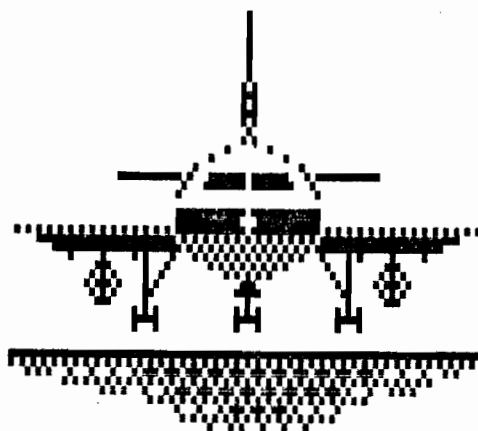




DIPLOMACY WORLD



"Yea, I hear some guy named Peery out bid Trump!"
"....maybe, but whoever heard of AIR PEERIJAVO?"

#56
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1989



/2/ DIPLOMACY WORLD is a quarterly publication dealing with the game of Diplomacy. Subs are US\$15.00 in North America (4 issues per year), including first class postage. Single copy price is US\$4.00, postpaid. Overseas subs are US\$20.00 by surface mail and US\$40.00 by airmail. All prices are in US dollars and exclusive of any bank or currency charges. Make checks payable to DIPLOMACY WORLD or IDS and mail to DIPLOMACY WORLD, Box 8399, San Diego, CA 92102, USA. Allow six-ten weeks for delivery of all orders. Subs begin with the current issue if available. Materials for the magazine should be sent to Larry Peery at the above address. We can usually be reached by phone during the early afternoon or on weekends. No phone calls before 1000, local time, please. Our phone number is 619-582-2904.

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

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Please check the address label on the envelope carefully. If there is a 56 on it your DW sub expires with this issue. It is time to renew now, so please don't wait or you may forget.

The deadline for issue 57 is 1 December, 1989. Depending on the exact date of my return the next issue should be out right around the holidays.

IMPORTANT NOTICE!!

Please note that effective January 1, 1990 we will have a new mailing address. The NEW P.O. Box Number will be 620399. The NEW ZIP Code will be 92162. Please do not use the new numbers until January 1, 1990.

They tell me the changes will improve mail service. Anybody believe it?

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1. THOUGHT

faking war is easier than making peace.
 Tolstoi knew it.
 We are learning it.
 Why?
 faking war assumes, a priori, we are right.
 faking peace means, ipso post facto, we were wrong.

Be sure to check your address label to see when your sub expires, and up yours!

INTRODUCTION

When the 42 year old, sixty foot high Chinese elm outside my office collapsed and crashed into the side of the house not two feet from where I was sitting --- working on DW, as a matter of fact --- that was the last straw.

At that moment the First Farewell Dip Tour was born. When you've survived drunk drivers and muggers, not to mention Carrier and Guerrier; there is only one thing to do. Run away. So I am. On November 1st I leave for Europe to attend England's MIDCON and Austria's national Diplomacy championship. Inbetween, I'll be stopping in Holland and France to meet with Diplomacy players in those countries. With luck I may even get to meet some of the hobbyists from Denmark, Sweden, and Norway.

I also have two serious purposes in this trip, if you can believe that. I'll be promoting DIPCON XXIII among the Europeans, trying to convince them that Hugo didn't totally wipe out the Carolinas. I'll also be promoting the DC3, for short, Network in an effort to establish a true world-wide Diplomacy information exchange network that transcends national boundaries and human quirks.

But don't worry, there's more than enough material in this issue to keep you all busy while I'm gone. Frankly, I hadn't expected too much from this issue, but it turned out better than I had expected. There's a lot of good material in it, and a lot of food for thought if you're not among the brain dead branch of the hobby. Some of what you read here is going to be controversial. Good. It is time the hobby woke up to the fact that DW is not something that can be taken for granted.

DW, like the hobby itself, stands at a crossroads. In the months ahead we have to make some tough decisions. My hope is that the information given to you in this issue, and the sources for further information mentioned herein, will make you better able to make those decisions. After all, that's the purpose of a hobby flagship.

But don't worry, it's not all sturm und drang. Some of it is kind of funny, like my German spelling.

In the meantime, as you enjoy your Thanksgiving turkey, think of me hosting TURKEYCON I in Vienna on Thanksgiving Day. Chocolate-covered turkey, anyone?

EDITORIALS

ON DW

Now that most of the dust from DIPCON XXII has settled it is time to get back to the business at hand; which in this case is DW. You will see in this issue many ideas for changes in DW. Obviously they won't all fly, and some of those that do will, no doubt, crash. But, in my remaining time as DW's editor I intend to do everything possible to make sure that DW continues to improve.

ON MARK BERCH'S IDEA

On the next page Mark Berch calls for the establishment of a hobby news zine. We second that idea, even though it may appear, at first glance, to conflict with our plans for USA DIPLOMACY NEWS. Actually there is more than enough news to keep both pubs busy, and USA DIPLOMACY NEWS is geared toward the international audience, not a domestic one. So, we hope someone will take up Mark's idea. We'll be glad to help.

A DIFFERENT PERSPECTIVE

I was pretty impressed with the success of our (e.g. USA and Canada) Diplomacy Con Circuit this summer, until I started comparing it to what's going on in Europe. During November there will be major Diplomacy events in England, Austria, Belgium, Holland, France, Denmark, Sweden, and Norway; any of which will be larger than any Diplomacy event held in North America this summer. Obviously DIPLOMACY is a very popular face to face activity in Europe; and yet their postal hobbies, in most cases, and their international contacts, remain relatively undeveloped. Why that is the case is one of the questions I am going to try and answer on my trip.

A TIP OF THE HAT

After years of running the Runestone Poll, Brux Linsey has turned it over to Eric Brosius. If Eric does as well as Brux did the Poll should continue to thrive. Brux did a fine job running the Poll and deserves the hobby's thanx.

OH, CANADA? A REFRAIN

Last issue's editorial, Oh, Canada?, was interpreted by a few people as an attack on Canada's Diplomacy hobby. It was not. It was, however, a criticism of the Canadian hobby for failing to address a problem for which it is, in my view, responsible. Note that I said responsible, not to blame.

What we should not over-look is the good thing about this. For the first time there is a Canadian Diplomacy hobby, capable of standing on its own and acting independently, without depending on the US hobby to maintain itself. But, what the Canadian hobby must realize is that with independence comes responsibility.

The problem I referred to is Francois Guerrier, although he is but the latest example of it and it is certainly not uniquely Canadian. Others before him: Hinton, the Bad Boys, Brad Wilson, Carrier, etc. have also manifested it to one degree or another.

It is difficult to describe the problem, or even definite it, but our society has given it a name: McCarthyism; and if you read the publications of any of these people you will see plenty of it. I believe Guerrier has been guilty of this in his conduct as a magazine publisher and editor. Some people explain it away by saying that that's his style. That is no justification. I was told that this kind of criticism of another hobby member has no place in DW. I disagree. I believe DW is the perfect place to call the attention of the hobby to this problem.

I propose no solution for the problem. I feel that is the responsibility of the members of the Canadian hobby. Again, a look at how the US Senate dealt with Senator McCarthy may be enough. I hope so.

WHAT THE HOBBY NEEDS IS A GOOD ALL NEWS ZINE

Mark L. Berch

During the past two to two and one-half years, I have been trying, privately, to find someone interested in putting out a hobby news zine. The AM radio band has all news radio stations, and we could use this too.

Such a zine would have certain basic requirements. It would need to come out on a regular, fairly frequent basis; certainly no less than monthly. Second, the pubber would have to be able to get the cooperation of the hobby's publishers in sending him or her material, unless the publisher can afford to sub or trade to most of the hobby's zines and take all the time to scan it. Third, it would have to present the material in a completely straightforward manner, without commentary; and without the editor tending to ignore events that he does not approve of. This requires that the editor both be and be perceived to be unbiased.

The North American hobby has had news zines from time to time. The first I know of was YE OLDE BULLETYNE BOARDE which came out in the 1960s, but I don't know if it ever got beyond its third issue. Scott Marley put out about a half dozen issues of UTOPIA, LTD., but it never really caught on, and it was never an all-news zine to begin with. John Caruso has recently put out HAVE YOU HEARD; which he describes as a "roving flyer." But this intertwines news and commentary in John's highly personalized writing style. And it includes derogatory comments about things he doesn't approve of, some of the material is in very fragmentary form, and thus isn't really what I had in mind. Similarly with DIPLOMACY WORLD NEWS, which occurs too infrequently to be of much value; is too much oriented toward Peery's own galaxy of activities; and has too much of a sales orientation.

Many zines have news sections, of course, but these are subject to significant limitations. There are a lot of zines that the publisher doesn't see. The publisher will tend to select those news items he thinks his readers in particular will be interested in. He must also be mindful of space limitations; since a number of other things go into the zine too. And commentary is often interwoven into the reporting of events. Indeed, events may be selected because the author may particularly want to praise or criticize them. I have, for example, a fair amount of news coverage in my own zine, and all of those limitations apply to what I do. Thus a DIPLOMACY DIGEST-style news coverage would be unsuitable for such a zine, as of course would be the style in HAVE YOU HEARD or DIPLOMACY WORLD NEWS.

The contents of such a zine would have to be both informative and readable. Thus, game conclusions could be reported, but if the game had a particularly interesting feature, a paragraph could appear on that. If Topic "A" is hot, the zine could mention that big editorials on the subject appeared in XXX, YYY, and ZZZ; giving in each case a capsule summary of the points made. If WWW had a good write up on "CONCON," or SSS had a big essay on the English-German Alliance, or an entertaining press war has broken out in TTT, or the editor's personal life was being aired extensively in UUU, or a successful roundtable discussion was printed in VVV; again, short summaries could cover it. It doesn't need to be bland to be successful. If a new Handbook appears, get a review from someone who liked it, and someone who didn't. Even handedness, and thoroughness is what is needed. A lot of small news items could appear in as little as a single sentence; but taken collectively, they could give a flavor of what the hobby is doing. New Blood listings, new zines, game openings with special features, possibly a centralized listing of changes of address, announcements from hobby custodians, ratings lists, Con listings, awards and poll results and other items would round out the contents. A "News From Abroad" section would be of particular value; since so few of us get news and zines from outside North America. Some of these could be taken right from the British news zine. If carefully done, even editorials could appear, preferably in the form of "pro" and "con" essays on some hobby development

or proposal.

Ideally, the publisher will have no other major hobby commitments, so as to avoid competition for her time. If he can get pubbers to mark the zine where items of interest occur, or to write up the news item herself (subject to editing, of course) that can be a real time saver. Being well organized, not having an ax to grind, having strong editorial skills and being able to write in a lively manner would, of course, all be particularly useful.

This is also a project that could be done on a team basis, as the work could be divided up in several different ways. But most of all we need someone with ambition who would like to see such a zine exist. Is there anyone?



FRENCH BICENTENNIAL DIP, as the Parisians play it. If you look carefully you'll see Mark Lew's head on a pike in the middle of the foto. From the EDI Collection, The Fotobank.

LETTERS TO THE EDITOR

WALKER AWARD ACKNOWLEDGED

I know of no other way to do this, so I am taking advantage of the broad readership of your periodical to extend my thanks on behalf of the authors who wrote the material that brought us the 1989 Rod Walker Award for Vol. 24, No. 3 of The GENERAL. It is an honor to join the ranks of hobbyists such as Mark Berch, Daf Langley, J.R. Baker, and Fred Davis in striving to better the postal hobby through the written word (which is, after all, supposedly our forte). And, I would hope, perhaps our effort in spreading the word to the larger wargaming hobby audience has had some small impact in doing so. After all, the more folk who are encouraged to try their hand at postal DIPLOMACY (and you'd be amazed at the number who might like to if they but knew more about it), the more diverse and more experienced our numbers, and the more enjoyment and excitement for all. Indeed, it becomes an upward spiral: the more people involved, the better the hobby; the better the hobby, the more people are attracted to it. After all, the majority of DIPLOMACY players I've met are social gamers - they enjoy the company of others (by post or in person). The game is merely the medium for meeting. I would encourage the best authors among your ranks to avail themselves of the many, many opportunities in this country to do so in print by submitting well-written, informative articles to other general hobby magazines, local newspapers, small regional periodicals, school and club and other newsletters, etc., etc. By such efforts will the DIPLOMACY hobby continue to prosper.

I seem to be stepping up on a soapbox - and that wasn't my intent. Again, many thanks for the recognition and the honor. Maybe someday I can find the time to devote some more significant space to this greatest of all games in The GENERAL.

REX MARTIN, Managing Editor, The GENERAL

MARK BERCH RESPONDS TO CAL WHITE ON DIPCON SITE SELECTION PROCESS

Only those attending a DIPCON can vote on the location of the next DIPCON. It is not true that the only argument against allowing proxy votes is "that it has never been done that way before." It's in the DIPCON Charter - ONLY those attending can vote. Thus, if even Larry agreed, it would be improper of him to allow proxy votes. If you don't like the system, just amend the Charter. It's not that complicated a procedure. But I'd vote against any such amendment.

You say, "This is a system that has worked reasonably well in the past." Indeed, and isn't that the relevant factor? Why is the hobby bedeviled by proposed solutions to problems which don't exist? It's the same story with Sacks' alternate MNC - designed to have a new MNC who won't charge a fee. That's a solution to a non-existent problem, as no MNC has ever proposed such a thing.

East coast DIPCONs have been held in 1976, 1979, 1982, and 1986. In each case, the site selection was made by a non-east coast DIPCON (Chicago in 1975, a west coast Con in the other cases). The choices have turned out fine - so what's the problem?

It is true that most of those west coast voters won't attend DIPCON '90 on the east coast. And a solution you say is "that anybody should be able to have a say." Of course that "anybody" will also include people who are unlikely to attend an east coast DIPCON, so how is this a solution?

Sure, there's another way of doing it - there's a dozen other ways, and if you open the door, you'll hear all twelve of them argued, modified, attacked, defended, etc. - for what? To change a mechanism that has worked well? How will you determine eligibility, if it is to be less than everyone voting? How will the pollster be picked, times set, publicity mailed out, etc.? We could take years to resolve it.

And what is this a matter for the "postal" community? DIPCON is not postal. It's tournament Diplomacy. You show up, and you've earned a right to vote on the new DIPCON Society committee for the location of next year's DIPCON, the next DIPCON Administration Committee, and any amendments to the Dipcon Society Charter. I don't see where some random hobbyist has earned that. And the current system is simple. Presentations are made,



questions asked, the vote taken, hands counted, and that's it. And those voting at least know what a DIPCON is. They supported it by coming, so they have the right to venue the next one.

MARK BERCH, DIPLOMACY DIGEST

A VOICE FROM THE PAST

You'll notice that I have not asked you for a plug, review, or game announcement concerning MONDOJ. This is because I think I understood instinctively what Mr. Guerrier has regrettably not yet learned---when you screw up, you pay a price. I know that I must re-earn the trust I once held, and that will take time--because it must be done with actions, not words.

GLENN OVERBY, MONDOJ and THEME AND VARIATIONS

LAST NEGOTIATIONS FROM DIXIECON III, FIRST NEGOTIATIONS FOR DIXIECON IV

I enjoyed seeing you at DIXIECON. But I feel compelled to write you because I need to apologize for my actions in our game on Sunday. Remember, I was England and you were France. I've never written to anyone after a face-to-face tournament game, but I made three critical errors in that game. Maybe I was up too late the night before.

The first two errors did not concern you and were not the real devastating kind. I underestimated the strength of the Italian and Austrian bond. I didn't think their alliance would hold. I also underestimated the abilities of the Italian as an individual player. But both those mistakes are made all the time in Diplomacy and are not worth writing letters about.

My most critical error was in completely discounting your resolve to play a serious Diplomacy game. I know you are one of the top tacticians in the game. But I also saw that you enjoy the social event of a tournament as much as the game itself. So I've always thought you would not make a good ally because you'd be off socializing when I would want to be coordinating moves. So I closed my mind and never really considered allying with you, except for one point when I tried to talk Germany into an English-French-German alliance. I hope I will never close my mind to anyone in that way again. I guess I've learned a lesson for life here too.

The right move was for me to attack Germany when I said I would and ally with you versus Austria and Italy. But my attitude blocked out rational thought. I am sorry I missed my opportunity to ally with you and your creative tactics. It would have been fun.

This letter is coming to you via David Hood because I don't have your address and I figured he would. I sent David a stamped and sealed envelope and asked him to write your address on it and mail it.

Take care, and I'll know better next time we get together for Diplomacy. I'll plan to be your ally right now and go all out from the Spring of 1901 to prove it to you.

Please excuse the scribbles.

MARK MURRAY

/Editor's Note: Normally I wouldn't publish something like this, but I think this is one of the best "con" jobs I've ever seen. Mark's letter is a masterpiece of post-stab kiss-and-make-up. And if you want to find out if he follows through on his promise of an alliance next year, come to DIPCON XXIII./

SOMEHOW IT JUST STRUCK ME...

Up my sub.

LEE KENDTER, Jr.

/Editor's Note: When I read Lee's cryptic note, the picture at the side immediately flashed through my mind. The fun part was finding a copy of the foto./

Larry Peery

My thanx to all of you who responded to last issue's DW Questionnaire. There was enough of a response to give us a good representation of what the DW readership thinks. Here's a summary of the results, again without all the boring numbers.

The average DW reader has been playing FTF Diplomacy for over eleven years. That indicates our readership is heavily biased in favor of old timers in the hobby, since the average hobby member lasts only about three years (or have we been wrong about that?).

The typical DW reader has been active in the postal hobby for about nine years, and the same comment applies. In both cases there are exceptions. I found one long time FTF player who has never played postally, and one long time PBM player who has never played FTF. The responses indicate we have a solid minority who have been around forever, and a large majority who have been around for the expected three year period.

Since I messed up on the PBM and PBEM question, although several people gave me the right information; I can only tell you that the average DW player is playing a bit over 5 Diplomacy games by mail.

The average number of Diplomacy publications read was higher than I expected, over 13; but again a few people had answers that moved the average up, way up. If you disregard their answers the average number is probably closer to 5.

The typical DW reader has played about 3 FTF Diplomacy games in the past year.

And the typical DW respondent has attended 1 Diplomacy tournament or convention in the past year, although only one person actually used that number. Almost half had attended none, and several had attended as many as 3 or 4.

I tried to find out what areas of the hobby interested DW readers and that proved to be a study in futility. PBM Diplomacy, as one would expect, got the highest rating: 9.23. Ratings in the sixes went to: Face-to-face, conventions, and the national hobby. In the fives were: Play-by-electronic mail, Variant, Tournament, local and international hobbies. Way down at the bottom, with a 3.0, was Computer Diplomacy.

DW scheduling was almost evenly divided between bimonthly and quarterly, with monthly and semi-annually splitting the difference.

Issue sizes also was closely split with 20, 40, and 50+ pages almost equally divided, and 10 pages with a small percentage.

Almost sixty percent of the respondents favored the current legal-sized digest format, with open-faced and regular digest-sized formats splitting the difference.

Again, the subject areas to be covered in DW presented few surprises. At the top of the list, with scores in the eights were: Playing styles and negotiations, strategy, and tactics; followed by: Demo Games, face-to-face and tournament, and openings; with scores in the sevens. There were a lot of subjects in the sixes: Rulebook, gamemastering, publishing, humor, convention reports, hobby news, and cartoons. The fives were represented by: Computers and Diplomacy, other game reviews, ratings, variants, letters to the editor. Down at the bottom were editorials and fiction and poetry. The average composite, for what it's worth, was 6.41.

It's true, numbers don't lie, but sometimes they don't mean very much either.

Let's see what your comments tell us. I'm printing them, good and bad, without the name of the author, because I don't want anyone to feel intimidated.

SUGGESTIONS FOR IMPROVING DW

Color - but you probably can't afford that without pricing yourself out of business.

A quiz - you present a position, then ask the readers: How would you negotiate and

what would your orders be? Like Nicky Palmer's "Are you a Master Diplomatist?"

Always have at least one Demo game running. More articles on computers and Diplomacy. A computerized player is a great artificial intelligence project.

Do a creature feature, an interview with a player or publisher each issue, about two pages long.

I believe in most cases material could be edited for brevity. (cf. DW #55 pp. 10-12, where a lot is presented twice) Subscriber service needs to improve - it takes a long time to get one's problem dealt with. Many of DW's goals are undercut by the leisurely publishly schedule - thus "hobby news" should be in DW, but a quarterly cannot compete with monthlies in news.

This survey is a start.

Increasing circulation to a point where a more polished publication is feasible, perhaps even overseas subbers?

Trim the fat.

Bimonthly publication.

I see DW as a news magazine to bring the hobby together.

We've got to get more writers. I enjoyed the DW #55, but I don't know about people who weren't at DIPCON. We need to get DW back to the way it was when I started getting it: lots of S&T articles geared to the average hobbyist.

Avoid issues too much on a single subject. Current issue looks 100% DIPCON. Way too much.

Publish my e-mail article.

I feel that there are several ways in which DW can be improved.

First, I think the content of DW should be strictly limited to hobby items of a general interest. Issues such as DW #55 which devoted an entire page to the ... /sorry, I couldn't read it/ ... at DIPCON XXII should not be forced upon subbers. This is not a value for my \$4.

Second, DW should adopt a shorter format with 6 issues per year. This will allow DW to refrain from publishing worthless filler such as non-hobby poetry.

Third, DW should run a regular listing of all functioning zines. This will allow would be subbers to contact the zine of their choice.

Fourth, DW should run as many "how to" articles as possible. I think subbers and pubbers read DW to improve their skill. I say, "Give the readers what they want." Finally, be timely, September is not summer.

Also, DW should print letters to the editor. Allow readers to know what their peers think. This will help make DW a true forum of the hobby. After all, DW will survive whatever Francois has to say, so why not let him say it in DW? This will lend credibility to DW if letters are handled objectively.

Also, a letters to the editor column should encourage readers to write to DW more frequently. That has previously been the case. After all, if DW received the feedback it needs it wouldn't have had to use this survey to find out what readers want it to be.

I like cartoons and illustrations when they are well done, high quality material. Unfortunately, the DW cartoons usually detract rather than add to an issue.

Please understand that while I have great appreciation for the effort and work that goes into DW, which is phenomenal for an amateur publication, I find most issues to be physically unattractive. DW suffers from poor layouts, poor graphics reproduction, boring type and headlines, untalented artwork, unoriginal design, and too much wordiness in editorial copy.

The editor would do well to cut out excess verbiage and focus on conciseness. I'd like to see more photographs, though they are miserably reproduced in DW. I find it difficult to read through an issue of DW due to the poor layout of articles, poor use of white space, and excessive wordiness. Increased use of headline type and use of paragraph headings would be helpful. DW resembles a textbook more than a magazine or journal. With all of the negatives in the above comments, I still find your efforts worthwhile and admirable, and I plan to subscribe as long as you publish it. My comments are intended as (hopefully) constructive criticism.

I realize you won't always have 50+ pages of quality material to print. If that is the case, less pages is probably better.

As I indicated before, I don't think the hobby generates more than 10-20 pages per quarter of "quality" material of enduring value, and DW should be limiting itself to this.

Basically I think DW should stick to Diplomacy. If I want to read, e.g., fiction and poetry, I'll look to publications specializing in that.

I made quite a few suggestions last year as part of my work --- no additional brilliant ideas since then. As I indicated a while back, I've pretty much lost focus since you haven't implemented or even acknowledged /Editor's Note: WHAT!!!!????/ anything I sent you. Hope someone else has some constructive ideas.

Re this latest issue (#55): Of great interest to the folks who were there, no doubt, but from my point of view a complete bore. I can appreciate how much work you've put into the issue, but I spent less than 15 minutes screening it and feel that the time was wasted.

This is not meant as a recommendation that you only run the stuff that interests me. You may remember that I had similar misgivings about DW #51 --- the pages and pages of rating stuff did interest me, but I queried whether it was appropriate for DW.

I feel that every interest should be of interest to a wider cross-section of the hobby --- i.e., I suggest you re-think the policy of these "theme" issues that only appeal to a narrow clique, even (or especially) when you change the "target clique" with every issue.

So much for the criticism, let's see what these same people offered to do to improve DW. Again, with no names.

You tell me.

When you do an issue on Diplomacy computer programming, I can send you some ideas. Also, I'll participate in the quizzes. As for writing on negotiations, I'm no big shot: zippo Calhamer points so far. I do all I can just to stay in my games and not get wiped out!

Sorry for your 36th place finish in the Runestone Poll; which I feel is vastly undeserved. I gave DW an "8" so I basically like it as it is. Except for the issue on WWI games; which are not my scene.

Write an article on early DIPCONS or Escalation Diplomacy.

I don't mean to distort the scores, but I'll happily read good articles on any of these subjects. I guess the quality is more important to me than the particular subject matter.

I'd be more interested in DW, and contribute more, if I felt better about it. Several lengthy wrangles about my subscription have left a bad taste in my mouth. For instance, as I never received #52, my issue of expiration should now read #57, but the change has not been made. I expect I'll just let my sub lapse at #56 rather than put more effort into getting this problem taken care of.

Stay away from it.

I proselytize constantly at work and among friends. The more players I recruit, the easier it is to set up games. I think everyone should seize every opportunity they get to talk about this game.

I can also write a few articles; which may be easier now.

Nothing.

Good question. All I can promise is that I will keep it going when you decide to call it quits. What's this about folding? If you "fold" you will bury the zine forever. Go ahead and pass it to me if you don't want to keep it going. I can get an issue out this fall sometime, if necessary.

Offer my variant rating system, once complete, for publication (several months away).

Get my e-mail article published.

I am afraid that I, personally, am not qualified to write a non-fiction article which could be considered authoritative due to my short experiences with the PBM aspect of the hobby. I have, however, contributed a fictional, hobby related article to DW and I am willing to do it again. One non-fiction idea I'd be willing to lend a hand with would be writing short biographies of prominent hobby personalities. I think DW's subbers might enjoy learning a little something about people whose names and activities are frequently encountered. I am unsure, however, whether such a feature would truly be of interest to DW's general readership. If DW thinks it is, I'd give it a go.

Participate...? (Better? I dunno if my participation would make it better.)
I suppose a XXX Corner might be of interest for a few people...what do you think?

/Editor's Note: Half the respondents had nothing to offer DW to make it better.

If the above all sounds terribly negative that is because it is. I deliberately tried to publish the most negative comments I could find. Praise, while welcome, was not what I was looking for this time.

I have read all your input carefully. The next step in the process is to give the non-DW reading hobby a chance to have their say. I hope to complete that process by the end of the year. Then I will decide what changes will be made in DW. One of them you can see with this issue since it is pretty obvious. By eliminating the use of legal size paper for printing DW I can save almost 20% of the cost of a given copy, and decrease the printer's turn around time by over 50%. Other changes will come in January's issue.

In the next three issues I intend to do some experimenting with DW's scheduling, format, and content. There is nothing any more sacred about DW's purpose; than there is about DIPCON's format. Change is inevitable and we must change with the times. But change for cosmetic reasons is neither necessary nor desirable in all cases. Fancy graphics, fotos, and color would make DW look better, no doubt; but if the hobby is so brain dead that it cannot produce a handful of original strategy and tactics articles a quarter; we are in a situation that no amount of cosmetic surgery will correct.

The fact is that DW can only be as good as you make it. I can, to a point, cover some of the slack, but I can't do it all by myself and, frankly, I don't think I should have to. Four years ago we solved some of DW's problems. Now we face a different set. Can we do it again? Do we want to?/



CONFERENCE MAP

1989AM
HOOSIER ARCHIVES DEMO GAME #10

"ANIMAL FARM REVISITED"

This should be a most interesting, and entertaining, Diplomacy game since it includes a hound, two foxes, three hens and one Judas goat. For that reason I've named this, the tenth Hoosier Archives Demo Game, "Animal Farm Revisited." Perhaps by the end of the game you'll have figured out who's who. And, if you get an opportunity, you might want to re-read ANIMAL FARM or, if you're of a more docile bent, CHARLOTTE'S WEB.

Let me introduce our cast of characters to you:

JIM DIEHL, from Eden Prairie, MN, has been around for a long, long time. His style of Diplomacy is just as strange as his personality, but he can always be relied on to do the unexpected.

EDI BIRSAN, from Concord, CA, has played in more Demo Games than anyone else, making them a part of the legend he is. His postal victories, his DIPCON championship this year, his creation of the Lepanto Opening, and his use of the telephone as a negotiating tool have made him what he is today: the hobby's outstanding player.

MELINDA HOLLEY, from Huntington, WV has played in more postal games and gamemastered more besides than most hobbyists do in an entire career; and she's still going strong.

STEVE HEINOWSKI, from Lorain, OH, as the hobby's BNC, should have a good idea of what works and what doesn't when it comes to winning in postal Diplomacy.

STEVE COOLEY, of Palmdale, CA, has established a reputation as one of, if not, the best face-to-face Diplomacy players in southern California. He's won more events than most players have played games.

FRANCOIS CUERRIER, from Scarborough, Ontario, carries the Canadian flag in this game. It should be interesting to see if his public personality carries over into his personal diplomacy.

DAVID HOOD, of Carrboro, NC, has, in just a few years, accomplished nearly as much as Edi has, and Edi's been around for more years than David is old.

FIRST IMPRESSIONS

Every Diplomacy game is a survival test and he or she who survives best is the winner. But this game, more than many, will likely prove to be a real "survival of the fittest" contest. Here's a few things to keep in mind as the game begins.

Six of the seven players in this game have been or are currently either zine pubbers or gamemasters. Written communication should be no problem for them. Several of them are also excellent telephone negotiators and that may prove crucial when the going gets tough.

Melinda Holley and Steve Heinowski have worked together for a long time as BNC and BNC publisher, so they may have a "special" relationship.

Edi Birsan told Dave Hood that if he (Dave) didn't show up for this year's DIPCON he (Edi) would make an alliance with Steve Cooley against him. It may have been an empty threat, but Dave did show; and the three of them spent a lot of time talking about this game. So there's the DIPCON XXII connection.

Edi's reputation makes him the man to beat, and both Steve Cooley and Dave Hood would give their eye teeth to be the one the unseat the champion.

The personalities in this game are so strong that one is tempted to throw out the conventional ideas about alliances, strategies, and tactics. The quest for black dots may take second place to the grab for the jugular, at least in the early stages of the game.

There are three extremely powerful players in this game. The question is whether they will devour the other four players first before turning on each other, or will they begin to fight amongst themselves before eliminating the others; or, by some chance, will the other four players be able to contain and, perhaps, even destroy them?

While it's true that a troika is faster than a two horse sled; it's also a lot more unstable.

SPRING 1901

AUSTRIANS AND RUSSIANS DEADLOCKED IN GALICIA,
ENGLISH AND FRENCH FLEETS STALEMATED IN THE CHANNEL,
GERMANS MARCH WEST, ITALIANS MOVE NORTH,
RUSSIANS AND TURKS COLLIDE IN THE BLACK SEA

AUSTRIA (Jim Diehl): Fleet Trieste-ALBANIA; Army VIENNA-Galicia; Army Budapest-SERBIA.
ENGLAND (Edi Birsan): Fleet LONDON-English Channel; Fleet Edinburgh-NORTH SEA; Army Liverpool-YORKSHIRE.
FRANCE (Melinda Holley): Army Paris-PICARDY; Army Marseilles-SPAIN; Fleet BREST-English Channel.
GERMANY (Steve Heinowski): Army Munich-RUHR; Army Berlin-KIEL; Fleet Kiel-HOLLAND.
ITALY (Steve Cooley): Fleet Naples-IONIAN; Army Rome-APULIA; Army Venice-TYROLIA.
RUSSIA (Francois Cuerrier): Army WARSAW-Galicia; Fleet St.Petersburg (south coast)-GULF OF BOTHNIA; Army Moscow-UKRAINE; Fleet SEVASTAPOL-Black Sea.
TURKEY (David Hood): Army Constantinople-BULGARIA; Fleet ANKARA-Black Sea; Army Smyrna-ARMENIA.

FALL 1901

AUSTRIANS AND RUSSIANS STILL DEADLOCKED IN GALICIA,
AUSTRIANS HEDGE THEIR BETS IN TRIESTE AND GET CLIPPED IN THE PROCESS,
ENGLISH MAKE THE CHANNEL, FRENCH AND GERMANS MAUL BELGIUM,
GERMANS OUT-FOX THE ITALIANS IN MUNICH,
TURKS AND AUSTRIANS PUT PRESSURE ON RUSSIANS

AUSTRIA (Jim Diehl): Army VIENNA-Galicia; Fleet Albania-TRIESTE; Army SERBIA Supports TURKISH Army Bulgaria-RUMANIA.
ENGLAND (Edi Birsan): Army Yorkshire-NORWAY; Fleet NORTH SEA Convoy Army Yorkshire-NORWAY; Fleet London-ENGLISH CHANNEL.
FRANCE (Melinda Holley): Army PICARDY-Belgium; Army Spain-PORTUGAL; Fleet Brest-MID ATLANTIC.
GERMANY (Steve Heinowski): Army RUHR-Munich; Fleet HOLLAND-Belgium; Army Kiel-DENMARK.
ITALY (Steve Cooley): Army TYROLIA-Munich; Army Apulia-TUNIS; Fleet IONIAN Convoy Army Apulia-TUNIS.
RUSSIA (Francois Cuerrier): Fleet Gulf of Bothnia-SWEDEN; Army WARSAW-Galicia; Army UKRAINE-Sevastapol; Fleet SEVASTAPOL-Black Sea.
TURKEY (David Hood): Army ARMENIA-Sevastapol; Army Bulgaria-RUMANIA; Fleet ANKARA-Black Sea.

WINTER 1901

ARMIES FAVORED OVER FLEETS BY THREE-TO-ONE MARGIN, WAR INTENSIFIES

AUSTRIA (Jim Diehl): Home, SERBIA; 3/4; Build Army Budapest
Has: Armies Budapest, Vienna, Serbia; Fleets: Trieste.
ENGLAND (Edi Birsan): Home, NORWAY; 3/4; Build Fleet Liverpool
Has: Armies Norway; Fleets: Liverpool, English Channel, North Sea.
FRANCE (Melinda Holley): Home, PORTUGAL; 3/4; Build Army Paris
Has: Armies Picardy, Portugal, Paris; Fleets: Mid Atlantic.
GERMANY (Steve Heinowski): Home, HOLLAND, DENMARK; 3/5; Builds Army Munich, Army Berlin.
Has: Armies Munich, Berlin, Ruhr, Denmark; Fleets: Holland
ITALY (Steve Cooley): Home, TUNIS; 3/4; Build Army Venice
Has: Armies Venice, Tyrolia, Tunis; Fleets: Ionian.
RUSSIA (Francois Cuerrier): Home, SWEDEN; 4/5; Build Fleet St.Petersburg (north coast)
Has: Armies Warsaw, Ukraine; Fleets: St.Petersburg (north coast), Sweden, Sevastapol.
TURKEY (David Hood): Home, RUMANIA; 3/4; Build Army Constantinople

Has: Armies Constantinople, Armenia, Rumania; Fleets: Ankara.
VACANT: Belgium, Greece, Bulgaria, Spain

COMMENTARY: SPRING 1901

Randolph Smyth

Often there isn't much to say about 1901, if the players prefer to sit on the fence and go after neutral centers. Here, though, there is a fair bit of conflict all across the board. The most unusual thing is that nobody seems to have surprised anyone else. Wherever the battles have begun, the feeling is mutual.

Taken individually, the most players with the most unusual moves are Italy and France. The Italian left Venice wide open, implying that he's hit it off with Austria. Similarly, France trusted Germany not to go Army Munich-Burgundy; which would have been quite embarrassing from her present position.

It looks like Russia is in the most early trouble with standoffs in both Galicia and the Black Sea, and a Turkish Army in Armenia; but there's some consolation in the north: Germany passed up Denmark and England looks like he'll be busy against France. The Italian Army Tyrolia is the unit to watch; the others all have "sensible" Fall targets (either neutral centers or hostile frontiers), but Army Tyrolia can only make itself useful by alienating someone. Army Tyrolia-Munich is the odds-on favorite, but Italy's Spring moves were unusual and the pattern may continue.

I'll give the early nod to Turkey, who seems to have an ally against his most powerful neighbor, so he should avoid the dreaded early blitz. Nobody else is looking impressive until the alliances sort themselves out.

COMMENTARY ON THE COMMENTARY: SPRING 1901

Mark Berch

Most commentators, I suspect, would decline to assign any "early nod" for such a well balanced season as this Spring 1901. Turkey is a (indeed, the) logical choice for this nod, but the Turkish position is more promising than "impressive." He did not, after all, take the Black Sea. The German failure to move Army Kiel-Denmark and the English-French clash means that no northern pressure on Russia will be forthcoming. Russia has (correctly, it turns out) moved Army Moscow-Ukraine. This is perhaps a matter of Randolph's "horse race" style. In the 1984HW game he has been commenting on, each season has a numerical ranking of how the various countries are faring. Probably his most incisive observation is that no one was caught off guard by the Spring 1901 moves. That's the kind of observation you might not get from an experienced commentator.

COMMENTARY: FALL 1901

Randolph Smyth

Again, a fair bit more conflict than is usual for 1901, and quite a few surprises. French stock slips a bit, as she fails to reach an agreement with Germany over Belgium and (for rather incomprehensible reasons) allows England to seize the English Channel. Did Edi convince her that their battle was over?

Germany, meanwhile, guessed right about Munich. More disturbing for Italy, perhaps, is the Austrian decision to return Fleet Albania-Trieste. In the Spring, the Venice-Trieste demilitarization looked pretty solid, but maybe the presence of Army Tyrolia wasn't part of the plan! The Italian strategy is quite good if Austria is onside, but questionable if Army Tyrolia is making two neighbors nervous.

In the east, Russia's units are mired in standoffs, and only solid defensive play can preserve Sevastapol against a determined assault next year. Francois must hope that Steve (Cooley) will distract his southern tormentors, and that Edi and Steve (Heinowski) don't get together. But an English-German alliance in the north to match the Austrian-Turkish one in the south is the most likely possibility from the Fall results.

Considering the aggressiveness of the 1901 moves, there really aren't that many outstanding neutrals. Again I have to declare Turkey the "winner of the season:" within striking distance of two of those neutrals, beneficiary of the game's first international support, and with his chosen target in fairly serious trouble.

COMMENTARY ON THE COMMENTARY: FALL 1901

Mark Berch

"French stock slips a bit," seems rather an understatement. Melinda seems to have no ally. With the Italian attack on Germany seemingly at a deadend, France could well face trouble if Italy decides that he has no effective ally for an attack on Austria.

Smyth's "for rather incomprehensible reasons" is contradicted by his own suggestion of the reason: Edi has convinced her that the war is over. That hardly seems incomprehensible. With Fleet Holland and Army Ruhr staring at her, she may well have faced the need to repair relations with England by trusting him for a season.

COMMENTARY: WINTER 1901

Randolph Smyth

Three mild surprises in the builds. Melinda's move Fleet Brest-Mid Atlantic last Fall could have been justified as an effort to make way for a build of a Fleet in Brest; but, no, she builds a defensive-looking army while England continues an aggressive ship-building program. Meanwhile, Russia could have put up a stiff fight for Sevastapol with an Army in Moscow build. The northern fleet seems to abandon the south and can only encourage an Austrian-Turkish advance. Finally, David foregoes a fleet build in an apparent effort to mollify Italy, but with Italy, Austria, and Turkey all building armies; they're bound to rub shoulders soon.

In fact, only Austria's build needs no comment (his only choice!). Army Venice suggests that no great effort is being made to reassure Austria, and the Trieste-Tyrolia area is a good bet for conflict in 1902. Will Germany take a hand there, in retaliation for Italy's shot at Munich last Fall, or perhaps try to push into Burgundy? Steve's third option (suggested by his choice of Army Berlin rather than Army Kiel) is to go east, but if he sends more than one army, Munich becomes vulnerable again.

This season I think Edi's position has shown the most improvement, despite the provocative Russian build. Clearly neither France nor Germany is headed his way; and he is moving to rule the waves in a game which is presently army-heavy.

COMMENTARY ON THE COMMENTARY: WINTER 1901

Mark Berch

My personal knowledge of Guerrier's style makes Fleet St.Petersburg (north coast) unsurprising. He believes in opening a second front as soon as possible. My question is: How does Guerrier plan to cope with Fleet North Sea Support Army Norway? Or was this build purely defensive.

AN INDEPENDENT PERSPECTIVE: 1901

Eric Verheiden

This game offers a quite interesting field. My DIPLOMACY hobby activities have been limited lately (I'm more into railway games such as 1830, RAIL BARON, EMPIRE BUILDER and RAILWAY RIVALS as face-to-face activities, although I still play some postal DIPLOMACY in GRAUSTARK and CHEESECAKE). As a result, I'm more familiar with the play of the old-timers (such as Edi Birsan) and long time players such as Diehl and Guerrier than somewhat newer players such as Heinowski, Holley, Cooley and Hood. However, all the players are well qualified for a Demo game and lively action can be expected. Hopefully, I can help make some sense out of it for newcomers to the game.

So how has 1901 shaped up? The Spring 1901 moves displayed a certain amount of distrust (justified) from virtually everyone. In summary:

AUSTRIA (Diehl): Standard anti-Russian opening (countered), indicates an apparent understanding with Italy (as Trieste was left open). Usually followed up by Army Serbia Supports Fleet Albania-Greece and coin-flip (given an Italian Army in Tyrolia) as to whether to be paranoid about covering Vienna or Trieste.

ENGLAND (Birsan): Standard anti-French opening (countered). Almost always followed by convoy of Army Yorkshire-Norway and repeat of move to English Channel.

FRANCE (Holley): Very anti-English opening (countered). Standard anti-English opening would have included Army Paris-Burgundy. Indicates strong trust of Germany, reluctance to appear to threaten Munich in Fall 1901.

GERMANY (Heinowski): Standard German opening, frequently followed by attempt to get three builds in 1901 (Holland, Belgium, and Denmark). Slightly anti-French (Fleet Kiel-Denmark is considered anti-Russian).

ITALY (Cooley): Variant of anti-Turkish Lepanto opening. "Loyal" follow-up involves enlistment of Italian Army Tyrolia in the Austrian army (usually Italian Army Tyrolia-Bohemia or Munich) and convoy of Italian Army Apulia-Tunis. "Stab" follow-up involves shot at Vienna or Trieste, Fleet Ionian-Tunis and Army Apulia-Venice.

RUSSIA (Guerrier): Anti-everybody opening (countered). Combined with Turkish Army Smyrna-Armenia, indicates no alliance in the south (Turkish Army Smyrna-Constantinople would have indicated an agreed standoff in the Black Sea and probable Turkish alliance).

TURKEY (Hood): Standard anti-Russian opening (countered). Usual follow-up is Army Bulgaria-Rumania, Fleet Ankara-Black Sea, and Army Armenia-Sevastapol.

No very firm (or even not very firm) alliances were apparent from the spring moves. Italy-Austria looked probable, and Germany appeared to have his choice of England or France. The status of Russia and Turkey was very muddled. Italy-Austria-Turkey could be inferred from the moves, except that such an alliance is virtually unplayable (Italy and Turkey must almost certainly conflict due to sea power orientations and natural expansion paths in each other's direction).

That must be why they have Fall 1901 moves (and builds) --- to resolve the muddle left over from Spring. In this case, the resolution was far from complete. Perhaps we'll just sum up the good news and bad news for each player and the most likely outcome in 1902.

AUSTRIA (Diehl):

GOOD NEWS: Italy and Turkey were both loyal (to Fall 1901).

BAD NEWS: Fleet Albania-Trieste cost a crucial build and showed little faith in faithful Italian ally, who was happily moving into a Lepanto formation against faithful Turkish ally.

OUTCOME: Build Army Budapest (forced). Probable defection of Italy to Russian side and most likely Turkey as well. Will consequently require heavy diplomacy to avoid quick destruction. No real offensive prospects (even Greece may not fall), will have to hold on defensively pending successful diplomatic results.

ENGLAND (Birsan):

GOOD NEWS: Germany opposing France, Russia weak in the south.

BAD NEWS: France due for second build in 1902, no help likely from Italy.

Russian Fleet St.Petersburg (north coast) telegraphs hostile intent.

OUTCOME: Built Fleet Liverpool to cover the North Atlantic and force a fleet into the Mid Atlantic. Probable preemptive second front opening (with Germany) vs. Russia, gradual progress vs. France.

FRANCE (Holley):

GOOD NEWS: Belgium blocked as Germany forced to cover Munich.

BAD NEWS: No allies! Must break English-German alliance or face slow extinction. Only limited help from Russia likely and nothing further from Italy.

OUTCOME: Built Army Paris to cover Burgundy, burns up phone lines.

GERMANY (Heinowski):

GOOD NEWS: Two builds, guessed right on Munich.

BAD NEWS: Would rather have had three builds.

OUTCOME: Built Army Munich, Army Berlin. Probably hit both France and Russia (in Sweden and maybe on land). Must have large piece of action (starting with Belgium) to stay healthy long term with faithful English ally in rear.

ITALY (Cooley):

GOOD NEWS: One build for Italy, no second fleet for Austria. Probable new alliance with Russia-Turkey.

BAD NEWS: The first fleet for Austria is bad enough when in Trieste. The classic Lepanto is blown (Italian Fleet Ionian-East Mediterranean, Austrian Fleet Greece-Ionian followed by a convoy of Italian Army Tunis to Syria) leaving a rather disorganized position.

OUTCOME: Built Army Venice and will likely convoy Army Tunis back to Apulia (or possibly Greece) while pounding at Trieste. Coordinate with Russia-Turkey vs. Austria. Reconciliation possibilities with Austria: slim and none. Italy is now out of position vs. France and Turkey, especially with the build of Army Venice. Long term problem: how to avoid being crushed between England, Turkey and Russia in the mid-game, the typical fate of Italy.

RUSSIA (Guerrier):

GOOD NEWS: Held Austria and Turkey at bay in 1901, appears to have recruited Italy and Turkey for 1902 (Army Constantinople is a giveaway for Turkish intentions; a fleet would have been built to force the Black Sea against a hostile Russia).

BAD NEWS: English-German alliance is bad for the northern situation; Fleet St.Petersburg (north coast) is probably overly aggressive without a German alliance for Russia.

OUTCOME: Built Fleet St.Petersburg (north coast) (a bit surprising). Try to forestall attack from England-Germany diplomatically if at all possible. However, the St.Petersburg (north coast) fleet build is a dead giveaway of hostility toward England and is less versatile defensively since it tends to be trapped in the north. Meanwhile, move to crush Austria quickly (and pick up a few of the pieces) with help from Italy and Turkey against the "duplicitous Austrian."

TURKEY (Hood):

GOOD NEWS: Blocked Russia from Black Sea and took Rumania.

BAD NEWS: New alliance with Italy (in addition to Russia) will not last long; needs to prevent reduction of alliance to Russia-Italy after fall of Austria.

OUTCOME: Built Army Constantinople. This indicates a deal with Russia rather than Austria. Will likely force Army Constantinople-Bulgaria, keep Rumania, and will withdraw from Armenia. Fleet Ankara-Constantinople-Aegean most likely for fleet.

This could be a "Wicked Witch" game dominated by England and Turkey. Moving into France removes most of England's potential problems. Also, it is much easier for England to stab Germany late in the game than the reverse. In the east, Russia is going nowhere and Austria sabotaged his own position against everyone. With a probable Austro-Italian war in the offing, Turkey has his choice of staying with Austria or (more likely) cutting a favorable deal with Russia. Thus England and Turkey are the very early favorites in their respective spheres, but it's a little too early to tell anything for sure. Diplomacy

nds to be very active in the first two game years and can reverse seemingly hopeless tuations and/or set up impressive stabs. On to 1902!

Our commentators are:

RANDOLPH SMYTH: publisher of the highly regarded FOL SI FY, is one of the hobby's best rategy and tactics writers.

MARK BERCH: DW's S&T Editor, is publisher of DIPLOMACY DIGEST.

ERIC VERHEIDEN: has extensive playing experience in both PBM and FTF Diplomacy, and has itten game commentaries for us before.

KEN HAGER, who ran our last Demo Game, is the gamemaster for this one.

SOME SUGGESTED READING

If you are a novice player, or want more information on the players in this game, or e other Hoosier Archives Demo Games; you should read two of the DIPLOMACY WORLD ANTHOLOGY lumes. Volume II, THE ESSENTIAL MARK BERCH, offers fifty-five selections written by rk for DW. Many of them deal with diplomacy, strategy, and tactics. Volume IV, THE DEMO MES, includes the complete moves, maps, press and commentary for the first nine DW Demo mes. Each volume is US\$15.00, postpaid.

AY IT AGAIN, SAM

Demo Games are one of DW's most popular features. They are also one of the hardest to t together. You need seven good players, a top gamemaster, and at least one commentator; l able to create together that special magic that is a good Demo Game; and do it with the bby watching over their shoulders the whole time.

I would like to start another Demo Game and, perhaps, two.

The first one will be open to anyone who has not played in a DW Demo Game before, but rticipants should have at least one PBM victory to their credit. A victory in a Diplomacy n or tournament can be substituted for the postal win. I also need an experienced game- ster to run the game. And, hopefully, someone will decide to try their hand at writing e game commentary. Volunteers?

The second game I would like to publish would be a demo PBEM game. It would require at someone save all the computer generated materials from the game, put it into somekind understandable form (for the non-computer/non-PBEM types), along with a commentary that plains both the game and the methodology being used. Anyone interested in that project?

PS ON NEGOTIATIONS

Diplomacy consists of equal parts of strategy, tactics, and diplomacy. Over the years ndreds of strategy and tactics articles have been written, but precious few on the art of gotiating. Ironically, great negotiators are usually found in courthouse halls, smoke- lled hotel conference rooms, etc. --- not in the Foggy Bottoms and Whitehalls of the world. re are a few tips from one of San Diego's best young negotiators, George J. Chanos.

"Negotiations in the workplace, business, legal or gaming arenas entail two options: operation or confrontation.

"The point is, why resort to confrontation when in most cases cooperation can be finitely more effective?"

For those willing to test the cooperative approach to negotiation, here are some of anos' observations and suggestions:

The first step is to choose your negotiator. "You may or may not be the best person r the job. The same is true of your lawyer, partner, agent and/or employee. The right oice depends on personal chemistry.

Continued on page 29.

Diplomacy Convoys: As Good As They Look?

By Jeff Breidenstein

One of the more popular moves in Diplomacy is the convoy, which uses a fleet to transport a army across one or more sea/ocean spaces. The convoy's main advantage is that the army can move more than one space in a season. Although it is a far-reaching move, there are a number of disadvantages associated with it. Keep in mind that this applies only to the regular Diplomacy convoy and not to the Piggy-Back Convoy (which is also known as the Abstraction Convoy) that is used a number of Diplomacy variants.

In his book The Gamers Guide To Diplomacy (which he wrote for The Avalon Hill Game Company in 1978), Rod Walker has this to say about the convoy:

"The convoy is the most powerful move in DIPLOMACY. Even the threat of it is likely to send an enemy into fits. Depending on circumstances the convoyed attack's power is derived from one or more of four factors: (1) it provides rapid reinforcement, (2) it is flexible, (3) it may be unexpected, and (4) it is more secure."

He then goes on to describe each of these four factors in greater detail.

However, in his review of The Gamers Guide To Diplomacy in his magazine Diplomacy Digest (issue 15/16, 1980), Mark Berch has this to say about Rod's view of the convoy:

"Unfortunately, Rod's bias has gotten the better of him again. As he considers it 'the most powerful move in Diplomacy', he certainly isn't going to tell you any of the drawbacks, is he? He won't, but I will:

1. The convoy ties up extra units. Even an unsupported convoy uses two pieces at the very least. A long convoy that fails is a grievous waste of resources. Even if it succeeds, movement to the front of the fleets is delayed. Thus, in 1972CR, Doug Beyerlein convoyed A Con-Spa, and as a result, at least two fleets never got to the front.
2. For multifleet convoys, the move previous to the convoyed move can be harmed. During the move in which the last fleets are positioned, the others will often be restricted in what they can do, for fear of stepping out of position.
3. Security can actually be less. A fleet that is convoying might be supporting another fleet instead."

I happen to agree with Mark Berch: the convoy is not as powerful as it would seem. However, let us look at some examples of the convoy first:

EXAMPLE 1 England A Edi --> Nwy
 F Nwg C A Edi --> Nwy

This, of course, is the use of a convoy to move an army from one land area to another via the seas. The convoy is vital to both England (who cannot truly invade the continent without it) and Italy (who cannot obtain Tun without either a convoy or the garrisoning of a fleet there).

EXAMPLE 2 France A Mar --> Smy
 F Lyo C A Mar --> Smy
 F Tyr C A Mar --> Smy
 F Ion C A Mar --> Smy

France is at war with Russia, and has occupied Turkey. This is an example of using the convoy to move newly-built armies to the front. If the army moved overland (via Italy and Austria), this move would take 3-4 years (or more if actively opposed), as opposed to a single season with the convoy.

EXAMPLE 3 France A Spa --> Bre
 F Mid C A Spa --> Bre

 Germany F Eng --> Mid
 A Bur --> Pic

In this example, Germany has tried to cover both bases. If Fre F Mid moves to Bre (the obvious move), then Ger F Eng takes Mid (and supports A Pic into Bre the next season). If Fre F Mid holds to keep Ger F Eng in place, then Ger A Bur --> Pic means that Bre will more than likely fall the next season. But, by using the convoy, an army is placed into Bre that otherwise would have to have been built there, and the German moves fail to operate as planned.

As I see it, these are the only 3 situations where the use of a convoy is vital:

1) The "Continent-to-Continent" Convoy - Used to convoy armies to/from England or North Africa. This is the only way for armies to get there.

2) The "Distant-Front" Convoy - Used where the active front is distant from the homeland, and a convoy is necessary to bring these new armies up to the front more quickly than an overland route.

3) The "Protection" Convoy - Used to bring up an army quickly to defend a certain province where one cannot be built and otherwise none would be available in time.

However, there are other situations where a convoy can be useful:

a) The "Accidental" Convoy - Used when your fleets are in just the right position for a convoy where one was not originally planned. If the enemy does not notice, great surprise can be achieved.

b) The "Keep-Em-Guessing" Convoy - Used simply as a lark to keep the enemy (and possibly your allies, as well) from guessing your true intentions. If done often enough, opponents may come to expect a convoy, and you may be able to get around their defenses. However, overuse of this can cause you more trouble than you cause others.

ROD VS. MARK

Both Rod Walker and Mark Berch make some interesting comments about the convoy. Let's take Rod's views first:

(1) It provides rapid reinforcement - No arguments here, as the army can (theoretically) move from one end of the board to the other in one season. But unless you can get your fleets into position this doesn't mean a thing.

(2) It is flexible - Yes, but only to a degree. Since you must usually plan ahead in order to have fleets in position for a convoy, it is not something you can just go ahead and do. Under Flexibility, Rod says that ... "Convoys keep the enemy guessing. The fleet which can convoy an army to a space can itself attack the same space if it does not convoy. This ability to play three roles (attack or convoy or support) gives the fleet it's great flexibility." However, what Rod fails to tell you is that you can do only one of those things (or move, instead) at a time. This means that additional support is needed if you attempt a convoy in the face of the enemy. He also says ... "Another element of the flexibility inherent in the convoyed attack is the rapidity with which it can be developed." In certain cases this is true, but it is very difficult to do so later in the game when there are more fleets roaming around the board.

(3) It may be unexpected - True, but after being burned by unexpected convoys in past games I now usually keep an eye out for these. And if your opponents are keeping a watch for a convoy they have a tendency to either not work as well as planned or not work at all.

(4) It is more secure - False. A fleet that is convoying cannot support, and this is the heart of the matter: A fleet can convoy OR support but NOT both. Each convoying fleet can not move that turn, and (if they are already in position) even be forced to remain where they are for fear of losing their position. Unless your fleets are in a position where the enemy cannot dislodge them, you stand a good chance of having your convoy disrupted.

Now, let's look at Mark Berch's views:

1. The convoy ties up extra units - True, and since each fleet involved can only convoy or hold until the move is completed, their impact on the board can be negligible until the convoy is completed.

2. For multifleet convoys, the move previous to the convoyed move can be harmed - The awful specter of the convoy, in that after all your work setting up the necessary fleets one is dislodged by the enemy. Since

any fleets involved in convoying cannot support each other, just 2 enemy fleets can disrupt the convoy (unless you have additional fleets supporting the convoying fleets, in which case the entire convoy becomes a logistical nightmare).

3. Security can actually be less - True. This not only refers to the fact that a fleet can only do one thing (move, convoy, or support) at a time, but that: a) the enemy may take advantage of the convoy to either dislodge your convoying fleet or move around it; or b) by moving or supporting the fleet instead of convoying you might achieve the same goal just as quickly, (or with an acceptable delay) and with less chance of something going wrong.

THE RIGHTS AND WRONGS OF CONVOYS

Too many people attempt to use a convoy at the wrong time for the wrong reason. There are several "never's" that should be kept in mind when you are attempting to convoy:

- 1) Never convoy if another equally good alternative is available (unless, of course, you believe in the "Keep-Em-Guessing" Convoy).
- 2) Never convoy if the enemy is in a position to disrupt the convoy by the dislodgement of one or more of your fleets (unless you feel that you either have surprise or that something else can be gained by doing it).
- 3) Never use more than one or (at most) two fleets in a convoy unless absolutely necessary.
- 4) Never keep trying season after season to get one or more fleets into position for a long convoy. Fleets that keep making the same unsuccessful move over and over tend to tip your hand, especially if any other of your other fleets in the area simply remain in position!

Avoiding these things can help in making a convoy succeed.

Alternatively (for the defense), keep an eye out for any possible convoy by the enemy, especially if there are one or more of the following:

- 1) Any fleet adjacent to a coast, especially where a convoy to this area can be useful.
- 2) Two or more fleets together anywhere on the board, and especially when near or next to a coast.
- 3) A fleet next to an army where that army can be convoyed without leaving the vacant space open to an immediate attack.
- 4) A fleet next to one of its' coastal home Build Centers (especially in Fall, setting up for a Spring convoy).

A multinational convoy is always possible in a game, especially where one of the nations convoying is an "ally" setting you up for a stab. There

is little one can do about this except for keeping your eye open to treachery.

I hope that this article helps you to accurately weight the pros and cons of convoying, and hopefully you'll never again fall prey to the "surprise" convoy!

CONVOYS: A HISTORICAL FOOTNOTE

Larry Peery

Convoys, without the element of surprise, have usually been tactical flops. Everybody knew D-Day was coming, the Germans most of all. And yet, because of the weather, Eisenhower achieved tactical surprise; and the rest was history.

The famous PQ convoys to Murmansk during World War II were tactical disasters; and yet their strategic importance was unmeasurable. Some historians say that one convoy, even though it lost half its ships, kept Russia in the war; and the rest was history.

I remember, during the fall of 1962, watching the Marines move from Camp Pendleton to the Amphibious Base in Coronado and the Naval Station in San Diego, as they prepared to board their transports; and become a part of the American invasion fleet headed for Cuba. Who would have thought then that twenty-seven years later that same Marine division would be staging a landing demonstration for Soviet Defense Minister Dimitri Yazov? Fortunately, the rest wasn't history.

For a picture of what the significance of convoys in World War III might be like, I suggest you read RED STORM RISING by Tom Clancy. The tactical success of convoys in support of Iceland and Norway, or the strategic importance of the convoys to supply NATO forces in Europe, will match the significance of any of the World War I or II convoys. And that will be history.

Many of these lessons from history apply to Diplomacy as well. Tactical surprise is a key ingredient in any successful convoy; otherwise they are too easily blocked. But a convoy, for the sake of convoying, is worthless. The successful convoy must have a larger strategic purpose. The mere threat of a convoy, or the potential to carry one out, may be enough to bring matters to a successful end.

Some convoys are almost SOP in a Diplomacy game: The Italians into Tunis, the British into Norway, or Belgium; etc., but creative convoys have fallen by the wayside. We still see an occasional French convoy into England, or a German end-run into Livonia to break a stalemate with the Russians; or somebody trying to sneak into Greece across the Ionian or Aegean. We may even see, rarely, a real attempt at a long-range convoy designed to upset the strategic balance of power in a major way. England into St. Petersburg, the Italians into Spain, the French into Tuscany, etc.

It is ironic, I suppose, that today the only Powers that really appreciate convoys are those that are not historically noted as great naval powers. Britain had to press into service commercial ships, including the QE II, for service in the Falkans. The US Navy's escort fleet is a joke. But the Russians learned, in a little known operation on the Sea of Azov, the possibilities of a convoy. And a Russian never forgets.

That is something we shouldn't forget.

LAST TIME WE PLAYED THIS, I WAS JUST A NOVICE

(with apologies to a Dippy Doodle)

Thomas M. Kane

After Dante's Inferno became overcrowded, the REAL Great Power devoted a special part of Limbo to honor strong, decisive leaders. There, they play a game which resembles their occupation on Earth. Before protesting that this sounds like Heaven, remember how their original diplomacy ended. Napoleon invaded Spain, Stalin signed a truce with Hitler. Hitler broke his truce with Stalin. Maybe over an eternity of DIPLOMACY they will learn how to play.

Stalin dragged on his cigar while the Ayatollah Khomeini spoke. When the Iranian finished, he blew three puffs of smoke, attempted a yawn and resumed a frown. "Nobody said death was a bowl of cherries, Iman."

"Yet it pains me. I, of all people, expected Heaven. What have I left undone, that I find myself here, trammelled with men of the world and the State."

"Maybe it's what you didn't leave undone," Mao remarked. He turned up the volume on the portable television set. The news was about to come on, and all the Chinese shades wanted to hear it.

Stalin made a point of turning away from Mao. "While he watches that nonsense, lets get on with it. Get the rulebook, I'll teach you the game."

The news announcer from among the living went on about students in China.

Khomeini traced his finger around the small portion of the gameboard his pieces controlled. "Nonsense in truth. Why, oh why, did the Chinese pick this particular moment? I am robbed! My own people have remembered, but beyond Iran, I am nothing. When I died, I at least expected the world to NOTICE. I knew the infidels hated me. I did not expect tears, of course not. But I did expect ATTENTION. Grave words. Polemics. Yes, speeches, even if they were tinged with gales of baleful, triumphant, hilarious laughter.

"I sort of chuckled," Mao said, and to prove it, did.

Stalin blew more smoke and looked over his shoulder. "You getting the hang of how to write your orders? You understand how to play. Listen -- you want a hint?"

The Ayatollah felt lost. "S...sure."

"If you scoot that piece there, you'll get a supply center. You'll have to spend a turn in the desert, but you'll end up with Baghdad. I'll show you how to write it." Stalin grabbed Khomeini's notepad.

Khomeini saw that the deadline was approaching. The gaming pieces stood clustered around Peking. Everyone said Mao and Stalin had an alliance there, and Khomeini was sure that they would get whatever they wanted. They seemed to understand this game. He wrote the orders Stalin suggested, folded them, and put them in the pile. Stalin watched him closely.

When the newsclip on China ended, Stalin looked at the television. "Newsman has no mercy." Apparently, Gorbachev was talking about arms reductions again. "When something's going right, why do they have to change it?" Stalin twisted his pencil. "Barbarossa."

They read off the orders. Khomeini's troops advanced on Baghdad. Some of Stalin's moved in where they moved out. Stalin did not smile (he never did). However, he blew more smoke than usual. "That, my friend, is your first lesson in the game of DIPLOMACY."

The Ayatollah felt quite dejected.

When they broke up into private groups to negotiate, Mao found the Ayatollah in a corner. "Guess you're steamed."

"I am humiliated."

"Hey...I like that. Humiliated enough to want revenge?"

"Chairman, I may appear to be a fool. But I know quite well that you and the Russian are of the same mind."

"Think about what you just said. Now last turn, you and Stalin were...of the same mind. Right?"

"I did trust him, yes."

"Yeah, and he trusts me. Get it?"

"The man does not strike me as trusting."

"Tell Hitler that." Mao's round face opened in laughter. "Stalin can smell a cabal for every hair in your beard. But whether it's Poland or Peking, he'll do anything for a conquest."

"Very well. What is it you want?"

"Support the Students' Army in Peking."

"Do I hear you correctly?"

"It ain't the first Students' Army I've managed."

"But Chairman Mao, they are crying for Western Democracy."

"But Ayatollah Khomeini, they are revolting against my enemies. Shall we remember who purged our little wine bottle the first time? And I've some scores to settle with our Russian friend too."

"And their ties to the West do not offend you?"

"Some American said something about a revolution every generation. I can go with that. Kick out the bureaucrats, yeah."

"I am incredulous."

"I don't LIKE it. But hey, I'm a Marxist. Ever hear of the Iron Law of History, which makes communism inevitable no matter what delays it?"

"I have heard folk call that dead. They say it is only a slogan mouthed by men who do not believe it themselves."

"Funny. I once said that about Islam."

"Why have you chosen me?"

"Because you can do it without attracting attention. I'm not ready to betray Stalin yet. In this game, weak powers sometimes have a big advantage. Nobody takes them seriously, and it's wonderful. Read the variant rules. You can raise a rebellion anywhere you want to, and you can support it."

Khomeini stopped dwelling on his troubles. There was a game to be played, and Mao was giving him a chance to play it. He thought about Mao's offer, and finally wrote the orders Mao suggested. He returned to the table as the timer ticked away. Stalin hurried up red in the face, and started scribbling orders. While everyone wrote, Hitler coughed noisily. He pointed gleefully to the television. A tank appeared on its screen, obliterated by static. "Ah, Panzer. I remember, yes I remember ten thousand Panzers, glistening in the sun, under milk-white clouds."

Stalin's pencil snapped. "This time they're mine!"

"Temper, temper." Mao intoned.

Stalin flashed his pig-like eyes about the room to be sure that nobody was giggling. As Hitler continued, the Russian nervously shredded his orders.

Then the timer shrilled.

The Students Held in Tiananmen Square. The Ayatollah Supported them and moved his counter in. Stalin reluctantly gave up his latest sheet of paper, which was almost blank. The group judged his orders illegal and rejected them.

"Look here, I meant 'Army Mongolia to Peking.' So, it says 'Mongolia to Peking.' See what I want?" Stalin's face went red.

"No. How does that work?" Mao dropped the orders into the trash. "Plate tectonics?"

The tanks, which received no orders, stopped. The students, who Held, occupied Peking.

On the next turn, everybody wanted to talk with Khomeini.

Stalin explained that he was using his favorite tactic of "spontaneous pro-government

rallies." If Khomeini used his new force in Peking to help them, they could rule China.

"You're figuring this out." Mao assured the Ayatollah. "Help me out for two more turns, and I can promise you a Great Wall of Iran."

Hitler hoped Khomeini would support an attempt to raise an Aryan army in Peking.

Genghis Khan politely asked for help "in re-establishing Mongolia's traditional role in this segment of the world."

The ancient Chinese August Emperor Shih-Huang talked about an alliance. He offered to contribute an army of clay warriors.

Henry VIII wanted to vote for a draw and eat dinner.

Each time, the Ayatollah ran his fingers through his beard and promised to do exactly what that particular dictator suggested.

When they returned to the table, Mao solicitously asked Khomeini if he was hungry.

He promised it was almost time for dinner. Hitler congratulated him on his taste in beards --- "not as striking as a mustache, but quite dashing." Stalin remained standing, holding the Ayatollah's chair. Khomeini casually sat in Stalin's own seat and passed in his orders. A tear formed in his eye. This was the first time he had ever been internationally popular. And if everything worked the way he wanted, it might be the last.

Mao's students lost Tiananmen Square. Khomeini no longer cared about China at all. He used the variant rules to raise another army, of Uzbeks, and seize a supply center in the heart of Stalin's beloved homeland.

"No mercy at all." Stalin glumly took Peking. "Let's take a break and eat."

"Much as it surprises me to say it, I enjoy this game." Ayatollah Khomeini led the noisy troop to the cafeteria. They had seen plenty of massacres. Nobody bothered to go back when the news started to talk about them.

As they examined the food, Mao smiled crossly. "OK, these things take time. I'll tell you now, there'll be two groups. The people who see the killing will say nobody was hurt. The Americans who didn't see anything will tell everyone how many died."

Nobody remembered to turn off the television. The announcer spoke of the students in terms which echoed down into the inferno of sinful poets, causing them agonies. He concluded that the greatest events of the twentieth century, if not history, were about to unfold.

Meanwhile, Mao, Stalin, Hitler and Khomeini ate. Not even their ghosts were playing the game.

TIPS ON NEGOTIATIONS CONTINUED

"The two most vital characteristics of a successful negotiator are credibility and an ability to persuade. You must be represented by someone who has, at the minimum, the respect of the other side," Chanos said.

Another step in a negotiation is to reduce the other side's expectations. Whether it is a vendor who thinks that you can pay high wholesale or a customer who thinks that you can afford to operate without a profit, you have to shatter such expectations.

"Your position with a vendor should be that you understand his needs," Chanos said.

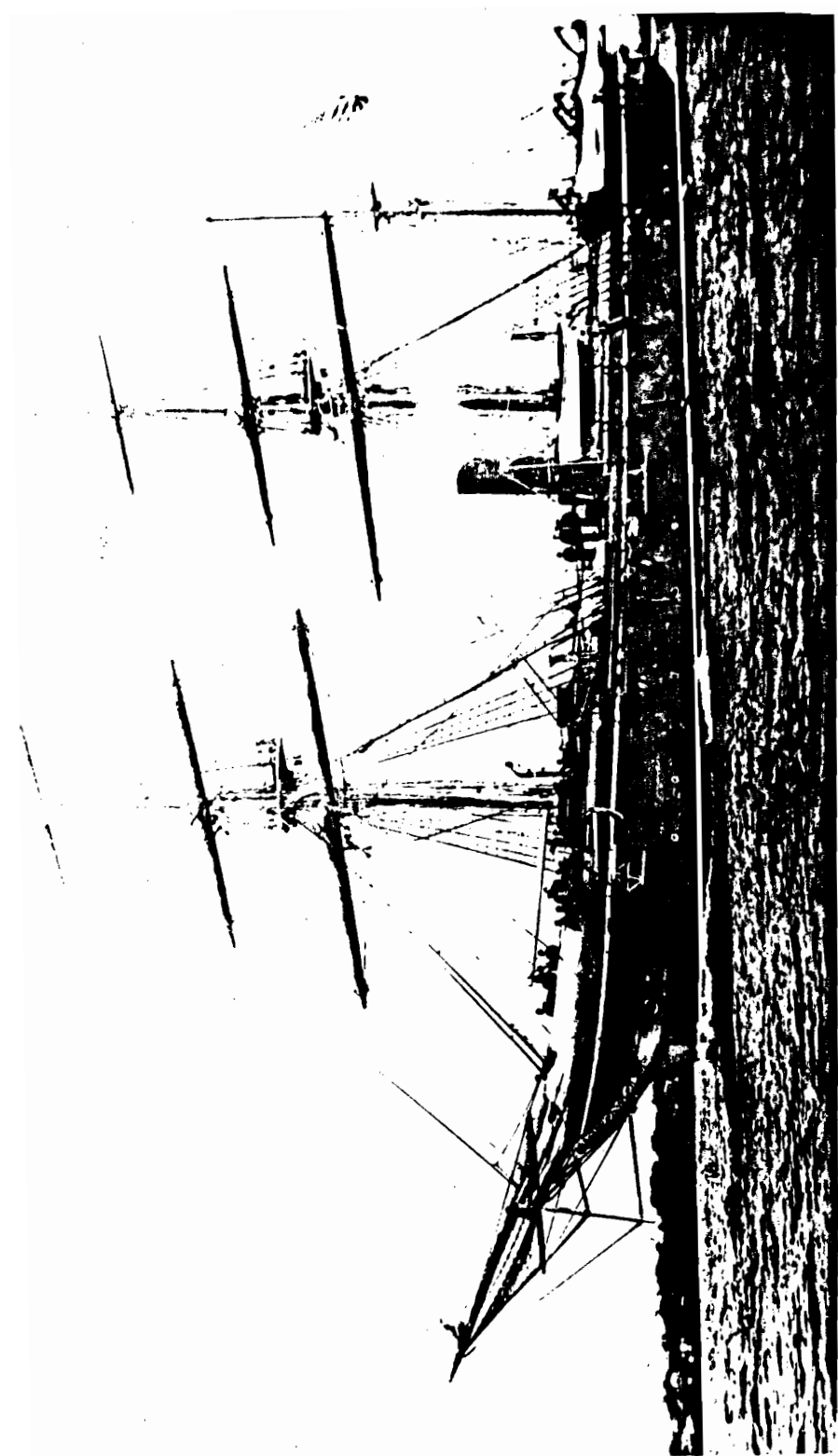
"Explain that you need his help now so that your business can sustain itself and grow.

Persuade the vendor that what you're asking for is in his best interests."

"One cautioning note on this and on all facets of the negotiation is: don't lie. In the long run, persuasion will prove to be far more reliable than deception. Your credibility is critical."

What do you think? Is the truth a better weapon than a lie? Is persuasion more likely to work than deceit? Does Diplomacy mirror real life in this regard, or is it different? Consider your experiences at DIXIECON, ORIGINS, or DIPCON. What about your PBM games? And does the use of a computer and modem make a difference? The eyes are said to be the windows to a man's soul. Can the same thing be said of a CRT?

Let's hear your views.



VARIETIES OF GUNBOAT

Mark L. Berch

Gunboat is hot. Gunboat openings have single-handedly reversed the decline in total game starts in the past year or two.

But "Gunboat" Diplomacy, or Diplomacy without diplomacy, is really an umbrella term, encompassing a variety of somewhat different games. And face to face versions will differ from postal ones. Let us try to sort them out.

The "purest" version of Gunboat I've ever seen was a face-to-face gunboat game at MARYCON in 1985. A huge Diplomacy mapboard was mounted on the wall so onlookers could follow the game; which was held in a college pub. We players were arranged in a large semi-circle around the board. Each player was at his own chair-desk, several feet away from the next player. Also, the player assignments were done secretly. We drew slips of paper from a hat. Thus, communication between players was not only completely impractical, but we didn't even know which player was playing which country. The game had two game-masters (Dick Warner, who handled the orders and kept a sharp eye on the players, and Tom Mainardi, who moved the pieces around on the gameboard). We were even told to try to take the same time to write our orders, regardless of how many units we had. It was a lot of fun.

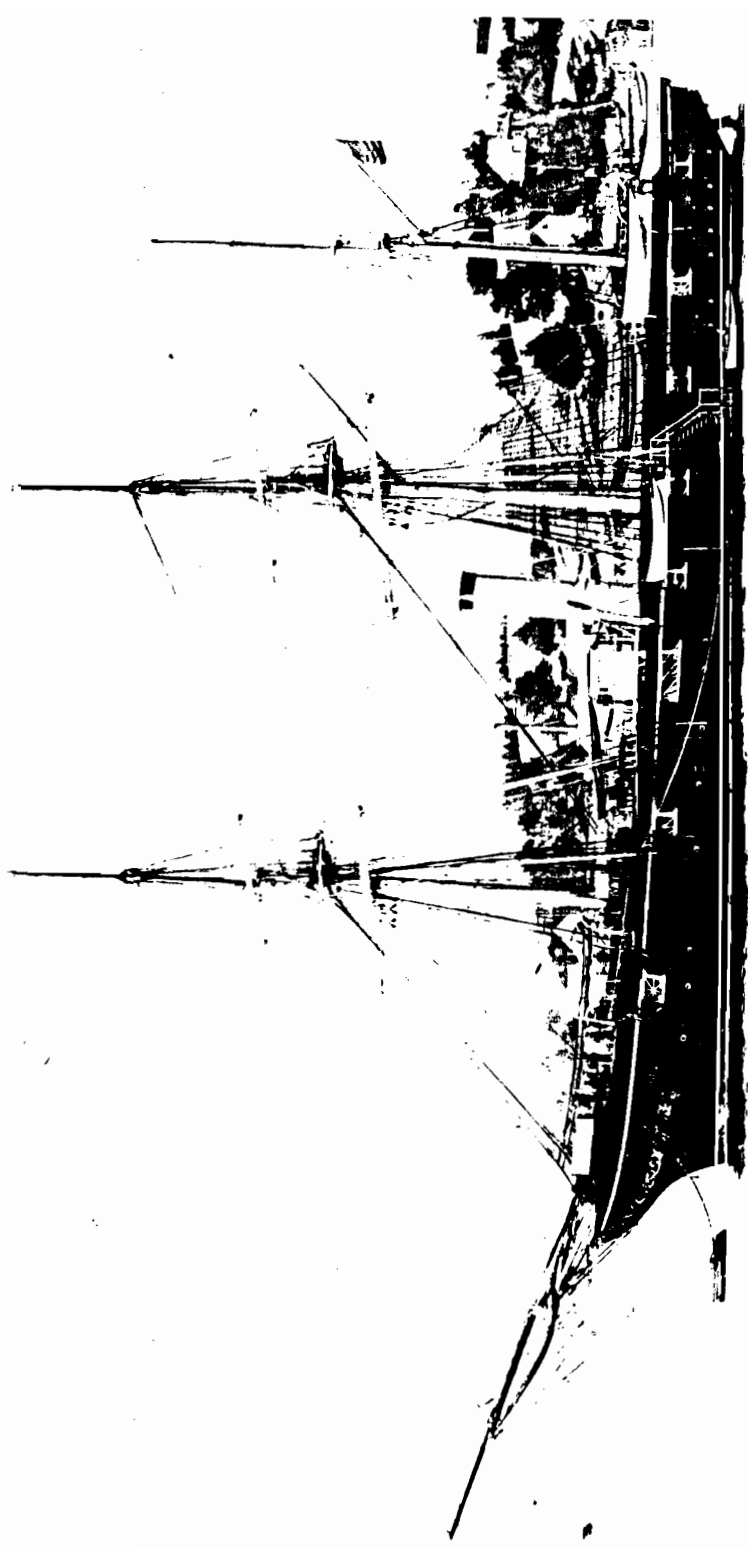
A very different arrangement was used at DIPCON XVI in 1983. This was a two round gunboat tournament. The boards did not have gamemasters, so everyone knew who was playing what country. Players themselves had to police their individual games and, as a result, there were huge variations in how gunboatish the games were. At one board I saw notes being passed. At one of my games there were some rather unambiguous gestures being made; and comments made by way of warning. Yet another person told me that at his board everybody kept to the spirit of the game.

At the furthest extreme is a game I've heard described as "open-faced diplomacy," and I'm sure it goes under other names as well. Players conduct their diplomacy right at the table, out in the open. Thus, it's not so much barring diplomacy so much as barring secret diplomacy.

Part of the problem with face-to-face gunboat is that there are a lot of procedures where it's not clear whether "diplomacy" is involved. Can two players each show orders to each other, without saying a word? If so, how do other players know there aren't any messages involved? Can a player expose his orders, so that all can see them? This eliminates any exclusivity. But this might be largely of value to one other player. Those exposed orders might have France writing, "Army Ruhr Supports German Army Holland-Belgium." Germany exposes his orders of Fleet North Sea-Belgium. France makes the appropriate correction. And the two have effectively communicated. Even if you bar a player from changing an exposed order, France could simply wait for Germany to expose his before writing his support. And it doesn't even have to be as direct as exposing orders. A player can conspicuously pull a pair of fleets out of a box during a winter season and get the message across.

Are players comments on the moves during the adjudication phase a form of diplomacy? How about handing your would-be ally a blank, but signed, sheet and then leaving the table, thus permitting him to write orders for your pieces? What about blowing kisses, glaring looks and scratching one's head in puzzlement? You might be tempted to say, "Use common sense," but people are going to come up with different answers. And if you wait until these things arise (and they will...), people will vote the board positions; and you'll waste your time arguing the rules.

Postal games present a different set of variations. Here there is a gamemaster, but there are limits on how much surveillance the gamemaster can do. His or her main barrier to player communication is to keep the identities of the players secret. Unfortunately, there is nothing to prevent two players from agreeing in advance to sign up



for the same game. These two players will then be able to conduct normal diplomacy with each other and, in most cases, can reap an enormous advantage over the other players.

In postal gunboat there is a wide range of practices concerning what sort of communication is permitted. At one extreme, a gamemaster will seek to ban every possible form of communication. Not only will there be no press, but joke orders or misordered units will be converted into misorders or units that hold. Alternatively, a gamemaster may permit press. This is, of course, after the fact, but it still has some value in long-range planning, presenting excuses, and making proclamations. But even here there are variations in procedures. The gamemaster may permit black press, forcing the players to try to determine which messages are real and which are not. In this case, the gamemaster must decide how to deal with players who try to get around the problem by authenticating their own press. For example, a player may include his entire Spring 1905 orders in with his Spring 1905 press, thus tipping off the other players that this and only this is legit. The gamemaster must decide on whether or not to permit this. Also, the gamemaster must deal with the question of press in the retreat and build-only seasons. Press for, say, Winter 1901 which presents proposals for Spring 1902, isn't quite after the fact any more. Of course, the same is true for press with the Spring 1902 orders which discusses Fall 1902 orders, although that is more difficult to do. Gamemasters should also be aware that players can use press to reveal their identity and, indeed, the only ethics question anybody has ever posed to me on a gunboat game concerned this point. Sometime back, a player wrote me that he strongly suspected that the gunboat game that he was in had a player in it that was also in a regular game he was playing in. Both were in the same zine. His plan was to issue a press which incorporated phrases from the recent correspondence with the four players in the other game, in the hopes that it would be recognized, and the player would then contact him. I asked why he would reveal his identity under circumstances where others need not do so. He said he was being slowly crushed in his gunboat game, and was desperate --- it couldn't harm him since he was already being eliminated. He knew it was against the spirit of the game, but the house rules (such as they were) didn't prohibit a player from revealing his or her identity, so was it unethical? I mention this just to show the uses to which press could be put.

I once saw a proposal for a gunboat game to be run with alternating move turns and diplomacy turns. During the latter, players put out a set of press releases, covering their negotiations for the next move season. This is somewhat similar to the "open-faced diplomacy" mentioned earlier. I don't believe that the game ever got under way.

Clearly, then, gunboat games will differ in their character; and perhaps a new vocabulary is needed to distinguish between the various major types.

FOTO CREDITS

Page 8: That's the USS Pickrel, SS 524.

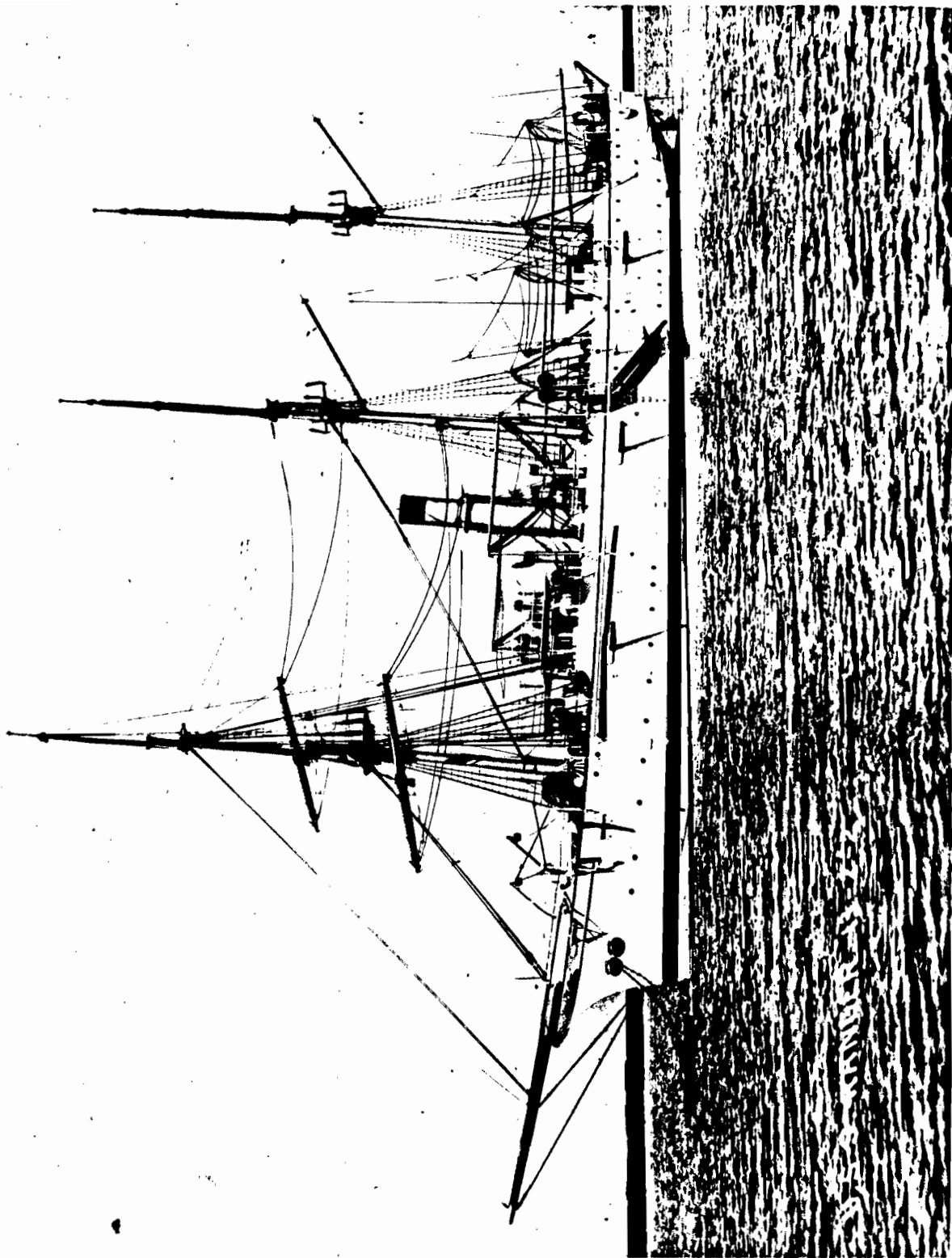
Page 30: The USS Yantic, a steam gunboat.

Page 32: The USS Adams, an auxillary barque, c. 1876.

Page 34: The USS Ranger, one of the last real gunboats.

A BRIT COMES ABOARD

A warm welcome to James Nelson, who joins the DW staff as our new Variants Editor. James is the Archivist of the UK Variant Bank, publisher of VARIANTS & UNCLES, and a long-time variant fan. If you have a Diplomacy variant that you'd like to see published in DW send a copy of the rules, map, and background on the game to James. His address is on the inside front cover.



MondoJ Variant Player Rating System

Rating List #2

September 1, 1989: 91 games through Alpha & Omega #19

318 players are recorded; 264 active (at least one result since 1/1/85).
A rating of 1.63 was needed for the Top Fifty.

Board One: The Youngstown Board [#1-10]

Rtg	Name (Wins)	Games	Last	Hi Pos
11.20	Russ Rusnak (2W)	2	87	*
6.70	Fred Hyatt (4W)	12	89	*
5.90	Mark Frueh (3W)	4	86	*
5.80	David Lincoln (2W)	2	86	*
5.80	Ralph Baty (1W)	9	89	3
5.05	Bob Olsen (3W)	5+1sb	88	*
4.60	Lee Kendter Jr. (1W*)	3	89	*
4.54	Ken Iverson (1W)	2	86	*
4.53	Neill Goltz (1W*)	2+1sb	87	6
4.20	Doug Brown (1W)	1	88	*

Board Two: The Woolworth Board [#11-15]

4.16	Lee Kendter Sr. (2W)	7+1sb	89	8
4.03	David Anderson (2W)	12+3sb	89	*
3.96	Kevin Kozlowski (1W)	3	87	*
3.95	Randy Grigsby (1W)	1+1sb	89	*
3.28	Karl Schuetz (2W)	14	89	14

Board Three: The Abstraction Board [#16-22]

3.20	Robert Addison (1W*)	2	87	11
3.00	Don Ditter (3W)	3	87	*
2.93	Gene Prosnitz	5	89	*
2.90	James Wall	4	89	18
2.80	Russell Blau (1W*)	2	89	13
2.65	Ronald J. Brown	6	89	20
2.62	Bill Wulff	3	87	21

Board Four: The Atlantica Board [#23-29]

2.60	Steve Hutton (1W)	3	86	22
2.50	Jeff McKee (1W*)	2	89	15
2.46	Mark Keller (1W)	4+1sb	86	23
2.46	Steve Langley	2	86	24
2.41	Rick Dorsey	2+2sb	89	25
2.40	Rainer Frieportner (1W)	1	87	26
2.40	Conrad Minshall	4	87	28

Board Five: The Downfall Board [#30-37]

2.33	Robert Cheek	8	88	29
2.30	Derwood Bowen (1W*)	1	89	16
2.30	Tom Andahl (1W)	1	85	31
2.30	Teresa Lewis (1W)	1	85	32
2.30	Melinda Ann Holley	5	89	*
2.30	Dan McCooey	2	86	30
2.20	Mark Berch (2W)	3	87	33
2.20	Hugh Christie (1W)	1	85	34

Board Six: The Mercator Board [#38-50]

2.20	Chip Charnley	5	85	35
2.16	Ed Wrobel	3	88	36
2.00	David Rice	4+1sb	89	*
1.90	Kathy Byrne Caruso	4	89	38
1.84	Mark Luedi	4	89	39
1.80	Andy Lischett (1W*)	0+2sb	87	27
1.80	David Lang	2	89	*
1.76	Dave Bongard	3	89	41
1.70	Evans Givan (1W)	4	86	43
1.68	Phil Cooper (2W)	12+1sb	89	42
1.64	Fred Davis	4	89	*
1.63	Mike Gonsalves	1+1sb	89	44
1.63	Jim Martin	1+1sb	88	45

xW* indicates player's only wins are in anonymous games; rating is therefore temporarily lowered per rule S.

sb in Games column is number of rated standby positions.

High Pos indicates the highest Top 50 position the player has ever had.

(* here means that the current ranking is also a career high)

Tiebreaking for ranks: most wins; most games (excluding standbys); most recent year of game; high previous ranking; alphabetically.

Breakdown of Active Players by Rating:

6.00 or higher	2	(0.8%)
5.00 or higher	6	(2.3%)
4.00 or higher	12	(4.5%)
3.00 or higher	17	(6.4%)
2.50 or higher	25	(9.4%)
2.00 or higher	40	(15.0%)
1.50 or higher	58	(21.8%)
1.00 or higher	76	(28.6%)
0.50 or higher	91	(34.2%)

89 players are rated between 0.01 and 0.49; 84 have zero ratings.

The most recent complete ratings list appeared in **Theme and Variations #2** in August, 1989, listing 245 active players.

The next complete ratings list will appear in **Theme and Variations** in January or February, 1990, including all games the MNC reported in 1989.

For more information on this rating program, send a SASE to:

Glenn Overby
c/o Octagon Enterprises
PO Box 36983
Grosse Pointe, MI 48236
U.S.A.

ALGORITHMIC DIPLOMACY

by Glenn Overby

0. The standard rules of **Diplomacy** will be used where they do not conflict with these variant rules.
1. The only difference between **Algorithmic Diplomacy** and the standard game is the content and frequency of submitting the orders. Each player will turn in one, and only one, set of instructions for the entire game.
2. A player's orders for an entire game must fit on a single sheet of 8½" by 11" paper (both sides may be used). The orders may not be so reduced in size as to require magnification in ordinary use.
3. A player's orders or instructions actually will be a set of procedures for developing a country's orders each turn. These instructions may take into account any and all prior events in the game, but may not (of course) be conditioned on current turn activity or orders.
4. Each GM should set guidelines for the form in which the instructions are submitted. In games GMed by the designer, plain text, Basic computer language, flowcharts, and symbolic logic notation (standard or Lukasiewicz) may all be used in any reasonable combination.
5. Players submit orders after finding out which Great Power they control, but without knowing the names of other players.
6. After all orders are received, the GM will construct the orders for each Great Power for each move--without further input from players--for ten game years or until a rulebook victory is achieved, whichever comes first. If no Great Power wins after 10 years, all Great Powers which control more supply centers than they started with share equally in a draw.

Designer's Notes

One question suggests itself--Why?

This game was inspired by the account of the Computer Diplomacy Division of the 1989 DipCon in **DW** #55. The computer **Diplomacy** program doesn't play too well--this is generally agreed.

But Algorithmic Dip can permit our best players, even if they know nothing about computers, to help in the development of an intelligent computerized opponent. By asking players to create standing orders/procedures/algorithms/strategies (call them what you will), and testing them against each other, a programmer down the road may be able to build up a better model for a future program.

And the challenge of reducing a strategy for a whole game to a single sheet of paper should prove interesting in itself for a number of players--or so we hope. The ultimate proof will be in the "play".

NEW BLOOD: PEOPLE WHO HAVE INQUIRED ABOUT DIPLOMACY

Danny Spurrier, 12924 160th SE, Renton, WA 98056
 A. Linsdell, 4976 Kent, Pierrefonds, Quebec, H8Z 271, CANADA
 Henry Alme, 700 Ridgcrest SE, Albuquerque, MN 87108
 Brent Haynes, 530 W. Arlington Pl., #203, Chicago, IL 60614
 Steve Robinson, 202 Farrar Ln., Greer, SC 29650
 Jai Michael, PO Box KK, Douglas, AZ 85607
 Jason Murray, 4502 Pageant Way, Orlando, FL 32808
 Monty Carlisle, 2 Pearl Ave., #21, Old Orchard Beach, ME 04064
 Corey Hymes, 15922 Quapaw St., NW, Anoka, MN 55304
 Rusty Summrell, 4202 Vincente, Fremont, CA 94536
 Larry Doyle, 2000 N. Adams St., #714, Arlington, VA 22201
 Joe Vegara, RR #4, Box 3530, Bayanon, PR 00619
 K. Altis, 2012 Valley View, Columbia, MO 65201
 Fred Heil, 4725 Cobb Parkway, Box 189, Acworth, GA 30101
 John Quigley, 514 Park St., Allentown, PA 18102
 Jesse Severe, 105 Lincoln St., Sheffield, IA 50475
 Josh Wood, 102 Moore St., Princeton, NJ 07901
 David Wang, Box 275, Summit, NJ 07901
 C. Mercer, Box 305, Forestville, CA 95436
 Jarrod Cox, 3763 S. Bentley, #104, Los Angeles, CA 90034
 Graham Wilson, 2350 Dundas St., W., #301, Toronto, Ontario M6P 4B1, CANADA
 Marc Hanna, 718 Bounte Dr., #1820, Foster City, CA 94404
 Sean O'Connor, 975 SE Spruce Ct., Gresham, OR 97080
 Bob Howard, 36 Gladstone Rd., Leeming, West Australia, 6155, AUSTRALIA
 Keith Schneider, RR 2, Box 337, Washington, MO 63090-9619
 Mark Oliver, 4700 N. Kolb, #14211, Tucson, AZ 85715
 Per Westling, Rydsvaegen 246 c:16, S-58251, Linkoeeping, SWEDEN
 Jim Kirkpatrick, Jr., 4515 Boneta Rd., Medina, OH 44256
 Jeff Laman, 842 Western Dr., #7-A, Colorado Springs, CO 80915
 Chris Daly, Gwathmey 119, Station #1, Charlottesville, VA 22904-0008
 Timothy Bradrick, 3620 Park Ave. West, Mansfield, OH 44906-1055
 James Connolly, 92 Maple Ave., N. Andover, MA 01845
 Bill Hecker, 144 Washington St., Leominster, MA 01453
 Keith Kline, Box 73759, Kowloon Central Post Office, Hong Kong
 Ronald Newmaster, 37 George Cr., Mechanicsburg, PA 17055
 Chris Pankosky, 183 Connecticut Ave., Greenwich, CT 06830

DW #57: A SNEAK PREVIEW

People have complained that DW's gotten boring. Well, come January we're going to change all that. I've got some stories for you that will knock your socks off:

*Alvaro de Soto doesn't mince words, as he does just that; when he looks at the special meanings words used by diplomats have.

*Udjahorresnet writes from beyond the grave as he shares his diplomatic secrets with us.

*Attila the Hun meets Herman Miller in a one-on-one encounter; while the hobby tries to decide whether Steve Cooley or Morgan Gurley is the better Attila. Everybody agrees that Cal White is our Herman Miller.

*Sex Scandal Rocks Chapel Hill, NC! Hard to believe, but true, and Dippy players may be behind it, or so they say.

*Cannibalism Hits English Dippy Community!! Authorities say that Felmersham, Bedfordshire, England is the center of of a group of Dippy cannibals, and that Alan Parr is licking his chops at the news.

CONTINENT II

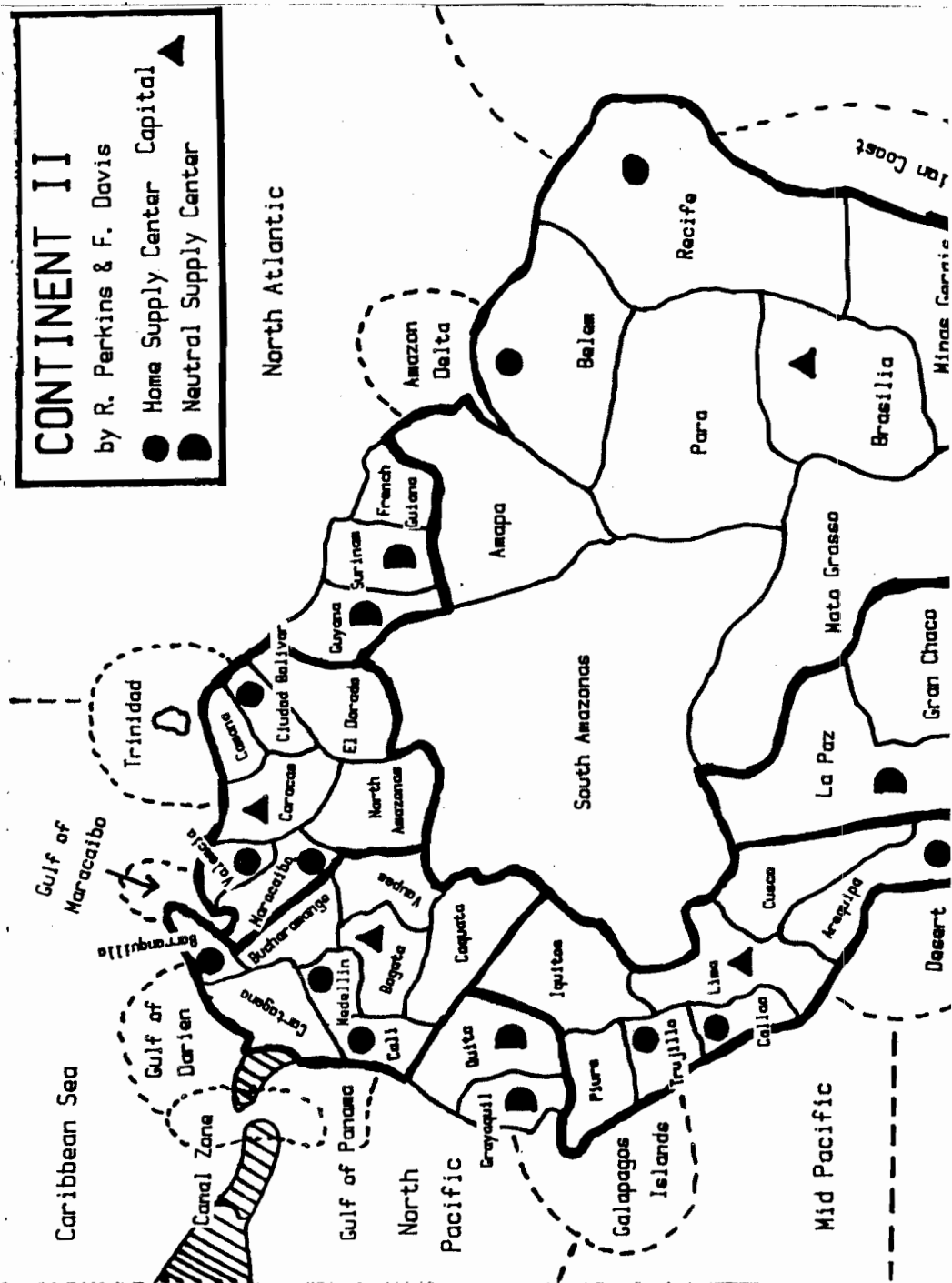
by R. Perkins and F. Davis

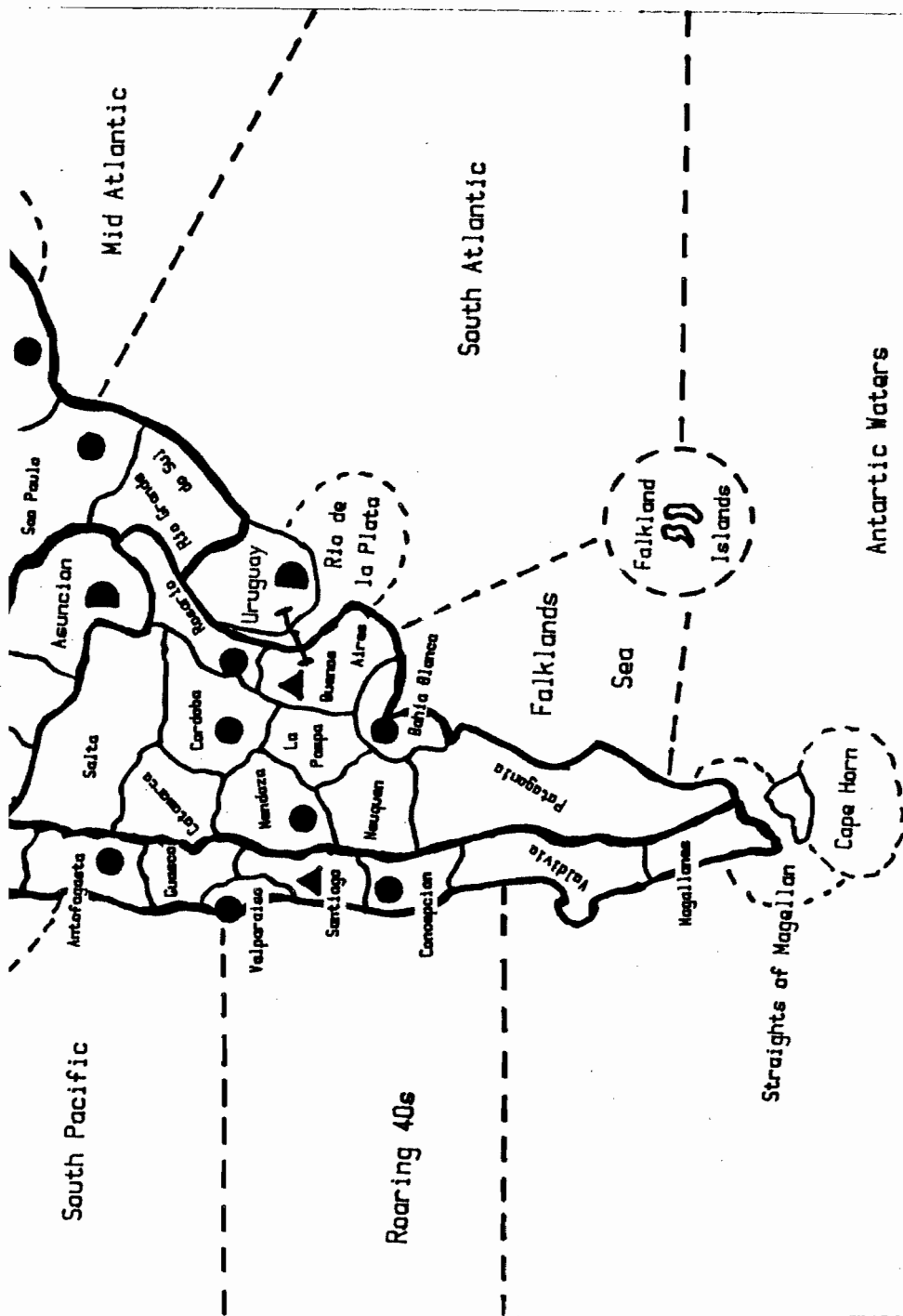
0. The regular "Rules of Diplomacy" will apply, except as noted in these rules.
1. CONTINENT II is a six-player game based on the South American continent and adjacent seas. Argentina and Brazil start with five Home Supply Centers each, while all other Major Powers begin with four. These centers are (the capital is listed first):
 - ARGENTINA: Buenos Aires, Cordoba, Bahia Blanca, Mendoza, Rosario.
 - BRAZIL: Brasilia, Belem, Recife, Rio de Janeiro, Sao Paulo.
 - CHILE: Santiago, Antofagasta, Concepcion, Valparaiso.
 - COLUMBIA: Bogota, Barranquilla, Cali, Medellin.
 - PERU: Lima, Callao, Arequipa, Trujillo.
 - VENEZUELA: Caracas, Ciudad Bolivar, Maracaibo, Valencia.
2. There are 34 Supply Centers. The Victory Criterion is control of 18 Supply Centers, the same as in Diplomacy.
3. The game begins with Winter 1990. During this period, players may build units in any provinces within their Home Country, with the following restrictions:
 - a. Argentina and Brazil must build two fleets.
 - b. All other countries must build at least one fleet.
 - c. Brazil may not build in South Amazonas.
 - d. Chile may not build in Magallanes.
4. The first move season will be Spring 1991.
5. Costa Rica and Panama are neutral and impassable. The Canal Zone may be entered only by fleets. Any fleet which remains in the Canal Zone for more than two consecutive move seasons will be "interned" and annihilated. (For example, a fleet entering in Spring 1992 must move out in Fall 1992 or Spring 1993, or be annihilated.)
6. Cartagena is the only two coasted province.
7. All future builds must be made in Home Supply Centers, or in any of the eight Neutral Supply Centers which are under that players control. To build in a Neutral Supply Center, it must not have been occupied by any other power during the Spring season.
8. Rosario touches the Rio de la Plata sea space. This does not affect the Direct Passage of all units between Buenos Aires and Uruguay.
9. Cape Horn, Falkland Islands, and Trinidad are both land and sea spaces. They may be occupied by an army, but the army may move only by convoy. Cape Horn is not considered part of either Argentina or Chile for game purposes.

CONTINENT II

by R. Perkins & F. Davis

- Home Supply Center
- ▲ Capital
- ◐ Neutral Supply Center





OPTIONAL RULES:

1. A seventh Power from "Outside" may be added to the game. For game purposes, this will be referred to as "United Kingdom." (Any resemblance to the real UK is purely coincidental.)
 - a. United Kingdom starts with three Home Supply Centers on the board: Trinidad, Guyana, and Falkland Islands. There are also two Off-Board Supply Centers. Fleets from these Centers may enter play by using any sea space on the northern or eastern border of the Board. All initial builds must be fleets with the exception of Guyana, which may be an army or a fleet.
 - b. After the Fall 1992 season, the UK will lose one Off-Board Supply Center; after the Fall 1993 season the second Off-Board Supply Center is lost. This may result in unit removals for this player. The Victory Conditions still remain at 18 Supply Centers owned during the Fall season.
 - c. In addition to the usual Neutral Supply Centers, the UK may also build new units in Patagonia, Cape Horn, and French Guiana if they were the last player to occupy that region. All other powers may also build in French Guiana, with the same restrictions. In Winter 1990, Brazil may not build in Amapa.
 - d. In 1991 only, the UK fleet in Trinidad may move directly to El Dorado or Guyana, or support a unit from Guyana or North Atlantic into El Dorado.
 - e. UK fleets may not move back to an Off-Board Supply Center once on the board, unless dislodged between 1991 and Spring 1993. Thus, all units build Off-Board must be fleets. The fleets must have been dislodged from a sea space bordering on the northern or eastern edge of the map. All fleets must leave the Off-Board Supply Centers by Fall 1993 or be annihilated. No other Power's fleets may retreat Off-Board.
2. In a six-player game, players may elect to use Trinidad and Falkland Islands as Neutral Building Centers, under the same controls as outlined in Rule 7.

A NOTE ON THE DESIGNER

I first met Rob Perkins some twenty years ago at a FTF Diplomacy game in Los Angeles. Rob was still in junior high school when he started his Diplomacy career. When he decided to start his own Dippy zine, SPALD, JR., he didn't know how to type, so he taught himself how and away he went. It was amusing because almost all of his players were college students or adults, playing under a gamemaster who used to ride his bike to FTF events because he wasn't old enough to drive. Rob also designed and ran several variant games, of which this is one. I lost track of him when he went off to Harvard some years later. But I wouldn't be surprised if he turned up again one of these days at a Dippy event.

THE 1989 CON CIRCUIT

Larry Peery

Each year the Diplomacy convention (the more social events) and tournament (the more formal, structured events) circuit seems to get bigger and better. 1989 was no exception. The number of Cons, the number and variety of events, the number of participants and the quality of the events themselves set new standards around the world. And while it is impossible to compare a multi-thousand player gaming event with a small, informal Diplomacy house party; the two kinds of events, and all those inbetween, do share two traits in common: an interest in the game and a desire to be with others of a similar mind.

From Memorial Day to Labor Day it was possible to play Diplomacy somewhere just about every weekend. And some of us tried. Here's just some of the high-lights of the 1989 season.

DIXIECON III

Chapel Hill, NC

26-28 May

1. Dave McCrumb
2. Morgan Gurley
3. Dan Sellers
4. Mark Murray
5. Rick Dorsey
6. Dick Warner
7. Mike Gonsalves

I promised Dave Hood back at DIXIECON XIX that if his group ever got a Diplomacy event going in Chapel Hill I'd go. Well, the third year was the charm. I finally made it this year. The site was great, the games were fun, and the people were interesting. Can't ask for more. The same old faces (well, actually the same young crowd) always seems to dominate the top board, and this year was no exception. But the truth is that they are, with one possible exception, the best FTF Diplomacy group in North America. As for my performance; well, suffice it to say I took a nap during the awards ceremony.

NEW SOUTH WALES CHAMPIONSHIP

Sydney, AUSTRALIA

10-12 June

1. Robert Stephenson
2. Harry Kolatas
3. Steve Gould
4. Daryl Winder
5. John Cain
6. Adrian Fegan
7. Michael Floyd

The Australian hobby is one of the fastest growing in the world, and if they put as much effort into their Diplomacy as they have into their efforts to steal the Cup from us; WORLD DIPCON III (in 1992) should be something. If you start following the results of the various Australian tournaments; which are now held regularly at both a state and national level; you'll notice the same names keep popping up. I met my first Australian Dipper, John Cain, last year at WORLD DIPCON I in Birmingham, England. I'll bet a teacup we'll see more of them next year in Chapel Hill. Pesky lot, they are.

MADCON

Madison, WI

June (?)

MADCON; which hosted DIPCON XX; is the hobby's response to those who take their Diplomacy too seriously. Winning is not as important as playing, and the true champions are the biggest consumers of rot-gut beer, lagers, and ales, etc. The post-Con results are always a little fuzzy, but Jim Burgess wrote up a delightful MADCON report that was published in THE ABYSSINIAN PRINCE #20. I'd plan to reprint it in DW, but there wasn't room enough. I have no idea who won the Diplomacy event, if there was anything that formal, but nobody there seems to have cared, so why should we?

ORIGINS XV

Los Angeles, CA

29 June - 2 July

1. Steve Cooley

ORIGINS is The Biggie, attracting thousands of attendees every year, no matter where it is held. This year's site, Los Angeles, brought out all the best local players for Tim Moore's Diplomacy

2. Bill Sexton
3. Tim Minnig
4. Scott Cox
5. Kevin Neal
6. James Gardner
7. Steve Golob

"marathon" event. The Diplomacy scene in Los Angeles has become one of the most cosmopolitan in the world, and if you don't believe me consider the names of the 9th-11th runner-ups: Czes Ptotrowski, Hohn Cho, and John Jankowski. It was good to see so many old friends again; but I'll never pay \$186.00 for a hotel room for a Diplomacy event again, unless they put orchids in the bathroom like they did in Rome. For a big event, this was a good event.

MANORCON 1989
Birmingham, ENGLAND
7-10 July

1. Paul Oakes
2. Phil Ralph
3. Toby Harris
4. Martin Sanders
5. Bob Kendrick
6. Alan Sharples
7. Matt McVeigh

If you haven't been to a MANORCON; you can't say you've done it all, because MANORCON is, unquestionably, the best run Diplomacy event in the world. If you don't agree, I'll meet you there next year and we'll discuss it further. Last year's event was WORLD DIPCON I and hundreds of players turned out for the Dippy and other games. This year an equal mob showed up, even without a chance to see a real American or two. LIVERPOOL, MAD POLICY, and VENI VIDI VICI were the top three teams. Richard Walkerdine, Nick Kinzett and their crew did their usual superb job. They make it look so easy and they enjoy it.

ATLANTICON 1989
Baltimore, MD
20-23 July

As always, Robert Sacks did a good job running the Diplomacy event at this year's ATLANTICON. Unfortunately I don't have any of the winners' names.

DIPCON XXII
San Diego, CA
27 July - 1 August

1. Edi Birsan
2. Jeff McKee
3. John Galt
4. Eric Newhouse
5. Nick Beliaeff
6. Steve Cooley
7. Hohn Cho

This year's DIPCON attracted a larger and better field than usual, considering southern California's isolation from the rest of the national hobby. All the details, and then some, were in the last issue of DW; and a follow up appears in this issue. At left are the top seven tournament winners and following are the top seven Individual players: Hohn Cho, Nick Beliaeff, Lance Anderson, Steve Cooley, Jeff McKee, Edi Birsan, and Gary Behnen. What's on everybody's mind, of course, is how the LADs will match up against the CADs in Chapel Hill next year. Anybody want to make any predictions?

CAN-CON
Toronto, CANADA
4-6 August

1. Fred Hyatt (USA)
2. Rob Lowes
3. Bill LaFosse
4. David Elliott
5. Mark Weidmark
6. Frank Easton
7. Dave Anderson (SA)

Making up for the Canadians throwing the DIPCON XIX championship to a Brit (Malc Smith), the US group went north this year, and captured the CANCON title. Sponsored by the Canadian Diplomacy Organization, CANCON seems a sure bidder for DIPCON XXIV in 1991. And why not? It's a beautiful site.

POOLCON I
Marshall, MO
18-20 August

- T. Ron Bitner
- T. Mark Luedi

Eighteen people divided up 800 square feet of swimming pool surface at Vince Lutterbie's first annual POOLCON this summer. One Diplomacy game was played, no doubt by accident. Vince tells me that there will definitely be an event next summer. So right here, right now, I'm challenging Gary Behnen to a Cannonball Splash

contest. I should warn you that the last time I did this I spilled enough water out of a pool to flood a third floor apartment thirty feet from the pool's edge. Also to keep things on a higher plateau I am challenging Robert Sacks to a Walking On Water contest. Let's see: $40 \times 20 \times 6 = 4,800 \times 222 \times 6$ mph; yep, that should be enough to create a tidal wave to wipe-out Bouvet Island, if the wind factor is right.

STRATEGICON 1989
GATEWAY
Los Angeles, CA
1-4 September

1. Steve Cooley

The annual Labor Day event attracted the same old old faces (well, actually the same young crowd, although they're not so young as the CAD group) for yet another STRATEGICON event. I don't know why they bothered. The winner was, yawn, Steve Cooley, followed by various LADs. I'm sure the CADs know the feeling. However, I am working on an article to appear in next spring's DW that will give the rest of us mere mortals a chance at a DIPCON win next year. Otherwise, we might as well put Morgan's and Steve's hats in a ring and leave it to fate.

PACIFICON 1989
San Mateo, CA
2-4 September

1. Mark Twitty
2. Steve Kilmer
3. Wes Barton
4. Tim Haffey

This is the Bay Area's answer to GATEWAY and the two cities usually manage to put together 20+ Diplomacy boards at one time on Labor Day weekend, perhaps the biggest concentration of Diplomacy players outside MANORCON. Somebody really should nominate Jim Bumpas for next year's MILLER AWARD for his ten years of work as tournament director for this event. Alas, I don't have the results. Ha!

SOUTH AUSTRALIAN CHAMPIONSHIP
Adelaide, AUSTRALIA
October

This event probably will have happened by the time you read this but we don't have the results yet, so I can't tell you who won. But I'll bet some of the names on the top board will be very familiar.

MIDCON
Birmingham, ENGLAND
3-5 November

Don Del Grande reported this Con was being held in late October. It is. So late in October in fact it will be the 3rd-5th of November. (Note: By the way, Don, check out page 42 of DW #55, for that foto of Matt McVeigh throwing the brick you said didn't exist!). This is Britain's "official" national Diplomacy championship event. It's not quite as big, or grand, as MANORCON, but I hear the beer is cold, and that's what really matters to the Brits. Besides, if they don't let me win I'm going to steal Matt McVeigh's police car and really cause an international diplomatic incident.

WIENER SPIELEFEST
Vienna, AUSTRIA
17-19 November

Only the Austrians would create a Diplomacy event that sounds good enough to eat. Their annual game festival includes the final play off game for their national Diplomacy championship, along with thousands of other players playing all kinds of games. Assuming I survive MIDCON, the Channel Crossing, Holland, Belgium, Paris, etc. I'll let you know. Heh, it's a hard job, but somebody's got to do it. Where were all of you four years ago when DW needed a new editor?

CAROLINA'S AMATEUR DIPLOMATS: WHAT THE NUMBERS TELL

Michael Lowery

Rankings sort of say it all.

Don't expect bizarre Bernie Oaklyn type openings---we just go for the throat. Surprise is OK, but don't expect good players to be fooled by a set up opening. There are few pure alliance players among the CADs---most will stab if the situation is right; and then do it well. Chris Kremer, Steve Wilcox and Bob O'Dear would be the most likely not to stab. None is above it, however. Lying by omission is stabbing, inspite of what Bernie thinks. The stabs aren't for one center, anymore. We gave that up about three and one-half years ago. Today, they go for The Big Stab. Unusual alliances are tried by the better players fairly often. Neophytes have a chance---we will ally with them, as long as they don't start doing stupid things.

Here's a break-down on our face-to-face game results so far:

<u>PLAYER</u>	<u>GAMES</u>	<u>WINS</u>	<u>DRAWS</u>	<u>2NDs</u>	<u>ELIMS.</u>	<u>PTS.</u>	<u>AVERAGE</u>	
Morgan Gurley	53	13	18	4	6	4193	79.1	For details on the CAD scoring system see DW #54, page 24.
John Hood	29	9	8	2	6	2163	74.6	
Mark Stegeman	12	0	7	1	1	867	72.3	
David Hood	66	8	23	3	10	4439	67.3	
Jeff Taylor	30	3	10	4	6	1946	64.9	
Bob O'Dear	32	2	15	1/3	2	1999	62.5	
Dan Sellers	31	0	10	6	5	1761	56.8	
Chris Kiker	25	0	7	3	9	1265	50.6	
Chris Kremer	41	1	12	2	6	1992	48.6	
Mike Pinkerton	26	1	9	1/2	5	1262	48.6	
Michael Lowery	56	0	13	3.33	12	2615	46.7	
David Strickland	13	0	3	1.33	4	592	45.6	
Adam Meldron	22	0	5	1/2	9	800	36.4	
Bill Hunter	25	0	2	1	12	819	32.7	
Steve Wilcox	25	0	5	0	10	794	31.8	
Dave Privette	13	0	0	1	5	342	26.3	
Rod Noname	11	0	0	0	7	224	20.4	
Jonathan West	10	0	0	1	7	174	17.4	
Frank Winstead	26	0	0	1	17	417	16.0	

And here's some comments on some of the top CAD players:

MORGAN GURLEY: Was in our first game and is our top-ranked player. And, yes, he's that good; a player with no major weaknesses, just major strengths. Morgan likes England, but has won with all seven powers in face-to-face play. He often honestly thinks you're being stupid if you don't work with him. The scary part is, he's usually right.

JOHN HOOD: Dave's twin brother, John has largely forsaken Diplomacy for journalism. He plays the meanest Austria I've ever seen. He's a brilliant tactician and strategic analyst, with an overly large liking of the Moody Blues.

MARK STEGEMAN: Economics professors aren't supposed to play Diplomacy this well. Tell that to Mark.

ROD NONAME: One of the reasons Morgan will hold first place for a long time to come.

FRANK WINSTEAD: Beware of the Winstead Factor; or, Will Chapel Hill's perpetual student decide to move your way next? In any case, anarchy and confusion always exist in the games Frank is in.

BILL HUNTER: Bill's one step away from being a really good player. I just don't know what that one little step is.

BOB O'DEAR: A name to watch. Our strongest alliance player. He's good in all three areas of the game. If nothing else, he'll keep the affair interesting with outrageous conversation. Be warned and beware.

STEVE WILCOX: To those who have met him across the gameboard, I send my condolences. To those that haven't, I can only say, "Be happy."

DANNY SELLERS: A similar playing style to Morgan's, just not as physically imposing. On the plus side, he has an idea of what he wants to do with his life.

JONATHAN WEST: One of the players from our earlier days. The move away from massive order cheating and stabbing sort of disappointed Jonathan, so he doesn't play all that much any more.

JEFF TAYLOR: An unknown postally, but an excellent player. Similar style to Morgan's, just more likely to mention your silliness to you. Strange recent fondness for bad heavy metal, especially Metallica.

ADAM MELDRON: His hard earned experience is starting to pay off. Look for him to develop into a consistant, quality player.

MIKE PINKERTON: Where does he come up with all these silly, large alliance ideas?

CHRIS KREMER: The resident king maker. If he doesn't do well, he will favor those who "deserve" to do well. In fact, Chris will go to almost any length, including his own Dicide "Take my centers, that'll give you 18...")! Chris, the son of a music professor, is also quite non-rhythmic; so hide the stereo or else...

DAVID STRICKLAND: Strick hasn't played in all that many games, but he's still a very, very good diplomat. That said, have you covered your home centers?

DAVID HOOD: Not the tactical genius of a Morgan Gurley or Jeff Taylor, but still quite good. An excellent diplomat, perhaps the best among the CADs. Evil things like being married and law school keep him from being the complete Dipfiend he once was. He's also our most sober player; which might be the real reason he does so well.

CHRIS KIKER: Another player that's much more than competent in all areas of the game. Out of the Charlotte mold (i.e., more free-wheeling and dealing) of Jeff Taylor, Morgan Gurley, David Hood, Danny Sellers and myself; rather than the more absolute alliance group of Chapel Hill players like Bob O'Dear, Chris Kremer and Mike Pinkerton.

DAVE PRIVETTE: A little green yet to be a really top contender, but has the desire to do well. Needs another 10 to 20 games to move out of the Morgan & Danny dogfood category.

MICHAEL LOWERY: A better tactician and strategist than diplomat. He's somewhat moody. A win could get some of the chips off his shoulders. He's still a good player.

HOBBY INPUT ON SCORING SYSTEM FOR DIPCON XXIII SOUGHT

In the past there has been some controversy about scoring at major Cons. Well, DIXIECON IV/DIPCON XXIII/WORLD DIPCON II will be held June 23-24, 1990 in Chapel Hill, NC, under the egis of the Carolina Amateur Diplomats (CADs). David Hood will be running the show. Dave and I certainly can come up with a scoring system, but we want your input. Tell us what kind of system you'd like to see used in Chapel Hill. Personal hate lists are fine, but even better would be specific systems proposals. Mail your thoughts to me at 1131-205 Parkridge Ln., Raleigh, NC 27605.

DW TEAM FORMING FOR DIPCON XXIII

I know it seems early, but I'm sure Ron Cameron has already got at least one team organized for next year's DIPCON; and I'm sure the CADs have put together a couple of teams. I hope to see at least two teams representing DIPLOMACY WORLD, one from the US and one from overseas. If you plan to attend the event and you'd like to join one of our teams, let me know.

DIPCON XXII FEEDBACK

Larry Peery

As one would expect I got a lot of feedback on DIPCON XXII, some of it formal and some of it informal. I sent a questionnaire to all those who attended soliciting their input on the event. Here's the results, without all the boring numbers.

A small minority of those attending had attended a lot of DIPCONs in the past. Two people mentioned attending no less than eight different DIPCON events. But for the majority of those attending, DIPCON XXII was their first DIPCON. Interestingly, the old timers gave the Con higher marks, over all, than the first timers.

Eighty-five percent of those responding favored a three day event, and the rest opted for a four day DIPCON. No one favored a two day event.

One hundred percent of those responding favored a "Diplomacy only" event; which may explain the results of the voting for next year's DIPCON site.

The "decathlon" approach (not "marathon"); which offered many different types of Diplomacy events; got a very mixed response. Some people hated it. Some loved it. The over all rating was 6.14, but nobody gave the event a "6" rating.

Of the various individual events, Computer Diplomacy was at the bottom of the list by a wide margin. It got a 1.4 rating. The Mystery events got a 3.0 rating. The NADB Exam got a 4.2 rating and the same kind of comments I remember from high school about the SAT exam. The Variant Diplomacy event got a 5.6 rating, but again the numbers were scattered. Gunboat Diplomacy was highly ranked with a 8.57 rating. And, not surprisingly, the Individual and Team (inspite of my screw up on the questionnaire) Diplomacy events both pulled 10.0!

Eighty-five percent of the respondents admitted that they didn't understand the scoring system before the event; and a similar number said that they didn't like it when they did find out what it was. I'll leave it to you to decide what that means.

The non-gaming events also had their ups and downs. The Kremlin Tournament only got a 3.0 rating, but the people who participated seemed to enjoy it. The Archives display, such as it was, got a 5.2 rating; which proves that even a draughty, old garage can have appeal. The DIPCON Society Meeting only got a 6.5 rating; which surprised me, probably because people wanted to get to the games. The exhibits got a 6.8 rating, higher than I had anticipated.

Considering all the arm twisting I had to do to get people to attend, I was amazed at the fact that the Awards Banquet drew a 10.0 rating, and quite a few people said it was the high point of this year's DIPCON. I suspect it was the roast of me that did it. If Rod had arranged an auto de fe it would probably have got a 15!

Over all, the Con got high marks, only one rating below an 8; and I'm never going to let him forget it. The average rating was a 8.5.

The bottom line is that that same eighty-five percent (no, it wasn't the same people all the time; I checked) indicated that they planned to attend DIPCON XXIII.

HIGHLIGHTS OF THE CON

The explanation by Del Grande of the scoring system was a great speil -- no one knew what the system was afterwards, but we knew that he knew it.

EDI BIRSAN

The funniest thing was when Susan Welter opened with an Austrian assault on Italy. I'd never seen anyone use F TRI-ADR, A VIE-TYL, A BUD-TRI. I especially enjoyed the fact that she got eliminated and Italy survived! (I'm so cruel).

STEVE COOLEY

Ron Spitzer is the best sleaze.

LARRY CRONIN

/Editor's Note: Why are tall men always so insecure?/

On Sunday morning, Gary Behnen, Vince Lutterbie and I took advantage of the weather and pool and went swimming. Steve and Linda Courtemanche were there as well and we had a good time swimming and playing "Splash Diplomacy." Too bad Gary wouldn't get into the pool.

In our last individual game, Gary's Turkey and my Italy allied early. After several seasons of my not making exactly the moves Gary expected, he got a little "animated" with me. In response, I exploded in anger, casting aspersions on his mental processes, his parentage and tyrant-like ways. The rest of the players were stunned by the out-burst as I stormed out of the room. As players tried to "calm me down" I could barely keep a straight face as the "out-burst" was staged...I think several of the players left the con later still thinking we'd destroyed our friendship. (Oh yeah, we got a two-way).

DON WILLIAMS

One of the funniest things that happened at the Con was the random draw for boards in the Saturday night Individual Diplomacy event. The "randomness" was supposed to decrease the risk of people who know each other ending up in the same game. But the draw for Board II was a little silly: David Hood (me), Mike Pinkerton (another CAD), Greg Ellis (roommate from DIPCON XX), Vince Lutterbie (long-time CCC player and member of my team for the Saturday morning event), and Dave McCrumb (3-time DIXIECON participant and member of the DIPCON XXIII Committee). Needless to say, Del Grande had to move some of us around... of course, I ended up playing with Ron Spitzer instead. What an improvement!

DAVID HOOD

Sometimes the best man for a job is a woman.

Saturday I wandered downstairs during a break in the action and immediately crossed bows with a navy rear admiral, escorted by three captains. Nothing unusual about that, right? After all, San Diego is a Navy town. But these were all women. Unknown to me the Navy's WAVES were having their national convention downstairs the same weekend we were having DIPCON upstairs at the Hotel. Ten thousand of them and only seventy of us. Sigh..

I ran into Claudia Zacharis, an old friend from the Naval Institute, and she introduced me to RADM Grace Hopper, USN Ret. the inventor of COBOL and the female navy's equivalent to Hyman Rickover.

The Admiral asked if I was thinking of joining the WAVES Association; and without waiting for my answer, told me I'd never pass the physical. "Condition, you know;" she said with a perfectly serious look.

I told her I had fifty, young eligible bachelors upstairs playing wargames for the weekend. One of her entourage looked at me, and said, "Well, we can send 5,000 young eligible WAVES up there. Will that satisfy them?"

Hopper didn't bat an eye. She came right back with, "They're wargamers. I'll take care of them."

Betcha she could have.

A few minutes later I heard a television news crew interviewing a woman Navy captain. The difference was that she was an unrestricted line officer, if you know what that means. The interviewer asked her what her chief ambition in the Navy was. Without a pause, she replied, "I want to be the first woman to command a battleship...in combat." The funny part was that she looked just like Melinda Holley.

LARRY PEERY

QUOTE OF THE SEASON

Diplomacy is not an activity for people with limited attention spans.

Lord Caradon

DIPCON XXII TOURNAMENT: SOME IDEAS WORTH IMPROVING AND KEEPING

Edi E. Birsan

There is a tendency to judge events and systems by the immediate initial result and to then overlay a heavy case of personal inclinations and perceptions with a resultant total rejection where your own expectations are not met. A new system or idea is rarely debuted in a flawless performance to worldwide acclaim and acceptance. More typically, as is the case with the last DIPCON Tournament System, there are areas subject to great question as to the social acceptability of the application of the techniques and the details that are hung on the new form. I am writing to try and shift the review from 'what was done' to 'what was tried' in the hope that some of the very positive ideas that came out of the Tournament System can be advanced, improved and perpetuated for future attenders to build on and get enjoyment and satisfaction with. With that said, let me ramble on with my prejudices and biases on the salient features of the last system.

1. The Unknown Rating System: The players were not told the exact details of the rating system for each individual event. Nor were they told of the mixing and weighing system that would be used to blend the results of each individual score into an overall result, other than there would be some kind of mixing and that everyone was expected to be in three events.

I liked the idea of a hidden rating system because it prevents players from trying to play the rating system and doing all sorts of artificial things to get information on other games. If players cannot zero in on playing the system, then they shift to playing the best they can and you have that wonderful interface between player's own perceptions of what they think is good and worthwhile in playing. Then, no matter what the system is, the players have a more memorable game since there is less distractions of importance in the games around you.

We have a hobby in which there is no universal acceptance of scales of achievement other than a solo win. We can heap abuse latter on the details if we disagree on the rating of a four way draw with four centers vs. a three way draw with nine centers, or a second place Italy with sixteen centers. However, the potential for discord and disharmony is very great in the course of the tournament's games if the then current scale is known because players will harp on their own disagreement with the details of the system; while the friction of other players playing the tournament rather than the game greatly reduces the social nature of the multiplayer game.

KEEP THE IDEA OF THE HIDDEN RATING SYSTEM.

2. The Multiple Event Overall Rating: The Diplomacy hobby is not composed of only regular games of individual Diplomacy. DIPCONs do not feature only games of the regular seven player game. In fact, if you look at what is actually played at the conventions by the Diplomacy players, the traditional seven player game in many cases is not even sixty percent of the games actually played. One of the overall reasons we go to DIPCONs is to meet the people, have a good time, try some different things and socialize. By having different events, such as the Team Game, Gunboat Event, Variant Game, etc. players are encouraged to participate in different groupings of people and to maybe take in different experiences. Likewise with the introduction of an Overall Rating, it helps to diffuse the focus on an individual game result and allows and encourages players to play more often, and to with multiple events we see achievement recognition for broad spectrum skills rather than always on the individual event.

We need to develop different events and should try something new each DIPCON. The Computer Diplomacy Event was not well received and probably should be dropped until the game is made a challenge other than speed typing. Likewise, the Quiz on the Diplomacy Board was distorted with too many hobby history and cult personality trivia questions. A

focus entirely on the board and play would be more acceptable. I'd like to see a Diplomacy Escalation Game Event (but I'm biased, being the inventor). However, the idea of different events and an Overall integration of the results of these individual events is a good idea. Let the local DIPCON committees struggle with the number and type of events and whether it's the best three scores out of five, or two out of three, etc.

KEEP THE IDEA OF AN OVERALL RATING ALIVE.

3. Time Limits: While each board was allowed to time itself, the event or round was over at a specific time. Diplomacy without a social time limit becomes a silly exercise in insomnia. By having time limits it allows the administrators to keep up with the information needed to digest the scores, and forces players to move along to the next thing. Does it allow for some players to twaddle to slow things down, or encourage some to hold out with refusals to vote for draws? Yes, but that is acceptable from my view when you consider the benefit for moving things on. It also reduces the tendency to watch other games for their results.

KEEP THE IDEA OF TIME LIMITS.

4. The Team Games: Seven teams of seven were formed. Five of which were formed by players prior to DIPCON and two were tossed in, made up of those who had no prior teams. The idea being that in each game there was one member from each team and that the collective scores of the team members were compared. The team 'captain' got with his mates and tried to put forth the best team on country strength so that a player who felt very secure as Russia played that country and so on. This tended to give some interesting results in that you had a sort of self-seeding affect. It was also a beginning of a group camaraderie which diffuses the self focus on the individual and forces the player to look at over all happenings. I believe the idea of Team Games started in the UK conventions and it is something worth keeping.

KEEP THE TEAM GAMES.

5. Gunboat Event: Having been at DIPCON V where Gunboat Diplomacy was invented...a funny story in itself...it was surprising how popular the game was. This DIPCON had an interesting twist in that each game had a gamemaster who would mix up the orders and hide them from view so that when read it was not obvious who was playing which country. Nevertheless, errors and guesses eventually revealed the player-country assignments. However, this was a very good idea for Gunboat and should be continued.

KEEP THE GUNBOAT EVENT.

6. Many Prizes, Trophies, and Awards: I never liked the idea of only trophies or plaques for the top three positions. Rocamora and I came up with the idea of recognition for the best country score, regardless of your overall standings. The advancement of multiple events allows for event winners, such as Hohn Cho winning the Individual Diplomacy Event, to receive recognition. The adding of funny awards such as 'Best Poland', for the first player eliminated, or a 'Winners Circle', for those who win a game regardless of what, is good. We should try to have as many awards and things as possible that people can take back with them as memories of the DIPCON.

KEEP THE GOODIES.

Anyway, I've rambled on enough here and I'm sure that there are many other things of positive value that can come out of DIPCON XXII. I look forward to seeing that DIPCON spirit continue to improve the quality of everyone's enjoyment.

MY FIRST DIPCON: DIPCON XXII

Ron Cameron,
Member of the DIPCON XXII Administrative Committee

As most people that have played the game with me, either in person or by mail, will certify, I have a tendency to ramble on and on...and on. This tale about DIPCON XXII will be no exception, so get ready for not too short a read.

My DIPCON weekend started well before the actual official events and registration. As a member of the DIPCON Committee, I had the distinct advantage and enjoyment of knowing many of the attendees beforehand. This created, in my feeble mind, many pre-illusionary and pre-conceived mental pictures of these people that I was about to meet, in person, for the first time. In addition, as founder of the CAMCON Diplomacy events in the Los Angeles area, I looked forward to renewing friendships and visiting with, once again, those "deadly" Camconians that I hadn't seen in several months.

On the Wednesday before the Con started, Steve and Linda Courtemanche arrived at my home quite late in the evening. They were finishing up their California vacation. They had spent the day at Knott's Berry Farm; and, by the time that they had arrived, my wife, Kathy, and I were both sleeping. Since we both had to work that day; we left the door unlocked with a note for Steve and Linda to let themselves in; and make themselves at home. We greeted them briefly the next morning and went off to work; while they took on Disneyland with the other tourists. Early that evening (Thursday), Don Williams arrived. To say that he was more than a little 'pumped up' and 'raring to go' is an understatement!! We were both uncaged, irresponsible, on the party animals. Off we immediately went to the local Shakeys for beer, pinball, and pizza. I conveniently 'forgot' my wallet, so Don had to pay for everything, including the quarters for the video games and the six-pack and cigarettes purchased on the way back to Casa Cameron.

It wasn't too long before Steve and Linda arrived, wrapping up a long day at Disneyland. My daughter, Julie, had made a chocolate cake for the occasion, but had gone to sleep with the rest of my tired family by the time our 'mouseketeers' walked wearily through the door. Don, Linda, Steve and I devoured the entire chocolate cake; and then talked 'hobby' for quite a while. Steve and Linda are two of the nicest people that you would ever want to meet. The time, effort, money and support that they (and Don) gave me on the Holley Award project will never be forgotten!

Next morning, Don and I were off like a shot to DIPCON; while Linda and Steve were to meet us in San Diego later, as they wanted to drive down the coast and do some scenic sight-seeing. Turns out that they were so tired from their visits to Knotts and Disneyland, they spent most of Friday morning in my spa. Linda apparently has got the 'California Bug' and wants to move here immediately. We'll have to send her that bumper sticker that says, "Welcome to California, No Go Home." Ha, ha...

Arriving at Larry Peery's, we were greeted by 'the king', himself. I was told by more than one person that Don and I had missed a great mixer the night before. Larry proudly gave us the nickel tour of his house, complete with "The Duck Williams Bathroom" and DIPLOMACY WORLD CENTRAL. I met Matt McVeigh and his gorgeous wife, Karen. They had come all the way from England. Matt, I believe, was runner-up WORLD DIPCON champion. We said hello, and laughed with Camconians Hohn Cho and Tim Moore, Mike Legg was selling some very nice Diplomacy mapboard postcards. I finally got to meet Mark Lew and David Hood. Great guys, one and all. Some of us participated in a cork gathering event held in Larry's backyard. Essentially, Larry scattered some colored corks around and the participants scurried to see who could gather eighteen the quickest, either by initial grabbing, or later trading. It took the winner all of five minutes to achieve his eighteen. Later, to our astonishment, we found this event would count in some minor way, as part of the winner's final score.

Don had promised Gary Behnen a ride from the San Diego airport, so we stopped there enroute to the hotel. I'll say this about Gary; he's not what I expected. Like myself, he's not a little overweight, not too physically attractive, and certainly not someone you'd like to have come to your front door to pick up your daughter for her first date. While Don Williams is about 6'2", lean, and fairly good looking (in my wife's eyes); Gary is exactly the opposite. Still, Gary has the personality of a comedian and it's easy to immediately see why he's won so many postal games. He's the kind of guy that you'd like to have as your partner on a game show. Or in a dark alley. Both Gary and Don would be hilarious on a night on the town. Pity Gary is a St. Louis Cards fan.

The Town & Country Hotel is one of San Diego's best. Thanks to Mike Maston, Larry made a terrific choice for the Con location. The facilities are expansive and expensive, to say the least. I Fred Davis got lost three times before he found the convention hall. People like Fred made DIPCON XXII the success that it was. He was always there to help, always with a kind word and a friendly smile. Our game rooms were as comfortable and modern as any convention I've ever attended; and as a banker, I've attended more than a few. Walking up to the registration table, I saw Marla Cronin and Audrey Jaxon. This was a nice touch, I thought; two attractive, pretty young ladies the first people you see at the Con. They had everything well in order; the registration packets and program were well thought out and structured. Even the greenist novice would have had no trouble figuring anything out. I thanked Audi once again for the help that she had given me in the previous months. The room where the blood was soon to spill was crowded; the atmosphere cordial, but at the same time tense. I wanted to meet everyone, play everyone. Someone remarked that it seemed like just before feeding time at the zoo.

Gunboat was the first game of the night. Seven or eight tables started up. Rules were explained, "NO TALKING," and gamemasters assigned. David Hood was our GM. Now, David is the kind of guy you'd like to have show up at your doorstep to escort your daughter on that first date. This guy was Mr. Right. Got his act together. No wonder he's a past DIPCON champ; he's persuasive, but not domineering; friendly, but not with too much syrup. He's also what few good face to face players are, able to be a good listener. Mark Lew is also in this category. Talk to him for five minutes and you immediately admire him, even if you are in disagreement. They both exude such confidence without being obnoxious.

I won my Gunboat game Friday night with an eighteen center England. It took me slightly over six hours. I later found out Jeff McKee got double the credit that I did for 'beating' the computer and gaining twenty centers in thirteen minutes. Sour grapes? I was, nor was anyone else I talked to that weekend, not happy with how Larry Peery ranked and scored the events. However, that is another article; maybe a longer one than this.

Mark Lew won the Gunboat division championship with a fourteen center Germany. Figure that one out. Mark and I can't to this very day; especially since Steve Cooley and Bob Aube had eighteen and nineteen center wins as Austria and Italy respectively.

I did admire Jeff McKee's pooh-ooing his mastery of a flawed Diplomacy computer program. A relative newcomer to the play by mail hobby, Jeff has a good intelligence for the game; and a cockiness that you admire. I hope Jeff stays in the hobby and continues to publish. It will be interesting to see his thoughts about his second place overall finish at DIPCON; which in large part came from beating that flawed computer program. Of course, that's not Jeff's fault that this event was given so much weight in the scoring system.

Saturday morning brought the team event. The fun part of this event was that you knew exactly what country (pre-assigned by team captain) that you would play. Everyone on your team would play his country at a different table. Steve Cooley, from the Los Angeles area, had hand picked a superb slate of seven face to face gamers. Steve is probably the best face to face Diplomacy player that I've ever had the pleasure (and displeasure) of competing against. Larry Peery originally balked at Steve's lineup. "They're too good; we'll have to break them up!" he said. "Calm down, Larry," I replied, "I'll just form a better team." Don Williams and I got together and did just that. And what a team!! I called it "Cameron's Californians;" since all the members were either

current or former California residents. We had tournament champion Edi Birsan playing Italy and (should have been tournament champion) Hohn Cho playing France. Don was to play Austria and I was to play Turkey. Mr. Gary "Greedy" Behnen played Russia and Camconians Eric Aldrich and Steve Golob played England and Germany. Remarkably, the team finished with six draws and one survivorship---probably a record that will stand for some time to come. I sure was proud of those fellows! Steve Cooley's team finished in second place and it seemed the competition was so fierce, especially since there was not one win in the seven boards played. How did I do as Turkey? Fairly well. All in all an enjoyable game considering I wanted to do well and felt the pressure. I think I ended up with nine centers in a four way draw.

Saturday night saw the first round of Individual Diplomacy. Just before the round started, it was quite evident that everyone was quite excited. You could hear a pin drop as the names were read assigning players to their tables. The problem was that there were fifty-three participants and four volunteers were needed to sit out that first round. Since news of my eighteen center Gunboat win had spread like wildfire, I was willing to leave my table. Also, as a member of the DIPCON Committee, I thought I had that responsibility. I received assurances from Don Del Grande, tournament director, that missing the first round would not be held against me. Later, I found out that playing that round and doing well would have placed me among the final leaders, as the lowest round performance would be eliminated from a player's score. Sour grapes? Naw, only the victim of one person's value judgments about how the rankings of the events and the scoring system, radically changed for this DIPCON, could have such a profound effect on the overall winner and champion.

I watched and observed and kibbitzed round one of the Individual Diplomacy competition. There was Cathy Ozog fighting for her life as Italy; and making it to 1907 before she was eliminated. Cathy is one hobbyist I'd wished I had more time with which to visit. Hohn Cho, always precise and cunning, was having an easy time of it; and on his way to an eighteen center win as Turkey. Sue Welter was also playing Turkey at another board and holding her own with eight centers. Sue is quite a crack-up. Her bubbly personality was a real pick-me-up for me all those times we spent talking in the hall. You see, as smokers, and with no smoking allowed in the game rooms, I happily spent time talking with her, even as my games were taking place. During round one, I was hoping Vince Lutterbie would get eliminated so we could play that game of Acquire we had hoped to face off on for so long. Vince is truly one of the most amicable people I have ever corresponded with in the play by mail hobby. He is no disappointment in person. Too bad he is such a good player. He slugged it out with Steve Cooley and only because of Germany did not get part of the draw. Still, Vince finished a strong twelve center Turk. By that time I was dead to the world and asleep like a rock back in my room.

The next morning, after a swim in the pool and a small continental breakfast consisting of a Miller draft and a doughnut, was the hobby meeting. Dave McCrumb, Cathy Ozog, and David Hood all submitted bids to host DIPCON XXIII in various cities. Edi Birsan was of the opinion that DIPCON should be held exclusively of any other gaming event or convention. Most of the meeting agreed and the vote gave David Hood and his Carolina Diplomats the DIPCON XXIII location in North Carolina.

Round two of Individual Diplomacy then started. Six boards convened and I drew Russia. I normally like to play Russia but, in this case, did not play it well. At first, Turkey and I had a good, solid alliance going and together we had twelve units by the end of 1902. But Italy would not let Austria cave in. Worse, I had made a tactical error by stabbing Germany too early; and he and England quickly moved against me. With nowhere to go to grow, it was obvious that the Sultan would gladly join in. I couldn't blame him. Mercifully, the game ended in a 1907 seven way draw. Overall, in round two, the competition seemed very good as no one had better than twelve centers.

Next came the awards banquet with over forty people attending the sit down dinner. Everyone was all spiffed up, each anxious to learn the results. I remember how nice Steve and Linda Courtemanche looked; just like they were ready for church. I thanked Tim Moore for his help on DIPCON; all the while thankful that I hadn't met up with him on a table. He's a good player and knows most of my tricks. Don Williams, Vince Lutterbie and I downed a couple of Miller drafts. Stories of stabs and alliances, "...if I'd only

done this instead of that, or...if you only wouldn't have done that...etc. etc." Everyone had battle wounds and war stories. Greg Ellis, from Texas; and a very serious, intelligent, and exacting player won the Rolex watch door prize.

Dinner was excellent, the first full course meal for many that weekend. Don Del Grande tournament director, tried in vain to explain the scoring system. He spent a full five minutes trying to explain it; then asked for a show of hands of those who understood it. Not more than three people raised their hands. Larry read the long list of winners and presented the very impressive prizes.

The after dinner entertainment was the highlight of the award's ceremony and consisted of a roast of Larry Peery. Larry had known nothing of this beforehand. Rod Walker was master of ceremonies and you could not ask for a better one! His initial monologue and interjections of jokes between speakers was hilarious. One by one, he introduced Don Del Grande, Mike Maston, Don Williams and myself. Each threw barbs and stabbed Larry probably more than he's ever been stabbed in a Diplomacy game. The crowd loved every minute of it! Edi Birsan, in particular, was superb. I can't remember his exact words, but he had the audience howling every second. He'd be into another scenario and you'd still be laughing from the first.

Everything from that weekend is still fairly vivid in my mind, even as I write this almost fifty days later. I will long remember the fun. Even longer, I'll remember friendships, conversations and faces that I had met for the first time. Fellowship is what DIPCON is all about. Sure, the competition and games are exciting, but it's the people you meet and the social interaction that was the best part for me. It was everything that I had pre-pictured it to be. More important, I'm sure everyone had a great time and no one regreted attending. So, that's my first DIPCON. I'm sure now that it won't be my last.



Gary Behnen displays his Dip muscle at the first POOLCON, held at Vince Lutterbie's place in Missouri.

A PROPOSAL FOR DIPLOMACY GAME SCORING

Lawrence Cronin

Having just returned from DIPCON XXII, where Don Del Grande did a wonderful impersonation of classic "Peeriblah" while explaining the tournament scoring, I was inspired to attempt a new SIMPLIFIED scoring system which should reflect most people's concerns in evaluating games. It is ideally suited to evaluating tournaments.

This system has two complementary parts. There are 34 points on the board. Thus: WINS = 34 points; TWO WAY DRAW = 17 points each; THREE WAY DRAW = 11 points each; FOUR WAY DRAW = 8 points each; FIVE WAY DRAW = 7 points each; SIX WAY DRAW = 6 points each; SEVEN WAY DRAW = 5 points each.

To these points are added the number of supply centers a player has at the end of the game. Thus an 18 or 19 center win yields a score of 52 or 53, while a concession would yield 18 plus the number of centers at the time of the concession. All remaining players get points for the number of centers they have. Concession votes would not necessarily have to be unanimous but could include all except the winner. This rewards a struggle to survive, but also encourages concession in hopeless games. An example: If all players survive and vote on a 3 way draw, those 3 get 11 points each plus their respective number of supply centers. Other players get only the number of supply centers they have at the time of the draw.

Note that no draw situation rewards a player more than a win. Players are rewarded for being counted in on the draw, for surviving, and for conceding in hopeless situations.

This method can be further adapted in tournaments to discourage reckless, or promiscuous play by averaging the scores. Total points can be divided by the number of games a player was in, yielding a "batting average" of sorts. A minimum number of games could be required. This scoring system is ideally suited to gunboat games and tournaments also.

This certainly is a faster, more easily understood method, by which players can understand their performance and make decisions about their "score" outcome in a given game, tournament, or Dip career. It fundamentally corresponds with the spirit of the game envisioned by its creator and most good players and it agrees with historical realities in Europe.



Fred Hyatt, tournament winner and Best Russia, gets his at CAN-CON in Toronto.

PLAY BY ELECTRONIC MAIL DIPLOMACY

Les Casey

The Avalon Hill game of DIPLOMACY is a game for seven players wherein the winner is determined strictly by skill --- no element of chance, such as dice, exists. As I am the Electronic Mail Editor for DIPLOMACY WORLD magazine, I would appreciate any info you have on e-mail Diplomacy in your area.

Sysops! There is a Diplomacy echo in existence. Send netmail to 163/212 or 163/1109 on the Fidonet.

Here is the latest list of BBS's offering Diplomacy games. I am still looking for more detailed information on the UUCP games and the Compuserve, THE SOURCE, GENie...many thanks to Eric Klein for providing me with recent information. Send any changes to the list to me.

(2400 8,N, 1 unless noted)

DIPLOMACY HAVEN BBS: 613-738-1361 Ottawa, Ontario 163/212
Moderator: David Osborne 4-7 games ongoing.
North America's oldest e-mail Diplomacy BBS.

ESKIMO NORTH: 206-367-3837 300/1200 206-365-5458 2400
Moderator: ? This is a multi-user system offering Dippy & other games.

THE DIPLOMAT BBS: 804-872-7859 Newport News, VA Fido 264/48
Moderator: Andrew Fletcher 1-2 games.
Just getting started.

MODEM READY: 301-360-8007 Maryland 300/1200 7,E,1
Moderator: Jerry Todd 1 game & players needed.

THE DIPLOMAT BBS: 214-416-2162 Dallas, TX Fidonet 124/1109
Moderator: Robert Eskridge 1-2 games going.

COMPUSERVE, GENie, PRODIGY, THE SOURCE, ..., etc.
Send e-mail to Ken Hill 70537.431 for info.
Will someone write me with the details of the current status?

UUCP: For you UNIX fans. I am looking forward to someone writing me with information detailing the number of games going.

PC-BOARD: One of the QNet echomail areas is entitled "Gaming." Christopher Greaves is often contributing to it and much of the talk is about Diplomacy. Call the nearest PC-Board near your hometown.

CANADA REMOTE SYSTEMS: Toronto, Ontario
Moderator: Nicholas Russon and Russell Toews. There are two games in progress. This multi-user BBS is also available via INet; which means any Canadians with INet access can access it from anywhere in the country. INet access is also available for Americans via Telenet.

THE GAMEBOARD: 416-689-3982 Hamilton, Ontario
Moderator: Mark Hamilton. This is a new BBS. Good luck.

For those of you who may be thinking of starting a BBS dedicated to playing our favorite game, I offer you some words of advice. Diplomacy Haven commenced operations in 1985. After many small changes to the BBS, it is a VERY successful operation now. The below listed items are the result of years of experience that, if followed, will lead you to a fruitful BBS as well.

1. Adopt the philosophy "...that it is better to have a handful of active players; than have great numbers of people who will be late or default with their orders."
2. Use weekly deadlines. Saturday at 0600 has proven successful for us. If someone misses a move once, call a standby. If they miss twice, delete their user account.
3. Resist anyone who wants to join a game who is under 21 years of age. Presently the modem world is filled with 13-17 year old gremlins who will gladly sign up for a game; then by 1903, have quit.
4. Charge a fee. Any fee is fine. Even \$10.00 a year. Anything that makes a player commit himself.
5. Only permit players who have experience, and own their own gameboard, to join in. E-mail Diplomacy proves to be over-whelming for those who have never played it, and who have nobody to ask questions.

It may appear that the above suggestions are a tad bit cruel, but they are conclusions reached through experience. Again, it is better to have only one game of seven motivated players; than have four games of players who are poorly motivated.

At DIPLOMACY HAVEN BBS we currently have running an anonymous game, wherein players log in, not under their real names, but as Russia, England, etc. As sysop, just as the gamemaster of a zine, you are free to try all sorts of things to encourage players to enjoy themselves.

THE TRUE ULTIMATE IN DIPLOMACY GAMING: FREE ELECTRONIC MAIL!

In the last issue of DIPLOMACY WORLD, Steve Smith mentioned that it costs him about \$50.00 a month to play via electronic mail. Another alternative is to play in my zine ELECTRONIC PROTOCOL which is free if you have a Use-net account. Many universities and companies offer free accounts to their students and employees.

Because people can play free in my zine, the amount of players is growing quite rapidly, with seven games currently running. We also run slightly faster games than THE ARMCHAIR DIPLOMAT with moves due by Sunday at 2200, results posted by Monday at 1930, adjustments due by Tuesday at midnight, and results posted by Wednesday at 1930. As in the tradition of my postal zine, PROTOCOL, NMRs are not allowed. (People are replaced or tracked down.)

Note that if you don't have a Use-net account you can also access us through the pay service Portal which is less expensive than CompuServe. It costs \$10.00/month plus an extra \$2.50/hour non-prime time if you call them through Telenet instead of calling them direct. If you happen to have a PC-PURSUIT account with Telenet, the \$2.50/hour charge will be waived.

If you have a Use-net account (Use-net includes the networks ARPANET, CSNET, MAILNET, BITNET, and some other networks), just join rec.games.pbm to see my zine or send mail to eric_s_klein@cup.portal.com. If you wish to join the pay service Portal then call their voice number at 408-973-9111. In Portal just type "GO DIPLOMACY" to join us, where I can be reached at the mail address of Eric Klein (how original).

I recently started a game with two players from the USA, two from Canada, one from Finland, one from Switzerland, and one from England. To put it mildly, this game is moving a little faster than it would via postal mail.

If you have any further questions write to me at: Eric Klein, 1 Sinai Circle, B10, Chelmsford, MA 01824, USA, or 508-663-5480.

PRESENTING...

REPLIES TO:

THE
WORLDWIDE
DIPLOMACY
COMMAND,
CONTROL,
COMMUNICATION, &
INTELLIGENCE
NETWORK

Larry Peery
DIPLOMACY WORLD
Box 8399
San Diego, CA 92102, USA

or,

DC³, for short.

One of the most challenging aspects of being Avalon Hill's contact with the Diplomacy hobby, and publisher of DIPLOMACY WORLD, is dealing with the hundreds of inquiries I get about the game and hobby from all over the world. In the past few years, at last count, I have had queries about Diplomacy from all six continents and over 25 different countries. In their own way each one of them asks the same questions: "Where can I get more information on the game Diplomacy...Where can I find other players locally...How do I get in touch with the international hobby, if there is one?"

Quite some time ago I created a standard response kit for use within North America and, although not perfect, it does get the job done. Dealing with inquiries from overseas has always been more difficult, but it's a problem that demands our attention.

And so we created TWDC³IN, or DC³ for short. Last year I approached a number of other publishers of DIPLOMACY WORLD type publications in several of the English-speaking countries in an effort to establish an international Diplomacy network that would exchange news and information about our respective national Diplomacy hobbies. Jan Niechwiadowicz, from the UK, and Michael Gibson, from Australia, jumped right on the idea; and since then I have had other inquiries about joining the Network. In fact, I think we now have representatives in between 10 and 15 countries in America, Europe, Asia, and Australia.

What follows is basically my vision of what the DC³ should be and how it should do its job. By no means is that the final word on the subject. In the next year or so we will learn, by trial and error, if my idea is a good one and if my method works. If so, good. If not, then we can always change it.

I'll use a question and answer format to get some basic information about the DC³ to you. If you can think of other questions (or have other answers) please send them along. I want to prepare a basic introductory package on the DC³ for future use and your input is vital.

WHAT IS THE DC³? First, don't let the name fool you. That's a joke, as is the Worldwide Military Command and Control System, for which it was named. WIMEX is the system created to allow the President of the United States to maintain his authority in case of an all out nuclear war. Anyway, DC³ is an informal network consisting of representatives from national or language groups all over the world. Any nation with a Diplomacy hobbyist is qualified to join the Network. It may be necessary, for language reasons, to have a representative serving a country other than his own, or serving several countries, or a scattered group of hobbyists, but I hope to keep that to a minimum.

WHY A DC³? Originally I saw the DC³ simply as a news and information exchange service, something like a Reuters, AP, or UPI. But I've realized that the DC³ has a much larger potential than that. In addition to being a vehicle for the exchange of news and information about their respective national hobbies, I would hope the Network will, as best it is able, provide mutual support for its members, promote the international hobby, build

national hobbies, and perhaps even support any Diplomacy "colonies" we come across.

WHO FORMS THE NETWORK? To keep things to a manageable size, and keep costs and workload down, I suggest that each national hobby be represented by a single primary point of contact, or national representative, who would usually be the publisher of a major "news" Diplomacy publication, although anyone with extensive internal hobby contacts and access to printing facilities could serve. Each country, or language group, if possible, should have a back up point of contact, perhaps a service custodian, in case the primary contact disappears or fails to fulfill his obligations for any reason. Above all, we must maintain the continuous and timely flow of information, or we cannot fulfill our primary purpose. We must build a certain amount of redundancy into the system to make sure that the elimination of any one primary source of contact does not cause that country to lose contact with the system.

WHEN DO WE BEGIN? Now. Realities of air mail being what they are, we will have to allow from five to ten days for communications throughout the network, and two weeks may not be too long in some cases. I would think a minimum quarterly publishing schedule should suffice for most of us, and more frequent mailings as needed. For all of us this is a subsidiary effort, albeit an important one, to our major hobby responsibilities; so I'd like to keep the workload and costs as small as possible. Most of us will be able to put together our newsletters from materials gathered for our various publications.

HOW SHOULD WE OPERATE? As I see it, each primary contact will act as a news and information exchange point for others in the network, collecting information from within his own country (or language group) and publishing it in a newsletter format (similar to those included with this mailing) to exchange with others. Here's one possible method:

1. Each contact collects news and information from within his own country, or language group.
2. He publishes it in a newsletter format,
3. And sends it along to other members of the network.
4. (And optionally makes it available within his own country.)
5. He receives, in exchange, from them their own newsletters.
6. And makes them available internally;
7. Or reprints them (completely or in an abbreviated form) in his own publication; thus completing the cycle.

Well, that's the theory anyway.

For example, I am sending a copy of this mailing to perhaps a dozen different countries. Hopefully I will get a page, or two, but not more than three or four, in return from each of them. I will then combine those into a single collection and make that available within the USA. Alternately I may digest the information contained in the newsletters and include it in DW. As I get inquiries from abroad I will send them a copy of the latest issue and suggest they contact their national representative directly. And if they represent a country where we don't have a representative I'll attempt to recruit them into the Network. Hopefully you will all do the same so we can expand the Network to wherever Diplomacy fans are. It will take time but we can do it.

Originally I sought only English-speaking members for the Network but that is obviously not going to work, although many Diplomacy players abroad do speak English as a second language, and hopefully the primary contact will be able to read and write English. I suggest English as the primary language for Network international correspondence because it is as close to a universal language as we have. Each contact can use whatever language he prefers internally, perhaps translating the highlights of each national

/3/

newsletter into the local language.

WHERE ARE WE? Initially I hope to include the USA, Canada, the UK, France, Germany, Holland, Belgium, Sweden, Austria, and Australia in the Network. I know there are other European national hobbies (e.g. Switzerland and Spain), but I don't have reliable contacts there. I also know there are Diplomacy players in the PRC, ROC, Singapore, and Tonga. We'll work on them as well.

FORMAT? I hope you will all type, computer generate, or print neatly your newsletters on standard-sized (whatever that means...) white paper using black ink. Color is nice but you can't always duplicate it very well. For simplicity's sake I suggest we all adopt Michael's title format, -----(your country's name), followed by DIPLOMACY NEWS.

CONTENT? I realize that for some of you filling a page is going to be hard, especially if your national hobby only consists of five players, no magazines, and not much else. On the other hand, major Diplomacy countries are going to have a problem keeping things down to two to four pages. We'll just have to work around that problem. Among the subjects you might want to cover, depending on the size and complexity of your national hobby, are: play by mail Diplomacy, play by electronic mail Diplomacy, computer Diplomacy, face to face Diplomacy, conventions, tournaments, and related gaming events that might be of interest to Diplomacy fans. Your national Diplomacy organizations, services, custodians, events, publications, and local groups are also possible topics for the newsletters. Features might include personality profiles, strategy and tactics articles about the game, a history of your national hobby, etc. Who knows, the next Lepanto Opening might come out of Tonga, and Lulea, Sweden might be planning to bid for WORLD DIPCON IV! Basic information, current news, and feature material are all welcome.

GETTING STARTED WON'T BE EASY, WILL IT? No, but that's half the fun of it. First, if you have any suggestions, comments, or questions please send them along now. I know I haven't thought of everything. I'm certainly open to input from all. If you want to participate in the Network please let me know as soon as possible. If you have suggestions for your own national representative position, or candidates for other countries, please send their name(s) on to me so I can contact them directly. You might also write them yourself and let them know what's going on. I prefer that you all coordinate with me on this since it might be embarrassing if we had several duplicate representatives from the same country. If you are not interested in participating in the Network please let me know that as well, suggest one or two people in your country who might be interested, and send this on to them.

NEXT TIME? For our inaugural issue; which I hope to see published before the end of the year; I would like three items from each national representative: (1) a one page basic information sheet on your national hobby containing names, addresses, phone numbers, for major publications, organizations, services, events, etc. for the key people in your national hobby; (2) a brief biography of yourself; and (3) a couple of pages of news and perhaps a feature item. Send this information to me directly. I'll distribute it to all those who join the Network. IF you want to start your own newsletter now, please do so, and send copies to the people listed on the attached mailing list. I'm not sure they'll join our group, but they might.

FACE TO FACE? If, by some miracle, I get all your responses and feedback within the next three weeks I'll try to get a mailing off before I leave for Europe on 1 November. Otherwise you'll hear from me in mid-December or my return. If you plan to attend the MIDCON in Birmingham, England; or be in Paris during the second week of November; or in Vienna for KREIS SPEILE WIEN in mid-November; you might run into me. Look for somebody that looks like a cross between Pierre Salinger and Tom Selleck, or John Belushi.

USA DIPLOMACY NEWS

Welcome to the first issue of USA DIPLOMACY NEWS, an occasional publication designed to keep the worldwide Diplomacy hobby informed on the latest happenings in the American (e.g., as in USA, not including Canada) Diplomacy hobby. This newsletter is being distributed by the DC Network. (Michael Gibson in Australia, Jan Niechwiadowicz in the UK, Ferdinand de Cassan in Austria, Jef Bryant in Belgium, Christophe Barot in France, Per Westling in Sweden and, no doubt, others in even more bizarre places...) It's purpose is to disseminate info between the major hobby centers and promote the hobby on a worldwide basis.

THE 1989 DIPLOMACY CONVENTION AND TOURNAMENT CIRCUIT

It would be interesting to know the number of Diplomacy events held this past season, the number of games played, and the number of players involved. Unfortunately, I doubt if anyone knows. I do know that the number of events held between Memorial Day (late May) and Labor Day (early September) exceeded twenty, the number of games of DIPLOMACY played surpassed a hundred, and the number of players approached the one thousand mark. American Diplomacy events fit no pattern. They range from simple, informal weekend house parties to three and four day highly structured convention/tournaments held at major hotels. All in all, there is something for everyone.

The season began with DIXIECON, held in Chapel Hill, NC; a relatively new event, but one that attracts some of the best players in the hobby, or at least the best players in the area; which is saying the same thing. Dave McCrumb, Morgan Gurley, and Dan Sellers; always top finishers, swept the top three positions.

The Madlads, of Madison, WI, have always hosted a popular and well attended event and this year was no exception. Gaming, of all kinds, and lots of socializing, combined with keg after keg of beer, makes for a fun weekend. Nobody ever remembers who won what, but then, who cares?

The Canadians put together their first big Con in sometime this year, using an university campus in Toronto, and hosted Diplomacy fans from both sides of the border. It appears to be a matter of time before Canada hosts a DIPCON event.

ORIGINS, the big gaming event of the year, moved to Los Angeles this year and thousands of gamers, of all types, flocked to the biggest game show of the year. Seventy-plus Diplomacy players played over a five day period. The results, no surprise to anyone, saw Steve Cooley, a local legend, win yet another con event.

Baltimore, MD, home of ATLANTICON, saw more fireworks at this year's event than at any time since the Brits attacked ... well, you know. Robert Sacks ran his usual good tournament and provided an eventful weekend for those attending.

Any excuse is a good excuse for a Diplomacy event in the States and Vince Lutterbie managed to fill his house and backyard with Diplomacy fans out in the boonies of middle America. The lure was a brand new swimming pool, the event POOLCON, of course.

The big event of the season was DIPCON XXII, returning to San Diego, CA after an 18 year absence. Fifty-plus players gathered for an extended weekend of Diplomacy that included games of all types of Diplomacy. Players from all over the United States, England, and Austria gathered to see one of the hobby's living legends, Edi Birsan, walk away with the over-all championship.

1990 WAITS ITS TURN

No doubt most of these events will encore in 1990, although the specific sites may change. ORIGINS moves to Atlanta, GA, for instance, and DIPCON XXIII will be held in

Chapel Hill, NC on 22-24 June. For more info on that contact David Hood, 15F Estes Park, Carrboro, NC 27510. Unless you're in the United States, or have visited it extensively, you cannot appreciate how diverse a hobby we are. The average attendee at a major British Con, for instance, travels less than 100 miles to participate. At last year's DIPCON the average participant journeyed over 750 miles to be a part of that event; and many came even further, although I'll never figure out how Erik Adenstedt got to San Diego, CA from Vienna, Austria by Greyhound bus. Oh well...

USA ZINES: THE BEST OF A LOT

The only thing that Americqa's 70+ Diplomacy publications have in common is that they have nothing in common. There is, quite literally, something for everyone among our Dippy zines. The following four; which ranked first through fourth in this year's Runestone Poll (America's annual zine rating survey); are typical of what we have to offer. For more to pick from consult the ZINE REGISTER (see below). FIAT BELLUM combines games, lots of chat, and a lively wit into this year's top zine. Available from Don Williams, 44016 4th St. East, Lancaster, CA 93535-3613. PERELANDRA combines beautiful graphics, lots of games besides Diplomacy, a dose of high-brow literature, and a sense of Irish melancholy. From Pete Gaughan, 3105 E. Park Row, #132, Arlington, TX 76010. CAROLINA COMMAND AND COMMENTARY offers many Diplomacy games with some of the best players in the hobby, news of the hobby, reports on the doings of the CADs (Carolina Amateur Diplomats), and some slightly bizarre political views. It's publisher, David Hood, is a former DIPCON champ and chairman of next year's DIPCON event, as well as being Associate Editor of DIPLOMACY WORLD. David Hood, address above. benzene has almost no games in it, but does carry a very lively letter column, lots of chat, and some even stranger political ideas than Hood's. Mark Lew, 438 Vernon, #103, Oakland, CA 94610. To get a sample copy of any, or all of these zines I suggest you make sure of the ISE (see below), or send them a couple of IRC, available from your local post office.

CHANGING OF THE GUARD

A remarkable thing has happened in the American hobby recently, a changing of the guard that has brought fresh, new faces to most of the hobby's key positions. With one notable exception (sigh...), all of the hobby's leaders are now under forty and relative newcomers to the hobby. And you thought such things only happened in Poland, Russia, and China. Here's a list of who's who at the moment:

BOARDMAN NUMBER CUSTODIAN: Don Williams, address above. He keeps track of game starts, endings, and other statistics concerning the hobby.

MILLER NUMBER CUSTODIAN: Randy Grigsby, 571 Sunnidale Rd., RR #2, Barrie, Ontario, L4M 4S4, CANADA. He does the same kind of thing for variant Diplomacy games.

ORPHAN GAMES SERVICE: Vince Lutterbie, 1021 Stonehaven, Marshall, MO 65340. He finds homes for postal Diplomacy games abandoned by their gamemasters.

OMBUDSMAN SERVICE: John Caruso, 636 Astor St., Norristown, PA 19401. He finds impartial mediators to help resolve hobby disputes.

AWARDS PROJECT: Ron Cameron, 7821 Bouma Circle, La Palma, CA 90623. He's taken over the hobby awards project that watches over the Miller, Walker, Koning, and Holley Awards.

ZINE REGISTER & NORTH AMERICAN ZINE Bank: Tom Nash, 5512 Pilgrim Rd., Baltimore, MD 21214. He publishes the ZINE REGISTER; which reviews almost all hobby publications on a regular basis; and provides a random sampling of American zines on payment of US\$2.50 and submission of a LARGE manila envelope. Perhaps the best single way to get a good look at the American hobby.

INTERNATIONAL SUBSCRIPTION EXCHANGE (ISE): In the USA the contact is Paul Gardner, 20 Spruce St., Brattleboro, VT 05301. He can order publications from the British or

Australian hobbies for you, eliminating the need for international money orders, etc. He has correspondents in Britain and Australia who do the same thing for their hobbyists.

NORTH AMERICAN VARIANT BANK: Lee Kendter, Jr., 264 Spruce Ct., Bensalem, PA 19020, runs this service that can provide copies of hundreds of different Diplomacy variants. A catalog is available for US\$5.00.

RUNESTONE POLL: Bruce Linsey, Box 1334, Albany, NY 12201 made this his last year for running the above-mentioned Runestone Poll. Copies of the results of this year's Poll are available from him for, I believe, US\$2.00. Future Polls will be run by Eric Brosius.

OTHER ESOTERICA

CANADIAN DIPLOMACY ORGANIZATION: If you are a Canadian Diplomacy player or interested in that national hobby, you should contact Doug Acheson, 95 Dundonald St., Barrie, Ontario, L4M 3T4, CANADA.

MENSA: The high-IQ group as a Diplomacy Special Interest Group and it can be contacted through Fred Davis, Jr., 3210K Wheaton Way, Ellicott City, MD 21043.

RATINGS: If you're into numbers and pecking orders, the man to reach is Don Del Grande, 142 Eliseo Dr., Greenbrae, CA 94904-1339. He specializes in tournament ratings from all over the world. Randolph Smyth, #1023, 555 St. Mary Ave., Winnipeg, Manitoba R3C 3X4, CANADA, on the other hand, keeps track of the Calhmer Point Rating List; which evaluates players way back to the beginning of the hobby for their postal performance.

WORLD DIPCON II

The second WORLD DIPCON will be held in conjunction with DIPCON XXIII (see page 1). I encourage you all to plan to attend this event and, if you can't make it, encourage others to do so. It should be the most exciting Diplomacy event held in North America next year. If you start planning now I think you will find that a visit to Chapel Hill, NC will cost you no more than a summer holiday in Europe. Why not plan a holiday around the event? If you fly, by charter for instance, into Orlando, FL; you can visit ORIGINS in Atlanta and see what a real gaming convention is like; and then see some of the rest of one of America's loveliest areas. And I wouldn't think of mentioning DISNEY WORLD.

COLLECTING BLACK DOTS...THE HARD WAY

Since I can't seem to get them by playing; I have embarked on a long range program to collect 18 supply centers by physically occupying them in person. Last year I picked up London, Liverpool, Venice, Rome, and Naples. This year I plan to go back and reoccupy the two English centers (I don't trust Walkerdine...) and add Belgium, Paris, Munich, Vienna, and perhaps Budapest to my collection. Anyway, I should be in England for MIDCON, spending the first week of November in Birmingham; then off to Paris to meet some of the French hobby members; and then to Vienna for the SPIELE KREIS WIEN. Rumors that I may head for Chernobyl and Stepanakert are just that, hot air.

NEXT TIME

I hope to do one more issue this year, probably in early December, before going on a regular schedule of publication in January, 1990. Anything you want included in any of my mailings should be here no later than 1 December, 1989. Please keep in mind that effective 1 JANUARY, 1990 (NOT BEFORE) we will have a new mailing address: Box 620399, San Diego, CA 92162. Not until then, please.

Welcome to the first issue of **Australian Diplomacy News**, an occasional broadsheet designed to keep the Overseas Hobby informed on the latest happenings in the Australian Diplomacy hobby.

This broad sheet is being distributed through the C³ Network. (Larry Peery in Nth America, Jan Niochwiadowicz in the UK, and Michael Gibson in Australia. (NZ?? Europe ??)) It's purpose is to disseminate information between the major hobby centres, particularly now that events like WorldDipCon are becoming a viable reality.

The 1989 Tournament Circuit started off in fine style with the **Australian Diplomacy Championships** held over the Australia Day Long Weekend (Jan 26th - 29th) in the nation's capital, Canberra. Mathew Gibson was this year's Organiser and GM, presiding over 40 full time players and many more casual and social participants for 4 day-long games of Diplomacy. The atmosphere was friendly, the carousing was exhausting and the competition was intense with two outright victories were achieved (a rarity in Australian Tournaments), one by the eventual winner and 1989 Champion, Luke Clutterbuck.

The Top Seven

- 1st Luke Clutterbuck (NSW)
- 2nd Steve Gould (NSW)
- 3rd Robert Wessels (Vic)
- 4th Darryl Winder (NSW)
- 5th Thorin Munro (NSW)
- 6th Brett Chatterton (NSW)
- 7th Craig Sedgewick (NSW)

Players Choice:

Robert Wessels (Vic)

Victorian Diplomacy Championships

Determined to be treated seriously as a venue for a major Australian Diplomacy event, the Victorian Diplomacy Club went all out to produce a 'big' show. Organiser John Cain, GM Bill Brown and man-of-limitless-enthusiasm George Smirnow worked hard on the local and interstate players to get a 40+ player turnout, 5 times better than any previous year. Held in Melbourne, the Victorian capital over the Easter

holiday, 3 full day games and a picnic in the local wine district made it the most social event on the hobby calendar. In a field dominated by interstaters, everyone's nemesis Andrew England eventually overcame Cooper's Ale and curry to post his second Championship win in two years

The Top Seven

- 1st Andrew England (ACT)
- 2nd Neil Smark (SA)
- 3rd James Vickers (SA)
- 4th Mathew Gibson (SA)
- 5th Robert Wessels (Vic)
- 6th Jonathan Heaney (NSW)
- 7th Harry Kolotas (NSW)

Players Choice:

James Vickers

New South Wales Diplomacy Championships

Held as part of the Diplomacy Expo, these championships are already established as a popular event with a good reputation interstate. Organiser Luke Clutterbuck and GM Neil Ashworth built on that reputation to increase the local turnout for an exciting and strong 30+ player event. However those locals were no match for spirited Victorian Robert Stephenson who blitzed the field to post a well deserved first place.

The Top Seven

- 1st Robert Stephenson (Vic)
- 2nd Harry Kolotas (NSW)
- 3rd Steve Gould (NSW)
- 4th Darryl Winder (NSW)
- 5th John Cain (Vic)
- 6th Adrian Fegan (ACT)
- 7th Michael Floyd (NSW)

South Australian Diplomacy Championships

Planned for October 1989. At this stage it may be a combination of standard Diplomacy and Variants. To be Organised by Mat Gibson.

Diplomacy Association of Australia

The DAA has been mooted for some time. It's seen as a necessary development within the hobby in order to achieve a few goals - not the least of which is expansion of the hobby through publicity. Typically, we are gravitating wildly between a desire for a body to represent the Diplomacy hobby, and a distaste for the inevitable bureaucracy. It's making for some fairly intense hobby

politics, particularly from Andrew England (the interim coordinator of the DAA and editor of Beowulf), Harry Kolotas (mild mannered business man), and John Cain (editor of Victoriana). As with the Great Ratings Debate last year, the heavy politisizing is likely to die, at which time a stable organisation will rise like a phoenix from the ashes of debate. Maybe.

Ratings

For better or for worse, most of Australia seems to have adopted a single ratings system for use universally in postal and tournament games. It's a system that's been discussed and argued over for a good 4 years, and now is adaptable enough to be used easily both progressively and at the end of a game.

Publicity

Negotiations are continuing with the Diplomacy game-box distributors in Australia, Jedko Pty Ltd for the insertion of publicity pamphlets in boxed sets of The Game. On a more personal and more successful front, the Melbourne gaming community recently ran their inaugural exposition of games, hobbies and other pastimes. Called Games 89 it featured everything from miniatures and D&D, to basketball and Scrabble... and of course Diplomacy. Leaflets were distributed, a series of competition and social games were held and thousands of people were exposed to the game of Diplomacy.

WorldDipCon

Preparations are already under way for WorldDipCon 1992, to be held in Australia. Sites and organisers are being considered; the local hobby population is being built up; and ideas are charging back and forth. A group of Australians will be at in North America to study the WDC 1990.

Zines

The Australian Diplomacy Hobby magazine scene is fairly healthy at the moment, with 8 zines produced regularly and running games, and one or two more spasmodic productions.

The oldest of Australian zines is The Envoy, still running (albeit slowly) into it's fourth year. The Envoy began in 1986, a combination of Austral View (1980-86) and Rumplestiltskin (1985-86 and currently runs games, and lively debates on socialism and music under the editorship of Mat Gibson.

Two editors and their zines that would be familiar to overseas Diplomats are Andrew England and his zine Beowulf, and John Cain with Victoriana. These two zines and their editors are the mainstay of the hobby politics in Australia, fielding debate on ratings, organisations, GMing and personalities. Both these zines have been around since 1987, run great games, and show no sign of flagging.

The last year has seen almost a glut of new zines for the discerning Diplomat to choose from. Tragedy and Hope from Greg Long is a literate look at things of interest to Diplomacy players and makes for entertaining reading. Diplomatic Immunity Per Se is a more whimsical production, with quite a few games, put together by Jeff Perkins and 'M'. Early this year The Politics of War burst onto the scene with the young and energetic Craig Brown at the helm. All these new zines bring more unknowns into the hobby, and all cater to the Australian hobby's insatiable desire for more game openings.

There are two zines in Australia that specialize in variants. The Gunship is edited by Alan Howard and specializes in Gunboat games, running about 4 different types of that variant. Another (rather slick) production that caters solely to the variant interests is Hyboria, by Warner Airey, who invents and runs variants based on fantasy novels, particularly based on the Cimmerian world.

A more irregular zine is The Australian Journal of Diplomacy, by Michael Gibson which records game-starts, game openings, reviews, articles and reports for the hobby.

For more information, contact:

Michael Gibson
PO Box 1053
Carlton VIC 3053
AUSTRALIA

KANUCK GAME OPENINGS

Brought to you by

The Canadian Diplomacy Organization

The following listing is for the interest of new and/or older players subscribing to any Canadian zine. It is compiled for use by any publisher or GM wishing to know what games are available and in which zine they are to be found. This list is current to: July, 1989.

THE CANADIAN DIPLOMAT

Robert Acheson - P.O.Box 4622, Station SE, Edmonton, Alberta T6E 2A0

Latest issue: #28, July 1989. Full page. Approx 40 pgs/issue. Approx 10 wk publishing schedule. Active letter forum. Two subzines: First Negotiator & Subwithnname, both gaming. Cost: \$1/issue.

REGULAR DIPLOMACY - continual game openings-3 needed in latest. \$2/game start. 6-8 wk deadlines.

GUNBOAT DIPLOMACY - FM - 1 opening-4 needed. \$2/game start. 6-7 week deadlines.

ANARCHY (17 PLAYER) - 1 game opening-12 needed. \$1/game start. 6-8 week deadlines.

" (34 ") - 1 game opening-4 needed. \$1/game start. 6-8 week deadlines.

" - GUNBOAT (34 PLAYER) - 1 game opening-15 needed. \$1/game start. 5-6 week deadlines.

STONEHENGE DIP - (early British 10 player variant). 1 game opening-6 needed. \$1/game start. 6-8 week deadlines.

YOUNGSTOWN IV DIP - (10 player variant adding Japan, India & China). 1 game opening. No game fee. 6-8 week deadlines.

CLANDESTINE ACTIVITIES

Douglas Wm Acheson - 95 Dundonald St., Barrie, Ontario L4M 3T4

Latest issue: #7, July 1989. Full page. Approx 16 pgs/issue. Approx 7 wk publishing schedule. Personal, slice-of-life opinions and limited letter column. Subzine: From The Chair (CDO newsletter). Cost: 12 issues/\$10.

REGULAR DIPLOMACY - continual game openings - 2 needed in latest. \$5/game start. 6 week deadlines.

GUNBOAT DIPLOMACY - continual game openings - 6 needed in latest. \$5/game start. 4 week deadlines.

COLONIA VI - (9 player world map with colonies). Continual game openings - 4 needed in latest. \$5/game start. 6 wk d'line.

GUNBOAT COLONIA VI - NO PRESS GAME. 5 needed. \$5 game fee. 4 week deadlines.

STONEHENGE DIP - (early British 10 player variant). Continual openings. 7 needed in latest. \$5/game start. 6 wk deadlines.

INTIMATE DIP Playdown - (2 player. No negotiation). Continual openings. Free with sub to CA. 4 week deadlines-flyer.

COUNTERMEASURES

Bill LaFosse - 65 Barbara St., Trenton, Ontario K8V 1Z6

Latest issue: #10, July 1989. Full page. Approx 8 pgs/issue. Monthly publishing schedule. Another feud free chatty zine dedicated to stringing up the cat. Feud Free Zine. Cost: \$0.50 per issue.

REGULAR DIPLOMACY - one game open - 6 needed. \$5 game fee. 4 week deadlines.

EXCELSIOR

Bruce McIntyre - 6636 Dow Ave., #203, Burnaby, British Columbia V5H 3C9

Latest issue: #29, July 1989. Digest. Approx 20 pgs/issue. Approx monthly publication, sometimes longer. Engaging writing style, encompassing Diplomacy, Backgammon, soccer & classical music. Internationally oriented. Cost: postage + \$0.02/pg.

REGULAR DIPLOMACY - one game open - players needed?. Negotiable deadlines: 4,5 or 6 wks.

SEISMIC DIP. - one game opening - players needed?. Negotiable deadlines.

SILENT SEVEN DIP - (variant of the round-robin gunboat games). Players needed?. 4 wk deadlines.

INTERNATIONAL REG DIP. - no openings at present.

FOL SI FIE

Randolph Smyth - Apt #1020, 555 St Mary Ave., Winnipeg, Manitoba R2C 3X4

Latest issue: #197, June 1989. Full page, computer printout. Approx 4 pgs/issue. 6 wk publishing schedule. FSF is in it's last year of publication as it will be folding with issue #200. No game openings. Articles on the play of Diplomacy written by the dean of the Canadian hobby (if not of all of N.America). Cost: 4/\$3.

HAGALIL HAMAARUI

Ran Ben-Israel - 93 St. Vincent St., R.R.#3, Barrie, Ontario L4M 4S5

Latest issue: #21, July 1989. Digest. Approx 16pgs/issue. 5 week publishing schedule. The zine features articles with a Judiac theme. An active letter column, quizzes and subzine: Karmel's Panorama (quasi-political), fill out the balance of this zine. Cost: \$8/10 issues Cdn; \$7/10 issues American.

REGULAR DIPLOMACY - one game open - 5 players needed. \$3 game fee. 5 week deadlines.

LORD OF THE RINGS(Downfall VII) - Dip variant - one game opening. 2 players needed. \$3 game fee. 5 week deadlines.

NORTHERN FLAME

Cal White - 1 Turnberry Ave., Toronto, Ontario M5N 1P6 (Editor)

Frank Jaston - #2-70 Keele St., Toronto, Ontario M6P 2J8 (Publisher)

Latest issue: #14, June 1989. Digest. Approx 32 pgs/issue. 5-6 week publishing schedule. This zine attempts to fill a niche vacated by it's publisher 10 years prior. The original No Feud Zine. Homey to the tune of county 'n' western. also has 2 subzines: Asterion(a Brit) & Notes From The Bunker, both commentary/chat. Cost: postage + \$0.01/page.

REGULAR DIPLOMACY - one game open. 2 players needed. \$5 game fee. 4 week deadlines.

INTERNATIONAL REG DIP - one game open. 3 players needed. \$5 game fee. 5 week deadlines.

NUCLEAR DIP V - International game with guest GM (the Brit-M.Nelson). 7 players needed. Game fee ? Deadlines ?

QUINIPIQUE

Pierre Touchette - 1 rue Georges, Masson, Quebec J0X 2H0

Latest issue: #31, May 1989. Varies between full page & digest. Approx 16 pgs/issue. 8 week publishing schedule for the summer months. QUI est le seul zine Francophones de Diplomatie en Amerique du Nord. Une liste d'attente demeure toujours ouverte pour les joueurs, qu'ils soient d'Amerique ou d'Europe, qui veulent participer a une partie. Has been running a great pictorial history of N.America. Cost: \$0.85/issue or \$1.05/issue outside N.America.

REGULAR DIPLOMACY - one game opening. Players needed ? \$2 game fee. 7-8 week deadlines.

PASSCHENDAELE

Francois Guerrier - Apt305-2303 Eglinton Av.E, Scarborough Ontario M1K 2N6

Latest issue: #92, July 1989. Full page. 20 pages/issue. Frequency: at the editor's wildest fancy(usually bi-weekly). Controversial questions & opinions presented in this no-holds-barred forum. Games are secondary. Cost: \$7/10 issues.

REGULAR DIPLOMACY - no game openings.

PRAXIS

Alan Stewart - Apt#702-25 St Mary Street, Toronto, Ontario M4Y 1R2

Latest issue: #24, May 1989. Full page. 16-32 pages/issue. Very irregular publishing schedule(maybe 2-3/yr). This zine was noted for it's writing and editing on complex political topics. Not recommended until it gets back on track unless you don't mind taking a real flyer on the possibility Alan'll publish. Gaming & costs should be verified with Alan.

TYROMANIA

Cal White - 1 Turnberry Ave., Toronto, Ontario M5N 1P6

Latest issue: #5, June 1989. Full page. Approx. 8 pages/issue. This is a zine for postal Diplomacy novices &/or newcomers. With articles catering to the neophyte. Cost: postage.

REGULAR DIPLOMACY - one game open. 4 players needed. \$3 game fee. Deadlines ?

INTIMATE DIP - continual openings. Game fee ? Deadlines ?

COMING SOON TO A MAILBOX OWNED BY YOU?????

THE BIG BOP

Dan Gavrilovic - 59 Danfield Rd., Scarborough, Ontario M1J 4X2

Martin MacLellan - Apt #204-1350 Danforth Rd., Toronto, Ontario M1J 1G3

FIRST NEGOTIATOR

Dave Verhagen - 46 Alcott Cres., St. Albert, Alberta T8N 2H8

1989 RUNESTONE POLL RESULTS

Rank	Xile	Name	Votes	Percentile Change	Final Score	Modified mean	Pref score
1	[100]	Fiat Bellum	22	New to list	9.064	8.667	9.859
2	[99]	Perelandra	26	Rose by 4	8.920	8.591	9.577
3	[97]	Carolina Cmd & Commentary	28	Rose by 41	8.218	7.750	9.155
4	[96]	benzene	22	Rose by 3	8.106	7.722	8.873
5	[94]	Penguin Dip	27	Fell by 3	8.059	7.652	8.873
6	[93]	Passchendaele	39	Rose by 36	8.055	7.364	9.437
7	[92]	Comrades in Arms	30	Rose by 40	7.851	7.375	8.803
8	[90]	House of Lords	36	Rose by 9	7.839	7.533	8.451
9	[89]	Northern Flame	34	Rose by 14	7.817	7.500	8.451
10	[87]	Dark Mirror	16	New to list	7.772	7.714	7.887
11	[86]	The Zine Register	53	Fell by 13	7.699	7.535	8.028
12	[85]	The Canadian Diplomat	42	Fell by 5	7.547	7.588	7.465
13	[83]	TRAX	11	New to list	7.540	8.000	6.620
14	[82]	Rebel	52	Fell by 1	7.512	7.500	7.535
15	[80]	Disease City	11	New to list	7.312	8.222	5.493
16	[79]	Costaguana	34	Rose by 3	7.179	7.036	7.465
17	[77]	Graustark	18	Fell by 8	7.108	7.000	7.324
18	[76]	Not New York	24	Fell by 4	7.077	7.200	6.831
19	[75]	Cheesecake	22	Fell by 17	6.954	6.944	6.972
20	[73]	Upstart	26	New to list	6.941	7.136	6.549
21	[72]	Fol Si Fie	14	Fell by 12	6.908	7.333	6.056
22	[70]	Hagalil Hamaarvi	36	Rose by 6	6.894	7.067	6.549
23	[69]	Excelsior	33	Rose by 23	6.881	7.222	6.197
24	[68]	Electronic Protocol	33	New to list	6.864	8.148	4.296
25	[66]	Retaliation	20	Fell by 2	6.860	6.875	6.831
26	[65]	The Scribblerist	40	Rose by 26	6.816	6.844	6.761
27	[63]	Dippy	16	Fell by 9	6.692	7.714	4.648
28	[62]	Excitement City Unlimited	39	Fell by 9	6.537	6.636	6.338
29	[61]	Kathy's Korner	20	Fell by 27	6.433	6.938	5.423
30	[59]	The Appalachian General	16	Fell by 1	6.374	6.357	6.408
31	[58]	Bushwacker	43	Fell by 9	6.339	7.114	4.789
32	[56]	Diplomacy Digest	42	Fell by 14	6.325	6.882	5.211
33	[55]	Clandestine Activities	19	New to list	6.137	6.706	5.000
34	[54]	Get Them Dots Now!	26	New to list	6.087	6.455	5.352
35	[52]	Dipadeedoodah!	18	New to list	6.081	6.375	5.493
36	[51]	Diplomacy World	44	Fell by 45	6.068	6.778	4.648
37	[49]	The Boob Report	19	Fell by 1	6.019	6.353	5.352
38	[48]	Son of Flip	13	New to list	6.017	6.455	5.141
39	[46]	The Last Resort	15	Rose by 19	5.998	6.462	5.070
40	[45]	Cathy's Ramblings	29	Fell by 21	5.960	6.440	5.000
41	[44]	The Home Office	25	Rose by 2	5.936	6.333	5.141
42	[42]	Life of Monty	21	Fell by 2	5.894	6.235	5.211
43	[41]	No Name Flyer	14	New to list	5.821	6.583	4.296
44	[39]	The Messenger	13	Rose by 5	5.739	6.636	3.944
45	[38]	Ohio Acres	18	Fell by 15	5.656	6.125	4.718
46	[37]	Vertigo	23	Rose by 4	5.655	5.947	5.070
47	[35]	The Gamer's Zine	10	Fell by 19	5.434	6.250	3.803
48	[34]	Two Bars in C Sharp	10	New to list	5.413	6.500	3.239
49	[32]	Everything...	32	Fell by 5	5.389	6.077	4.014
50	[31]	Countermeasures	12	New to list	5.185	5.700	4.155
51	[30]	Protocol	11	New to list	5.168	6.556	2.394
52	[28]	Who Cares?	17	Fell by 49	5.129	5.933	3.521
53	[27]	Ter-ran	18	Fell by 5	4.970	6.188	2.535
54	[25]	Quinipique	12	Fell by 3	4.853	5.800	2.958
55	[24]	Folitesse	11	Fell by 55	4.764	5.667	2.958

56	[23]	Praxis	39	Fell by 77	4.754	5.758	2.746
57	[21]	Diplomag	10	Fell by 2	4.681	6.000	2.042
58	[20]	The Megadiplomat	20	New to list	4.642	5.625	2.676
59	[18]	News from Bree	24	New to list	4.512	5.500	2.535
60	[17]	So I Lied	11	New to list	4.350	5.222	2.606
61	[15]	Tyromania	10	New to list	4.332	5.125	2.746
62	[14]	Hansard	10	Fell by 26	4.300	5.500	1.901
63	[13]	Not Up to Modern G. S.	27	Fell by 7	4.125	5.130	2.113
64	[11]	Alpha & Omega	17	No change	4.110	4.933	2.465
65	[10]	Boast	18	Fell by 3	3.972	4.938	2.042
66	[8]	Lord of Hosts	24	New to list	3.491	4.250	1.972
67	[7]	Feuilletonist's Forum	10	Fell by 42	3.478	4.125	2.183
68	[6]	Diplomacy World News	16	Fell by 3	3.067	4.143	0.915
69	[4]	KGO Zine Directory	29	New to list	2.983	3.840	1.268
70	[3]	Known Game Openings	46	Fell by 7	2.796	3.947	0.493
71	[1]	The Volcano City News	12	Fell by 1	1.658	2.100	0.775
72	[0]	Kaissa	13	Fell by 6	1.329	1.818	0.352

The listing above is for the hobby's primarily Diplomacy publications, although some of those listed have very little to do with the game or hobby. The list below is for the hobby's sub-zines, some of which have even less to do with Diplomacy. On the following page is the listing for the hobby's gamemasters. I am rather appalled at the small number of gamemasters listed. Also, it should be noted that the number of voters in this year's Poll was far below last year's results. What affect that had on the results will, no doubt, be debated for a long time.

Rank	Xile	Name	Votes	Percentile Change	Final Score	Modified mean	Pref score
1	[100]	High Inertia	39	Rose by 12	8.488	8.212	9.038
2	[96]	Been There, Done That	38	New to list	8.285	7.812	9.231
3	[92]	Backstretch	26	Rose by 12	7.635	7.318	8.269
4	[88]	Moire	7	New to list	7.579	7.714	7.308
5	[85]	Extremism in Defense...	13	New to list	7.402	7.545	7.115
6	[81]	The Abyssinian Prince	12	New to list	7.110	7.300	6.731
7	[77]	Shadowplay	12	Fell by 23	6.710	6.700	6.731
8	[73]	Notes from the Bunker	16	Rose by 4	6.685	7.143	5.769
9	[69]	Frump	5	New to list	6.531	7.200	5.192
10	[65]	CDO News	16	New to list	6.430	6.857	5.577
11	[62]	Magus	20	New to list	6.173	6.375	5.769
12	[58]	Karmel's Panorama	17	New to list	6.150	6.533	5.385
13	[54]	Standard Deviation	9	No change	5.953	6.333	5.192
14	[50]	The New Utopia	12	Rose by 8	5.926	6.100	5.577
15	[46]	The Whipping Post	17	Fell by 15	5.830	6.533	4.423
16	[42]	Atrocity Exhibition	14	Fell by 31	5.731	6.000	5.192
17	[38]	Out to Pasture	12	Fell by 54	5.474	6.000	4.423
18	[35]	Submarine Warfare	12	New to list	5.208	5.600	4.423
19	[31]	Subwithoname	7	New to list	5.125	5.571	4.231
20	[27]	The 12th Fret	12	Rose by 4	5.023	5.900	3.269
21	[23]	The Melnibone Herald	12	Fell by 23	4.626	5.400	3.077
22	[19]	The First Negotiator	12	New to list	4.559	5.300	3.077
23	[15]	At Your Service	5	Fell by 12	4.172	5.200	2.115
24	[12]	Thumb in Ear	13	New to list	4.110	4.818	2.692
25	[8]	Meeting of Minds	5	Fell by 27	4.013	4.000	4.038
26	[4]	Foot In Mouth	44	New to list	3.246	4.389	0.962
27	[0]	OPERABLE	27	New to list	2.528	3.696	0.192

Rank	%ile	Name	Votes	Percentile Change	Final Score	Modified mean	Pref score
1	[100]	Russ Rusnak	7	Rose by 9	8.564	9.286	7.121
2	[97]	Francois Cuerrier	9	New to list	8.475	9.000	7.424
3	[94]	Andy Lischett	7	Fell by 6	8.368	9.143	6.818
4	[91]	Jim Benes	8	Fell by 7	8.255	9.125	6.515
5	[88]	Kathy Caruso	6	Fell by 9	8.222	9.000	6.667
6	[85]	David Hood	5	Rose by 11	8.020	9.000	6.061
7	[82]	Pete Gaughan	13	Rose by 27	7.758	8.455	6.364
8	[79]	Bob Acheson	19	Rose by 7	7.538	8.353	5.909
9	[76]	Eric Klien	6	New to list	7.384	8.500	5.152
10	[73]	Paul Gardner	10	Rose by 25	7.235	8.125	5.455
11	[70]	Jim Burgess	5	Fell by 6	7.234	8.200	5.303
12	[67]	Fred Davis	9	Fell by 19	7.152	8.000	5.455
13	[64]	Steve Adams	8	New to list	7.134	8.125	5.152
14	[61]	Melinda Holley	24	Fell by 22	7.049	8.150	4.848
15	[58]	Doug Acheson	8	Rose by 8	6.985	7.750	5.455
16	[55]	Ran Ben-Israel	12	Rose by 18	6.954	7.400	6.061
17	[52]	Don Williams	10	Rose by 23	6.917	7.875	5.000
18	[48]	Fred Hyatt	10	Fell by 15	6.836	7.375	5.758
19	[45]	Dick Martin	10	Fell by 12	6.735	7.375	5.455
20	[42]	Steve Langley	6	Fell by 37	6.707	7.333	5.455
21	[39]	Rob Greier	5	Rose by 4	6.531	7.600	4.394
22	[36]	Cathy Ozog	7	Rose by 10	6.468	7.429	4.545
23	[33]	Cal White	10	New to list	6.346	7.625	3.788
24	[30]	Geoffrey Richard	6	Fell by 26	6.232	7.000	4.697
25	[27]	Charles Fargo	5	New to list	6.164	7.200	4.091
26	[24]	Fred Wiedemeyer	6	Fell by 7	5.919	6.833	4.091
27	[21]	Steve Heinowski	7	Fell by 56	5.739	6.714	3.788
28	[18]	John Boardman	7	Fell by 50	5.330	5.571	4.848
29	[15]	Simon Billenness	6	Fell by 30	5.273	6.167	3.485
30	[12]	Mark Lilleleht	7	New to list	5.268	5.857	4.091
31	[9]	Conrad von Metzke	13	Fell by 33	5.232	6.636	2.424
32	[6]	Mark Wardell	5	New to list	4.913	5.400	3.939
33	[3]	Bruce McIntyre	9	Fell by 2	4.461	5.556	2.273
34	[0]	Michael Hopcroft	8	Fell by 19	3.457	4.125	2.121

This is pathetic. There are only 34 names on the above list and when you eliminate the Canadians there are less than 30 postal Diplomacy gamemasters in the United States. Only seven new names on the list from the year before. I don't know, or care, how many names didn't make the list. It is still embarrassing.

It's pretty obvious that if the hobby suddenly did experience an influx of new blood we wouldn't be able to handle it and provide them with good gamemasters and zines to play in. Oh sure, there are always game openings available, but how many of them are offered by good gamemasters, or in good magazines?

No wonder the PBEM hobby is growing so rapidly. Somebody wrote me recently and predicted that within 10 years the PBM hobby, as we know it, would be dead. I laughed, but now I wonder if it will take that long.

I'm not sure what we can do to improve the situation but if anyone has any ideas I'd like to see them.

1988 IDTR FINAL RATINGS

Don Del Grande

The IDTR is a standardized listing of the performance of participants in regular Diplomacy events at various world-wide gaming events. In general the better the performance and the larger the number of participants in the event, the higher the number of points that are awarded; which explains why the listing is so top-heavy with British names. That may change next year.

PLACE	NAME	COUNTRY	POINTS	
1	Phil Day	GBR	94	
2	Jim Mills	GBR	79	2 events
3	Matt McVeigh	GBR	78	
4	Shaun Derrick	GBR	54	
5	Simon Bouton	GBR	45	
6	Pete Mason	GBR	44	2 events
7	Guy Thomas	GBR	37	
8	Bob Kendrick	GBR	29	
9	Rob Lozynskyj	GBR	28	2 events
10	Peter Hawkins	GBR	24	
11	Neil Smark	AUS	21	2 events
12 (tie)	Frank Jones	USA	20	
	Steve Jones	GBR	20	
	Tony Wheatley	GBR	20	
15 (tie)	Andrew England	AUS	19	
	Marc Peters	USA	19	2 events
17 (tie)	David Hood	USA	16	
	Andy Mansfield	GBR	16	
19	Allen Ernst	USA	14	
20 (tie)	Julie Burton	GBR	13	
	Bill Thompson	USA	13	
22	Neil Ashworth	AUS	12	
23	Dan Sellers	USA	11	
24 (tie)	Toby Harris	GBR	10	
	Steve Corritore	USA	10	
	Steve Hutton	CAN	10	
	Harry Kolatas	AUS	10	
	Pat Leniham	GBR	10	
	Jeff Brown	USA	10	
	Dave Roulston	USA	10	
31	Alan Stewart	CAN	9	
32 (tie)	Peter Dydusiak	AUS	8	
	Paul Humphreys	GBR	8	
	Robin Levy	GBR	8	
	Randy Grigsby	CAN	8	
	Henry Dove	USA	8	
	George Smirnow	AUS	8	
38 (tie)	Charlie Johns	USA	6	
	Ian Kaspura	AUS	6	
	Chris Kremer	USA	6	
	Rob Lowes	CAN	6	
	Martin C-King	GBR	6	

If the problem of handling different sized groups can be over-come, and if Don can get the needed stats from some of the other cons and Diplomacy events held in Europe, and elsewhere, this list may actually come to mean something.

If you host, or attend, a Diplomacy event this year, or next I urge you to collect the needed information (e.g. the number of participants and their respective finishes in the event) and pass it on to Don. Check the game opening list in the back of this issue for his address.

It would be interesting to see how the Germans fare if the results of their Diplomacy event at the Essen Game Festival; which attracts some 75,000 players; were included. On the other hand if the Tonganese Diplomacy crowd could put together a five player Napoleonic game that ought to be worth some points. After all, they don't even have five players in their national hobby.

Having had the pleasure of meeting many of the names on this list, I can say, objectively I think, that they all deserve to be on it. Well, let's see if that little lie does my standings any good next month.

Perhaps someone from Europe will come forward and volunteer to help Don with the stats from over there. I'm sure he'd be glad of the help.

<u>PLACE</u>	<u>NAME</u>	<u>COUNTRY</u>	<u>POINTS</u>
	Daniel Hanson	GBR	6
	Mike Suszka	USA	6
45 (tie)	Fred Hyatt	USA	5
	Jeremy Gilbert	GBR	5
	Jeff McKee	USA	5
	Nick Ashby	GBR	5
	Bill Brown	AUS	5
	Ian Castle	AUS	5
51 (tie)	Sean Benyon	GBR	4
	Bill LaFosse	CAN	4
	Simon Miles	AUS	4
	Tom Nash	USA	4
	Steve Robinson	GBR	4
	Jim Hyslop	USA	4
	Marion Ashworth	AUS	4
	Carl Willner	USA	4
59 (tie)	Francois Cuerrier	CAN	3
	Andrew O'Brian	AUS	3
	Steve Cooley	USA	3
	Mark Andersen	USA	3
	John Cannon	USA	3
	Phil Creed	GBR	3
	James Vickers	AUS	3
66 (tie)	Andy Monaghan	GBR	2
	Vince Lutterbie	USA	2
	Alan Howard	AUS	2
	Jeff Bohner	USA	2
	Pierre Touchette	CAN	2
	Richard Williams	GBR	2
72 (tie)	Tom Dernoga	USA	1
	Frank Easton	CAN	1
	Dave Rowbotham	GBR	1
	John Cain	AUS	1
	Pete Gaughan	USA	1
	Ian Andrews	GBR	1

THE DO PEOPLE REALLY READ FILLER DEPARTMENT

Have any of you read John Keegan's THE MASK OF COMMAND? The book contains five essays on Alexander the Great and Heroic Leadership, Wellington: The Anti-Hero, Grant and Unheroic Leadership, False Heroic: Hitler as Supreme Commander, and Post-Heroic: Command in the Nuclear World. Alexander, Wellington, Grant, Hitler, and Dr. Strangelove; and who would you type-cast among the hobby's top players as each of these historical figures?...Heh, hummmmmmm. Is Morgan or Steve a better Alexander? Is Gary or Marc a better Wellington? Which would make a better Grant, Hood or Spitzer? Hitler? McKee or Cameron? Dr. Strangelove? Birsan or Sellers?

It's a fascinating book and one I suggest you read. You'll learn something about history and a lot about Diplomacy players. Who knows, you may decide that Attila the Hun wasn't such a bad guy after all, at least in comparison to some of us.

This book is available in a paperback, by the way, and to encourage you to read it, I'm offering a bit of an incentive. For the best essay cum review on the book and Diplomacy hobby, or game, I'll give a year's sub to DW, or a copy of any of the DW Anthology volumes. Deadline for entries is 1 March, 1990.

PBM'S BREAD AND BUTTER: THE GAME REPORT

David Hood

Postal Diplomacy is a hobby blessed with a tremendous amount of diversity. Zines range from the forty-plus pages of political commentary in PASSCHENDAELE to the forty-plus games in the warehouse zine REBEL to the one or two game flyers like DRAGNET and BLADE. But one thing all zines have in common (except for benzene, of course) is the game report. A Diplomacy game requires certain things to be included in the game report, although zines differ widely in their satisfaction of those needs.

As a PBMer who has played the game in a variety of venues from the United States to Canada to Australia, I have in mind the perfect game report format from the player's perspective.

PLAYER NAMES AND ADDRESSES: One of my pet peeves in the hobby is a zine which does not reprint addresses every issue. Looking up addresses from previous issues is a bother, although now that the 1988 Census has been out for several months it is less of a problem. But for convenience's sake there is nothing better than a game report that has the addresses printed there for one to use right away. That way I can write negotiation letters quickly when I open my mail and avoid the hassle of putting the zine aside until I have time to look up addresses.

Having a list of addresses in every issue also is helpful when a player's address changes. Some zines will print a full list every once in a while; and print address changes the month they happen. The danger with that is that someone who looks back to a previous issue for its list of addresses may miss the address change that occurred between then and the present. I still receive mail every once in a while at my year old address because people look at an older address listing in a back issue.

Another advantage to inclusion of the address list in every issue concerns NMRs. Those zines which do not print addresses every time usually print them when a standby is called, but what happens when they forget? Negotiation and/or adjudication time is wasted as the gamemaster is forced to send out the requisite corrective postcards. Having an address list each time prevents this problem.

Zines which do print addresses every time: APPLACHIAN GENERAL, OHIO ACRES, MANIAC'S PARADISE, VICTORIANA.

Zines which do not: CATHY'S RAMBLINGS, NOT UP TO MODERN GRAPHIC STANDARDS, THE HOME OFFICE.

MAP: Frankly, I find it very convenient to have a map on the same page as the game report, so that I do not have to set up the board or anything to look at the positions. Some people think this is a wimpy way to play Diplomacy, as if God commanded that we use a 3-D board rather than a 3" by 3" map!

But a bad map is just as bad as including no map at all. The very first maps I ran in CAROLINA COMMAND AND COMMENTARY were very dark and difficult to read, and this distracted from the adjudication more than it added to it. Some zines, notably OHIO ACRES and REBEL, print their maps so small that they are hardly readable. Sometimes that may be made necessary by space restrictions, but the gamemaster should do all that he can to avoid the problem if possible.

The other reason for including a map is aesthetics. A pictorial representation of Europe helps to break up hard copy (writing) in a zine and makes it more pleasing to the eye. COMRADES IN ARMS is much more visually attractive with its spiffy, computer-generated maps than is THE HOME OFFICE; which doesn't have a line of white space in between the game reports, much less a map.

Also, maps are completely indispensable in many variant games. I would never have gotten through my game of Final Conflict in THE APPLACHIAN GENERAL if Dave McCrumb hadn't included a large, easy-to-read map.

Zines which do print maps every time: CATHY'S RAMBLINGS, NOT UP TO MODERN GRAPHIC STANDARDS, VICTORIANA.

Zines which do not: BUSHWACKER, DRAGNET, CANADIAN DIPLOMAT.

SUPPLY CENTER CHART: Every zine prints a supply center chart with the fall moves, but how many do it for the spring moves? As a player I would like to know who owns what without having to flip to a back issue to find out. That way I can devise tactics and strategies all at one time with only one publication in front of me. And given that I often take game reports around with me to look at in my spare time, it makes it easier to do when I only have to have a single copy of the zine to tell me what I need to know about that game.

For those zine editors who compose on computers, it is very simple to type the supply center chart into the game report and leave it there (with alterations) every turn. Just that little extra time can save your players a lot of headaches.

Zines which include a supply center chart every season: THE DIPLOMAT, FEUILLETONIST FORUM (both folded).

Zines which do not: Everybody else that I know of.

MISCELLANEOUS: One problem in many game reports is the reportage of draw votes and proposals. They should be given a consistent place on the page, so that players will not inadvertently miss them. In a zine in which No Vote Received = Yes, this can be crucial.

Press plays a role in many games, although I personally think it is a waste of time. I have gotten some comments, mainly from non-players, about my policy in CCC of putting all press for all games on the same page. Some people think this tends to mess up the flow of the game, where press is an important part of what is going on. Due to a lack of space I really don't have any choice, but zines that print on 8½ by 11 inch pages may want to consider leaving the press with its game.

Lastly, I prefer to have the Boardman Number for each game printed with each issue. This is not because I am some perverse law-and-order type authoritarian who wants to see some semblance of structure to the hobby. No, my reasons are exclusively linked to Melinda Holley. You see, she negotiates using the BN, not the game number or name, so it is helpful to have the BN included with every game report just for her benefit. After all, if she is not already in the game (or gamemastering it) she will probably end up as a standby in the game before it's all over...

My observations are intended as guidelines only. After all, many a zine has run many a game satisfactorily while simultaneously ignoring much of what I said above. But beginning publishers and gamemasters should take note of what their players want in a game report. I have found that much of what makes a particular gamemaster well-known and well-liked is the neatness and convenience of that game report. And, after all, it is the most important part of a Diplomacy zine, so all efforts should be made to make it more user-friendly.

/Editor's Notes: David strikes me as a hard-working gamemaster and a lazy player. Hummm, remind me to file that in my intelligence file for next year's DIPCON. Other things that I have found both useful and enjoyable over the years in postal Diplomacy games are:

PRE-GAME BIOGRAPHIES AND PIX OF THE PLAYERS WITH BACKGROUND INFO ON THEM: There is nothing more frustrating than spending 3 or 4 years in a postal game with someone and then realizing when it is all over that you not only have no idea of what your fellow players look like but that you know nothing about them as people. A brief bit of background and a short biography can ease the transition from seven strangers to seven sociable competitors.

COMMENTARY: Good game commentators are hard to find, but if you can a good running commentary can make an eight person experience a true hobby happening. More of this kind of material would do more, I suspect, to improve the quality of our play, and attract new players to the postal hobby than anything else I can think of.

COMMON BONDS & THEME GAMES: We used to run postal games for very, very special interest groups. I used to offer games for classical music buffs, astrology nuts, and even people with the same first name. A common bond, even if a contrived one, can, again, make another postal Diplomacy game into a unique experience.

HEADLINES: Years ago, Rod Walker used to print a running "stock market" analysis of the performance of each country in his postal games. Depending on the events in the game, a player's national currency would move up or down in value. Oftentimes you could tell more about the progress of the game from the currency fluctuations than from the move results. I remember that I used to get more upset when my currency dropped five points than when I lost a supply center. Gary Coughlan used to write some brilliant headlines for his postal Diplomacy games. And then at the end of the game he would reprint them in toto, thus giving his players a short summary of the highlights of the game.

PLAYER SELECTION: We often hear, or read, suggestions on how to pick a zine or a gamemaster, but how often do we hear advice for the gamemaster on how to pick his players? Too many gamemasters, especially new ones, grab any warm, breathing body with a \$5 or \$10 gamefee. Don't do it. Resist the temptation. Remember, if you survive the game together by the time it is over you will know each other better than any one else you've ever met except, perhaps, your wife, your kids, fellow jury members, or your barber. Picking individual players, and combining them into a successful game mix, is as much an art as it is a science. You tell me your secrets, Dave, and I'll tell you mine.

HOUSERULES: A player should be comfortable with his gamemaster and his houserules. If he isn't, he should find another. A lazy player in a strict gamemaster's zine is asking for trouble. And vice versa. So take some time and investigate before you rush into that bond that only John Boardman can dissolve./

BOOK REVIEWS

Mark Lew has devoted a lot of space in his zine benzene to the French Revolution. Unfortunately, I don't think many of the people filling it know much about the subject. But that's just my opinion and so everyone knows where I stand, I'll be clear: I'm a monarchist, a royalist, and a Bourbon. But there's plenty of reading material out there to celebrate the real bicentennial of the French Revolution. Unfortunately (I know, I used the word twice, but it seems so appropriate for the subject), most of the writers on the subject color their words with modern terms like Marxism. So far the best book I've read on the subject was Frances Mossiker's *THE QUEEN'S NECKLACE*, published in 1961. Consider, if you will, what would happen in the US if it were learned that Nancy Reagan had spent, from the public purse, a sum equal to the cost of a trident submarine, for items for her own wardrobe? Oh, she did, didn't she? Well, what if it had been Imelda Marcos?

THE DANUBE, by Claudio Magris (Farrar, Straus & Giroux) is a new book about an old subject, The not-so-blue and not-so-beautiful Danube River. It's a good vision of Mittel Europa.

BETRAYAL: The Hitler-Stalin Pact of 1939, by Wolfgang Leonhard (St. Martin's Press) is an excellent revisionist history of one of history's most contemptible agreements, the pact between Nazi Germany and Stalinist Russia. I always read anything Leonhard publishes. Sometime I'll reveal why. In the meantime, if you want to know the new official line on this historical event, this is the book to read.

THE NAVAL STRATEGY OF THE WORLD WAR, by Wolfgang Wegener. If you're into WWI, or naval wargames, this book is required reading. Even if you aren't, it's still fascinating. The author's photograph reveals him to be the spitting image of one well known bobbyist. But I won't say who. The essay on "Reflections Concerning The Concepts of Our War Games and War Studies," written in 1925 is as topical, and current, as anything in today's literature. The book is part of the USNI's on-going Classics of Sea Power Series.

On the other hand, Wegener's book will probably sell less than 5,000 copies. Ludlum's *TREVAYNE* will probably sell a hundred times that. It's a good read, if you like Ludlum.

I waited for the paperbacks to come out to read Tom Clancy's *RED STORM RISING*, *PATRIOT GAMES*, and *THE CARDINAL OF THE KREMLIN*. The first is excellent, the second is cute (unless you're Irish), and the third could have been superb---but he gave into publisher's pressures, as most newly successful author's do. Oh well...

Larry Peery

The hobby's zine reviews publications and services are a mess. THE ZINE REGISTER, the best of a sad lot, suffers from irregularity. Perhaps Tom Nash will be able to get it back on schedule. KNOWN GAME OPENINGS has become the laughingstock of the hobby, and was known more for its biases than anything else. PONTEVEDRIA is moribund. And the rest of the hobby's publications that do carry zine reviews tend to range from one extreme --- praising everything --- to the other --- damning everything. The novice, and even the experienced hobby player, is left to his own devices and often hits, or misses, new zines by chance. All in all, it's not a good situation.

I've been thinking for some months about a solution to this problem. In fact the solution is fairly easy to come upon, carrying it out, however, will not be easy. The hobby needs a good, independent, dependable and inexpensive zine review source; preferably one that does nothing else.

This publication must be independent of any other hobby enterprise. And here I'm referring to editorial independence. It doesn't matter who publishes it; as long as they get the job done in a timely manner, but the editorial content of the publication must be free of influence from any outside source.

The publication must be dependable and timely. This is a major problem with most hobby services, but none suffers more from a lack of dependability than this kind of a publication. Quarterly is about the minimum frequency for publication that is acceptable. Bimonthly would be better. And the information contained in the source must be up-to-date and accurate. And that's as much the responsibility of the hobby's publications as it is the sources.

It should be inexpensive since the goal is to get it out to as many people as possible. However, it won't be inexpensive to produce. The overhead for this kind of publication is high. It's going to run in the red and will have to either be subsidized by the publisher, the hobby, or donations; and don't depend on the later.

The most important factor in producing such a publication will be the publisher-editor, and finding the right person to be both is not going to be easy. He, or she, has to be both objective and subjective. That's a difficult combo to find anywhere, especially in this hobby. But I have hope that we can find the right person.

Frankly, I'm not satisfied with any of the approaches in any of the zine review sources. I've been looking for a better way to acquire, process, and distribute the information. Not surprisingly I found it right under my nose. As part of the preparation for my trip I've been reviewing the accommodations literature published by various hotel chains, tourist groups, tour promoters, travel clubs, civic groups, etc. It's amazing how many ways they can find to describe the same property. You've all heard horror stories from travellers about the supposed "4 star hotel" that turned out to be a rat-infested tourist trap. Perhaps it happens, although I've found that if you do your homework it doesn't. What intrigues me is the method used by many of these groups to evaluate the hotels they list. A very elaborate symbolic code system has been devised which, with study, can be understood by anyone, regardless of the language they speak, read, or write. It's like the international highway sign system. Once you've learned it's basics, it's the same anywhere in the world. I believe a system like this can be devised for our postal hobby publications.

So the first step is to devise the symbolic system.

Then comes the fun part, applying it. Consistency in application is what makes any such system work, and respected. People may laugh at the Michelin or Mobil guides, but you know what they represent, and a "4 star hotel" in one city will be the same quality as a "4 star hotel" in another. It should be the same with our zine evaluations.

So the second step is to standardize the system so that it applies equally to all. That's going to be tough.

And then comes the fun part, noting the exceptions and adding the personal comments that put flesh on the bones of the stats. That "human face" is what makes this hobby so special. This is the subjective part of the process, and this is where so many zine reviews fail.

I don't know if there is a person in the hobby who can do this kind of thing, but if they exist and if they'd like to give it a go, I'd like to hear from them. In the meantime I'll be looking for your input on the symbolic code system. I suggest you start by looking at the keys on your typewriter.

In the meantime, here's a list of zines that I believe have game openings of one kind or another. Your best single source of information on all hobby publications is still THE ZINE REGISTER (\$US\$1.50 from Tom Nash, 5512 Pilgrim Rd., Baltimore, MD 21214) which will give you a good overview of what the hobby offers. At the same time you might send him a large (9 inch by 12 inch, or larger) envelope and a \$2.40 stamp; and he'll send you a random set of recent hobby publications so you can see some of them for yourself. To get a copy of a single publication, send its publication 2-3 stamps and ask for a sample. For what it's worth, I've indicated publications that I believe to be of special merit with a "P."

THE ABYSSINIAN PRINCE, THE BOOB REPORT: Jim Burgess, 100 Holden St., Providence, RI 02908-5731. Lots of letters that leave no rock group unexplored.

ALPHA AND OMEGA: Randy Grigsby, 93 St. Vincent St., RR #3, Barrie, Ontario, L4M 4S5, CANADA.

Published for the variant hobby's stats and such. Specialized.

BEEN THERE, DONE THAT!: Tom Nash, 5512 Pilgrim Rd., Baltimore, MD 21214. It's said that we all have a double. Tom Nash is Ron Cameron's. Are there more of them out there?

benzene: Mark Lew, 438 Vernon, #103, Oakland, CA 94610. Lots of chat and not much else.

He'll probably ignore the World Series in favor of a discussion of Sandra Day O'Connor.

BOAST: Herb Barents, 17187 Wildmere, Detroit, MI 48221. Lots of games of Diplomacy and

lots of reviews of gaming events and all kinds of games. This guy is a gaming nut!

BUSHWACKER: Fred Davis, Jr., 3210K Wheaton Way, Ellicott City, MD 21043. "P." All kinds of variant games, hobby news and gossip, and esoterica. Hasn't changed a bit in 18 years.

CAROLINA COMMAND AND COMMENTARY: David Hood, 15F Estes Park, Carrboro, NC 27510. "P."

Examines the question, "What if Eisenhower had run as a Libertarian?"

CATHY'S RAMBLINGS: Cathy Cuning Ozog, Box 17457, Munds Park, AZ 86017.

Says she's folding. Help talk her out of it.

DIPLOMACY DIGEST: Mark Berch, 11713 Stonington Pl., Silver Spring, MD 20902.

Offers reprints of materials from the hobby's past, and Berch's unique view of things.

DIPAEEEDOODAH!: Phil Reynolds, 2896 Oak St., Sarasota, FL 34237. It's fun. I just can't figure out why nobody ever thought of this for a zine title before.

DIPLOMAG: Fred Davis, address above. For MENSEA Diplomacy Special Interest Group members.

ENTROPHY: Jason Bergmann, 10740 Lathrop, Dallas, TX 75229. The first person to register for DIPCON, and the first person to cancel out. He's a good kid. Take away his colored pencils, will ya?

EVERYTHING: Melinda Holley, Box 2793, Huntington, WV 25727. Publishes the stats on game starts, etc. for the hobby's BNC, who keeps track of such things. Boring, but needed.

EXCELSTOR: Bruce McIntyre, 6636 Dow Ave., #203, Burnaby, BC V5H 3C0, CANADA. Beautiful!

And Bruce isn't bad looking either, according to Esmeralda.

HAGALIL HAMAARVI: Randy Grigsby, address above. Diplomacy with a bit of mom's chicken soup thrown in. Needs more lox and less bagel! Hey, it's our only kosher zine.

HOUSE OF LORDS: Dick Martin, 17601 Lisa Dr., Rockville, MD 20855-1319. Always a stimulating read. You won't always agree with it, but it makes you think!

LIFE OF MONTY: Don Del Grande, 142 Eliseo Dr., Greenbrae, CA 94903-1339. LOM proves you can be well-rounded and weird, which my teachers in school said was impossible. Oh well..

MEGADIPLOMAT: Chris Carrier, 1215 P St., #12, Sacramento, CA 95814. Somethings: like cancer AIDS, and this zine; just aren't funny.

MEGALOMANIAC: Rich McKey, 20 Nonotuck St., Florence, MA 01060. It's new, but it looks like it will be interesting. Why did he pick that street to live on?

METADIPLOMAT: Jeff McKee, 3801 W. 13th St., #903, Wichita, KS 67203-4430. This man is going

to hold my soul ransom for a black bloc. On the other hand, he's the official tournament director for PEERICON XXVII in 2007!

MONDOJ: Glenn Overby, c/o Octagon Enterprises, Box 36983, Grosse Pointe, MI 48236. Devoted to the design & postal play of variant Diplomacy games. How do you pronounce it?

NO NAME FLYER: John Barnes, 444 Lora Ave., Youngstown, OH 44504-1547. The home of DIPCON still has Dip and John publishes a MENSA SIG Diplomacy PBM game, or two, or three.

NORTHERN FLAME: Cal White, 1 Turnberry Ave., Toronto, Ontario M6N 1P6, CANADA. It's a good zine for both Canadians and other English-speaking peoples.

NOT UP TO MODERN GRAPHIC STANDARDS; Michael Hopcroft, 3936 W. Albina Ave., Portland, OR 97227. An entertaining read, and Portland's such a nice town.

PASSCHENDAELE: Francois Cuerrier, 2303 Eglinton Ave., East, #305, Scarborough, Ontario, M1K 2N6, CANADA. Read it for yourself and judge.

PILOT LIGHT: Kevin Brown, 100 Patton Dr., Warner Robins, GA 31093. I'm sure I met Kevin at Kevin at DIXIECON. Which one of the little monsters were you?

PERELANDRA: Pete Gaughan, 3105 East Park Row, #132, Arlington, TX 76010. Unless you went to UCLA, or support the British stand in Northern Ireland, this is a GREAT zine.

REBEL: Melinda Ann Holley, Box 2793, Huntington, WV 25727. Diplomacy's answer to Amway!, REBEL does it all, and Melinda does the rest of it. An amazing effort.

VERTIGO: Brad Wilson, Box 126, Wayne, PA 19087. Brad Wilson doesn't like me, but at least he spells my name right. Advocates "sucking eggs" as a national pastime.

WHEN THE LIGHTS GO OUT: Jesse Severe, Box 548, Sheffield, IA 50474. The fact that Diplomacy has struck Iowa can only be compared to the Killer Bees headed for Texas. Try it.



"Yes, Minister.
Tell Sir John Byan and
Ambassador Peery
that I will meet them
in the Black & Blue Room
at 10 Downing Street.

"At high noon,
I should think.

"Leather and chains
are optional."

REMEMBER THE DEADLINE FOR
MATERIAL FOR THE NEXT ISSUE
IS DECEMBER 1, 1989.

DIPLOMAT'S EXCUSE SHIRT

When in danger or in doubt, run in circles, scream & shout

YOU HAVE MY WORD ON IT!

I Do Unto Others
Before They
Do Unto Me

WOULD I LIE

But . . .
but, but
when in doubt
sound convincing

I forgot

QUID
PRO
QUO

just letting you
have my own way

I'll give it back NEXT Fall.

GRIN

SILENCE
IS NOT
GOLDEN

I didn't MEAN it as a stab!

Trust Me . . .

I came, I saw.
I figured what the heck.

I'll name my first child after you
Promise

I guess a censored
is out of the question?

just to have
another dot
this year

OPEN TO A BRIBE?

I KEPT READING
BETWEEN THE LIES

Grr-r-r-r!
no lie!

IT WAS
A TYPO!

Isn't that a Leprechaun?

I Grovel . . .
I Plead . . .
I Puppet . . .

Postman Must've
Ate My Letter

LIES!
ALL LIES!

I CHANGED HIS MIND

You've become a flaw in my ointment

Guess I sent you
the wrong letter

... just
passing through...

You can't feed the crocodile steak and expect him to turn vegetarian.

A Knife in the Hand is Worth a Fistful of Nonaggression Pacts

You've heard about Sue Welter's DIPLOMAT'S EXCUSE SHIRT. Now you can see, above, what it says. The shirt is available in one color, blood red, and one size that fits all, unless you're my size. Shirts are US\$10.00 from Sue at 740 River Dr. #16F, St. Paul, MN 55116.

And while you're at it, order a set of her Diplomacy postcards, US\$3.00 for a set of 25. Each one has a different Dippy caricature on it.