine the members of the Council, the body responsible for carrying out IDA business and services.

In addition to all the above advantages of membership, you receive Diplomacy Review, the organization's newsletter. To join IDA, just send \$2 in annual dues to me, the current Vice-President/Treasurer.

FORWARD

Bulk mail is truly amazing. Although the first three issues took from 2-4 weeks to get to domestic subscribers, apparently I, 4 got to most subbers in 3-4 days! Just shows you what the USPS can do when they really try. Now why not all the time?

Please note the center flyer this issue. We would like to urge all of you to participate in the Year of Diplomacy and help our inventor and the hobby out. It is my feeling that the hobby is on the threshold of tremendous growth and I hope we can cope with it. If you would like to help, I hope you will read the first part of "News of the Realm" carefully. Nicholas Ulanov has suggested a jobs-available column, and this is an attempt to introduce the idea. Incidentally, note Nicky's mini-article on p. 23. We think this is also a good idea and it really helps us with needed filler. If you have a pet idea you would like to promote, send us a mini-article and we will try to work it in.

Speaking of contributions, the deadline for I, 6 is the middle of November. We hope to have that issue out by the first of December although our planned trip to Carol's folks in Colorado for Thanksgiving may cause problems. We won't be going to Colorado for Christmas this year. It seems that the doctor won't let Carol travel then since Prince William is looking forward to a little (sister?!) in February. And I can't blame Carol for not wanting to work on "dumb old DIPLMACY WORLD" very close to the holidays.

We need a little of everything for I, 6 from articles to artwork, so fire away with your pet subjects. Incidentally, I think we need a new Art Director. Are there any artists out there?

Do any of you publishers out there have an article you'd like reprinted? We haven't had any specific suggestions lately. Also please let us know any info you'd like passed on. I try to cull this out of your zines in the archives, but occasionally I miss something. I'd also appreciate it if you would pass on to your readers who may be new to the hobby the information that we'll be happy to send them a free sample of DIPLMACY WORLD if they will only ask and send a 10¢ stamp.

The reproduced cover on the flyer is from GAMES & PUZZLES (you can get the issue by sending \$1.00 to: PO Box 4, London N6 4DF, UK). Our cover this issue is again a reprint from an old stab. It is indeed a tribute to John Koning that his zine had so many good covers.

If a figure appears in the space below, this is what you owe to fill out your sub for the rest of the year. An "X" means this is your last issue until remittance.

HOT! NEW ARTICLES

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DWA Correspondent	Carol Ann Buchanan
Big Help Department	Prince William

A MYTH DEFENDED

by LEW PULSIPHER

I thought of titling this "The Even Theory" as a counter to Edi Birsan's "Odd Theory" (in DIPLOMACY WORLD #1). Edi's theory is one way of playing, but it is not necessarily the way perfect players would play, and he has offered no definitions, proof, or examples, only assertions, to show why he believes that a perfectly played Diplomacy game will be a 3-player rather than a 7- or other-player draw. I believe that I can satisfactorily show that a 3-player draw is not the necessary outcome of a perfectly played game, though a 2- or 3-way draw is. I think this will also show that the "theoretical" outcome of the standard Diplomacy game is a 7- or 6-player draw.

Why is a common 3-player draw not likely to break down among "balance of power" players? Simply, no single player can chance attacking another, for fear that the third, unengaged player will take advantage of both of the others and win. What we really have here are three separate interest groups as well as three players; each player is one interest group. The game is drawn when the three players-interest groups resolve into one interest group--each player must act in such a manner that both of the others remain viable powers, or else he may fall and another may win.

Unwillingly, the three must work together for the same end as they work for themselves; this is forced on them by the nature of the game. A resolution down to a single interest group embracing all surviving players is the outcome of any Diplomacy game which does not involve a stalemate line defense. (I do not include concessions, by which a player outside the winning interest group may survive because the game is not played out; the same is true for a rulebook win--the game is not played out, so the losers survive even though they are not part of the winning interest group.) Two interest groups remain when one is defending a stalemate line against the other in a drawn game.

Edi's mistake is in assuming that each player automatically represents a separate interest group. As we have seen above and will see later, more than one player may be part of a single interest group. This may be forced on the players. A good example of such a situation is the recently completed demonstration game. Turkey, Italy and Austria were part of a single interest group which had to remain together in order to withstand the other two players, who were each an interest group but were working together to take advantage of the disorganization of the third interest group on the board. Turkey chose to perpetuate this disorganization by

stabbing his allies. He hoped to be able to eliminate them and set himself up as a one-player interest group in place of the three-player interest group. This was a bad play, as we saw.

In a perfectly-played game, the southeastern interest group would have held the stalemate line and a five-player draw would have resulted--three ways, five players. Given especially good play by Italy, Austria and Turkey, they might even have held on to draw without a stalemate line, for Germany and France could not trust each other fully. Play of this caliber is not to be expected even in a demonstration game, however. In effect, Italy, Austria and Turkey had to act as a single player in order to avoid losing, and such cooperation is difficult to establish.

If you look at drawn games which do not involve stalemate lines, you will find that they are virtually always draws of three interest groups, resolving into one when the game ends, no matter how many powers are involved. Stalemate line draws tend to be of two interest groups. For example, a 17-17 draw (which is a stalemate line draw in most cases) can be between two one-player interest groups, or between a one-player and a two-player interest group, or various other combinations. This combination into interest groups explains why a perfectly played Diplomacy game ought to be a seven-player draw; no player will be willing to break up his interest group, because the chance will be too great that another interest group, which is playing perfectly, will move in and destroy his interest group and his own country.

This interest group concept applies throughout the game. The eastern and western spheres (Austria-Russia-Turkey, England-France-Germany, Italy in both or perhaps neither) are each an interest group at the beginning of the game. Their interest is in resolving their conflict before the other interest group can. If they do so, one or more of their number will win the game. (Of course, a "win" by a multi-member interest group is actually a draw unless it is further resolved within the group--unlikely in a perfectly played game.) In a perfectly played game it is unlikely that one interest group will triumph. Rather, players will perceive that they must work together or else the other sphere-interest group will gain the upper hand.

One can see that no player can begin a conflict in his sphere unless he can be sure that the conflict will be resolved in time to set up a defense against a threat from the other sphere. And ignoring for the moment the existence of stalemate lines of less than 17 units, this means that no player can begin a conflict in his sphere-interest group because he cannot be sure that the other sphere-interest group will not immediately begin an advance that will destroy his own interest group before its con-

flict can be resolved. In this manner, a seven-player draw would be the most likely outcome. Given the availability of stalemate lines of 14 or so units, a 6-player draw may be more likely than a 7-player draw. I am inclined to think that a 7-player, 3-way draw (with Italy being the third interest group) is the theoretical outcome.

Perhaps part of my disagreement with Edi stems from our definitions of a perfect player. A perfect player is one who maximizes his minimum gain--this is the definition used in game theory. This means that a perfect player will always strive to avoid losing. If he has a choice between a win and six losses on the one hand, and seven 7-player draws on the other, he will take the latter because he has a minimum gain of a 7-player draw ($1/7$ of a win), while in the former he has a minimum gain of a loss. (Naturally I refer to "balance of power" players--any draw is preferable to any place, even second with 16 units.) If this perfect player is playing against imperfect players, he will do better than his minimum gain: some one or more of his opponents will err, and fewer will participate in the draw. The perfect player (again referring to game theory) assumes perfect play on the part of his opponents; then by maximizing his minimum gain, he is assured of that minimum gain but can expect better if his opponents play less than perfectly--this is derived from the game theory definition of the best game strategy.

I think Edi would say that a perfect player, offered the above choice, would take the win and six losses. This means that he would take more chances: $1/7$ of the time he would succeed, $6/7$ of the time he would fail (given perfect opposition), and as a perfect player he would not take the chances that gave him a greater than $6/7$ risk of losing. I think that against perfect players this man would never find an opportunity to take such a risk, and he would have to accept a draw just as every other perfect player would.

But against imperfect players, this strategy would result in more outright wins and more losses than would the "draw" strategy. This difference is reflected partially in our play. My ratio of draws to outright wins is much higher than Edi's, while my ratio of losses to non-losses is much lower. I have been completely eliminated only once, while Edi is eliminated relatively more often--an inevitable consequence of taking many chances. Given Edi's type of player, someone in an interest group may take a chance. By breaking up his interest group, he may actually allow himself to come out on top if another interest group is broken at the same time. But he may also be committing suicide.

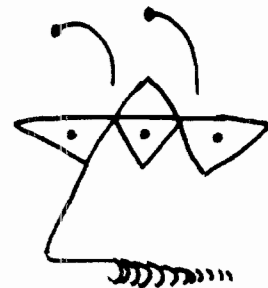
The advice given in Edi's article is not good--far more often than not, you will find that you fail because you're not a perfect play-

er yourself. It is probably wiser to maintain the integrity of your own interest group and wait for someone from the other (or another) interest group to make an error first. This "error" of breaking up a sphere-interest group is so common in postal Diplomacy, where one can be certain that play will be less than perfect even in demonstration games, that the average player can often work to form an interest group of two players within his sphere by eliminating one of the sphere members, without much fear that the other interest group will stick together. In those cases where one interest group does remain together at game start, we see that it quickly crushes the other, broken interest group. The only thing that can save a broken interest group is imperfect play in the other interest group.

In defending the "myth" of the 7-player draw I have unintentionally presented an "even theory." Most game will not follow this pattern of eastern vs. western interest groups because most games are not well played (and that is an understatement). The only 7-player draw I ever played (FTF) followed this pattern, even though it was far from perfectly played (which may be why Italy was intact in the eastern sphere while Turkey was down to one unit in Tunis holding the line for the west).

(I might note there that I'm using definitions from zero-sum game theory. Diplomacy is a zero-sum game, as one player's loss is directly another's gain. These ideas don't necessarily apply to non-zero-sum multi-player games.)

THE WONDERFUL GALAXY OF DIPLOMACY



Yes, O Great One, I had no trouble finding their rulers. They were in a house with a map of their world, ordering their armies and fleets... you know how warlike they are. But when I asked them which of them was their Leader, they started yelling and screaming and talking about knives. Then one called "Board-Man" tried to strangle one called "One-Who-Walks" while the others threw paper at them. Then some servants in white coats came and took them for a nap. Truly a remarkable, but strange and violent people....

LOR' 'ENRY, 'ERE COME THOSE BLOODY NUMBERS AGAYNE!

by

ROD WALKER

To date I have run two different rating systems. Both are in limbo, the first because the second was better, and the second because it was a bitch to maintain. It has occurred to me, however, that lots of rating systems are much more fun than only 1 or 2, so I have decided to put together my third such system. Aren't you thrilled? Why not?

The first prerequisite is that the system be simple. Who had time for a lot of frills? Len Lakofka, maybe, but not this boy! Now, the simplest thing is to give any one who wins a game a point, and everybody else zilch. Voila! We have the Calhamer System. Actually, that is a bit too simple--no finesse, no sophistication, just brute point-or-perish. But a good rating system ought to be simple.

The second prerequisite is that the system ought to rate something meaningful. The Calhamer System rates wins. The Lakofka System rates position (mostly). The ODD System rates who you beat, or who beat you. The Beyerlein System rates popularity and reputation. All very nice. That would seem to cover the field, virtually. Ah, but there is one niche as yet unfilled.

The objective of the game is not, actually, to win. Andy Phillips is right when he says that all a "victory" turns out to be is getting 18 centers. A good, simple rating system can rate how close a player comes to that goal, on the average.

Such a rating system could care less about who won, who was second, how many were in a draw or whatever. It sees only one thing: how many supply centers did a player own when the game ended? This reveals the ultimate truth about Diplomacy: if two players have 18 and 16 units respectively, they are only two points apart. The fact that one of them "won" the game is irrelevant.

The system I propose to institute will be the Batting Average Rating System (EARS), as part of the Standard Track-record Average Rating System (STARS). The STARS & EARS will have the following rules:

1. Each player receives a number of points --from 0-18--equal to the number of supply centers held at the end of the game, for each game. (No player may receive more than 18 points.) The total points for all games is divided by the total number of games; the result is the quotient unders STARS. The STARS figure is then divided by 18 and the resulting quotient (carried to 3 places) is multiplied by 1000 to yield the figure for EARS. Scores under EARS will range from 000.0 to 1000.0, just as baseball batting averages do.

2. Only regular (and some "irregular") 7-

man postal games will be used for calculation.

3. A player must have completed 3 or more games in order to be included.

4. Replacement players will be credited with a completed game and points only if they play 3 or more game years and have 6 or more centers at the end.

5. Players who drop or are thrown out receive a score of 0.

6. Players who are removed (administratively) or who resign in 1901 are considered not having played.

7. Players who resign after 1901 are credited with the number of supply centers owned at the end of the game year in which they resigned.

8. A player must be active in the hobby in order to be rated.

The advantages of this system may readily be seen. For one thing, all the nonsense about "win" and "lose" is eliminated. Only size counts. This will stimulate appropriate emotions in players--for instance, greed. It also means that "place" is no longer a factor--a "0" score is the same whether the player was the first eliminated or the last. Survival thus becomes far more important--although not mere survival because doing that with 1 center is hardly better than being eliminated. Players ought to bargain to stay as large as possible, and this system will measure their ability to do that.

Naturally, STARS & EARS will have its critics. John Boardman will complain that I should have named it STARS & STRIPES, and petition President Nixon to cancel my Existence License. Doug Beyerlein will no doubt point out that in many games the total points awarded to all players will be less (or more) than 34. That is true. Big deal. Andy Phillips will scream that I should use the base 34, rather than 18. Allan Calhamer will allege that I have made hash of the concept of winning the game, which is of course the object, and given too much credit to large survivors as opposed to winners. True. I have. I did it deliberately. Walt Buchanan will ask, "Do you really expect to publish this thing in my magazine?" Yep. Edi Eirsan will note that I have failed to get the IDA's permission to do this. Ah, well.... And Carol Ann Buchanan will shriek, "MORE columns of numbers to type...aaaaaaaaarrrrrgh!!"

Yes, Carol, you...you alone...have stumbled upon the real reason I am doing this. To bug you, darling, of course!

(Comments on all of the above should, of course, be directed to me, not to poor Walt, who is probably busy disclaiming all responsibility. Wise.... My address: 4069 Jackdaw Street, San Diego, Calif. 92103.)

STARS & BARS RATING SYSTEM

by ROD WALKER

It should be noted there that the assumed average performance in this system is "batting 300"; that is, averaging 6 units at the end of the game. In practice, however, more players are below average than above it. In the country ratings, only the two Wicked Witches bat 300.

In a way, this system caters to two of Andy Phillips' pet positions. One, the winner merely has 18 centers and has not "won" in the sense of capturing all 34. This is patent nonsense, but the system is based on that principle. Two, if you lose, you lose, period. For eliminated players in this system, that is exactly what happens. The order of elimination is of no consequence. I don't know if I cotton to these two points of view--in fact, I don't, really--but here they are in practice, and it is interesting to look at the results.

Some very good players--von Metzke and Zelazny, for instance--have had their scores skewed downward by the waxing and waning of their interest in the hobby. Conrad has also suffered from his peculiar penchant for committing suicide as Austria. John Smythe is another player who is actually much better than his rating would indicate.

Please note that Walt Buchanan is actually batting 1000. He is the only player ever to do so at the end of his first 5 or 6 games, and is probably the only player who will ever do so.

The columns below indicate player's name, followed by his supply center total and total number of games, followed by the average supply center holding at the end of a game, followed by his score (average divided by 18 multiplied by 1000).

The country listings do not indicate number of games. The total is 405. Games which are obviously skewed are not rated. This includes games with fewer than 7 players, games in which the GM was also a player, games which suffer from really gross Gamesmaster error or interference, games conducted partly in-person, and similar fiascos. In case of doubt, the game was included. A list of the games included will be found at the end of this listing.

Countries:

ENGLAND	2297	5.67	315.1
TURKEY	2276	5.62	312.2
RUSSIA	2094	5.17	287.2
FRANCE	2070	5.11	283.9
GERMANY	1756	4.34	240.9
ITALY	1618	3.99	221.9
AUSTRIA	1557	3.84	191.4

Players: THE "500" CLUB

Buchanan, Walt	114/6	18.00	1000.0
Rocamora, Mike	132/8	16.50	916.7
Kindig, Bruce	73/5	14.60	811.0
Ver Ploeg, Brenton	172/12	14.33	796.3
Eller, Tom	141/10	14.10	783.3
Eytwerk, Randy	163/12	13.58	754.6
Beshara, John	185/14	13.21	734.1
Turner, Charles	141/11	12.82	712.1
Phillips, Andy	305/25	12.20	677.8
Roche, Bill	61/5	12.20	677.8
Tonneson, Mark	72/6	12.00	666.7
Pulsipher, Lew	182/16	11.38	631.9
Ansoff, Peter	56/5	11.20	622.2
Vagts, Arnold	54/5	10.80	600.0
Metane, Banks	84/8	10.50	583.3
Childs, Lee	62/6	10.30	572.2
Beyerlein, Doug	225/22	10.23	568.2
Berman, Don	87/9	9.66	537.0
Rosamilia, Pete	77/8	9.63	534.7
Barrows, Dan	66/7	9.42	523.8
Walker, Rod	212/23	9.22	512.1
Brooks, Steve	55/6	9.17	509.3
Power, Jeff	109/12	9.08	504.6

THE "OVER 300" CLUB

Knudsen, Bob	44/5	8.80	488.9
Naus, Hal	313/36	8.69	483.0
Tilson, Tim	52/6	8.67	481.5
Olilla, Cliff	43/5	8.60	477.8
Ball, Stephen	50/6	8.33	462.9
Zelazny, Monte	100/12	8.33	462.9
Scholz, George	123/15	8.20	455.6
Menyhert, Louis	41/5	8.20	455.6
Lakofka, Len	147/18	8.17	453.7
Thomson, Mehran	57/7	8.14	452.4
Peery, Larry	202/25	8.08	448.9
Goldstein, Mike	113/14	8.07	448.4
Comber, Pete	71/9	7.89	438.3
Waldie, Andrew (UK)	55/7	7.85	437.0
Payne, Brad	47/6	7.83	435.2
Smith, Duncan	39/5	7.80	433.3
Johnson, Bob	54/7	7.71	428.6
Pournelle, Jerry	92/12	7.67	425.9
Smythe, John	206/28	7.36	408.7
Wells, Charles	116/16	7.25	402.8
Horton, Don	43/6	7.17	398.1
Munroe, Jim	50/7	7.14	396.8
Dygert, Jim	85/12	7.08	393.5
Clark, Frank	70/10	7.00	388.9
Lebling, Dave	109/16	6.81	378.5
Koning, John	183/27	6.78	376.5
Prosnitz, Gene	156/23	6.78	376.5
Birsan, Edi	352/52	6.77	376.1
Pendergrass, Bud	60/9	6.67	370.4
Kuch, Terry	64/10	6.40	355.6
Halle, Ed	51/8	6.38	354.2
Nelson, Derek	106/17	6.24	346.4
Weidmark, Mark	37/6	6.17	342.6
Greene, Jack	37/8	5.88	326.4
Aita, Mike	29/5	5.80	322.2
Gygax, Gary	34/6	5.67	314.8

Hendry, John	33/6	5.50	305.6
Ward, Bob	92/17	5.41	300.7
Lasky, Arthur	27/5	5.40	300.0

THE THUNDERING HERD

Key, Jeff	48/9	5.33	296.3
Lindsay, Dave	25/5	5.00	277.8
Root, Jock	25/5	5.00	277.8
Strayer, Bob	25/5	5.00	277.8
von Metzke, Conrad	182/39	4.67	259.3
Davidson, Andy (UK)	31/7	4.43	246.0
Lake, Bob	26/6	4.33	240.7
McCallum, John	98/23	4.26	236.7
Tretick, Buddy	43/35	4.09	225.0
Eorecki, Ken	24/6	4.00	222.2
Nyderek, Mark	24/6	4.00	222.2
Johnston, Dave	54/14	3.86	214.3
Brooks, Rick	19/5	3.80	211.1
Reinsel, Charles	117/31	3.78	209.7
Earents, Herb	26/7	3.71	206.3
Patton, George	51/14	3.64	202.4
Bobker, Steve	18/5	3.60	200.0
Hoyer, Bill	18/5	3.60	200.0
Polan, Keith	18/5	3.60	200.0
Peck, Hal	32/9	3.56	197.5
Cochran, Sid	42/12	3.50	194.4
Davidson, Ken	28/8	3.50	194.4
Hi, Carol!	Isn't	this	fun??
Latimer, Jim	73/21	3.48	193.1
Connelly, Bill	23/7	3.29	182.5
MacKenzie, Jim	22/7	3.14	174.6
Carey, Chuck	49/16	3.06	170.6
Schleicher, Chris	21/7	3.00	166.7
Thompson, Earl	18/6	3.00	166.7
Gletty, Bruce	23/8	2.88	159.7
St. Cyr, Larry	77/27	2.85	158.4
Pandin, Tony	14/5	2.80	155.6
Boskey, Jim	16/6	2.67	148.1
Gordon, Steve	23/9	2.56	141.9
Kinney, Bob	23/9	2.56	141.9
Tzudiker, Roland	70/28	2.50	138.9
Childers, Mike	17/7	2.43	134.9
Leahey, Tom	12/5	2.40	133.3
Huff, Alan	43/15	2.39	132.7
Lunney, Frank	16/7	2.29	126.9
Linden, Bill	18/8	2.25	125.0
Griffin, Tom	22/10	2.20	122.2
Mischel, Blaine	11/5	2.20	122.2
Hueston, Steve	21/10	2.10	116.7
Duncan, Scott	10/5	2.00	111.1
Jolly, Sid	10/5	2.00	111.1
Warden, Greg	20/10	2.00	111.1
Jones, Gary	23/12	1.92	106.5
Cooper, Steve	12/7	1.71	96.8
Schow, Gail	10/6	1.67	92.6
White, Gerald	72/44	1.64	90.9
Cowan, Don	8/5	1.60	88.9
Brannan, Dan	32/21	1.52	84.7
Francis, Dave	11/8	1.38	76.4
Gemignani, Margaret	48/36	1.33	74.1

THE "BELOW GEMIGNANI" (GASPI!) CLUB

Chalker, Jack	10/8	1.25	69.4
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Just, Eric	10/8	1.25	69.4
Fong, Larry	21/17	1.24	68.6
Grayson, George	19/17	1.12	62.1
Goldman, Jim	7/7	1.00	55.6
Schultz, Dick	5/5	1.00	55.6
Witt, Sid	5/5	1.00	55.6
Ferris, Sam	6/7	0.86	47.6
Castora, Phil	5/6	0.83	46.3
Jameson, Paul	4/5	0.80	44.4
Salcedo, Ron	6/9	0.67	37.0
Garland, Len	3/6	0.50	27.8
Bailey, Brian	4/9	0.44	24.7
Swenson, Anders	3/7	0.43	23.8
Long, Greg	5/12	0.42	23.1
Evans, Dan	2/5	0.40	22.2
Reiter, Dick	4/20	0.20	11.1
Alexander, Charles	1/12	0.08	4.6
Wittman, Karl	1/14	0.07	3.9

THE BUDDY TRETICK MEMORIAL CLUB

Baker, Doug	0/5	0.00	0.0
Berschig, Scott	0/5	0.00	0.0
Boggs, Russ	0/6	0.00	0.0
Dean, Ritchie	0/8	0.00	0.0
Dobson, Mike	0/5	0.00	0.0
Gallo, Lou	0/5	0.00	0.0
Glavic, Ron	0/5	0.00	0.0
Haramis, Linn	0/6	0.00	0.0
Houghton, Jim	0/5	0.00	0.0
Keathley, Bob	0/5	0.00	0.0
Manogg, Harry	0/5	0.00	0.0
May, Dave	0/10	0.00	0.0
Mazor, John	0/6	0.00	0.0
McDuffie, Bill	0/9	0.00	0.0
McLeod, Norm	0/23	0.00	0.0
Mulhauser, Fritz	0/7	0.00	0.0
Perkins, Rob	0/5	0.00	0.0
Schaefer, Doug	0/5	0.00	0.0

And believe it or not, that is the end.

Some side notes:

1. A player is not rated for a game as a standby if he plays during fewer than 3 game-years (e.g., F08-S09-F09-S10 would qualify), nor if his final score is fewer than 6 centers. The game is counted, however, if the player is drop-ped.

2. A cancelled or abandoned game is rated if at least one player has 10 or more supply centers.

3. A win is never more than 18 centers, regardless of how many centers the player held.

4. Please note that two British players (marked by UK) appear on this list.

5. I am lacking a few game records for completed games. Using Len Lakofka's notation system, completed games I have are as follows (those not rated are ~~skipped~~): 1963 a b c. 1964 a b c d e. 1965 a-i j k-m n o p-w. 1966 a-f g h i j k-o p q r s t u v x-z; aa-ac ad ae af ag-ai aj ak-am an ao ap at as-av ~~ax-az~~; ba bb-bd ~~be~~ bf bg ~~bh~~ bi-bo bp. 1967 a b c d e f g h-j k-m n-p q-r s t-w x y z; aa-ac ~~ad~~ ae-ah ~~aj~~ aj-al ~~am~~ an ao-au aw ~~ax~~ ay az; ba-bc ~~bd~~ ~~be~~.

1968 a-p q r-t v-z; aa ab ac ad-ak al an ao
 ap-av ax az; ba-bd be-bf bl-br bs bt
 bx by bz; ca-cd ce cf-ci cl ck-cm cn cp
 cq-cr cw cx cy. 1969 b-h i j k-m n o p q r-z;
 aa ab-ac ag-ah ay az; ba bb bc-bi bj bk-bm bn bo
 bp bq br bs bt bu-bw bx by bz; ca cb ce cd ee
 cg-cl en eo ep ee-ef. 1970 a-f g h-j l-n o-p
 w-z; aa ab ac ad af ag ah ai-am an ao aq-au av
 aw-az; ba bb bc-bd bj-bn bo bp bq br bs bt bn.
 1971 a-d e f g h i j k o-s t u w x-z; aa ac ad
 ae-ak al an ao-aq ar as at az; ba bc bd be
 bh-bk bl-br bs bu bv bw; cc cd ee-eh ej-co cr
 ee-ef; db de dd de dh di dj dk dm-dr du dx
 dy; eb ec ee ef-eh el en eh. 1972 a-c e-k n-p
 x z; aa ab ad-af ai ak al an ap ar at av aw; ba
 bf bh bp br bu bv bx; ca cb cg ch cl cn-ct cy;
 de dg dh dj dk du ec ee eo eu ef fh-fl fo
 ff fh fx fy fz gd gj gk. 1973 g o s; ah ao at;
 be bi bv bw; ca-cc ee ef ee; dh dx; ee ef;
 eh. 1974 r.

THE WONDERFUL WORLD OF DIPLOMACY



Ah...the sweet feeling of success...16 units
 ...an unbeatable position...



the Gamesmaster patting me on the back...my
 allies basking in the glow of my favor and
 protection...



my enemies begging for survival...



and John Eshara asking me to resign the
 position to him....

BEYERLEIN PLAYER POLL NO. 7

The results of the latest Beyerlein Player
 Poll are as follows:

TOP BOARD:	S	N
1. Michael Rocamora (8)	395	25
2. Walt Buchanan (7)	360	24
3. Doug Beyerlein (1)	350	26
4. Edi Birsan (2)	254	22
5. John Eshara (9)	229	15
6. Lew Pulsipher (2)	183	19
7. Tom Eller	164	16

SECOND BOARD:	S	N
8. Len Lakofka (1)	155	19
9. Ronald Kelly (4)	137	15
10. Andy Phillips	111	14
11. John Boyer (1)	110	14
12. Randy Iytwerk	97	14
13. Chris Schleicher	73	5
14. Eric Verheiden	60	9

THIRD BOARD:	S	N
15. Conrad von Metzke (1)	56	5
16. Peter Rosamilia	47	8
17. Rod Walker	46	6
18. Jeff Power	41	5
Hal Naus	41	6
20. Gordon Anderson	39	5
21. Brian Burley	38	4

Players with 20 points or more: A. Calha-
 mer, E. Cusack, M. Gemignani, R. Heuer, D. John-
 son, J. Key, B. Kindig, E. Labelle (1), D. La-
 gerson (1), D. Linstrom, E. Lipson, R. Lipton,
 C. McCustion, A. Meier, J. Model, S. Nierenberg,
 J. Rogowski, H. Sidor, D. Stehle, G. Thorgaard,
 T. Tilson, P. Wood, and M. Zelazny.

Note: S means the score or total number of
 points tabulated from the ballots; N means the
 number of ballots listing the player's name on
 the top or second board. The number of first
 place votes is given in parentheses.

A total of 38 ballots were cast. I wish to
 thank the publishers who reprinted or otherwise
 publicized the ballot in their zines. They are:
 John Boyer, Walt Buchanan, Gil Neiger, and Ro-
 bert Lipton.

Ballots were received as follows: DIPLO-
 MACY WORLD (20), California Reports (16), The
 Pouch (1), and Impassable (1).

The eighth poll will be conducted next sum-
 mer, probably at about the same time as this
 poll. Advance information will go out to all
 publishers in late spring or early summer about
 the distribution of ballots for EPP #8. All
 questions and comments should be directed to
 Doug Beyerlein, 330 Curtner Ave., Apt #8, Palo
 Alto, CA 94306. All publishers are encouraged
 to reprint the above results.

ARCHIVES PUBLISHERS SURVEY

Since last printed in DIPLOMACY WORLD I, 2, this chronological list of when currently active Diplomacy GMs started publishing is very much out of date. This is due to many new zine starts, address changes and the high attrition rate of Diplomacy publishers in general. I have

listed all publishers in order from the time they began publishing and footnoted the ones that have had publishing breaks of over three months. Several British GMs aren't listed that may be active since I haven't heard from them in six months.

1. Sep 11¹ Conrad von Metzke, PO Box ¹⁹⁶²4, San Diego, California 92112
2. May 12 John Boardman, 234 E. 19th ¹⁹⁶³Street, Brooklyn, New York 11226
3. Nov² Don Miller, 12315 ¹⁹⁶⁵Judson Road, Wheaton, Maryland 20906
4. Feb 22³ Charles Reinsel, Box 33, ¹⁹⁶⁶Leeper, Pennsylvania 16233
5. Mar 1⁴ Bob Ward, 8665 Florin Road, #176, Sacramento, California 95828
6. Jul 5⁵ Rod Walker, 4069 Jackdaw Street, San Diego, California 92103
7. Jul 15 Hal Naus, 1011 Barrett Avenue, Chula Vista, California 92011
8. May 1 Larry Peery, Box 8416, San Diego, California 92102
9. Dec⁶ Doug Beyerlein, 330 Curtner Avenue, Apt. 8, Palo Alto, California 94306
10. Apr 1⁷ Jeff Key, 6918 NW 78th Terrace, Kansas City, Missouri 64152
11. May 18 Len Lakofka, 644 West Briar ¹⁹⁶⁹Place, Chicago, Illinois 60657
12. Jul² Don Turnbull, Albion House, 21 Whitwell Way, Coton, Cambridgeshire CB3 7PW, UK
13. Dec⁸ Chris Schleicher, 814 East Old Willow Road, #214, Wheeling, Illinois 60090
14. Jan 29 Andrew Phillips, 128 Oliver ¹⁹⁷⁰Street, Daly City, California 94014
15. Nov⁹ Greg Warden, 804 South 48th Street, Philadelphia, Pennsylvania 19143
16. Jan 24 Walter Buchanan, R. R. #3, ¹⁹⁷¹Lebanon, Indiana 46052
17. Feb Michel Feron, Grand-Place 7, B-4280 Hannut, Belgium
18. Apr 20 Lewis Pulsipher, Box 1021, Graduate Center, Duke U., Durham, NC 27706
19. May 10¹⁰ Stephen Marsland, 12 South Chenango Street, Greene, New York 13778
20. May 29 Hartley Patterson, "Finches," 7 Cambridge Rd., Beaconsfield, Bucks HP9 1HW, UK
21. Sep Herb Barents, R. R. #4, 1142 South 96th Ave., Zeeland, Michigan 49464
22. Sep 17 Tom Leahey, 356 Elm Street, #102, New Haven, Connecticut 06511
23. Oct 4 Bernie Ackerman, %Cheshire Home, 890 Main Rd., Moseley, 4001, R. of S. Africa
24. Oct 15¹¹ Dick Vedder, 1451 North Warren, Tucson, Arizona 85719
25. Nov 20 Stan Wrobel, 7 Poland Village Boulevard, Poland, Ohio 44514
26. Dec James Massar, 522-A Burton, 410 Memorial Drive, Cambridge, Massachusetts 02139
27. Jan 1 Burt Labelle, Forest Park ¹⁹⁷²#23, Biddeford, Maine 04005
28. Jan 31 John Boyer, 117 Garland Drive, Carlisle, Pennsylvania 17013
29. Jan 31 Paul Wood, 24613 Harmon Court, St. Clair Shores, Michigan 48080
30. Feb 7 Edi Birsan, Apt. 302, 35-35 75th Street, Jackson Heights, New York 11372
31. Feb 17 Joseph Antosiak, 422 East Avenue, La Grange, Illinois 60525
32. Mar Fred Davis, 3012 Oak Green Court, Ellicott City, Maryland 21043
33. Jun 14 Graham Jeffery, 8 Rusholme Road, London SW15 3JZ, UK
34. Aug 11 Richard Walkerdine, "Cheriton," 15 Crouch Oak Lane, Addlestone, Surrey, UK
35. Sep Jim Benes 16W450 Honeysuckle, #112, Hinsdale, Illinois 60521
36. Sep John Leeder, Box 1606, Huntsville, Ontario, Canada POA 1K0
37. Oct Richard Sharp, 27 Elm Close, Amersham, Bucks, UK
38. Nov 1 Mike Bartnikowski, 943 Stewart, Lincoln Park, Michigan 48146
39. Nov 15 Mick Bullock, 14 Nursery Avenue, Halifax, Yorkshire, HX3 5SZ, UK
40. Dec 9 Brian Yare, 51 Harrowes Meade, Edgware, Middlesex, UK

1973

41. Jan 1 Don Horton, 16 Jordan Court, Sacramento, California 95826
42. Feb Will Haven, 30, Plungington Road, Preston, PR1 7RB, UK
43. Feb Duane Linstrom, 1263 Pappani Drive, Gilroy, California 95020
44. Feb 25 John Biehl, 5347-A Oak Street, Vancouver, B.C., V6M 2V5, Canada
45. Mar Mike Worthington, 2022 Price Avenue, Knoxville, Tennessee 37920
46. Mar 11 Howard Johnson, R. R. #2, Box 146, Glyndon, Minnesota 56547
47. Mar 31 Les Pimley, 345 Livesey Branch Road, Blackburn, BB2 4QJ, UK
48. Apr 17 Steve Nozik, 265 Dunrovin Lane, Rochester, New York 14618
49. May John Coleman, 277 Currey Avenue, #10, Windsor, Ontario, N9E 2E4, Canada
50. May Donald Pitsch, 931 Jonathan Court, Apt. 306, Wheeling, Illinois 60090
51. May 28 John Morgan, Box 253, Lazo, British Columbia, V0R 2K0, Canada
52. Jun 15 Robert Lipton, Box 360, Lafayette College, Easton, Pennsylvania 18042
53. Jul George Wallace, Jr., 9950 Reseda Boulevard, #13, Northridge, California 91324
54. Jul 6 John Lettice, 69, Craigie Drive, Dundee, DD4 7PD, Scotland
55. Sep Gordon Anderson, Suite #823, 24 N. Wabash Avenue, Chicago, Illinois 60602
56. Sep Dan Gallagher, 6425 King Louis Drive, Alexandria, Virginia 22312
57. Oct John Hulland, R. R. #4, Guelph, Ontario, N1H 6J1, Canada
58. Oct 9 Duncan Morris, 30 Brandenham Beeches, Walters Ash, High Wycombe, Bucks, UK
59. Oct 16 Richard Scott, "Desscot," Kingwood Common, Henley on Thames, Oxon, UK
60. Nov Larry Zehnder, PO Box 24872, Los Angeles, California 90024
61. Dec 5 Barry Eynon, 1364 Geddes, Apt. C, Ann Arbor, Michigan 48104
62. Dec 20 John Mirassou, R. R. #2, Box 623AC, Morgan Hill, California 95037

1974

63. Jan ? Randy Christopher, 15170 Colombet Avenue, San Martin, California 95046
64. Jan Daniel Gorham, 8 Ravenna Street, Asheville, North Carolina 28803
65. Jan Michael Rocamora, 211 East 89th Street, #C13, New York, New York 10028
66. Jan 1 Jim Bumpas, 948 Loraine Avenue, Los Altos, California 94022
67. Jan 5 Ronald Melton, 694 Broadway, El Centro, California 92243
68. Jan 26 Charles Sharp, 506 West College Avenue, #3, State College, Pennsylvania 16801
69. Jan 31 Steve Wyatt, 5 Bideford Close, Edgware, Middlesex, HA8 6DB, UK
70. Feb Al & Tom Burkacki, 13201 Dwyer, Detroit, Michigan 48212
71. Feb 24 Roland Prevot, Fontaynas, 19420 Perpezac le Noir, France
72. Mar Robert Correll, 44 Rawlinson Avenue, Toronto, Ontario, M4P 2M9, Canada
73. Mar Kevin Slimak, 897 Main Street, #4, Cambridge, Massachusetts 02139
74. Mar 25 Anthony Kniaz, 3975 Haverhill, Detroit, Michigan 48224
75. Apr 15 Michael Lind, 493 Westover Hills Boulevard, #12, Richmond, Virginia 23225
76. Apr 23 Francis McIlvaine, 144 Sackett Road, #6, Avon, New York 14414
77. Apr 27 Douglas Reif, 67 Grosvenor Road, Kenmore, New York 14223
78. May Len Scensny, 317 Linwood, Rochester, Michigan 48063
79. May 2 Joel Klein, 170-14 130th Avenue, Jamaica, New York 11434
80. May 3 Ernie Melchior, Box 5318, Station B, Nashville, Tennessee 37235
81. May 18 Donald Efron, 1823 Dacotah Drive, Windsor, Ontario, N8Y 1S4, Canada
82. Jun Raymond Heuer, 102-42 Jamaica Avenue, Richmond Hill, New York 11418
83. Jun Richard Loomis, PO Box 1467, Scottsdale, Arizona 85252
84. Jun 3 Gil Neiger, Apt. 11B, 300 West 108th Street, New York, New York 10025
85. Jun 12 Doug Ronson, 864 Ingersoll Court, Mississauga, Ontario, L5J 2S1, Canada
86. Jun 29 Scott Rosenberg, 182-31 Radnor Road, Jamaica, New York, 11432
87. Jul Steve Solomon, 17240 Lake View Drive, Morgan Hill, California 95037
88. Jul 20 Dave Kadlecek, 1447 Sierra Creek Way, San Jose, California 95132
89. Jul 22 David Truman, 2558 Bevan Avenue, Sidney, British Columbia, V8L 1W6, Canada
90. Jul 24 Bruce Schlickbernd, 6194 East 6th Street, Long Beach, California 90803
91. Jul 27 Harry Drews, PO Box 282, Kitchener, Ontario, N2G 3X9, Canada
92. Aug 25 Peter Homeier, 238 North Bowling Green Way, Los Angeles, California 90049
93. Sep 3 Peter Berggren, Davistown Schoolhouse Road, Orford, New Hampshire 03777
94. Sep 11 Robert Sacks, 15-F Tang Hall, 550 Memorial Drive, Cambridge, MA 02139
95. Oct 1 Harry Riley, 144 Lafayette Avenue, Trenton, New Jersey 08610

111 Sep 62 - 30 Jan 63, 1 Apr 65 - 15 Oct
 66, 17 Feb 68 - present
 2 Nov 65 - 31 Jul 73, 20 Jan 74 - present
 322 Feb 66 - 2 Jan 70, 27 Sep 72 - present
 41 Mar 66 - Jun 68, 1 Sep 71 - present
 55 Jul 66 - 5 Aug 72, 24 Nov 73 - present
 6 Dec 67 - Aug 68, 13 Dec 72 - present

71 Apr 68 - 10 Jun 70, 11 Dec 70, 2 May 71,
 5 Oct 71 - 6 Apr 72, 27 Apr 73 - present
 8 Dec 69 - May 73, Oct 73 - present
 9 Nov 70 - 5 May 71, 7 Sep 71 - 10 May 72,
 21 Sep 72 - May 74, Sep 74 - present
 10 10 May 71 - 10 Jun 72, 5 Aug 73 - present
 11 15 Oct 71 - 28 May 72, 15 Aug 73 - present

ROLL YOUR LEG OVER, LUCY

by ROD WALKER

There is no sense in being an old-timer if you can't reminisce. So, instead of going on with the press release series as planned, we are going to take a little diversion down memory lane. In so doing, we might illustrate some of the more charming (or more repulsive, depending on how you look at it) aspects of press releases.

The press release war illustrates the principle that it isn't only on the game board where all the fighting goes on. The best PR war I was ever in was in 1966AA, which was my third postal game, after 1962A and 19660. I propose to discuss some of the things which happened in that fantastic game--which saw, by the way, the birth of Lucrezia Borgia as a PR character. Lucy's been with me for 8 years now, and I guess she sort of deserves this big review of her early career.

Graustark deadlines were in those days two weeks apart. I prefer a slower game, but there is no denying that the rapid-fire deadlines preserve an atmosphere of expectancy and excitement. I played Austria in that game. Jim Dygert and Jim Latimer, two powerful players of the time, played England and Germany, respectively. Just as background, the course of the game was roughly as follows.

These were the days of traditional Austro-Italian warfare. Even so, I made a strong alliance with Italy. I tried to ally with Turkey, who apparently wasn't allying with anybody, and attacked Russia. John Smythe's France went under as England, Germany, and Italy jumped him. England/Germany then overwhelmed Russia (who survived to the end with a fleet in Sevastopol) and then turned on Italy. Mike Aita, who played Italy, invited me to take his home centers, which I did. I was about to be broken by the Anglo-German-Turkish seige when Germany stabbed England. Latimer and I eventually split the board (he had 18 centers, but we had 16 units each, so it was a negotiated draw...interesting).

My original press release ploy was the elevation to the Hapsburg throne of an obscure scion of that house, Leopold von Hapsburg-Lippe. Italy was ruled by Pope Innocent XIV. We decided on a dynastic alliance, and Mike produced Pope Innocent's daughter, Lucretia. Her family name took a Teutonic form--Bordscha--and Lucy was born.

I felt Lucy should act in character, so she poisoned my Leopold XI character and assumed the Austrian throne herself. Later, she invaded Italy, and when she entered Rome at the head of her army, she was proclaimed Pope as Joan II. She exiled her father, who became Archbishop of Tijuana. "Diplomacy," Lucy observed on that occasion, "is not a game for Innocents."

By this time, players, the GM, and even non-players were in on the PR act for this game,

with everybody trying to outdo everybody else verbally. Pope Joan II was the starring role, and her amorous and scandalous exploits set the pattern for things. Every game-year her birthday (October 31) and Christmas were celebrated by a High Holy Lingo Banquet and Transubstantial Orgy. She had mad affairs with the rulers of England, Russia, and Germany. She harangued everybody and sundry. Other characters (and their creators) included:

Prince Cesare Bordscha (Rod Walker, Austria), Lucy's brother. His main role was to assist countries burdened with underpopulation. In several subsequent games, Cesare has been gay but in this game that was not the case.

Count Ritorno Vincitore (Rod Walker, Austria), Private Secretary and Ecumenical Pimp to Her Holiness the Pope. He was taken from Anna Russell, who mentions him in the death scene from the opera Pneumonia (and in turn, that is the title, "Ritorno Vincitor" from the big soprano aria in Act I of Aida). He has been replaced in later games by Count Vissi d'Arte.

Countess Hagnelda Pilsudski (Rod Walker, Austria), Pope Joan's twin cousin and stand-in for trysts with political figures she couldn't stand. Later Empress of Sevastopol (or was that Lucy; we never knew for sure...).

Rozhdestvensky Walkoff (Charles Turner, non-player). Walkoff was a notorious draft-dodger from Russia and a spy and go-between in Turkey and the Balkans. Among other things, he arranged the affair between Lucy and

Tsar Andre IV (Charles Turner, non-player), a.k.a. A.B.C. Swensonoff, a.k.a. the Mad Satirical Monk (a creation of Andy Swenson), Grand Emperor of Sevastopol, member of the Imperial Driithe, &c. He ruled with the aid of 666 virgin feather dancers (wossamatta, you neva hoida virgin feathers?).

Karl Turnoff (Brian Baily, Russia), Admiral of the Hot-Air Fleet of the Grand Empire of Sevastopol. Later he and Admiral Baileyoff commanded the Austro-Russo-German Military Expedition against the United States.

Jose Cardinal Peericelli (Larry Peery, non-player), leader of a church revolt against Pope Joan's alleged moral laxness. A synod under his leadership in Sevastopol deposed Pope Joan and elected a New Pope. But who could compete with thousands of hashish-crazed minions in St. Peter's Square chanting in unison as Count Ritorno Vincitore intoned, "People, people, on the mall, / Who's the cutest Pope of all?"

Kaiser Wormtongue (Rod Walker, Austria), actually Kaiser Wilhelm III of Germany. He was the father of Pope Joan's third child. When last seen, he had married Her Holiness and they were at the wedding reception. She was mixing vodka stingers for him....

Infant Prince James (Jim Dygert, England), the precocious little brat who ruled England. Ultimately, his eyes were put out by teeny-tiny red-hot pokers.

Dr. Phrygyd Dotteriev (Charles Turner, non-player), a brilliant Russian chemist. She invented Bordschabiazin, the ultimate aphrodisiac which enabled Lucretia to seduce the entire College of Cardinals in one orgiastic night. Unfortunately, there seemed to be unfortunate side effects involving rapid aging.... Lucy never succumbed to it, not because she was immune, but because Lucy needs no encouragement in the first place.

Mrs. Svetsoxa Hullaballuia (John Boardman, GM), a New York dock worker. She claimed to be the daughter of Pope Joan (who claimed to be 23) and was writing a shocking and scatological memoir of the Bordscha court. After the International Conquest of the United States, the Governor of Austrian America, Vlad Bordscha, attempted to do away with her by various Rube Goldberg devices. (One was locking her in a cage with a dozen super-horny baboons injected with massive doses of Bordschabiazin.) She always contrived some fantastic escape.

Mitunus Nightstand (John Boardman, GM), Mrs. Hullaballuia's publisher. He arranged for her ghost writer and for her job on the docks in order to pass the time while her book was being written.

The press for this game habitually ran well over a full page (and usually several pages) every season, and at one point Boardman was reduced to putting nothing but press in a single full issue. It was an exciting game to play; the military action was interesting, but the press was unbelievable. In the latter case, it was the interaction between the various writers, with John Boardman tying it together with his own releases, which made the whole so good.

It was a lot of fun. And if we had it to do over again--Blast you, Svetsoxa, I'll get you yet!

THE WONDERFUL WIDE WORLD OF DIPLOMACY



Mr. Walker? My name is Arnold Sioux, of the legal firm of Sioux, Sioux. Houndem and Hyujfee. We want to have a few words with you about our client, Miss Lucretia Eorgia, who teaches Deportment at the New Bedford School for Girls....

HELP!

by CAROL

ANN BUCHANAN

The days were growing oppressively hot and sultry here in the heart of the Swampland of the Midwest (Cow Pastures, in other words). Without even looking at the calendar I knew that the High Holy Days of Diplomacy were approaching, for the Annual Invade-the-Buchanans Trek always began on the hottest, most humid day of the summer. The Holy Invasion was set to begin on Wednesday before the Feast of the DIPCON with the arrival of Doug Beyerlein at the Weir Cook (soon to be International) Airport and Glider Center. Doug's flight was scheduled to arrive at 9:13½ AM, so Walter figured I'd have plenty of time to take the Royal Chariot to the Royal Garage to be serviced for the pilgrimage to Chicago before picking up Doug. (Only problem--I had to be at the Royal Garage by 7:00 AM--and my eyes refuse to open before 10--PM, that is.)

So when the Royal Mechanics hadn't even taken the Chariot into the Garage by 8 AM (seems there must have been a lot of neighboring royalty getting their VW's serviced that day!), I went to investigate since they had assured Walter I'd be out of there before 9. After 15 minutes of shuffling papers, the attendant finally came up with the story that my appointment had been for the previous day and since I'd obviously missed my turn, I'd just have to wait... and wait. If I were lucky, I'd be out of there in a couple of hours or so....they said.

Since Doug was expecting a chauffeur at promptly 9:16 3/4, I had him paged and explained the situation to him. Come to find out, his glider was delayed almost an hour, so things weren't as bad as I'd thought. Anyway, after many trips downstairs to the service area from the waiting lounge (with Prince William in tow), they finally got the Royal Chariot in working order and I was able to pick Doug up before noon--in fact, we arrived back at the Castle in time for the Royal Chefess (me) to serve lunch. Doug and Prince William had a great time playing with all The Prince's toys while lunch was being prepared--I don't know which kid had more fun!

After lunch it was time for Doug's Annual Tour of Thorntown Trip on Walter's 10-speed bicycle (which needed air in the tires). (Thorntown, for the uninitiated, is a small hamlet to the northwest of Cow Pastures--about a 14-mile round trip.) After lunch, it was time for Prince William to recharge his batteries for another bout of hard play in the evening. It was also time for the Royal Governess (guess who?) to collapse after the morning's bout of chasing after the active 20-month old Prince.

That evening was uneventful as far as I'm concerned--Diplomacy was the only word I ever heard. At the evening's repast I made the mistake of sitting on one end of the table while

Doug sat on the side and Walter on the other end. The only way I could get anything to eat was to shout out, "Pass the Diplomacy meat," or "Pass the Diplomacy salad." Unless you used the magic word at least once every ten seconds you were totally ignored. I vowed right then and there that in the future I was going to sit in the middle of the table where I could reach everything instead of being stuck down on Mother Hubbard's end of the table.

While the Royal Dishwasher (me--again) took care of the evening's dirty dishes, Walter proceeded to take Doug on another Tour of The Archives. The highlight of The Tour this year was the engraved plan of The New Archives which is currently being built under our new house (which is slowly being built of brick and concrete--to lessen the hazard of a fire sweeping through the house--oh, Walter's not concerned about the safety of his family--it's The Archives he's worried about!). Hanging in a prominent place in The Archives, spotlighted with soft lights (and appropriate music--"The March of the Wooden Soldiers"--playing softly in the background), The Plans are the inspiration of a ~~mad~~ genius. Complete with 20 levels, 10-inch steel re-enforced concrete walls, a vast network of automatic fire detection equipment and sprinklers in the ceilings, The New Archives will also boast a web of secret tunnels and passageways from the Library to the Kitchen (opps, that's in John Boyer's zine). Needless to say, these secret passages are NOT marked on The Plan.

Each room in The New Archives will prominently feature a spotlighted picture of Our Founder (and anyone who doesn't know who that is will be shot at sunrise for heresy) in a 14-karat gold frame ("I'm Only a Bird in a Gilded Frame..."). Rumor also has it that The Mad Archivist has somehow acquired the fabled Minotaur to roam the secret vaults and passageways. I wouldn't put it past him. Why, the last time I tried to dust the case containing the Valuable Copy of Graustark #1 (and those of you who don't know the importance of This Priceless Archives Document can take your place in line behind those not knowing who The Founder is), I got a jolt that knocked me clear across The Archives. Seems Walter was worried that someone might try to steal that Valuable Archives Document, so he had wired the case to the 220 line....

Doug finally escaped from The Tour by threatening to get sick all over The Archives Documents. The remainder of the evening was spent chanting the magic word Diplomacy--at least twice in each sentence.

Walter had the next day off and Doug tried to persuade Walter to ride to Lebanon with him on the bikes, but Walter kept making excuses about how far that was (3 miles) and how old he is getting to be (he's right there--over the hill!). However, Doug was able to convince Walter that he really ought to go since otherwise

he'd never again see his personally autographed picture of The Founder which had recently hung in The Archives...seems Doug had somehow gotten ahold of it with the aid of an unknown accomplice.... Walter was off before Doug could shout "Diplomacy" and the last time I saw them that morning Doug was madly pedalling after Walter, yelling, "wait for me, wait for meeee!"

While they were gone (thank goodness--my poor eardrums were reverberating from hearing so much about Diplomacy), I was able to get some of my work done around the house--like washing the clothes to be taken to The DIPCON, picking up Prince William's toys so I could walk without stumbling through the living room, ironing the clothes to be taken to The DIPCON, getting Prince William off the top of the bookcase and picking up all the books he threw on the floor, getting supper started for that evening, picking up Prince William's toys off the kitchen floor, packing the clothes to be taken to The DIPCON, rescuing Prince William from the top of Walter's desk in The Archives (now why did I do that?), lugging suitcases and suitcases and more suitcases out to the Royal Chariot (ever traveled overnight with a toddler?!), picking up the good Prince's toys out of the front yard, preparing lunch for two Diplonuts who had by now returned from their Tour of Lebanon--ready to eat, of course, and so on and so on and so on.....

That evening after dinner (I got my share that night!) we got a forlorn call from John Boyer who claimed that our house had been mysteriously moved since he was here last year and he couldn't find it now (actually, he was just plain lost). Walter got him back on the right road and John soon arrived with Howard Mahler. We could hardly see the two of them, however, because of the huge boxes, stacked three high, that each of them carried. On the top of John's load of boxes was his faithful ol' "Granddaddy Stapler" which "ruins the Valuable Archives Documents" since it leaves gaping holes in John's zines after the half-inch staples are removed.

"Where shall I put these?" gasped Howard as he staggered through the door. Doug and Walter both exclaimed, "Oh, goody, the IDA Handook!!" John immediately corrected them with a muffled reply, "No, this year it's Handbook. Where do you want these before I drop them?"

Envisioning 26,351 pages scattered over the floor, Walter directed John and Howard to the table. Gleeefully, everyone talking at once, our four Diplonuts began setting out the stacks and stacks of pages. Eagerly they set to work, dancing around the table, picking up pages in order (hopefully), and stapling them together. After getting everybody else to work, Walter disappeared into The Archives claiming he had "a little work to do." Four hours later, just as the last book was being stapled together, he returned, to see if they needed any help! (Continued next issue with "Off to Chicago--Finally!")

GAMES & PUZZLES

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CHESS • DRAUGHTS • SCRABBLE • GO
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THE YEAR OF DIPLOMACY
August, 1974, to August, 1975

I would like to declare the period from the Seventh National Diplomacy Convention in August of 1974 to August of 1975 the Year of Diplomacy.

I have never previously made any request of the Diplomacy fans. I would now like to request that each player, as part of his year's activities, make a particular effort to hold one game of Diplomacy attended primarily by complete beginners.

Allan B. Calhaver,
Inventor of "Diplomacy"

Diplomacy Institutions

In Postal Diplomacy, the players confer, normally by mail, but also by telephone, visits, or such other means as they choose. They send their orders to a gamesmaster, who determines the resulting moves and sends these back to the players. He usually publishes a magazine to carry the games. The magazine may also carry press releases sent in by the players, which follow the course of the game, as well as articles, poetry, news, opinions, related or unrelated to the game, rating systems, and so on.

There are forty or more of these magazines in publication all the time. Many die and many are born, but one has been published continuously for ten years and another continuously for eight years. Several are published in Canada and England, and at least one in Belgium, Germany, Italy, South Africa, and Australia. Servicemen have published Diplomacy magazines in Turkey and Japan, and some have played by mail while on duty in Vietnam.

A service organization called the International Diplomacy Association conducts several activities: 1) it attempts to find new gamesmasters for games "orphaned" when magazines cease publication; 2) an insurance plan helps to compensate the gamesmaster accepting an orphaned game; 3) a handbook of strategic tips has been published; 4) an ombudsman hands down advisory opinions on matters in dispute; 5) each postal game is assigned a distinct serial number, and a roster is kept; 6) editorial control is to be maintained over a new photo-offset publication; 7) at least one publication circulates among board members and another is sent to all members.

The Archives, containing as nearly as possible one copy of every issue of every Diplomacy publication, are kept in a fireproof vault in the State of Indiana. Copies of any publication may be obtained from the Archives.

Two other magazines, devoted wholly or partly to Diplomacy, have been started recently, employing photo-offset impression.

The first national Diplomacy convention consisted of seven players from the U. S. and Canada meeting in Youngstown, Ohio. The sixth of these annual affairs was held in Chicago in 1973. Forty-nine players competed in a tournament, and social games were also played. Plans for these tournaments are being revised for 1974 so that the tournament can accommodate any number of players, all of whom will play in every round of the tournament; probably three rounds. The scoring will borrow from duplicate bridge, and possibly from the Swiss System employed in chess, and may include a system for scoring curtailed games based on a mathematical estimate of each player's likelihood of winning.

Smaller tournaments and conventions have been held at many sites in the United States and Europe, sometimes separately, sometimes in conjunction with wargaming or with science fiction conventions.

Awards presented at the national convention ("Dipcon") include awards for best magazines, best press releases, and so forth, presented by the I. D. A. This year four new awards have been offered by an individual for articles, poetry, and art work intended expressly for a Diplomacy-playing audience.

The winner of the tournament at the Dipcon receives a cup as well as one-year custody of a travelling cup.

The National Games Club, which maintains facilities for the play of board games in London and elsewhere, and the British Diplomacy Club, boasting over 300 members, were both founded by Diplomacy fans, and have subsequently merged.

Efforts are being made to develop foreign language translations of the rules, employing translators who are fully familiar with the game as well as the languages.

Plans are under way for a package tour of Europe for Diplomacy players, featuring play against European fans. Perhaps they will visit a chancellery or a couple of battlefields.

A game called Bourse has been devised, in which players speculate in the currencies of countries engaged in a concurrent Diplomacy game. When a country is eliminated from the Diplomacy game, its currency becomes valueless on the Bourse. Many games of Bourse have been played by mail.

Very many different variants of Diplomacy have been invented, involving many different historical scenarios, including Scottish clans and Indian tribes as well as European and Asian scenarios. Variants have also been devised using fictional scenarios drawn from such sources as the works of J. R. R. Tolkien. Some fan magazines are devoted exclusively to variants, which have their own numbers, roster, and ratings.

In general, all of these institutions have been originated and are carried forward by fans. None of them are endorsed as "official", and no one is prevented or deterred from making such voluntary contributions as he chooses to the Diplomacy fan world.

Diplomacy has frequently been used at colleges and universities as a teaching tool. On one occasion, five-man teams played each country, while the students studied team organization.

Questions on interpretation of the rules, sent to the manufacturer, are forwarded to the inventor for reply.

A chapter on Diplomacy strategy, written by the inventor, has been submitted to an English editor for inclusion in a forthcoming book on games.

A recent novel devoted three pages to a description of a Diplomacy game played by the characters.

Another service organization is called The Diplomacy Association (TDA).

The Institute for Diplomatic Studies attempts to combine study of Diplomacy strategy with study of current military and diplomatic problems. It is publishing a book on Diplomacy strategy, in parts.

"...Surely the greatest indoor board game invented this century."

-- Games and Puzzles, Dec. 1973, p. 16.

"The Kennedys are said to play it at the White House and I understand the Western Alliance is demanding early assurances that Jack sometimes wins."

-- Angus McGill, London Evening Standard, Mar. 20, 1963.

"...Dr. Henry Kissinger (whose favorite game, quite incidentally, turns out to be Diplomacy.)

-- Gyles Brandreth, "Bits and Pieces", Games and Puzzles, May, 1973.

"As a person who has played Diplomacy for fun and also in a University-sponsored Government tutorial, let me thank you also for having made the game available."

-- B. B., Harvard University.

"...Your game 'Diplomacy' is the core of my war games course."

-- College Lecturer, South Australia, 1974.

"There are seven of us who attend UCLA Law School, and we know of no more enjoyable and exciting recreation than to get together on a Friday night for our weekly game of Diplomacy."

-- A. O., Los Angeles, 1964.

"Since I've been playing your game Diplomacy, I've begun to understand world politics better. I now realize Russia really wants us in Vietnam."

-- Engineer, 1961.

"I have also given Diplomacy as a gift to several friends -- to their great pleasure. Again thanking you for a truly fine game!"

-- Dr. J. E., St. Paul, Minn.

"Our family has been playing our new game of 'Diplomacy' almost constantly since Christmas, and we congratulate you for presenting such a well-conceived and entertaining game."

-- F. McG., Cambridge, Mass.

"Sales reports from a bookstore located in the Pentagon indicate that some of our nation's top military strategists may be keeping their wits sharpened on Calhamer's 'Diplomacy' game."

-- Sylvania News, Feb. 28, 1961.

"...David stayed in the apartment with Eddie. Recalls Tricia:

"We left them here and I prepared a few things -- like a salad and a chocolate cake. When we phoned them two days later, I said,

"I hope you all have been enjoying what was in the ice box." They hadn't even been near it! They were engrossed in playing Diplomacy, a game that takes fifteen minutes for each move."

-- McClendon, "Tricia and Eddie Talk about Their Life Together,"

Ladies' Home Journal, April, 1974, p. 136.

"'Diplomacy' is one of the most exciting and stimulating games I've ever played..."

-- J. A., Texas.

"They play it in the White House. In fact, it's the rage in America. And, at Cambridge, the Dean of Trinity College, John Gallagher, is an expert. In ecclesiastical circles, the Bishop of Woolwich knows all about it...IT? The game called Diplomacy."

-- Chas. Greville, London Daily Mail, Nov. 1962.

"...People who simply refuse to play any game because they just hate games have become enraptured with Diplomacy."

-- J. R., Toledo, O.

"...One of the most creative games I have ever come in contact with."

-- A. S., Madison, Wis.

"P. S. The game is the best I've ever played." -- B. F., Berkeley, Cal.

VARIANT DESIGN

by LEW PULSIPHER

While I do not write many press releases, I'm aware that almost half of all postal players do write them. Some people have said that a designer must like his game or it cannot be a good game. Nonetheless, I would not care to play the following variant, yet press release fans who have seen the preliminary version have been very enthusiastic about it. I think both variants offer excellent opportunities for press releases.

The original stimulus for VARIANTS OF THE GHODS came from a joke sent to me by Peter Aronson (who was horrified when he saw the preliminary version, since I'd "taken it seriously"). The joke, "Illogical Diplomacy," was not a game but a satire of Diplomacy variants in general which included bribes to the GM (with real money as I recall...).

VARIANTS OF THE GHODS

My objectives for VotG (previously known as FAANISH DIPLOMACY, GHODS OF DIPLOMACY, and GHOD-DAMN DIPLOMACY) were:

1. Design a variant for press release fans and
2. Involve the GM and the "Ghods of Diplomacy" in order to provide ready referents for PR's. Play of the game ought to reflect this involvement but the game does not need to be particularly outstanding outside the PR context.

The term "Ghods" comes from science fiction fandom; the Ghods are the founders of SF fandom, and the Ghods of Diplomacy are the founders and super-bigwigs of this hobby.

Note that the victory criterion has been changed. Obviously this is not vital to implementation of the objectives. I always take the opportunity to change the victory criterion in order to avoid "false wins"--that is, the admittedly rare situation in which a player reaches the victory criterion (18 centers in the standard game), yet if the game were continued, he would fall back to 17 or even fewer. In other words, he has not really achieved control of Europe in any sense, but the faulty victory criterion gives him the win. A "false win" is impossible with a units-on-the-board criterion which requires the winner to have a majority PLUS one or two units.

1. The 1971 Diplomacy rules are used with the following exceptions.
2. Each winter each non-supply center produces 1 Diplobuck (DB) for its owner, each supply center 3 DB, and each home supply center which a player still owns (not homes of other players) produces an additional 2 DB. At the start of the game, each player receives 20 DB.
3. DB may be used to bribe the gamesmaster or to make sacrifices to the Ghods of Diplomacy. A player may call on the Ghods only once per

turn. He may bribe the GM in as many ways per turn as he wishes (and has DB for, of course). Each sacrifice or bribe costs the following number of DB and has the listed result:

- Give player an extra fake unit for a year: 5/year to GM
- Ignore the support of a specified unit: 5 each to GM
- Give player extra real unit for a year: 15/year to GM
- Make one specified enemy unit miss move: 7 each/turn to GM
- Destroy one enemy unit: 15 each to Ghods
- Make a player miss all his moves (player specified): 50 each to Ghods
- Become a minor Ghod (see below): 30 to Ghods

4. There is no way to prevent an appeal to the Ghods. However, when more than one player appeals (sacrifices) to the Ghods for the same type of request, each appealing player has an equal chance of having his request granted, but only one of that type is granted, no matter how many players make sacrifice. This is up to the caprice or whim of the Ghods (and a die roll by the GM, mainly).

5. A player may prevent a bribed action from taking place by giving the GM a bigger bribe. For example, Austria bribes the GM with 7 DB to give him a fake unit. Russia gives the GM 10 DB to bribe him not to give Austria a fake unit. As you can see, bribes may be much larger than the minimum needed. If a counter-bribe is not large enough, the counter-briber still loses his DB (lucky GM...). If the counter-bribe is not needed, then the counter-briber gets his bribe back. (Optional: if the GM rolls a 6 on a die, counter-briber loses his DB.)

6. Sacrifices to the Ghods may not be larger than specified--extra sacrifice has no meaning.

7. Who does what--bribes and sacrifices--is not revealed.

8. A player may become a minor Ghod by sacrificing 30 DB to the Ghods. He may then add one to the strength of any unit each turn (he gives the extra strength order with his moves, not after he see what happened--after all, he's only a minor Ghod). The extra strength of the unit is not listed, though it is reflected in move results when necessary (for example, when one unit dislodges another, with no supports).

9. If a player (Ghod or not) sacrifices 10 DB to a minor Ghod, then the latter must obey the sacrifice and strengthen the unit specified by the supplicant. If a player sacrifices to another who is not a minor Ghod, then the DB are lost. If more than one player sacrifices to a minor Ghod, the latter chooses which appeal he

grants (he must grant one and only one) in FTF games. In postal games a die roll determines this.

10. DB for any purpose must come from one player, not from several. For example, if two players each contributed 25 DB for a sacrifice to the Ghods to make a player miss his moves (that is, all units hold), one must transfer his 25 DB to the other so that the second can use all 50. Of course, the second can always renege after getting his 25...he could even use the 50 against the other contributor!

11. Only the GM and each player knows how many DB he has.

12. Optional: Gambling. Each move season (SP and FL) a player may bet up to 10 DB on one number from 1-6. The GM rolls a die for each bet. Those winning get 6 times the number of DB they bet. Others lose all that they bet.

13. Optional: Soccer games (lifted from John Boyer). Players may play soccer matches with each other or with the GM. There are five games in each match. Each player receives 11 goals to distribute among the five games--he is allowed only one shutout. Each player bets an agreed-upon amount, and winner (if there isn't a draw) takes all. Players may also play with FATE (represented by the GM, who makes up sets of points before the game starts). For example, the GM chooses 1 0 3 4 3 and a player chooses 1 2 4 1 3. The game scores are 1-1, 0-2, 3-4, 4-1, and 3-3. The GM wins two games, loses one, and ties two, and wins the money bet. The maximum that may be bet against the GM is 10 DB. There is no limit to the number of DB players may bet between themselves. THERE CAN BE NO STAKES in soccer games--payment MUST be made. You cannot bet (12) or play soccer unless you have sufficient funds to pay off if you lose.

14. Victory criterion is 19 units on the board.

BLACK ANGELS

BLACK ANGELS has a very peculiar origin. My brother plays wargames but not Diplomacy, though he GMed one orphaned variant for MGA. I occasionally suggest that he design a variant just to see what he'll say (usually something I wouldn't want to repeat in a family zine...). One time, however, he suggested a game including a few minor rule changes and one major change--a superspace with room for 5 units, connected to every space on the board, which he called THE FLYING BURRITO BROTHERS FAVORITE GAME. Such a game would be chaos, an unplayable draw, but if you drop the extra rules and reduce the superspace to manageable size, you might have something. (The title, by the way, comes from an electric string quartet by George Crumb.)

1. The 1971 Diplomacy rules are used with the following exceptions.

2. There are two new spaces, known as "Heaven" and "Hell," which are connected with every space on the regular board but not with each other. Only one unit may occupy each of these spaces. A unit dislodged from one of these spaces may retreat only to spaces in its home country. Obviously there'll be a helluva fight to get into these spaces on the Spring 01 move...good luck.

3. Victory criterion is 19 units on the board, including Heaven and Hell.

There's a moral to all this: you can get good ideas for reasonable games even from jokes, if you're awake. Why, I'd bet a number of good variants could be based on various press release series...

THE TRI-STATE VARIANT

by Rick Brooks

To my dismay, I have found that the more extreme of my pronouncements exalting the tactical side of Diplomacy have given me a reputation for being against diplomacy with a small d. More correctly, I am against what I see as abuses in diplomacy. As part of the Tri-State College Wargaming Association, I helped design a Diplomacy variant that called for the most diplomacy since Don Miller ran his two versions of Anarchy with 34 and 17 players respectively.

The Tri-State Variant can be played on the regular board, by from two to eleven players. Our two game series had five. Charles Miller and Lee Henderson helped with the design while Barry Lyon and John Kline also played. This was John's only Diplomacy game while the rest of us were also in postal games and had been in the other TSC series games.

Basically, the Tri-State Variant consists of dividing the board into eleven groups of three centers and playing with all neutral centers in standing disorder (Lebling variant). The point of selecting centers for each power was to get it so that no player without help could gain a center the first year. This led to all sorts of dealing and allies on one side of the board could become enemies on another.

At first, we had drawn cards for three centers, but Barry Lyon by fantastic luck got three of the seven land-locked centers. So we tried to select centers such that each player got one Atlantic and one Mediterranean port. Centers such as Berlin, Sevastopol, Rumania, and Ankara were not counted as ports since they were blocked off from the main bodies of water. As can be seen (#9), the first variant counted Portugal as both since it controlled the Mid-Atlantic. Munich was left out. The second version, which I designed this year while trying to reconstruct the first, leaves Serbia a sure neutral center and balances out a bit better.

I

1. Ankara, Naples, Brest
2. Smyrna, St. Petersburg, Liverpool
3. Constantinople, Venice, Belgium
4. Sevastopol, Rome, Kiel
5. Greece, Warsaw, Edinburgh
6. Rumania, Marseilles, Norway
7. Vienna, Tunis, London
8. Budapest, Spain, Holland
9. Serbia, Portugal, Berlin
10. Trieste, Moscow, Denmark
11. Bulgaria, Paris, Sweden

II

1. Berlin, Naples, Brest
2. Smyrna, Sweden, Liverpool

3. Ankara, Venice, Belgium
4. Sevastopol, Rome, Kiel
5. Greece, Edinburgh, Warsaw
6. Rumania, Marseilles, Norway
7. Vienna, Tunis, London
8. Budapest, Spain, Holland
9. Constantinople, Portugal, Munich
10. Trieste, Moscow, Denmark
11. Bulgaria, Paris, St. Petersburg

It is quite possible that further play could lead to selection of groups for the various numbers of players. We did not have the time nor the players to play test more. I'd like to see the potential of these explored further.

VARIANT INFORMATION

Robert Sacks, 15-F Tang Hall, 550 Memorial Drive, Cambridge, MA 02139, phone (617) 494-8889, is the new postal variant game designation ("Miller Number") custodian, taking over from Burt Labelle, who held the job most of the past year. Dick Vedder originally intended to take over, but outside commitments forced a cutback. Dick is also giving up directorship of the infant North American Variant Back in order to have sufficient time for his zine Quo Vadis. Dan Gallagher, 6425 King Louis Dr., Alexandria, VA 22312 is the new director.

Sacks will publish Lord of Hosts at least bi-monthly, more frequently if he decides to GM any games. Subs are postage plus printing costs (high since xerox repro is used). Anyone who needs a designation for his postal game should send him a self-addressed envelope with postage plus GM's name, zine, type of variant, year of game, and list of players and countries. The designations will be printed in LoH as well as returned to the GM.

A few issues ago I said something about variant etiquette. Recently I ran across a new zine which had published EARTHSEA DIPLOMACY. When I asked the publishers if the designer knew about this, they said he would "when he gets the copy we sent him." Publishing a variant without the knowledge of the designer is not illegal if the game is not copyrighted--and those parts not like Diplomacy may be copyrighted since they do not conflict with GRI's copyright. However, it is immoral and not likely to enhance the publisher's reputation. In this case, publication also clashed with the ensuing appearance of EARTHSEA DIPLOMACY in DIPLOMACY WORLD. Normally a designer will be quite happy to have his variant reproduced, but there are occasions when one might object because, say, he's already promised special publication privileges to someone else.

It is not necessary to make an enlarged map of the typical published variant in order to play. It is much easier to decrease the size of

the playing pieces. Buttons, counters from old wargames, or almost any small objects you can find in quantity will work. Pieces from Parker Brothers' RISK game are particularly good. If you don't have these you can order armies, seventy each of six colors of cubes, for \$2, and other units useable as fleets, five each of six colors, for 20¢. I cut the fleet units in half to make them smaller as well as more numerous. You can order them from Parker Brothers Inc., Salem, MA 01970.

NEW OPENINGS

SLOBBOVIA (in Slobinpolit Zhurnal) \$1.50 plus sub (1¢/page + postage). Charles C. Sharp, 506 West College Ave., #3, State College, PA 16801. This is a perpetual game, now with its fifth GM. (½ year experience)

YOUNGSTOWN VARIANT, HARD CHOICE DIPPY (in Brainwave) \$3 plus sub (\$3/year-12 ish). Don Efron, 1823 Dacotah Drive, Windsor, Ontario, Canada N8Y 1S4. Uses borrowed machine. (0)

SWITZERLAND DIPLOMACY, SPECULATION DIPLOMACY (in Obsession) 50¢ plus sub (12/\$2), press limited. Larry Zehnder, PO Box 24872, Los Angeles, CA 90024. (½)

30 YEARS WAR (1600), EXCALIBUR, DOWNFALL OF THE LORD OF THE RINGS etc., WARS OF THE ROSES, ANCIENT HEBREW KINGDOM DIPLOMACY, WESTPHALIA VIII (revision of originally published version) (in Carn Dum) \$5 (\$3 for 1600 minor powers). Raymond Heuer, 102-42 Jamaica Ave., Richmond Hill, NY 11418. Uses borrowed machine. (0)

DOWNFALL etc., EXCALIBUR, DIADOCHI V (in Quo Vadis) \$2 refundable game deposit plus sub (10/\$2). Dick Vedder, 1451 N. Warren, Tucson, AZ 85719. (2)

YOUNGSTOWN VARIANT, THIRD AGE (in Speculum) sub (10/\$2) plus \$1 game deposit plus gamefee of \$2 for YV, \$1.50 for TA. Dave Kadlecsek, 1447 Sierra Creek Way, San Jose, CA 95132. (0)

Correction: The cost for variants from Fred Davis (ATLANTICA II, 1885, ABSTRACTION) is 50¢ each or all three for \$1.00.

THE ALTERNATE CONVOY ROUTE

by ERIC VERHEIDEN

Over the past three years since the publication of the 1971 Diplomacy Rulebook, an on-again, off-again debate has been conducted in the Diplomacy press over Section XII, dealing with convoys. Most of the debate has centered on Rule XII.5. Those who worked on the 1971 Rulebook have indicated that this rule was apparently an attempt to resolve Pandin's Paradox. Unfortunately, it did nothing of the sort and created further confusion by contradicting other sections of the rulebook and even itself. See my own "Convoys Aren't a Puzzlement" or "Rewriting the Convoy Order," among others, for further details.

With this sort of background, it should come as no surprise that difficulties have recently surfaced concerning Rule XII.4 as well. The problem here is actually not so much one of rules, but rather of notation: given a set of orders, how can a gamesmaster determine the convoy route intended by a player? Rule XII.4 "solves" (or rather dodges) the problem by saying in effect that the gamesmaster should not even try; if any fleet in any potential convoy route is dislodged, the convoy fails. It is as simple as that.

Unfortunately, this manner of handling the problem can lead to some truly singular rulings. To take only a few illustrative examples:

England: A Lon-Bel, F Wal-Eng, F Iri S F
Wal-Eng, A Hol S A Lon-Bel
Germany: F Eng C ENGLISH A Lon-Bel /d/
Russia: F Nth C ENGLISH A Lon-Bel

Here, it is fair to say, English intentions are reasonably clear. You do not dislodge the fleet you are intending to have convoy your army. Yet, according to Rule XII.4, the route is "ambiguous" nonetheless and since one of the fleets in one of the potential routes was dislodged (no matter how it was dislodged), the convoy fails.

Suppose now we throw in a French fleet in Belgium:

England: A Lon-Bel, F Wal-Eng, F Iri S F
Wal-Eng, A Hol S A Lon-Bel
France: F Bel S GERMAN F Eng
Germany: F Eng C ENGLISH A Lon-Bel
Russia: F Nth C ENGLISH A Lon-Bel

This situation is known as a "paradox," a situation in which the rules are so badly written that it is impossible to adjudicate. If the convoyed attack goes, F Bel is dislodged and with its support gone, F Eng is dislodged as well. But then by Rule XII.4, the convoy is prevented.... Starting over, if the convoyed attack doesn't go, the support given by F Bel is intact and F Eng stays. But then Rule XII.4

specifically states that the convoy is allowed to proceed...and we are right back where we started. In a paradoxical situation like this, the typical gamesmasterical reaction would be to rule that nothing moves. Then two Franco-German units are holding off five Anglo-Russian units by virtue of what can only be called a technicality, the fact that Rule XII.4 claims the convoy route to be taken by A Lon is "ambiguous" in this case.

Let us now add another French fleet in Erest and change the orders for the existing units slightly:

England: A Lon-Bel, F Wal-Eng, F Iri S F
Wal-Eng, A Hol S A Lon-Bel
France: F Bel S F Bre-Eng /d/, F Bre-Eng
Germany: F Eng C ENGLISH A Lon-Bel
Russia: F Nth C ENGLISH A Lon-Bel

At least this situation is adjudicable; however, the adjudication is somewhat curious, to say the least. According to Rule XII.5, A Lon cannot cut the support given against its "convoying fleet," F Eng. According to Allan Calhamer, in another portion of the letter to be quoted below, this is true even if the unit giving the support is dislodged (in this case F Bel), thereby providing an "exception" of Rule X.

The reader who has penetrated this far into the morass of dubious and ill-considered rulings known as Section XII may wish to consider the effect of changing the nationality of the German fleets in the last two examples to French. In yet another deficiency of the convoy rules (first noted in Robert Lipton's Mixumaxu Gazette), no mention is made of the conditions under which a country may be permitted to convoy an attack against one of its own units. Common sense would dictate the same conditions which apply to support, i.e., only in cases in which the attack is needed to prevent dislodgment. But then, the connection between common sense and Section XII is very tenuous indeed.

So much for a description of the problem. A number of solutions have been--or soon will be--proposed. All of them, to the best of my knowledge, involve some clarification of the convoy routing. Further, all of them involve either increased notation for the player to deal with, increased complications in the rules for the gamesmaster to deal with, or both. None of them are very palatable from my point of view--even my own. Few of them solve the problem completely and those that do, accomplish that feat by essentially insisting on route specification by the player in all cases in which it matters, in advance. Players being unfortunately lacking in precognition (although they may prefer it

otherwise), the net effect would most likely be to disallow perfectly good convoyed attacks, perhaps changing the course of the game, on the basis of clever but essentially technical plays used by opponents.

Some basic rethinking of the matter is in order. Consider the supported attack. A player orders an attack and arranges for all the support he can get, from his own forces, those of his allies and even his antagonists--if he can get it. With the sole exception of the owner of the unit (if any) being attacked, the source of the support is entirely irrelevant, as is the number of valid supports available for the attack--so long as there are enough for the attack to succeed. If there is an excess, so much the better. So, to make an analogy with the convoyed attack, why not the same here? Why not simply state that if, after all dislodgments have been taken into account, a continuous route of conveying fleets exists from an army's point of departure to its destination, the convoy proceeds, barring of course prohibition by some other rule? This would completely eliminate the necessity of concerning oneself with which convoy route was "intended" by the player--and, in my opinion, it would make considerably better sense than what we have presently as well. No longer would someone be able to stop an enemy attack by ordering one essentially against himself. If he is still foolish enough to do it, that is his tough luck, just as is the case with the player supporting an attack against himself.

There is a question as to what this change will do to the tactical force of the convoy order. This question is made especially relevant by the fact that Allan Calhmer is known as neither a great fan of convoys, rules nor even tactics in general--and it is he that must approve all changes for the rulebook. In a letter published in Erehwon #65, he said, "Also I do not desire to give 'great flexibility and tactical force to the convoy order.' I think World War I represented just about the nadir of amphibious warfare.... Furthermore, we had some experience with more highly tactical versions of Diplomacy and did not like them, because players paid too much attention to tactics...and didn't pay much attention to the diplomacy."

In my opinion, any increase in the tactical force of the convoy order--or indeed any change in the way the game is now played--would be negligible. There would indeed be some slight changes in certain rare situations. But these situations would be very rare indeed. In almost all convoy situations, alternate convoy routes are impossible. In the few situations where they are possible, in most cases they would be unprofitable; instead of ordering two fleets to convoy, for example, a player could order one to convoy and the other to support the conveying fleet. It would only be in the relative handful of cases remaining that there would be any

change and even these would be amply compensated for by the elimination of spurious convoy orders in a comparable number of cases.

Also, to take Calhmer's historical perspective for a moment, suppose we had an English commander in London during World War I who had an army to be convoyed to Belgium. Suppose further that two fleets had been ordered to perform convoy duty, but that one of them had been destroyed by a Germany attack. Is our imaginary commander likely to say, "My convoy route is ambiguous and one of the fleets ordered to convoy was destroyed; hence my army cannot move,"--or is he likely to use the other fleet to get to Belgium regardless? If he did not take the latter course, it might be suggested that there would shortly be a new commander, the old one having been taken away to a padded cell.

So from my point of view of clarifying the rulebook as well as Diplomacy's tenuous connection with the real world, allowing alternate routes makes sense and it is hoped that this proposal will be given serious consideration in any new revision of the rulebook, as well as the house rules of individual game masters in the present.

In closing, it might be noted, in the interest of giving credit where it is due, that the idea of alternate convoy routes themselves is not original with me, although their use in the present context is, to the best of my knowledge. The term which has been used previously is "Shagrin's Alternate Convoy," although the details are not known to me.

DIPLMACY: A WORLDWIDE HOBBY

I.D.A. - JOIN TODAY!

RUSSIAN PRESS

THE ESSENCE OF WRITING PRESS

BY OR DIRECTED AT RUSSIA

by NICHOLAS A. ULANOV

Tsar is spelled "Tsar," not "Czar."

Polish is similar to Russian, but uses the Roman alphabet, hence Polish transliterations are often used in the West. With Polish pronunciation, "Czar" is correct. With English pronunciation, only "Tsar" produces the correct transliteration.

So, publishers and authors: STOP WRITING "CZAR"!!!

HOOSIER ARCHIVES DEMONSTRATION GAME

THE PRINCE WILLIAM INVITATIONAL -- 1974 CK

(Reprinted from HA #147 - 150)

LAKOFKA AND POWER TAKE OUT EIRSAN, CRIPPLE LOWRY!
LOWRY VOWS TO KAMIKAZE THE LABOFKOID!
Fall/Winter 1903

AUSTRIA: Owns: ~~Ser~~ (0). Out.
(Eirsan)

ENGLAND: F Cly-Liv, A StP-Nwy, F Nwg S A StP-Nwy, F Swe S A StP-Nwy /r/ (Ska,
(Lowry) Fin, Bot, Bal, d). Owns: Nwy, ~~Eal~~, ~~Liv~~, ~~StP~~ (1). (Au03: F Swe R
Bal) Removes F Cly, F Nwg, A Nwy.

FRANCE: F Mid-Naf, F Wal-Liv, F Iri S F Wal-Liv, A Bur H, F Pie-Tus, A Mar-
(Power) Pie, F Wes-Tyr. Owns: Ere, Mar, Par, Bel, Por, Spa, Lon, Liv (8).
Builds F Mar.

GERMANY: A Edi S FRENCH F Wal-Liv, F Nth S A Edi, F Den S RUSSIAN F Nwy-Swe,
(Lakofka) A Tyr-Tri, A Vie S A Tyr-Tri, A Mun-Tyr. Owns: Ber, Kie, Mun, Hol,
Den, Vie, Edi, Tri (8). Builds A Mun, F Kie.

ITALY: A Tri-Ser, A Ven-Tri, A Apu-Ven, F Tun H, F Ion-Gre /r/ (Nap, Adr,
(Ward) Alb, d). Owns: Rom, Nap, Ven, Tun, Ser, ~~Tur~~ (5). (Au03: F Ion
R Nap) Constant.

RUSSIA: F Nwy-Swe, A Liv-StP, A Mos S A Liv-StP, A Bud S GERMAN A Tyr-Tri,
(Vagts) A Rum S ITALIAN A Tri-Ser, F Sev-Bla. Owns: Mos, Sev, War, Bud, Rum,
Swe, StP (7). Builds A War.

TURKEY: F Ank-Bla, A Bul S ITALIAN A Tri-Ser, A Gre S ITALIAN A Tri-Ser,
(Calhamer) F Eas-Ion, F Aeg S F Eas-Ion. Owns: Ank, Con, Smy, Bul, Gre (5).
Constant.

(We have decided to interrupt "A Search For Treasure" this time to print a really funny series sent in by the Italian standby, Bruce Schlickbernd. We hate the editing that space limitations force on us, but we have no choice.)

QUAESTIO, ITALY: Bishop Phlegethon fumbled with the doorknob for a moment, and then let himself into his room, closing the door behind him firmly. He staggered over to his bed and flopped onto it heavily, the victim of a wild night of the most base debauchery possible. He closed his blood-shot eyes and listened to a clock toll midnight far off in the gloomy night. Just as his overworked body was slipping into the gentle abyss of sleep, he heard a noise and opened his eyes painfully to see suspended above him a glittering cross. Phlegethon blinked his eyes in astonishment and looked again, unwilling to believe his senses. Now that he had a good look at it, he saw that it was not a cross, but a huge, jeweled knife, exquisitely formed except for the heavily notched blade.

"What devilry is this?" muttered the startled bishop to himself, sitting bolt upright in bed.

To his amazement, the knife answered him. "I am no magical mortal; I am the Archangel Edyth." It spun on its vertical axis rather pompously to show its fine workmanship.

Summoning up his courage, Phlegethon spoke to the apparation that hovered above him. "But

I thought that angels wore gauzy white gowns and had feathered wings and all that other stuff."

"Archangels (the first syllable being stressed greatly) can take any form they want," sniffed Edyth, "and this is the appearance that suits me best."

"That's all well and good, but why have you --uh--graced my humble abode?" questioned Phlegethon, his conscience cringing at the possibilities.

"Hmmm, what? Oh, yes, we have been observing you from above and your behavior is far from exemplary. In fact, as it stands now, you are destined to go to the other place." Edyth gestured downward with her hilts meaningfully. Phlegethon gagged. "However, you can redeem your worthless soul by performing a small and insignificant task; you must find god and uncover his true nature."

The bishop was greatly puzzled by this request, and said so to Edyth, "By this do you mean that I should find the likes of Allah, Yahweh, or Jehovah?"

"No, you idiot," roared Edyth, "I mean the Gods of Diplomacy!"

"Oh."

QUAESTIO: "But how will I find these gods of Diplomacy?" whinned the distraught Phlegethon.

"We will fly," hummed Edyth, producing a biplane of the most dubious nature conceivable. Phlegethon reluctantly clambered aboard while

Edyth sheathed herself in the pilot's seat. The archangel gunned the engine into life and they lurched into the air. "What happened to my room?" howled the bishop as they gained altitude.

Edyth leaned back and spoke, sending the plane into a sickening loop. "We are using an old writer's ploy of ignoring that it is there by going through time and space." Edyth thought for a moment and then added, "It gets the plot moving."

Phlegethon slouched in his seat, trying to control his stomach, which thought the plane was still doing loops and trying to digest what that ludicrous talking dagger was saying. Edyth interrupted his thoughts to point out passing sights: "On your left you will notice the serene splendors of Olympus, home of the Greek gods." Edyth suddenly put the plane into a series of stomach-churning manuevers to escape a barrage of lighting bolts and a few stray plates and dishes.

"Serene?" questioned Phlegethon, peering cautiously from his cockpit.

Edyth appeared not to notice and continued

her travelog. "On your right you'll see the bustling suburbs of Valhalla. I see they are adding on some more dwellings--there must have been another war." Edyth drolled at the prospects. "Ah, here we are at last," she said, bringing the plane to a crash landing.

Phlegethon dragged himself from the wreckage and gazed about. He could barely make out in the dim light a suggestion of landscape: cardboard tress, paper-mache hills, styrofoam rocks and other poorly constructed props. He could faintly hear in the distance the sounds of a raging river. He turned to Edyth and gave her a puzzled look.

"You are now at your destination and I must take my leave of you. The sound you hear is that of the great river, Corpuscule, that encircles this land. Incidentally, it is filled with blood, not water."

"A river of blood?" choked Phlegethon, "but where am I?"

Edyth was rapidly ascending into the murky sky, but called over her hilts, "Why, Dippyland, of course!"

LAKOFKA-POWER JUGGERNAUT ROLLS ON! Spring 1904

ENGLAND:	<u>F Bal-Eer</u> (Lowry)
FRANCE:	F Liv-Cly, F Iri-Mid, F Naf-Tun, A Eur H, F Mar-Lyo, A Pie S GERMAN (Power) A Tyr-Ven, <u>F Tyr-Rom</u> , F Tus S F Tyr-Rom
GERMANY:	A Edi-Hol, F Nth C A Edi-Hol, F Den H, <u>F Kie-Ber</u> , A Tyr-Ven, A Tri (Lakofka) S A Tyr-Ven, A Mun-Tyr, A Vie S A Tri
ITALY:	<u>A Ven-Rom</u> /a/, F Nap S A Ven-Rom, <u>F Apu-Ven</u> , A Ser S RUSSIAN A Eud, (Ward) F Tun H
RUSSIA:	A StP-Nwy, F Swe S A StP-Nwy, A War-Gal, A Eud S A Rum, A Rum S (Vagts) ITALIAN A Ser, <u>F Sev-Bla</u> , <u>A Mos-Sev</u>
TURKEY:	<u>F Ank-Ela</u> , <u>A Gre-Ser</u> , A Bul S A Gre-Ser, F Ion S ITALIAN F Tun, (Calhamer) <u>F Aeg-Gre</u>

THE GOD OF WAR: "Dippyland?" mumbled Phlegethon to himself. "Must be full of dips." Seeing that he would starve to death if he remained where he was, he set out across the jagged landscape.

Frightening sights his eyes beheld on his march: the contorted bodies of several souls lay strewn along his path. "Odd," thought Phlegethon as he examined one of the corpses, "they all seem to have died from heavy wounds in the back." His spinal column squirmed at the implications. He trudged onward.

As the gloomy day became gloomied, he realized that night must be rapidly approaching. But all about him stretched parched rocks that offered him no shelter. Panicking, he broke into a run. The air escaping from his lungs in gasps, he cleared a rise and looked out upon a vast white plain. Stepping out onto it, Phlegethon recoiled in terror as his foot crushed a

bleached skull. The entire ground was composed of the calcium obliods, gleaming dully in the fading light. However, this did not hold the bishop's attention for long, for out in the middle of the plain was a low house molded of cow dung. "Whoever owns that hovel is surely better company than this lifeless land that surrounds me," and ignoring the terrain underfoot, he approached the dwelling.

As he drew near, he noted with some dismay that wild laughter was reverberating from the house and strange runes were crudely inscribed upon the walls: A Boh-Vie, F Bre-Eng, A Ven-Tri. "Cryptic, indeed," muttered Phlegethon, "and the caterwauling from within does not bode well, but a drowning man can't complain about the quality of the log he is clinging to." He pounded on the hay bale that served as a door.

"Go away," hissed a woman's voice, "foolish mortal, you know not the dangers that lurk here

...aaaaugh!"

The hay bale was thrown aside and a huge man loomed darkly in the doorway. "Ha, another sacrifice," he gloated, and grabbing Phlegethon

by his robe, he hauled him inside.

"Who are you?" cowered the bishop.

A malevolent gleam was in the monster's eyes. "Ha! I'm Walter, the God of War!"

LOWRY DIES. WILL BOFKA LIVE ON?!

Fall/Winter 1904

ENGLAND: F Bal-Kie. Owns: ~~Naf~~ (0). Out (Lowry)

FRANCE: F Cly-Nwg, A Bur-Bel, F Mid-Wes, F Naf S A Mid-Wes, A Pie-Ven, F Tyr-Rom, F Tus S F Tyr-Rom, F Lyo-Tyr. Owns: Bre, Mar, Par, Bel, Por, Spa, Liv, Lon, Rom (9). Builds A Par.

GERMANY: F Kie-Ber, A Hol-Kie, F Den H, F Nth-Bel, A Tri S RUSSIAN A Bud-Ser, A Vie S A Tri, A Tyr S A Vie, A Ven S ITALIAN F Nap-Rom. Owns: Ber, Kie, Mun, Hol, Den, Edi, Tri, Vie, Ven (9). Builds A Mun.

ITALY: F Tun H, F Nap-Rom, F Apu-Nap, A Ser S RUSSIAN A Bud (nso), /a/. Owns: Nap, Tun, ~~Rom~~, ~~Ven~~, ~~Ser~~ (2). Removes F Apu.

RUSSIA: A Nwy H, F Swe H, A Bud-Ser, A Cal S A Rum, A Rum S ITALIAN A Ser-Bul (nso), A Mos-Ukr, F Sev-Arm. Owns: Mos, Sev, StP, War, Swe, Bud, Rum, Nwy, Ser (9). Builds F Sev, A Mos.

TURKEY: F Ion S ITALIAN F Tun, A Gre-Alb, F Aeg-Gre, A Bul H, F Ank-Con. Owns: Ank, Con, Smy, Bul, Gre (5). Constant.

IN THE HALL OF THE COW-PIE KING: The God, Walter, deposited Bishop Phlegethon roughly into an enormous file drawer and locked it securely. "Woman, prepare a fire; we dine tonight on this offering that so fortuitously fell into my grasp." Walter unshackled the woman from the iron manacles that bound her to a fuel injected typewriter and cuffed her into the kitchen. Pleased with himself, the God of War tramped into his private room, humming martial tunes in anticipation and trying not to drool too much on his prized collection of ditto paper and lurid magazines.

Out in the kitchen, the woman, Suzanne, Goddess of Fawning Servitude, was busily stoking the oven with defunct diplomacy zines and mumbling darkly under her breath, "...bad enough that our poor son was born clutching multi-colored cubes in his hand (a miracle-birth, he claims), but to waylay every passing traveler and drag him into his archives and imprison him there is ungodlike." She shuddered momentarily and then backed away from the roaring flames. Suddenly a light gleamed in her eye and she whispered to herself, "Perhaps...perhaps I can play a little mischief to delay Walter long enough to rally my forces for a household coup."

Bishop Phlegethon eyed the enveloping darkness that covered his surroundings like a blanket. Feeling his way about, he found himself trapped in a labyrinthian maze of paper stacked neatly to the ceiling. Exploring this, he soon became lost in the winding corridors of the Archives. Realizing the hopelessness of the situation, he collapsed from fear and exhaustion.

Lying in a twitching heap, his eyes were dazzled by a brilliant shaft of light. Blinking

his eyes in pain, the light winked out as abruptly as it appeared, but not before he spotted a packet that was thrown to the paper-strewn floor. Groping about in the darkness, he found the packet and opened it curiously. They felt like long thin sticks--matches? Excitedly, he struck one against a surface and a small flame burst into being. Gathering some paper in the thin light, he quickly fanned it into a comfortable, though smokey, flame. Relieved by his ability to see his environment, he settled down next to the flame and warmed himself while contemplating his next move. Coughing a bit from the smoke, which was beginning to lie in a thick layer at the ceiling, Phlegethon was startled to hear a muffled roar that closely resembled that of a wounded bear. Suddenly, a hand grabbed him by the collar and once more he was face to face with the God of War, who was flushed red with rage.

"Saboteur!" he sputtered. "You would burn the documents of heaven and creation themselves? For that you die miserably." Walter flexed his over-developed muscles, and would have torn Phlegethon right then and there but for a lucky change of wind (caused by Walter's vast lung power) that blew the flames towards Walter's copy of Graustark #1. Shrieking in horror, Walter dropped the bishop and stamped out the fire before it got entirely out of control. Satisfied that his collection was safe, he turned with a snarl towards Phlegethon and the bishop saw that his eyes were not quite sane.

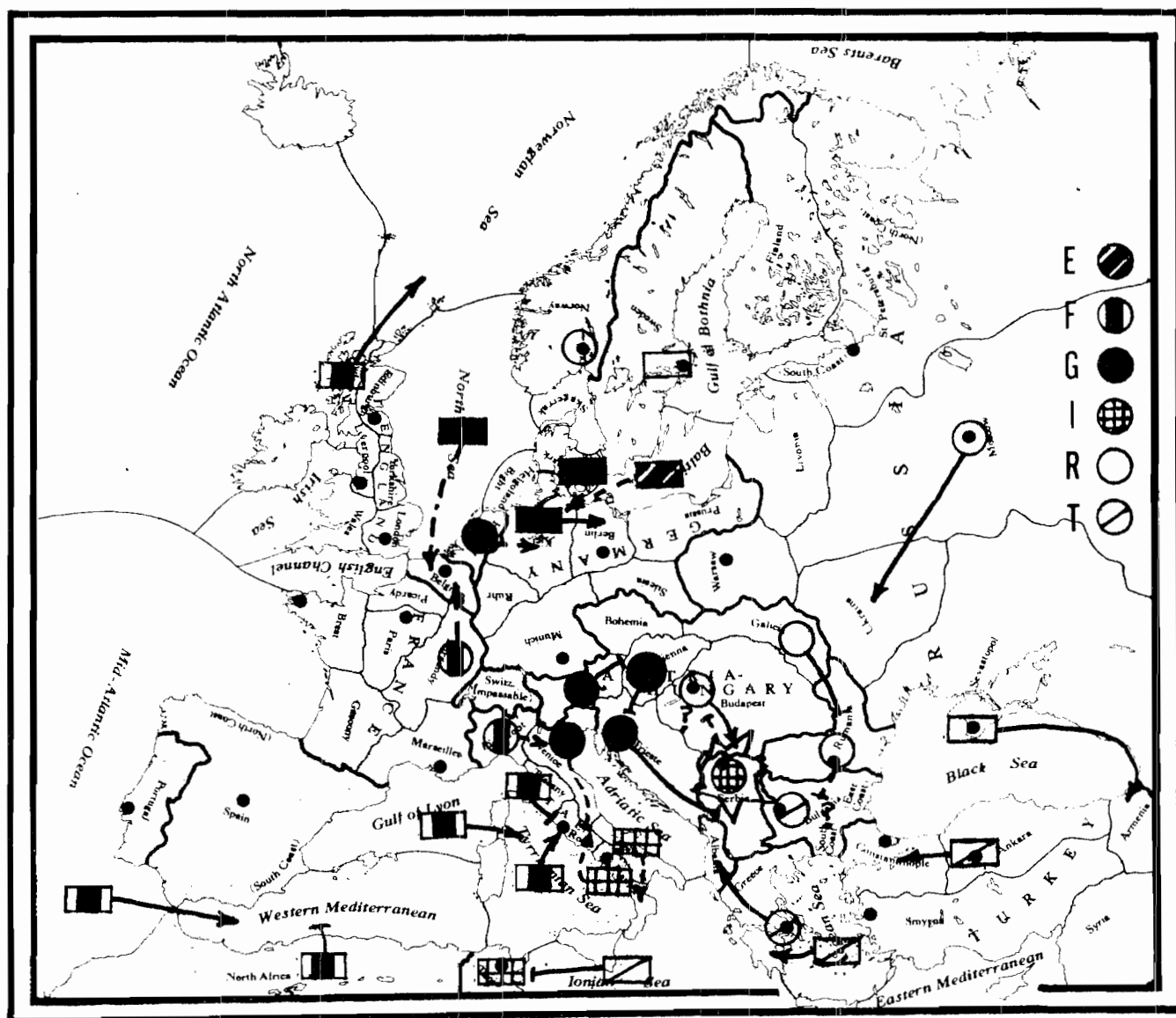
"Revenge," gloated Suzanne, a tortured smile twisting her lovely face. She stood in the doorway, a torch gripped firmly in her right hand. "Give up, Walter, or I'll burn it all to

the ground." She cackled hysterically, the years of long frustration surfacing at last.

Wild-eyed with fright, Walter forgot about Phlegethon, and attacked his mate with a bellow that shook the earth. He would have overwhelmed her in his first rush, but legions of howling DWA Valkyries came hurtling to her aid; she had prepared well. But Walter was powerful and in the ensuing pitched battle, Phlegethon dashed to the door, kicked it open, and ran into the ga-

thering light of day. Stopping briefly at the top of a rise to catch his breath, he looked back to see tier upon tier of cow-pies that formed the walls of the God's abode collapse from the limitless energy that was being released from within. "I wonder if I'll ever know who won," mused Phlegethon to himself. Not willing to risk the outcome, he set out across Dippyland again, pausing only briefly to gibber in fright at the near end of himself.

FALL 1904



(Map notation courtesy of Eric Verheiden. The notation for representing successful and unsuccessful moves by solid and broken lines respectively is entirely conventional. The same goes for attacks (arrows) and supports (perpendicular bar). A question mark by an attempted support (as into Bud and Eul) indicates that the unit to which the support was given did not move

in the way indicated by the support order, i.e., NSO in the moves. A "bomb-blast" around a unit indicates that the unit was dislodged, e.g., A Ser here. If a retreat had been possible and known at the time the map was drawn, this would have been indicated by a jagged line in the direction of the retreat.)

ANALYSIS

by ROD WALKER

Well, as Russia and Turkey sink slowly in the East, let's have a look at the game and see what's going on. We have seen a tour-de-force for a Franco-German alliance, and while one may readily surmise that the Franks and the Huns are at war, it ain't necessarily so.

Let me first of all comment on the action in the East. Throughout the game, Allan Calhamer has played defensively. With a hostile Russia breathing down his neck, he had little choice. His only hope for an offensive game was peace with Russia and a stab westward into the Mediterranean. His only hope of victory was in undertaking that offensive early, while England fought on--but England died too quickly, abjectly giving in to the Franco-Huns, and he has lost his opportunity.

Calhamer's only hope of stalemate also lay in peace with Russia, and the establishment of some sort of line against the triumphant Teutons. Much of his will--and diplomacy--must have been bent in that direction, too. It is easy to reconstruct what has happened most recently in this game. Vagts agreed to fight Germany. He would take Norway and Serbia for two builds (F StP(nc) and A War). Calhamer would move out to challenge the French in Italy. Allan kept his part of the bargain. Arn did not. Turkey is doomed to lose one center, and most probably two, to Russia in 1905.

What of Russia? Arn Vagts is no fool, nor is he a gentle player, and there has to be some reason for a stab which dooms any eastern stalemate. Simple: Vagts is planning to win the game. His reasoning is: France and Germany have got to fight--in fact, they are fighting. So let them. Meanwhile, he picks up 5 centers from Turkey, and armed with 14 units sweeps on to certain victory. The plan is elegant. What a pity it won't work...you see, Arn Vagts has been set up.

Look at the evidence. The Franco-Huns have cooperated with infinite closeness in this game. They took out England with surprising ease, set up the destruction of Austria, and have smashed Italy. Their hopes for victory now hang on getting Russia and Turkey to fight. But presenting them with a united front would only provoke an alliance. The diplomacy indicated is obvious.

First, France and Germany begin sparring over the corpse of England.

Second, France writes Russia for an alliance against Germany.

Third, Germany writes Russia for a nonaggression pact.

Fourth, Russia, with good judgment flawed only by being fooled by the Phoney War, decides to let France and Germany go into the trenches while he grows big enough to win.

Now the trap will be sprung. As Turkey wheels back east to defend what he can, five French fleets will destroy the two Italians and hurtle into the eastern Med. In the north, four Franco-Hun fleets will destroy the single Russian fleet, securing Scandinavia. It will be all over but the shouting. I can't say at this point whether France and Germany intend to tie the game or, having eliminated all opposition, fight to the death. We will see.

Now, how do I know that this is the case? Well, I don't know, but why do I suspect? It all hinges on the Phoney War...is it? Let me list my reasons. In Fall 1904, the orders seem to me a dead give-away:

1. FRANCE: F Cly-Nrg. No attack on Germany's Edi?

2. GERMANY: A Hol-Kie, F Nth-Bel, F Kie-Eer. Senseless moves if he is fighting France. His build of A Mun shows there was no reason to leave Kiel vacant, and no unit threatened Berlin. If he had been fighting France, he would have ordered: A Hol-Bel, F Nth-Lon, etc., or some combination to hit the French harder (F Nth-Bel, A Hol S F Nth-Bel, F Kie-Hel, F Den S F Kie-Hel, would have been one possibility).

3. GERMANY: A Ven S ITALIAN F Nap-Rom. FRANCE: A Pie-Ven, A Bur-Bel. What happened to A Bur-Mun? And the orders in Italy look like a negotiated set-up.

Finally, just look at the totality of the Hun orders. What bland, colorless pap! Does that look like the Lenny the Lizard we all know and...um, well, we all know? Frankly, it looks like a Lenny the Lizard trying to sucker the Russians and getting ready for a Russian attack just in case the ruse does not pay off.

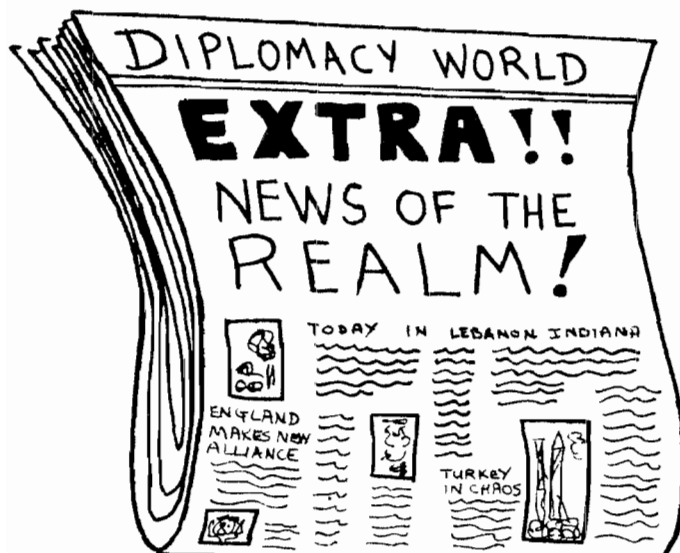
But it has paid off, in spades!! Now there is no defensible position for the Eastern Powers, no hidey-hole they can run to. The game is lost for them, and they can only hope for a Franco-Hun war to change the history which seems already written for their world.

Fat chance.

Gosh--all-heck, Walter, since it'll start in December, why not sign me up for your next demo?

STANDBYS

AUSTRIA:	Ronald Kelly
ENGLAND:	Paul Boymel
FRANCE:	William McCullam
GERMANY:	Doug Ronson
ITALY:	Eruce Schlickbernd
RUSSIA:	Francis McIlvaine
TURKEY:	Eric Verheiden



1. **BOARDMAN NUMBER CUSTODIAN.** Conrad von Metzke (PO Box 4, San Diego, CA 92112) is currently experiencing personal problems and it is asked that you bear with him. Requests for a number to be assigned to your game should be sent to Rod Walker (4069 Jackdaw St., San Diego, CA 92103), the Co-custodian. GMS apply only.

2. **ORPHAN GAMES DIRECTOR.** Greg Warden (804 S. 48th St., Philadelphia, PA 19143) heads up this important hobby-wide post. If you believe your game to be orphaned, drop him a line and he'll try to find your game a new home.

3. **DIPLOMACY CENSUS.** Paul Boymel (3001 Veazey Terr. NW, Apt. 1014, Washington, D.C. 20008) is now reviving this long dormant project started by Ray Bowers to compile the names and addresses of all current postal Diplomacy players and GMS. I urge all publishers to send Paul your mailing list since only with your help can the project be a success.

4. **POSTAL DIPLOMACY RATING COMMISSION.** Rod Walker (address above) is currently chairman. The goal of this group (composed mostly of rating custodians) is to come up with a uniform set of rating criteria. Interested parties can follow the group's progress by getting Laputa, available from Rod for 15¢ per issue.

5. **IDA'S NOVICE PACKET.** Joel Klein (170-14 130th Ave., Jamaica, NY 11434) is heading up this project to provide general info and sample zines to newcomers to the hobby. If you are a novice, a packet will be sent to you free. Publishers are urged to cooperate by sending the names of newcomers and sample zines to Joel.

6. **POSTAL DIPLOMACY CONGRESS.** This long defunct group was composed of the hobby's GMS, its purpose being to solve mutual problems such as houserules, etc. When thinking about hobby-wide jobs recently, I wondered about the possibility of it being revived. If there is a GM out there that is interested in doing this, the Archives Publishers Survey in this issue would give you a good mailing list. You might also

write Rod Walker for ideas, as he once headed up the group very ably.

7. **HOBBY-WIDE JOBS.** The above jobs fit this category. If you would like to help the postal Diplomacy hobby run smoothly in an organized way, write one of these people to help.

8. **BOAST.** Herb Earents (RR 4, 1142 S. 96th Ave., Zeeland, MI 49464) has been publishing this zine every 3 weeks like clockwork for over 3 years. No game openings now, but standbys can be had for the price of a sub, 17 issues for \$2.75. You get good game news, too.

9. **BOOK OF STAB.** George Wallace, Jr. (9950 Reseda Blvd. #13, Northridge, CA 91324) and a cast of characters you won't believe put out one of the funniest zines in the hobby. Sub is only 11/\$2.00 with free standby positions.

10. **IMPASSABLE.** John Boyer (117 Garland Dr., Carlisle, PA 17013) runs a gamezine that indeed lives up to its name. Now at last he'll soon have game openings again, but you must be a subber to get invited. Therefore I urge you to rush John \$2/12 or \$1/6 (new bloods). John has a soft heart, so beg and plead a little!

11. **1974 IDA HANDBOOK.** John Boyer also published this gem, the best single buy in the Diplomacy hobby today. This 88-page book not only gives you many articles on good play and chronicles the best game ever played, but gives you other interesting info on the hobby as well. So send John \$3.00 (\$2.00 for IDA members) now.

12. **LIBERTERREAN.** Jim Bumpus (948 Loraine Ave., Los Altos, CA 94022) produces some of the best mimeo work in the hobby--almost like off-set. Maps and pictures are included with almost every issue. Subs are \$6.00/24 (1 yr.) with a \$1.00 refundable game deposit extra to play.

13. **RAGWEED.** Al and Tom Burkacki (13201 Dwyer, Detroit, MI 48212) are the culprits behind this promising new effort. Gamefee is \$1.50 plus a sub (10¢/issue), pretty cheap! And Conrad von Metzke will analyze the game.

14. **TURNABOUT.** Peter Berggren (Davistown Schoolhouse Rd., Orford, NH 03777) has recently started this new gamezine. Two regular games are open at \$5.00 a spot including a game-length sub. Info available about variants starting.

15. **CLAW & FANG.** Don Horton (16 Jordan Ct., Sacramento, CA 95826) already puts out about the most reliable (and readable) gamezine in the hobby. Now he is trying something new--guest GMS. Here is your chance to get into a C&F game for only \$2 plus a 10/\$2 sub.

16. **MASTER MACHIAVELLIAN.** Peter Homeier (238 N. Bowling Green Way, Los Angeles, CA 90049) has started this brand-new gamezine. Why not write for a sample copy? Gamefee is \$1.00 plus a 12/\$2.50 or 24/\$4.50 sub.

17. **NOVGOROD.** Tony Kniaz (3975 Haverhill, Detroit, MI 48224) invades Dippydom with another Polish zine! It is attractively done in mimeo and the \$2.00 gamefee, which includes the sub for as long as you're in the game, is a steal.

18. THE PUBLISHER. Robert Lipton (Box 360, Lafayette College, Easton, PA 18042) has been publishing this play featuring the greats of political Diplomacy in his Mixumaxu Gazette in serialized form. It will be published separately around Christmas for \$1.00, but if you act now, you'll get it at a pre-publication price of 75¢.

19. ARRAKIS. John Leeder (Box 1606, Huntsville, nt., Canada F0A 1K0) puts Canada's premier Dippv zine. Long a reader's delight, John is now offering game openings again using guest GMS. Fee is \$6 (\$5 to IDA members) with 3-week deadlines and airmail to US players.

20. COMMAND POST. John Mirassou (Rt. 2, Box 623AC, Morgan Hill, CA 95037) got off to a snaky start, but his gamezine has improved steadily as he nears the end of his first year of publication. Game fee is \$1 plus maintenance of a 6/\$1.10 sub. Gala anniversary issue due.

21. BERSERKER. Doug Ronson (864 Ingersoll Ct., Mississauga, Ont. Canada L5J 2S1) is the present editor of this one. A game is currently open for a \$2.00 refundable deposit and maintenance of a 7/\$1.00 sub. Issue #21 was a hilarious parody on The Fighter's Home.

22. EINARY. Harry Riley (144 Lafayette Ave., Trenton, NJ 08610) has started this very promising computer gamezine. Gamefee is \$2.00 (send to guest GM, Francis McIlvaine, 144 Sackett Rd., Apt 6, Avon, NY 14414) plus a 6/\$1 sub.

23. THE POUCH. Gil Neiger (Apt. 11B, 300 W. 108th St. New York, NY 10025) is the current editor and is carrying on with the high quality originally set by Nick Ulanov. Subs are 6/\$2.00 and gamefee is \$10.00 which includes the sub. Well worth it due to the giant-

24. YGGDRASILL CHRONICLE. Paul Wood (24613 Harmon, St. Clair Shores, MI 48080) heads up this well-done venture. Game openings again at last, and I can recommend them. Gamefee is \$2.00 plus maintenance of a 10/\$2.00 sub.

25. MANASSAS. For you general wargamers, Tom Eller (85½ High St., Charlestown, MA 02129) thru Historical Simulations, Ltd., is selling this brigade-level simulation Civil War game for \$6 postpaid with a money back guarantee, unnecessary if it's as good as Tom's playing skill.

NEWS FROM CARTHAGE by Hartley Patterson

(Hartley is interested in feedback so why not write him at: "Finches," 7 Cambridge Road, Beaconsfield, Bucks, England.)

1. CALHAMER AWARDS. I've already had several letters about the "British conspiracy" (or worse, the English conspiracy, as if the Scots were somehow innocent! This is what happened. Most of the UK zines carried the ballot form. There were a number of British entries because several GMS including myself had conspired to get them in--the only conspiracy involved and one required by the nomination system.

The zine with by far the largest circulation here also included a page on the British entries, the editor stating which he was voting for, encouraging others to do the same and offering to mail them airmail if sent to him. Looking at the results it seems to have been this vote that won the day. Several publishers have already expressed disapproval at what some have seen as a deliberate attempt to sink an "international" aspect of the hobby. So why didn't many Americans vote then?

2. FRIGATE 4½ p + postage, 30 p/game, Duncan Morris, 26 Bradenham Leeches, Walter's Ash, High Wycombe, Bucks HP14 4XW) has openings in a regular International game. A reliable zine.

3. QUARTERLY REPORT (Richard Walkerdine) has the second quarter of 1974 showing a decrease in the number of gamestarts for the first time. There are now 262 games in progress in the UK, of which 146 are regular.

4. TOP O' THE PILE (2 p + postage, Mick Bullock, 14 Nursery Ave, Halifax, West Yorkshire HX3 5SZ) is the first issue of a ratings zine from Britain's legendary statistician--rumoured to have name/address/games of every Diplomacy player on file. The first issue runs through the various rating systems and gives their current result for UK players.

There are two rating systems currently in use only in the UK. One of these is the NGC (National Games Club) rating, a handicap system. Players start with 100 points, contributing their current rating to a "game rating"--e.g., a game with seven novices would have a rating of 700. 60% is divided between players in proportion to the number of game years played, 35% is shared by survivors in proportion to the number of supply centers held, and 5% goes to the winner(s). The "gearing formula" from the EROB system is then applied for the final placings.

The MW System (devised by John Meardon, published in Mad Policy) is quite complex, bringing in the relative performance of countries (on the basis that a win with Austria is worth more than a win with Turkey). It is, the designer claims, a significant advance in rating systems--though it needs a computer to work it out!

Top o' the Pile concluded with a "list-of-lists," the resultant of the various systems noted. The current (Sept '74) British Top Board is: 1. Nigel Sloan, 2. Michel Feron, 3. Chris Harvey, 3. Tadek Jarski, 5. John Bullock, 6. Geoff Corker, 7. Rod Blackshaw, 7. Gareth Lodge, 7. Jack Westlake. For those who noticed, yes, Michel Feron is Belgian--these are UK-published games, as number 30 on the list (Conrad von Metzke) indicates.

5. LEMMING EXPRESS (3½ p + postage, Jon Lovibond, 1 Oak Lea Avenue, Fulshaw Park, Wilmslow, Cheshire SK9 1QL) is the latest from the Manchester groups, a promising start as it has

articles and a letter column but no games yet; too many UK zines now are all games and nothing else. Issue 2 has a variant proposal (Mike Moorcock's Runestaff series), a FTF report, etc. A free variant included is "1000 AD," same period as Feudalism II.

6. In answer to Lew Pulsipher (Variants, DIPLOMACY WORLD I, 4) there are 5 WARS OF THE ROSES games running in the UK, which is quite good for a newer variant. An advantage I think is that there is no "obvious" strategy for any player.

I was Chairman of the British Tolkien Society when DOWNFALL was designed, hence the attempt at realism. I agree over balance and like the one included in DIPLOMACY WORLD, perhaps the only way to obtain it.

The wave of enthusiasm for variants has ended here, predictably killed by a rush of poor designs. Probably those that survive will be the same ones as in America: Youngstown, Abstraction and so on.

7. GAME OPENINGS 7 (Sept '74, for postage from Andrew Herd, 35 Austin Drive, Manchester M20 0FA) lists all the UK Dippy zines and groups as well as all variants available. The other half of this setup is a more frequent list of

Openings put out by Norman Nathan (3 Brooke Close, Bushey, Herts) again for the cost of postage. At the time of writing, IDA/UK is negotiating to subsidize both.

Game Openings 7 lists 4 genzines and 30 Dippy zines in the UK.

8. The British Variant Bank now has 30 variants in stock and 6 more will shortly be available, all from Andrew Herd (address above). When the North American VB is operating, the two will be exchanging but meanwhile the UKVB remains the best source for home-grown variants.

9. HYPERION (25 p + postage, Geoff Chalinger, 23 Priestnall Rd., Heaton Mersey, Stockport, Cheshire) will carry just one game--the most complex Dippy variant, Hypereconomic Diplomacy II. So far only the 30 pages of rules and 5 pages of maps have appeared, so join now while good positions are still available.


10. And finally something completely different. Despite what it says on your Diplomacy board, it's safer to refer to us over here as "British." The United Kingdom consists not only of England but also Scotland, Wales, Northern Ireland and various other assorted bits and pieces, the inhabitants of which do not appreciate being thrown in with perfidious Albion.




The following is believed to be a complete list of publishers who have game openings in regular Diplomacy in North America as of the middle of October. If you are interested, I would recommend that you send any one of them a SSAE and ask for a sample copy of their gamezine. This way you can get an idea of the zine that you would like to play in.

1. Joseph Antosiak, 422 East Avenue, La Grange, Illinois 60525
2. Jim Benes, 16W450 Honeysuckle, #112, Hinsdale, Illinois 60521
3. Peter Berggren, Davistown Schoolhouse Rd., Orford, New Hampshire 03777
4. John Boyer, 117 Garland Drive, Carlisle, Pennsylvania 17013
5. Jim Bumpas, 948 Loraine Avenue, Los Altos, California 94022
6. Al & Tom Burkacki, 13201 Dwyer, Detroit, Michigan 48212
7. Randy Christopher, 15170 Colombet Avenue, San Martin, California 95046
8. Harry Drews, PO Box 282, Kitchener, Ontario N2G 3X9 Canada
9. Donald Efron, 1823 Dacotah Drive, Windsor, Ontario N8Y 1S4 Canada
10. Dave Kadlecek, 1447 Sierra Creek Way, San Jose, California 95132
11. Peter Homeier, 238 North Bowling Green Way, Los Angeles, California 90049
12. Don Horton, 16 Jordan Court, Sacramento, California 95826
13. Anthony Kniaz, 3975 Haverhill, Detroit, Michigan 48224
14. Len Lakofka, 644 West Briar Place, Chicago, Illinois 60657
15. John Leeder, Box 1606, Huntsville, Ontario POA 1K0 Canada
16. Richard Loomis, PO Box 1467, Scottsdale, Arizona 85252
17. John Mirassou, Rt. 2, Box 623AC, Morgan Hill, California 95037
18. Hal Naus, 1011 Barrett Avenue, Chula Vista, California 92011
19. Gil Neiger, Apt. 11B, 300 West 108th Street, New York, New York 10025
20. Harry Riley, 144 Lafayette Avenue, Trenton, New Jersey 08610
21. Doug Ronson, 864 Ingersoll Court, Mississauga, Ontario L5J 2S1 Canada
22. Scott Rosenberg, 182-31 Radnor Road, Jamaica, New York 11432
23. Bruce Schlickbernd, 6194 East 6th Street, Long Beach, California 90803
24. Steve Solomon, 17240 Lake View Drive, Morgan Hill, California 95037
25. Paul Wood, 24613 Harmon Court, St. Clair Shores, Michigan 48080

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