



# DIPLOMACY WORLD



"Hello!

My name is EDipuss Rex and Dip's my game.

I look forward to putting you in your place  
at DIPCON XXIII."



#58  
SPRING  
1990



/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 620399, San Diego, CA 92162, USA. Allow six to 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. No phone calls before 1000 or after 2100, local time, please. Our phone number is 619-582-2904.

Diplomacy is a registered trademark for the game invented by Allan B. Calhamer and sold by The Avalon Hill Game Co, 4517 Harford Rd., Baltimore, MD, 21214, USA; Gibson Games in the UK, and Parker Bros. in Western Europe.

All contents of DIPLOMACY WORLD are copyright, 1990, by IDS. Rights to by lined material revert to the author upon publication, however. DW reserves the right to republish all such materials in subsequent collections or anthologies. Writers guidelines for DW are available for a large, self-addressed stamped envelope.

Subscriptions received by the 10th of the month of issue (January, May, August, and November) begin with the current issue, if still available. Others begin with the following issue. Selected back issues, and other Diplomacy related materials & publications are available. Ask for a copy of our Book & Gift Catalog.

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

\*\*\*\*\*

#### STAFF

Founder.....Walter Buchanan  
Editor Emeritus.....Rod Walker  
Publisher & Editor.....Larry Peery, address above.  
Associate Editor.....David Hood, 104-F Terrace Dr., Cary, NC 27511, USA.  
Strategy & Tactics Editor.....Mark Berch, 11713 Stonington Pl., Silver Spring, MD 21214, USA.  
Variants Editor.....James Nelson, 112 Huntley Ave., Spondon, Derby, DE2 7DU, ENGLAND.  
Ratings Editor.....Michael Lowrey, 1131-205 Park Ridge Ln., Raleigh, NC 27605, USA.  
PBEM Editor.....Les Casey, 33 Nestrow Dr., Nepean, Ontario, K2G 4M2, CANADA.  
Comptroller.....Mike Maston, Box 620399, San Diego, CA 92162, USA.  
Computer Graphics.....Mike Maston, address above.

\*\*\*\*\*

Please check the address label on the envelope carefully. If there is a 58 on it your DW sub expires with this issue. It is time to renew now, so please don't delay or you may forget.

The deadline for issue 59 is 1 August, 1990. Issue 59 will be the last regular issue of DW I will publish or editor. Beginning with issue 60, due out in the Fall, DW's new publisher and chief editor will be David Hood, address above. Any subscriptions beginning with issue 60 should be sent to him. If you haven't already noted it, please change your mailing list to reflect our new mailing address. Our new home address is 6103 Malcolm Dr., San Diego, CA 92115, USA.

\*\*\*\*\*

© 1990, Institute for Diplomatic Studies, San Diego, CA, USA. All rights reserved. No reproduction in any form without prior written permission from the publisher.

TABLE OF CONTENTS

- 3...Introduction
- 4...Highlights
- 6...Guest Editorial (Herb Barents)
- 8...Thoughts on Dunnigan (T. Kane)
- 10...1990 Diplomacy Con Circuit
- 13...PONTEVEDRIA
- 15...1990 Diplomacy Hobby Stats (F. Davis)
- 16...News of the American Hobby
- 20...School, Work, Family, Diplomacy  
(Larry Peery)
- 22...How to Start on the Right Track  
(Larry Peery)
- 24...Gamer of the Year
- 25...1990 Hobby Awards
- 26...Lowballing (F. Guerrier)
- 27...New Game Start (J. Garrett)
- 28...Or: Why My Name Is Now Mud  
(Greg Maynard)
- 30...Survival As a Diplomat's Wife  
(Greg & Linda Maynard)
- 31...Unabashed Botimer, Playing Italy  
(Larry Botimer)
- 34...1989 AM: The DW DEMO GAME
- 40...Frederick the Great's Revival, or  
How to Survive with a Flat-out Attacked  
Germany (Christophe Barot)
- 45...Words
- 46...Udjahorresnet (Larry Peery)
- 48...If Attila Respected Sanctuary (G. Macy)
- 50...Last Russian Czar (UPI)
- 52...A Treatise on Treaties (W. Safire)
- 54...New Blood
- 55...Diplomat's Words (Alvaro de Soto)
- 57...Natural Enemies (Peter Hay)
- 59...Anti-Hero Worship (Thomas Kane)
- 61...Book Reviews
- 64...Game Reviews
- 66...DIPCON XXIII & WORLD DIPCON II
- 67...Newsletter #5
- 70...Variants
- 71...HARDBOP DOWNFALL (J. & M. Nelson)
- 82...1499: THE ITALIAN WARS (D. McCrumb)

\*\*\*\*\*

IMPORTANT ANNOUNCEMENT

Please check your sub status on the mailing envelope. If it expires with this issue or number 59 you should renew NOW with me. If it lapses with issue 60 you should renew with David Hood. All DW subbers will get a copy of my issue 60 at no charge to their sub. David's first issue will be the regular issue 60. All sub credits will be transferred to him. New subbers through David will also get a copy of my issue 60 at no charge.

More on WORLD DIPLOMACY next time.

INTRODUCTION

Well, 20 down and 1 to go. We may make it yet. I think this was the most difficult issue of DW I have done yet. At one point I didn't think we'd have enough material and then I discovered we had about 50 pages more than I could use. What I did was pull a lot of materials I had planned to use for this issue.

Some of those I am holding for the next issue. Some are contained in a separate DC3 mailing. And some I will use in the first issue of WORLD DIPLOMACY.

There's a lot of good reading in this issue. There's also a lot of important news, but you are going to have to dig that out for yourself.

PLEASE CHECK THE ADDRESS LABEL ON THE ENVELOPE TO SEE WHAT THE STATUS OF YOUR DW SUB IS. If it is due to lapse you can renew through me or, if you wish, send a sub check to David Hood (address on inside cover) and he'll start your sub with issue 60. IF YOU WANT TO SUB TO WORLD DIPLOMACY YOU NEED TO SEND ME A TRADE OFFER, VOLUNTEER AS A STAFF MEMBER, OR SEND A SUB CHECK IN THE NEAR FUTURE.

See the flyer enclosed.

With luck I'll have issue 59 done and ready for distribution at DIPCON next month. So, if you have anything you want in that issue you'd better get it to me within the next month. After that send it to David. I will be doing one final issue of DW which will contain an update on the DW Index and Menu and some reflections on the zine and hobby as I have observed them over the past ten years.

I look forward to seeing many of you at DIPCON next month. I hope some of you will join our DW Team for the team event.

Enjoy DIPLOMACY WORLD.

\*\*\*\*\*

# HIGHLIGHTS

## WORDS

45.....Diplomacy's forgotten element.

## UDJAHORRESNET

46.....Who?

## ATILLA

48.....He played by the Rules, his Rules.

## CZAR

50.....What really happened to him?

## BLACK DOT

Robert Louis Stevenson's  
TREASURE ISLAND  
...Chapter 3

## TREATIES

52.....A Diplomat's Language.

## CATS

...Maybe next time.

## CONS

10.....Lots of good ones this year to pick from.

## DIPCON XXIII

66.....Will it fly?

DIPLOMACY WORLD #58  
Spring 1990

**DC3**

... News from the USA, UK, France, Germany, Austria, Sweden, Australia, and more...in a separate zine.

**S&T**

40....A Frenchman looks at Germany.

**VARIANTS**

70....HARDBOB DIP and Renaissance Italy.

**DEMO**

34....Another Power down the tubes.

**MILESTONE**

24....Dipper Gamer of the Year

**NEWS**

16....Lots of it.

**REVIEWS**

61....Books, Games, and more.

**CONTEST**

...Deadline extended to 1 September.

**DW SALE**

85....A chance to fill out your collection  
...of DWs and Anthology volumes.

A GUEST EDITORIAL

I have been watching and finally I have come to the conclusion that the Dip people are just that --- a bunch of Dips. They say how the hobby has leveled off and they are wanting to know how to make it better again. Then they hold their own DIPCON one week before the Big One, ORIGINS. That is Stupid. I have for many years said that DIPCON should be part of some other wargaming convention. I have been voted down. Well, the time has come for me to speak out once again.

How best to introduce NEW Blood into Dippy? Let us have our own little convention with no dealers, nothing else going on, and just let people inside the PBM fandom come and enjoy. This will be of great interest to anyone that walks by, right? Come on now, what you will get is between 100-150 gamers at most. What about the NEW Blood? They will spend \$200.00 for the weekend just to see if they like it, right? That's assuming they find out about it, of course.

Now, say we have DIPCON together with ORIGINS. For example this year ORIGINS is in Atlanta and DIPCON is in Chapel Hill, NC; so they are a few hours apart. At DIPCON if they get 200 people to attend they will be lucky. Not only are they competing with ORIGINS the next weekend, but MICHCON that weekend. Thus, the draw from the Midwest will be only the diehard Diplomacy fans. I bet they get 10-20 maximum from Michigan, Ohio, Indiana and Illinois. Would it not make more sense to have DIPCON in conjunction with ORIGINS, ATLANTICON, MICHCON, or ORCCON where they will draw 1,000, 3,000, or more? Would it not make sense to ask the host Convention to set up a table and hand out literature to the gamers that go by, and to answer questions about the hobby from them? Or take them into the Diplomacy tournament and show them what is happening? Doesn't that make more sense? Spread the word. Let people see what we are doing. The more that see, the more that will join us. I know I would be more inclined to play in a Diplomacy tournament held at a gaming convention. I WILL NEVER ATTEND A DIPCON THAT IS SEPARATE FROM ANOTHER GAMING CON. There is more to games than Diplomacy. I bet that most Diplomacy players feel that way.

I think that it is about time that the fathers of Dippy get their heads on right and start thinking about the future of PBM Diplomacy and DIPCON. They will die on the vine unless something is done now. WORLD DIPCON or no WORLD DIPCON, putting it by itself is a good way to say to others, "We are better than wargaming cons and, well, we don't want you." What are we, an elitist group of people that think we are the only people that think we can do something? The time to bring Diplomacy out of the closet is now. When you go to decide where you will hold DIPCON; you better start thinking of a gaming convention. I know that they will not apply to hold DIPCON, and I will tell you why. They do not need you to have a successful 1,000 player convention, but you act like you should be the top dog at these conventions. Well, you are just small potatoes to the rest of the gaming world, and you better start acting like that. But, just because we are small does not mean that we cannot grow into a bigger and bigger part of the gaming community.

In order for the Diplomacy hobby to grow, we have to reach out. To reach out we have got to make sure that there are events at all levels of gaming conventions. There are zine editors close to most of the gaming conventions. They could put some things on. The DIPCON, and WORLD DIPCON, will have to join in with some major gaming events; such as ORIGINS, GENCON, etc. This will give you the high profile that is needed to attract new people at a better pace. You also need a booth with people handing out copies of DIPLOMACY WORLD, hobby flyers, answering questions, etc. This will make people aware of the game and hobby. If we don't promote it better; then we will die. I hope that this page will arouse some discussion. I also hope some people will have the guts to reprint this.

/Herb Barents, BOAST #298/

DIPLOMACY WORLD RESPONDS

I agree with much of what Herb wrote.

However, as chairman and host of last year's DIPCON Administration Committee, as a participant in many major and minor gaming (both general and Diplomacy) conventions in the past, and as publisher-editor of DIPLOMACY WORLD, I would like comment further.

First, no single method of promoting Diplomacy as a game or hobby is going to work. To achieve real qualitative and quantitative growth requires our efforts in many areas: gamers in general, wargamers, adult gamers, postal gamers, convention and tournament gamers, computer gamers, electronic mail gamers, etc. Inquiries about the game and hobby come from many sources: face-to-face encounters at cons and tournaments, from the A-H flyer on the hobby in the game box, from PBEM networks, etc. Each of these groups and each of these sources requires a special response. However, one method, above all works: a one-on-one promotion of the game and hobby; and none of us do enough of that, either collectively, as a hobby, or individually, as a pubber, con, etc.

Second, past DIPCONS have been held in conjunction with major gaming events. The results have usually not been good. However, that doesn't mean we should automatically discount the possibility of hosting DIPCON in conjunction with a major event. In fact when I attended ORIGINS this year, as part of an effort to promote this year's DIPCON, it was made very clear to me that both GAMA, ORIGIN's parent, the people hosting ORIGINS next year in Atlanta, and ATLANTICON 1990 were all very interested in hosting DIPCON this year. The GAMA people went on record to encourage ORIGIN sponsors to actively solicit "national championship" type events as part of ORIGINS. The Atlanta people hosting ORIGINS this year even went so far as to invite me to run their Diplomacy event this year, and guarantee that the space and time needed for a full-scale Diplomacy event would be made available. The words were certainly encouraging. What their actions would have turned out to be, I don't know.

I do think, however, that it is just a matter of time before DIPCON turns up as part of a major gaming event. The questions are "when" and "where?"

I've spent a lot of time and effort in the past few years promoting the game and hobby, both in the USA and overseas. What lasting affect that has had, I don't know. I do know, after my visits with American and European hobbyists that there is a great deal more that could be done. That is the primary reason I am starting WORLD DIPLOMACY this fall, to promote the game and hobby on an international level. However, one person and one publication can only do so much, especially given our limited resources. The fact is that real growth in the hobby demands all our efforts, and on that Herb and I are in complete agreement.

Where stand you?

\*\*\*\*\*

MOST IMPORTANT NOTICE

Pay attention because this is most important. IF YOU HAVE ORDERED AND PAID FOR ANY IDS/DIPLOMACY WORLD PUBLICATIONS AND YOU HAVE NOT RECEIVED THEM BY THE TIME YOU READ THIS --- LET ME KNOW NOW. Any orders for back issues, Anthology volumes, the Cookbook, BBB, etc. should arrive with this issue (if you are a DW subber). If you, or anyone you know of, ordered any publications in the past --- and I'm particularly thinking about the Cookbook --- and didn't get them, I want to know about it --- NOW.

I want to get any of these out-standing back orders cleared up before I turn DW over to David Hood. He will not be responsible for them.

Please send me a note with the item ordered, the date it was ordered, and a copy of the check involved if it was for more than \$4.00.

Other publishers --- PLEASE publish this announcement in your zine(s) since it may interest people who no longer sub to DW.

There shouldn't be any, ah, eh, many such problems but I want to square them away now. Thanx.

## THOUGHTS ON JAMES DUNNIGAN'S EDITORIAL IN THE LATEST STRATEGY &amp; TACTICS

Thomas M. Kane

The dynamic change in Eastern Europe presents strategy gaming with fantastic new opportunities, not an embarrassment to cringe and repent over. Mr. Dunnigan is one hundred percent right when he observes that the Big One between Russia and the United States is starting to look like science fiction. That was obvious for years, actually. I never liked World War Three games much, because they always seemed more like patriotic confirmations of faith than honest strategic analyses. In my opinion, the challenge of both war and wargaming emerges in the clash of wills over a particular issue, where one side believes it has the strength or right to execute a specific policy, and its enemy disagrees by appealing to physical force. In the heyday of Central Front games, nobody knew any good reasons for the Soviets to invade. It just seemed too Pollyannaish, not to mention un-American, to say that aloud. Today, with everything in Europe falling apart, diplomatic miscalculations, unwanted confrontations and snap invasions make much more sense than ever. Rather than rendering modern-era games obsolete, flux in Eastern Europe finally gives them purpose, color and plot. I do not mean that I expect a war. Nobody claimed these games worked like ouija boards.

Mr. Dunnigan wrote that World War Two games would also decline in popularity, as gamers see fewer chances for a repeat performance in their own lifetimes. Well, I, for one, never played strategy games for practical experience. I have always felt somewhat relieved to be fifty years away from Bloody Omaha and Ironbottom Sound. Although James Dunnigan attributed the rising popularity of medieval scenarios to a search for periods of history analagous to our own, one could draw the opposite conclusion. The modern United States does not have any more in common with the Frankish Empire than the Third Reich. Instead, gamers have discovered a new trove of human drama, tactical puzzles and historically formative events. That is what we want out of simulations, and we are happy to find it in any century designers care to choose.

\*\*\*\*\*

## DIPLOMACY WORLD #59: A SNEAK PREVIEW

I've already got a lot of material for the next issue of DW: Christophe Barot's article on France; a lot of material pertaining to DIPCON XXIII, including a cat's eye view of the event and participants; James Nelson on variant design; and more. But, for all of those of you who have been promising to write an article for DW for me for the last five years, this is it --- your last chance. Otherwise it is going to be lots and lots of Peeribleah. Con reviews, S&T material, or something you've been meaning to write for years but never got around to.

\*\*\*\*\*

## PLAYLIST

Normally I don't do playlists but since they proved so unpopular in the Rusty Bolts votin I thought I'd let you in on what I was listening to while doing this issue: Three CDs I brought back from Belgium: Jan Dismas Zelenka's 6 Sonate a due Hautbois et Basson, Harmonie und Janitscharenmusik by Rosetti, Spohr, and Beethoven; Il Concerto Palatino di Bologna, North Italian Music for Cornetts and Trombones (1580-1650); Cesar Franck's String Quartet in D major; Arvo Part's Arbos; PDQ Bach's 1712 Overture; the soundtrack from GLORY; CHESS; and MISS SAIGON. The classical stuff was all good; PDQ Bach is getting old; GLORY and CHESS were disappointing; and MISS SAIGON was a fitting follow-up to LES MISERABLES.

And I still don't give a damn for CDs!



# The 1990 Runestone Poll

## ZINE POLL

You may rate any amateur Diplomacy-related zine that you've read enough of to rate fairly. This means you've seen (or would have seen if not for delays) at least two issues since August 1, 1989. Only North American zines are eligible, but anyone may vote. Rate each zine from 0 (the worst) to 10 (the best)—no fractions, please. Do not rate your own zine. Blanks are for zines I forgot to list.

The Abyssinian Prince	Empire	Penguin Dip
Against the Odds	Entropy	Perpetrator
Alpha & Omega	Everything...	Perestroika
Angst United	Excursion	Pilot Light
The Appalachian General	fast track	Pirate
ark	Fist Bellum!	Politics
The Armchair Diplomat	Fdi Si Fie	The Popular Flyer
The Assassin's Blade	The Gaffer's Zine	The Prince
Been There, Done That	Get Them Dots Now!	The Prodigal Zine
benzene	Gonzo Rails	Protocol
The Big Top	Ground Zero	Punt Formation
Blade Wars	Hagadi Hamaarri	Rebel
Boardgame Challenger	Hasard	Retaliation
Boast	Heroes of Olympus	A Sharp Mind...
The Boob Report	The Home Office	So I Lied
Bushwacker	House of Lords	Son of Flip
The Canadian Diplomat	Kathy's Korner	Starwood
Carolina Cmd & Cmnty	Known Game Opns	The Swiss Observer
Cathy's Ramblings	KGO Zn Dct (Garner)	Ten-ten
Cheesecake	The Last Resort	Thoraxen
Glandstone Activities	Loose Caboose	TRAX
Conrades in Arms	Mad Dog	Two Bars in C Sharp
The Continuing Crisis	Maniac's Paradise	Tyrannalia
Costaguana	Massacre by Treachery	Upstart
Countermeasures	The Megadipomat	Vertigo
Dark Mirror	Megalomaniac	Victims Wanted
Dipedeododah!	The Messenger	War Fair
Diplomacy Digest	The Metadipomats	When the Lights...
Diplomacy Today	Mairé	White House Mania
Diplomacy Tribune	Mondo	The Zine Register
Diplomacy World	Mouse of Lords	
Diplomag	Niccolo	
Diplomatic Contraband	No Name Flyer	
Dippy	Northern Flame	
Disesse City	Not New York	
Down at the Mouth	Ohio Acres	
Dyslexia	Quintique	
Electric Trains	Paschendale	
Electronic Protocol		

## ADVERTISEMENT

To get copies of the main lists (zines, subzines, and GMs), check here \_\_\_\_\_ and enclose 50 cents or two 25 cent U.S. stamps. To get the Poll publication, check here \_\_\_\_\_ and enclose a donation of \$4.00 or more. Last year's publication was 104 pages long. It contained main lists, articles, statistical analysis, and everything else you'd want to know! Thanks for your donations; they really help.

## SUBZINE POLL

A subzine is a regular section of a zine which is (a) edited by someone other than the zine editor(s), or (b) edited by the zine editor(s), but devoted to a specific hobby service. Any subzine of a North American zine is eligible. The other instructions are the same as those for the Zine Poll.

Acropolis	Magua	Standard Deviation
Asterion	McKee Ravens	Subwithnoname
The Blind Wars	The Melinbonté Herald	Tennessee Rails
Buckeye Rail Gazette	Nash Rants	Top Knife
CDO News	The New Utopia	Variance
The Eccentric Diplomat	Notes from the Bunker	War Correspondant
Extremum in Defense...	Obfuscate	Water on the Knee
The First Negotiator	OPERABLE	The Whipping Post
Foot in Mouth	Poll Talk	You Knew the Riaks
In the Garden	Reginald Maudlin...	
High Inertia	Ring Finger in Rear	
Horain' Around	Seriously Folks	
Kamel's Pancarna	Shut Up Jack!!!	

## GM POLL

You may rate any GM under whom you played a postal or e-mail game of regular or variant Diplomacy since August 1, 1989 for long enough to assess his or her competence. Only North American GMs are eligible, but anyone may vote. List GMs alphabetically by name (not zine). Rate each GM from 0 (the worst) to 10 (the best)—no fractions, please. GMs may not rate themselves.


Send this ballot to Eric Brosius, 41 Hayward St., Milford, MA 01757.

You have until June 30, 1990 to vote, but please vote early.  
Indicate one way in which you participate in the North American Diplomacy hobby (sub to zine XXX, play in game 1989YY, etc.) \_\_\_\_\_

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

Print your name neatly \_\_\_\_\_

Check here \_\_\_\_\_ if you do not want your name on the list of voters.

## RUNESTONE POLL CONTEST

Guess the Zine Poll winner—this year's prize is a travel Diplomacy board with magnetic pieces. To be eligible you must vote in the Poll and correctly guess the winning zine; I will pick the contest winner at random from the set of eligible entrants. The names of the winner and any other eligible entrants will be published in the Poll publication.

To enter, \_\_\_\_\_ The zine you think will win: \_\_\_\_\_  
print your \_\_\_\_\_  
address \_\_\_\_\_  
neatly: \_\_\_\_\_

## 1990 DIPLOMACY CON CIRCUIT

By the time you read this the 1990 Diplomacy Con Circuit will be underway and unless you've mastered the art of being in two or, perhaps, three places at once you can forget about attending all of this year's events. The following list is just a sample of what's available to you. If these locations and dates don't suit your fancy, you can always fall back on that old Diplomatic stand-by --- host your own event.

UMF-CON (5-6 May)  
Farmington, Maine

Frankly, I can't think of a better site for a gaming event, including Diplomacy, than springtime New England. This event features various boardgames, wargames, and a "mystery" murder event. For more info: Table Gaming Club, c/o Student Life Office, Student Center, 5 South St., Farmington, ME 04938.

FRENCH DIPCON (5-6 May)  
Paris, France

In spite of what I wrote above, I can think of one better site for a springtime DIPCON --- Paris, France. This will be the first French national Diplomacy event (e.g. DIPCON) sponsored by their new national Diplomacy organization, The French Federation of Diplomatic and Strategic Games (FFJDS). Appropriately enough the site of the Con is the French National Geographic Institute in the Vincennes district of Paris. Lots of games (Kremlin, Civilization, and Pax Britannica, etc.) will be played in addition to Diplomacy. For more information see the FRENCH DIPLOMACY NEWS section of DIPLOMACY WORLD #58. If you're seriously thinking about going write, or call, Christophe Barot, 50 bis rue de Crimée, 75019 Paris, France (tel. 1 42 01 37 42). We'll have a complete report on the results of this event next issue.

GAMEX '90 (25-28 May)  
Los Angeles, California

Back on this side of the Atlantic, the Strategicon people will be hosting their annual Western Regional Game Convention, GAMEX '90, at the LA Airport Hyatt Hotel over the Memorial Day weekend. The four day event features boardgames, role-playing, miniatures, and computer games galore. It will also give you a chance to see some of the LADs, Los Angeles' Diplomacy crowd, in action just before DIPCON XXIII. For info: GAMEX '90, Box 8399, Long Beach, CA 90808 (213-420-3245).

MARYCON '90 (25-27 May)  
Fredericksburg, Virginia

I was told at last year's DIXIECON that the Diplomacy group at Mary Washington College in Fredericksburg would be hosting a revival of their popular event, MARYCON, over Memorial Day weekend this year. And that's the last I've heard. You might check with Ken Peel, 8708 First Ave., #T-2, Silver Springs, MD 20910 (301-495-2799) to check on the status of the event.

NEW SOUTH WALES DIPLOMACY CHAMPIONSHIP (9-11 June)  
New South Wales, Australia

The Australian Diplomacy hobby hosts a series of annual Diplomacy and other gaming events of which this is one of the best. One Australian attended WORLD DIPCON I in England in 1988, and several are expected at this year's WORLD DIPCON II in Chapel Hill --- no doubt carrying the flag for an Australian bid to host WORLD DIPCON III in 1992. Although it's strange, it is a fact that the further you fly the cheaper (per mile) is costs; so a trip to the land down-under may not be as far-fetched as it seems. For example, RT airfare from San Diego-Chapel Hill will cost US\$405 this year (up from US\$335 last year). That's US\$16.2 per mile. Los Angeles-Chapel Hill, about the same distance, will cost US\$298. That's US\$11.9 per mile. RT airfares from San Diego-London, about 5,500 miles, is now US\$645, or US\$11.7 per mile. That's on British Airways. From...

Los Angeles-London, on Virgin Atlantic, the fare is US\$495, or US\$9 per mile. From Los Angeles-Sydney, about 7,500 miles, fares are currently below US\$900, or about US\$12 per mile. Normally that trip runs about US\$14.0 per mile, and I've seen week long excursion packages with air, hotels, etc. for US\$1,200-1,400. The secret is to find yourself a good travel agent who knows the area you want to visit, plan early, and buy as soon as possible. That applies no matter where you are going! For more about the Con: John Cain, 76 Banool Rd., Balwyn, 3103, AUSTRALIA.

#### MICHCON (22-24 June)

Detroit, Michigan

This Con has made a big comeback from its problems of a few years ago. Herb Barents claims its one of the best in the country. It sounds a lot like one of the STRATEGICON events with lots of gaming of all kinds. For more info: Herb Barents, 17187 Wildmere, Detroit, MI 48221 (313-863-7321)

#### WORLD DIPCON II, DIPCON XXIII, and DIXIECON IV (22-24 June)

Chapel Hill, North Carolina

THE Diplomacy event of the year combines the second international Diplomacy championship, America's oldest continuing Diplomacy event, and one of the country's better regional events with some of the best players in the world --- all together in one of the most beautiful parts of the United States. How can you do better? All the details are elsewhere in this issue. For more info: David Hood, 104-F Terrace Dr., Cary, NC 27511.

#### ORIGINS '90 (28 June-1 July)

Atlanta, Georgia

It's title is "The National Strategy and Adventure Gaming Convention and Exposition" and it almost lives up to its name. It's unquestionably the biggest, if not the best, gaming con in North America, although if you've been to one of the Essen Game Fairs or Vienna's Spiele Fest you'll feel right at home. There's something for everyone even if you don't know what you want. For info: ORIGINS '90, Box 47696, Atlanta, GA 30362 (404-925-2813). I talked to the people from DRAGONCON, the host event of this year's ORIGINS, at ORIGINS last year in Los Angeles, and they were very interested in hosting DIPCON, and they even asked me if I would consider running their Diplomacy event this year. I may be crazy, but I'm not that crazy!

#### ATLANTICON '90 (13-15 July)

Baltimore, Maryland

This is the Big East Coast (as compared to the little west coast) gaming event. It always includes a well run Diplomacy tournament and other entertainment featuring Robert Sacks. The question this year, of course, is whether Sacks will be participating in light of his declining hobby involvement and, if not, then who? Hopefully I'll have the answer to that question elsewhere in this issue. For info: ATLANTICON '90, Box 15405, Baltimore, MD 21220 (301-574-5066).

#### MANORCON '90 (20-23 July)

Birmingham, England

This is England's biggest Diplomacy event, although it features much more than just Diplomacy. Individual, team and variant events are very popular and most of the England's Diplomacy hobby attends. Since a good portion of that hobby will be on hand for this year's WORLD DIPCON II in Chapel Hill; you'll be able to hear all about their event from them. But don't take their word for it. Take mine. It's a great event and, when you consider how reasonable the costs are (in comparison to any of the big American events charges for hotels, food, etc.) you can probably save enough on those to cover the extra airfare. For more info: Richard Walkerdine, 13 Offley Rd., Hitchin, Herts., SG5 2AZ, England.

PEERICON X (27-29 July)  
San Diego, California

Although it probably won't equal last year's PEERICON/DIPCON, one never knows for sure. Besides the usual Diplomacy tournament (using the same scoring system as DIPCON this year) there will be lots of other gaming and zanny fun including a special team competition featuring some of the neighborhood cats, gophers, skunks, and foxes. And, if I can find a barbeque big enough, I plan to roast Ron Cameron this year. For more info: Larry Peery, Box 620399, San Diego, CA 92162 (619-582-2904).

POOLCON '90 (3-5 August)  
Marshall, Missouri

Imagine anyone being dumb enough to want to host a Diplomacy Con out in the middle of America's heartland in the middle of summer? Imagine anyone being dumb enough to want to go? And yet...we're Dippers, aren't we? "Miles and miles of miles and miles," as my good friend and neighbour, Lee Wells ---author of some 75 western novels---wrote years ago, is all Marshall (in Saline County), Missouri can offer you. But there is that pool, and on a hot summer day that's pretty appealing. 39,000 gallons of water is a lot of wet, especially in a dry state. Besides, as long as he keeps his foot out of his mouth, his hands out of yours, and doesn't try to grow a beard; Vince isn't a bad fellow. Rubber duckies optional (except for Don Williams) and swimsuits optional. For more info: Vince Lutterbie, 1021 Stonehaven, Marshall, MO 65340-2837 (816-886-7354).

CAN CON '90 (3-5 August)  
Toronto, Ontario, Canada

While the "lust in the dust" bunch will be burning their buns down in Marshall, Missouri, the hobby's intellectuals will be gathered on the Scarborough campus of the University of Toronto, attending Canada's Diplomacy championship event, sponsored by the Canadian Diplomacy Organization. This is an exclusively Diplomacy event. For more info: Doug Acheson, Unit 5, Suite 330, 320 Yonge St., Barrie, Ontario, L4N 4C8, CANADA. Rumor has it that CAN CON will be a bidder to host DIPCON XXIV in 1991.

LATE BREAKING CON NEWS

Robert Sacks WILL be running ATLANTICON's Diplomacy event this year according to the ATLANTICON people.

David Hood reports that all events at this year's WORLD DIPCON II will be played in the (air-conditioned!!) dorm building. Thanx. He also says 90 or so people have expressed an interest in attending --- representing 7, 8, or 9 countries --- depending on how you count Texas and California.

Several people, including this one, are very concerned about the fact that the people running ORIGINS/DAGONCON this year are NOT returning phone calls or responding to messages left on their answering machine. According to one informed source, 2,000 people paid their pre-reg fee (\$25.00) at last year's ORIGINS. Anybody know what's going on in Atlanta?

SHOW DOWN AT CHAPEL HILL

For the first time in a long time this year's WORLD DIPCON II, DIPCON XXIII, and DIXIECON IV event will live up to its promise of being a real contest of champions. Some of the best players from abroad will be in attendance, along with a sizable contingent of the best players from the west coast (Birsan, Cho, and Cooley), as well as the best CADs (Hood, Gurley, Sellers) --- not to mention at least four past national champions. It will be interesting to see if one of these favorites wins, or a dark horse winner emerges from the pack. The next issue of DIPLOMACY WORLD will feature a look at some of the contenders and, lo and behold, our predictions about the outcome. Check it out and see how right we are.

## PONTEVEDRIA

The average postal Diplomacy game lasts three years. The average postal Diplomacy magazine lasts two years. And there's the rub. But let us hope, and let us look to the future. You never know what the next mail delivery will bring.

The magazines listed below are all fairly new. Some of them are already well established. Some are just getting their feet wet. Collectively they represent the future of the postal Diplomacy hobby. I suggest you check them all out and, God forbid, if you don't find one or two you like --- start your own magazine. You'll learn it's not as easy as you think.

## ASSASSIN'S BLADE

John Galt, 701 Welch Rd., #1119, Palo Alto, CA 94304-1701. Regular and variant. Have you ever noticed that it is always the quietest and meekest people in the hobby who always pick the most gory and blood-thirsty titles? This is a good example of that.

## THE BAKER BUGLE

A Publication of The Students Of Baker Elementary Music Conservatory Magnet School. When I first saw it I thought this was a Dippy zine. It looked like one and it read like one. Imagine what I thought when I discovered it was written and published by a bunch of precocious kids with names like Khampout, Kone Mounmanivong, Manuel Altamirano, Ampelio Picazo, Marcela Davis, Noy Wang, Omar Ligon, Chilasack Lavie, Cho Tanakhi, Somsack Phouangphackdy, Tanika White, Lizbeth Jimenez, Tori Collins, Van Merritt, Sharie Keaton, Ivan Santos, Jimmy Williams, and Yadira Candelario.

Example: "When we returned to school in January we became very busy. First, we learned about current events. We learned that people around the world want more freedom. Some of these countries are EastGermany, China, Hungary, Czechoslovakia, Romania, and Panama." That's the way Marcela Davis wrote it --- exactly the way she wrote it. Could you have written that when you were ten years old?

I talked to Roland Garcia at Baker School and he told me that they were shifting their magnet program from a music focus to a writing orientation. Maybe the future of the postal Diplomacy hobby isn't as dim as I thought. "A little child shall lead them..." Better make that "A little child is leading them..."

## BEEN THERE, DONE THAT

Tom Nash, 5512 Pilgrim Rd., Baltimore, MD 21214. Regular and variant. Everybody in the hobby has a double, except for me, and Tom Nash is Ron Cameron's clone. Or is it the other way around? This may be the first archaic avant garde zeen in hobby history and Nash manages to be so trendy he's obsolete --- living up to his namesake I guess. But if you like Choo Choo games this one's for you.

## CRIMSON SKY

Mike Gonsalves, 203 Brookside Terrace, Hagerstown, MD 21740. Regular and variant. Only a Goose would feature Sun Tzu's ART OF WAR in his first issue, but this should be a good magazine since Mike's very talented. However, don't even think about sharing a ride with him down to DIPCON this year. He drives like a maniac and has absolutely no sense of direction --- and he's going to have two Aussies with him this year! Betcha they never make it to the Con!

## DMZ

Jeff Suchard, 3301 S. Bear, #49-D, Santa Ana, CA 92704. Regular and variant. Lots of variants! Jeff has become the thirteenth person to attempt to redesign the classic YOUNGSTOWN variant. He's added Australia and Brazil to the version that added the United States and Transvaal which added three powers (Ping, Pong, and Pung) to the original version. You can get a copy of the 25 pages of rules for US\$1.00. He also needs 14 players for the game, so grab Australia before an Aussie does!

#### DIPADEEDOODAH!

Phil Reynolds, 2896 Oak St., Sarasota, FL 34237. Regular and variant.

Lots of Diplomacy, some variants, and scads of editorial ramblings through the briar patch.

#### DIPLOMACY TRIBUNE

Gerald Todd, 8047 High Point Rd., Baltimore, MD 21226-2020. Regular and a variant.

Another one of those pseudo-Diplomacy cum computer zines that keeps popping up in the Lesser Baltimore area. Nash pans it, so I'll praise it.

#### ENTROPHY

Jason Bergmann, Box 23780, Atlanta, GA 30322. Regular and variant.

Some games. Some letters. Jason has promised to recreate the famous "burning of Atlanta" scene from GONE WITH THE WIND at this year's ORIGINS, but Nash promises to blow him away if he does. Stay tuned. Cute drawings if you like stick figures.

#### MASSACRE BY TREACHERY

Mark Larzelere, 7607 Fontainebleau, #2352, New Carrollton, MD 20784-3820. Intimate Dip only.

This guy has been around almost forever so whatever he's doing should be good, even if it does sound kind of kinky.

#### MEGALOMANIAC

Rich McKey, 20 Nonotuck St., Florence, MA 01060. Regular and a variant.

Finally, somebody who admits to having voted for Dukakis! Any magazine, especially one from outside of Baltimore, deserves your support. I understand that Rich is sending twelve cases of teabags to DIPCON to keep Hood's tea party running strong.

#### METADIPLOMAT

Jeff McKee, 3801 W. 13th, Wichita, KS 67203-4430. Regular and gunboat.

Perhaps the only member of the hobby's younger generation (aka Brat Pack) with a big enough ego to rise to high enough to become one of the hobby's Illuminati. Thirty more years, fifty more pounds, and one-sixth the hair and he'll start to look like one of us. Not a bad Dipper, either, but he's got to learn to type faster!

#### MOIRE

Tim Moore, 405 Fair Dr., #C101, Costa Mesa, CA 92626-6215. Regular and variant.

Tim's a good a Dipper and that's always a big help for a Dip publisher and GM. How do I know? Because he once rigged a PEERICON so he'd win. He's also very bright and more than a bit personable. If you like hamsters, or gophers, you'll like Tim. He's got the hair, size, shape, and teeth for it. Now all he needs are the claws and tail. Well, actually...

#### PERESTROIKA

Larry Cronin, 5855 N. Kolb, #6207, Tucson, AZ 85715. Regular and variant.

Larry's got it all: brains, looks, personality, and a lovely wife. And he's got my name! Now, how can you beat a combo like that? Well, you can if you design a variant of your own and give it a catchy title like PERESTROIKA DIP. Chernoybi was never this hot. Even the cartoons aren't too bad. Now, if we could just teach him some good telephone manners.

#### WHEN THE LIGHTS WENT OUT

Jesse Severe, Box 548, Sheffield, IA 50475. Regular.

Iowa has always been known for its corn --- and beef. I've always wondered why Diplomacy didn't do better there. But now we have Jesse's new magazine. Perhaps things will improve, but I doubt it. Just be careful you don't step it any non-biodip materials.

Be sure to enclose a couple of stamps or a dollar bill with your request for a sample copy. Remember, a little bit of sugar makes the stab taste better.

## Comparison of Numbers of Hobby Members by States and Provinces, Compared with the 1988 Hobby Census:

The Regional breakdowns are the same as those which I've used to report on prior Censuses back to at least 1978. These are the same as the Regions used by the late IDA, except for always placing Arizona in the Pacific rather than the Central Region.

Atlantic Region				Central Region				Pacific Region			
	1988	1990	(+/-)		1988	1990	(+/-)		1988	1990	(+/-)
Conn.	13	9	-4	Ala.	3	2	-1	Alaska	5	1	-4
Del.	0	1	+1	Ark.	5	1	-4	Ariz.	6	9	+3
D.C.	6	7	+1	Calo.	9	8	-1	Calif.	74*	97	+23
Fla.	15	12*	-3	Idaho	0	0	-	Hawaii	5	2	-3
Ga.	10	12	+2	Ill.	33	29*	-4	Nev.	2	1	-1
Maine	0	3	+3	Ind.	12	5*	-7	Ore.	13	10	-3
Md.	60	41*	-19	Iowa	3	3	-	Nash.	21	25	+4
Mass.	26	18*	-8	Kans.	6	8	+2		126	145	+19
N.H.	4	4	-	Ky.	6	5	-1	Canada			
N.J.	24	29	+5	La.	8	10	+2	Alberta	4*	13	+9
N.Y.	43	41	-2	Mich.	14*	15*	+1	B.C.	4	8	+4
N.C.	17	18	+1	Minn.	15	14	-1	Manitoba	3	3	-
Pa.	33	33	-	Mo.	10	7	-3	N.B.	0	0	-
R.I.	4	3	-1	Mont.	0	0	-	Nfld.	0	1	+1
S.C.	3	8	+5	Nebr.	3	4	+1	N.S.	1	1	-
Vt.	4	3	-1	N.D.	0	0	-	Ont.	19*	60	+41#
Va.	53	27*	-26	N.Mex.	0	0	-	P.E.I.	0	0	-
W.V.	3	2	-1	Ohio	23	25	+2	Quebec	7*	28	+21
P.R.	0	0	-	Okl.	5	4	-1	Sask.	2	6	+4
	318	271	-47	S.D.	3	0	-3		40*	120	+80##
Atlantic	318	271	-47	Tenn.	11	7	-4	# +18 from 1986 Ont. total			
Central	225	195	-30	Texas	38	32	-6	of 42.			
Pacific	126	145	+19	Utah	3	1	-2	## +43 from 1986 Canadian total			
Canadian	40	120	+80	Wis.	14	14	-	of 77.			
	706#	731	+25	Wyo.	0	0	-				
					225	195	-30				
U.S.A.	666#	611	-55	(USA total for 1986 was around 1025, after elimination of							
Canada	40	120	+80	duplications, deadwood and hoaxes).							

\* = Areas which appear to have been undercounted in the years indicated.

# = Adjusted totals for U.S.A.

Note: APO's not separated for either 1988 or '90. There are 6 APO's in 1990, 3 for N.Y. and 3 for CA. I did not make an APO count for 1988.

I do not believe that the declining figures for the U.S. in 1988 and 1990 (as compared to the 1986 totals in that year's BLACK & BLUE BOOK) indicate a real decline in hobby participation. Only 32 zines submitted their mailing lists for the 1990 Census, which means that about 40 zines did not do so. The Canadian totals are probably very accurate, as they are based on the membership records of the Canadian Diplomacy Organization. Since Canada has one-tenth the population of the U.S., it is most likely that U.S. participation in the hobby is much greater than five times the number of Canadians.

To cite just two examples of undercount, the circulation list for DIPLOMACY WORLD is not included in either the '88 or '90 totals, nor are the Electronic mail zines included.

There has undoubtedly been some dropoff in hobby participation, due to competition from the professional PBM and electronic gaming businesses and the increasing difficulty in finding a copy of the Diplomacy game on store shelves (to bring in new blood). When people do buy the game, they now find a flyer on Postal gaming in the box, but we have to try to do something to increase sales to begin with.

Still, the best way to get an accurate Census is to make sure that the next time one is taken, every publisher in the hobby submits a copy of his mailing list. Perhaps there should be a requirement that every publisher has to send in such a list at least once a year to maintain his listing in the ZINE REGISTER. What do you think?

\* \* \* \* \*

## NEWS OF THE AMERICAN HOBBY

Spring is always a busy time of year for the American Diplomacy hobby with lots of polls, awards, organization activities, cons, new projects and publications demanding --- and in some cases actually deserving --- your attention. Many of the items mentioned here are elaborated on elsewhere in this mailing, so look around for something of interest to you; and then get involved. Remember, without your active participation you're not a part of the hobby.

## 1990 RUNESTONE POLL

The annual ranking of America's zines, subzines, and gamemasters. Anyone can vote, but only North American products are covered. Two copies of the ballot are included: one for marking up so you can compare how you voted with how the hobby as a whole votes; and one for you to return to the pollster by 30 June.

## 1990 DIPLOMACY CON CIRCUIT

Over a dozen major Diplomacy events are already on the boards for this spring and summer. No matter where you live or when your vacation is; you ought to be able to find an event to attend. If not; host your own. If you are planning on hosting a Con later in the summer or this fall be sure to send us the info on it. We'll gladly publicize it in DW. And if you attend a Con or two this summer why not do a brief write-up on it for DW's fall issue? A complete list is elsewhere in this issue.

## 1990 HOBBY CENSUS

The 1990 PDO Census results are out. A copy of the listing of North American Diplomats list is available from Julie Martin, 17601 Lisa Dr., Rockville, MD 20855-1319, for \$1.00. There are 731 names on the list (611 from the USA and 120 from Canada). Fred Davis's analysis of the list is elsewhere in this issue.

## CANADIAN DIPLOMACY ORGANIZATION

If you are a Canadian Diplomat, or interested in the Canadian hobby, their new Coordinator is Cal White, 1 Turnberry Ave., Toronto, Ontario M6N 1P6, CANADA. CDO has 119 Canadian members and 100 American members since you don't have to be a Canadian to be in the CDO --- playing in a Canadian Dip'zine is enough.

## MENSA DIPLOMACY SPECIAL INTEREST GROUP

The MENSA Diplomacy SIG has 58 members and runs PBM Diplomacy games for them, as well as publishing its own magazine, DIPLOMAG. Membership is \$3.00 a year. Contact: Fred Davis, Jr, 3210-K Wheaton Wayl, Ellicott City, MD 21043 (301-461-1885).

## ZINE REGISTER #15 IS HISTORY

Tom Nash has put out his first issue of THE ZINE REGISTER, the listing of hobby publications that includes more-or-less candid reviews and info on other hobby activities. A copy is \$1.50 from Tom Nash, 5512 Pilgrim Rd., Baltimore, MD 21214 (301-254-2836). Issue #16 should be along shortly.

## HOUSE OF LORDS COLLAPSES

HOUSE OF LORDS, the hobby affairs roundtable discussion forum, has folded. It was always a good read and filled with interesting ideas. Hopefully, somebody else will pick up the idea.

## NORTH AMERICAN VARIANT BANK CATALOGUE

900 or so Diplomacy variants of all kinds are listed in the NAVB CATALOGUE, available from Lee Kendter, Jr., 264 Spruce Ct., Bensalem, PA 19020 for \$5.00. Copies of most of the games' maps and rules are available for 10¢ per page.



## PDO RELIEF AUCTION

One way the hobby supports its various service projects is through the annual PDO Relief Auction which auctions off all kinds of Diplomacy related items to hobby members, with the proceeds going to hobby services. Publications, game openings, games, and "esoterica" of all kinds are solicited. Send a description of the item(s), a minimum bid requirement (if any) to John Caruso, 636 Astor St., Norristown, PA 19401. John will prepare and distribute a catalog which will be distributed hobby-wide and hobby members will have a chance to bid on the items of their choice. Get your list of items to John ASAP since time is running short.

## THE BIRMINGHAM TAPES

While they'll probably never rank (as in smell) with the Watergate Tapes the hobby now has the beginnings of its own Oral History Project, something I've advocated for years. Mark Nelson, of the British Diplomacy hobby, did three long interviews with Allan Calhamer, Fred Davis, and myself at the first WORLD DIPCON in Birmingham, England in 1988. He's finally finished transcribing Fred's interview and a copy of this unique historical document can be had from Fred for \$1.20.

## OLD-TIMERS NOTES, SWEET AND SOUR

Spring always seems to bring the hobby's old-timers out of their filing cabinets and 1990 is no exception. Walt Buchanan, founder of the Hoosier Archives, DIPLOMACY WORLD, and one of the best players of all time, dropped in a month or so ago for a visit. While he was here we had a chance to get together with Conrad von Metzke and chat with Rod Walker. Walt's been out of the hobby so long about the only people still around that he remembers are John Boardman, Herb Barents, and Fred Davis. Walt's 48 now and he doesn't look a day over 50. He's still a professor at Purdue's engineering school. Another voice out of the past was a call from Doug Beyerlein, another real hobby old-timer (c. 1966) who was in town for a family holiday. I brought Doug up to date on the hobby's state and he seemed delighted to hear The Feud was over. I suggested that now might be a good time for him to get reinvolved in the hobby and --- miracle of miracles --- he didn't say no.

A lot of people are dropping out of the hobby, or at least cutting back on their hobby activities. Robert Sacks has cut back on a lot of his activity, although I have been told by the people at ATLANTICON that, as of three weeks ago, Robert still planned to run their Diplomacy event. Julie Martin is giving up the PDO Census and HOUSE OF LORDS in favor of law school, thus becoming the third woman Diplomat to stand before (instead of behind) the bar. Elmer Hinton, one of the great rogues of hobby history, published what he said was the 200th issue of KAISSA, and announced that it was his last. And Fred Davis is folding BUSHWACKER after some nineteen years or so, although he'll still be active with the MENSA SIG, etc.

## ON TEE SHIRTS AND POSTCARDS

If you attended DIPCON XXII last year you may remember the red Diplomat tee shirts that a bunch of us were wearing. If you'd like one you can still get one from Sue Welter, 740 River Dr., #16F, St. Paul, MN 55116. Red is the only color available and they come in one size (my size). \$10 is the price. Sue's also got a set of 25 postcards with various caricatures appropriate for Dippy. The artwork is very good. A set is \$2.50. Mike Legg (541 West 15th, #51, Escondido, CA 92025) has produced a set of postcards with a Diplomacy board map on the reverse. You can use that to illustrate your message and drive your postal carrier nuts! A set is \$3.00.

Mike is still looking for players for an "international" postal Diplomacy game, so if you're interested in that drop him a line.

## PLAY BY ELECTRONIC MAIL DIPLOMACY

PBEM Diplomacy is alive and well in North America. For info on the Canadian end of the hobby contact Les Casey, 33 Nestrow Dr., Nepean, Ontario K2G 4M2 CANADA. In the US contact Eric Klein, 1 Sinai Circle B10, Chelmsford, MA 01824. Eric runs both postal and PBEM Dip games, using guest gamemasters, so he should be able to get you

into a game promptly. Would anybody like to guess how soon it will be before the number of PBEM regular Diplomacy game starts surpasses the number of PBM regular Diplomacy game starts?

#### 20TH ANNIVERSARY OF IDS

IDS is celebrating its 20th anniversary this year, something we'll make more ado about this fall when WORLD DIPLOMACY gets going. Contrary to what a lot of people think, IDS was not established as a "Diplomacy" organization. It was created to encourage studies in all areas of gaming and simulations. And it still does.

#### THE BLACK AND BLUE BOOK

Several people have asked when we intend to publish an updated BBB --- the hobby's "telephone directory" that lists all hobby participants in a three part breakdown by name, ZIP code, and telephone area code. It's a massive project and requires a big computer with a big memory capacity. But we're going to start collecting the data for the next BBB, which we hope to publish later this year, now. You can help by filling out the questionnaire included with this mailing.

#### INTERNATIONAL DIPLOMACY HALL OF FAME

Several years ago we were instrumental in the founding of the International Diplomacy Hall of Fame (IDHOF), an institution set up to help preserve the memory of past hobby greats. This is another project we'd like to get going again.

#### HOBBY & GAME INTRO PACKAGE PROJECT

I've never been able to decide which is the bigger problem: the hobby's inability to keep people or its inability to attract new people. One thing I do know is that the process we have now for recruiting new people into the hobby is very inefficient. We need to work on it. Your ideas are welcome.

#### THE ARCHIVES

With the transfer of DIPLOMACY WORLD to David Hood this fall I expect to have more time to devote to The Archives --- the largest collection of Diplomacy material in the world. The collection fills some 50 boxes, weighs well over a ton, and contains tens of thousands of Diplomacy magazines and other materials dating back to the beginning of the hobby. It represents the hobby's single largest asset, a combination of the Library of Congress and the Smithsonian museums. The problem is that no one, except for me, has access to the information in The Archives. I intend to change that, although it's going to be long, difficult process. Still, I believe our heritage is our future. I suspect that getting The Archives into shape and into use will be a bigger job than saving DW. It's going to take a lot of help from a lot of people to do it. Interested?

#### STRATEGY AND TACTICS OF POSTAL DIPLOMACY

I would like to do a reprinting of my book on Diplomacy which was originally published in 1977. The 376 page, or so, book contains seven illustrated essays on the Great Powers and discusses their various strategic, tactical, and diplomatic options. But the book needs to be updated to reflect what we've learned in the past thirteen years or so. I'm looking for seven (or fewer) volunteers who would like to take a chapter or two from the book and write a new essay on that particular Great Power. For instance, if you want to write the essays on France, or Germany, I'll send you the relevant chapter or two from the book and you can use that as a basis for a new essay. When I get all seven Powers covered I'll print a new edition of the book with the original and updated essays. Each contributor will get a copy of the book. Volunteers?

#### DIPLOMACY WORLD NEWS

Somebody asked if I was going to revive DIPLOMACY WORLD NEWS. I don't plan to. And I doubt if David will.

## DIPLOMACY WORLD UPDATE

Yes, it's true. Following the publication of DW #59 this summer, David Hood is taking over as publisher and chief editor of DW. I'll publish issue 59, in conjunction with or just after DIPCON, and a special issue #60 this fall. David will be responsible for the regular issue #60. All subscription credits and obligations will be transferred to him at that time. I spent a year looking for a qualified person to take over DW and David is not only the most qualified person for the job --- he actually wants it! If you'd like to join his staff drop him a line. Enclose an article or two with your note. I know he's going to need material for the magazine. And include a sub check while you're at it. \$15 ought to get you going.

## WORLD DIPLOMACY UPDATE

Somewhere in this mailing is a flyer on my new magazine, WORLD DIPLOMACY. If you've been around to remember my old 'zine, XENOGOGIC (in any of its three incarnations) you can combine that with the current DIPLOMACY WORLD and have a pretty good idea of what the new publication will be like --- at least physically. Ironically, perhaps, the new WORLD DIPLOMACY will look more like the old DIPLOMACY WORLD than the "new" DIPLOMACY WORLD since David has lots of plans for changes and improvements. But I'll let him tell you about those.

The new WORLD DIPLOMACY will, with your help and your interest, become a sort of super-national Diplomacy magazine designed for the entire worldwide Diplomacy hobby. Much of that emphasis will come from the DC3 Network; which we will be taking with us. In addition we're going to do our best to dust off The Archives and recycle much of the best material there --- with a heavy emphasis on S&T material.

Just like the "new" DW the "new" WD will need a staff consisting of people who are interested in particular subject areas (e.g. PBM Dip, PBEM Dip, Computer Dip, Variant Dip, etc.) and geographical areas as well. I'm also looking for volunteers to gamemaster, play in, or write commentaries for several international Demo Games. Although I expect WD to lose money (what Dippy zine doesn't?), I'd like to have at least a few subbers. A year's sub is US\$15.00, double that for air mail overseas (which is now running 90¢ per ounce). Selected trade will be welcome, but limited in number. Contributors will also be compensated for their efforts.

I've already had a chance to see some of the contents of the first issue and I think you'll be as excited as I am when you see it. But you'll have to check out the flyer for the details on that.

## 1989 NORTH AMERICAN RUSTY BOLT AWARDS!

Tom Nash reports, in BEEN THERE, DONE THAT #14, that 18 people voted in this awards competition. Among the "winners:"

1. The "It Seemed Like a Good Idea at the Time" Award - The 1989 DIPCON scoring system! 12 out of 14 votes.
2. The Blunt Instruments Memorial Award for the Most Eagerly Anticipated Fold - PASSCHENDAELE with 6 1/2 votes, an easy winner over runner up KAISSA, although KAISSA has just folded.
3. The Patience of Job Award for Most Unreasonably Delayed Zine - PRAXIS, with 6 votes over DARK MIRROR, with 3.
4. The Fred Davis - Bruce Geryk Hobby Odd Couple Award for bizarre collaborators - Hopcroft-Carrier for the KGO ZD, Mach II, with 6 votes, over Hood-Peery, for DIP WORLD with 4.
5. MNC Memorial Dead Horse Award for Most Boring and Overdone Topic for Hobby Discussion - The MNC Split, with 4 votes, edged out PBEMers getting no respect, and the DIPCON scoring system, with 3 each.
6. William Whyte Award for Most Distinctive Hobby Personality - A tie between Jimmy Williams and Doug Acheson, with 4 votes each, beating out Robert Sacks with 3 2/3.
7. The Don Williams Award for Butchering the English Language - Tie between Herb Barents and KATHY'S KORNER, with 4 votes each.

Tom Nash got the "Upstart of the Year" Award. Well deserved.

## SCHOOL, WORK, FAMILY, DIPLOMACY: WHERE DO YOU FIND THE TIME?

Larry Peery

The typical Dipper (and there is no such thing) struggles to find the time to satisfy the demands of school, work, and family; and still allow himself enough time to take part in a hobby that can be very time consuming. Success in that struggle, though rare, is possible. Failure, in the form of burnout, is all too common. Since we all have 24 hours a day to play with, so to speak, only by the better use of our time can we accommodate all our competing needs.

The typical Dipper soon finds himself involved in far more hobby activities than he ever planned; and everyone of them seems to take twice as long as he originally anticipated. To manage your hobby career better, learn to manage yourself better. Here are 10 steps from time-management experts to help you begin.

1. Where does the time go? If you often find yourself swamped at 5 p.m. on a zine publication day, or at 11 p.m. on a PBM game deadline evening, you need to change your habits fast. Keep a time log by pausing every half hour to jot down briefly what you've accomplished so far; read the mail, answer phone calls, draft an article. After a few days or weeks, you'll have a clear picture not only of where the time has gone, but also of how you've wasted precious hours.

2. Set priorities. Of all the things that could be done, what should be done and what must be done?

"Keep a master list," urges Stephanie Winston, author of "The Organized Executive" (W.W. Norton), "containing every idea, errand or project you think of." Then go through it each night, and make a "daily list" of 10 items to accomplish the next day, ranking each one in order of importance.

Don't back down from high-priority, No. 1 items by loading your list with 10 less important tasks. But, Winston warns, "don't over-load the circuits by putting too many No. 1s or else you'll short circuit. Setting limits is the key."

3. Being busy can waste time. It's good to be busy, but if you're efficiently cleaning out your garage when you should be publishing the zine, or getting out the game report, you're just doing the wrong job well. To find the right way to spend your time, re-examine your priorities.

4. Limit interruptions. The best way to attack those high-priority items is to reserve an hour and a half each day (or whatever amount of time and time slot in your schedule works for you, but be consistent and budget that time regularly) to work on them, advises Winston. Place a "Quiet Hour" sign on your closed bedroom door, or put the kids to bed and spread your work out on the kitchen table. Turn on the answering machine, and turn off the television, and explain to visitors that you're tied up right now.

Keep in mind that if the boss, your mother, or I call, these take precedence. The point is to have a few hours a week to yourself.

5. To unclutter your day, unclutter your desk. Do you always put off going through those endless stacks of paper until tomorrow? Instead, Winston says, schedule about an hour each week to sort through paper clutter.

Handle each item immediately, whether it means making a phone call, referring the matter to another hobbyist or writing a formal letter. Use your wastebasket for any information you don't need, can jot down on your calendar or can easily obtain elsewhere. If the paper has some future value, file it.

6. Resolve to be resolute. "Any decision is better than no decision at all," says Winston. "This doesn't mean you should make hasty decisions. But there comes a time when you have weighed the pros and cons sufficiently to make a rational decision. After that, it's fear, procrastination or perfectionism holding you back."

Even if the decision is wrong, it's not the end of the world. Successful people aren't immune to failure --- they learn from it.

7. Take it step by step. To attack that project you've been putting off, follow what Alan Lakein, author of "How to Get Control of Your Time and Your Life" (Peter H. Wyden Publishers, available in libraries), calls the "Swiss Cheese Method." Since it's easy to be overwhelmed by a massive project, begin simply by "poking holes."

Make a list of people to call, gather all the materials you'll need, write a preliminary outline for your project. Break down the large task into many small, manageable tasks, and then begin. Instead of jumping into the cold ocean, wade in bit by bit.

I remember when I started the project to save DIPLOMACY WORLD I had a two page outline of what I proposed to do and how I was going to do it. That outline is still my guide; and when DW is successfully turned over to another publisher-editor this fall, I will be able to put a check to the last item on page two.

8. Set deadlines. And don't hesitate to announce them. Telling your subbers that the zine will be out during January, or your players that the deadline is at such-and-such a time on such-and-such a date, or that your face-to-face game starts promptly at 5 p.m. should generate enough pressure to get you started and keep you going until you finish; and get you their input on time. But remember, once you start sluffing off, so will they.

9. Learn to say no. It's easy. The next time someone asks you to do something, ask yourself, "Am I merely being asked to do what I am supposed to be doing? Is this an opportunity to advance the hobby? Or am I merely being taken advantage of?" For instance, over the years many have tried to use DIPLOMACY WORLD's special position in the hobby for their own gain. When I consider such requests I always ask two questions. Is this a profit-making venture (and who profits)? Does it have a positive purpose? Then I decide.

"We all have great difficulty letting go of the image of (ourselves) as someone who never disappoints anybody," points out Ross Webber, author of "Time Is Money" (Free Press). "But frequently the person we're disappointing is (ourselves) and our view of perfection."

Remember, that if you said yes to everything, you would never effectively finish anything. One reason you set priorities to begin with was to determine when to say yes --- and when to say no.

10. Learn how to delegate responsibility. Never procrastinate just because you don't want to do something. If it's something someone else can do, do effectively and do right anyway, then delegate it.

If you have an assistant, decide whose time will be best spent on a particular project. While you plan a long-range project, your assistant can handle day-to-day chores.

One thing I've noticed about the American Diplomacy hobby is its inability to work together as a team for very long on a single project. Most hobby publications and projects are done by a single individual working alone. That's why the failure rate of publishers and the turn-over rate among custodians is so high. In contrast, many European publications are put out by teams or a new editor is brought in from time-to-time, but the zine goes on. Custodians usually have assistants helping them, or waiting in the wings to take over when the need arises. Whether it's good or bad, in America the individual and not the institution is of paramount importance.

Either way, the amount of time they have is the same. The challenge is to use it well. That's the purpose of this article, to help you get the most out of the time you have to devote to the hobby.

## HOW TO START ON THE RIGHT TRACK

Larry Peery

Think back to those first few issues of your first Diplomacy publication, or your first job as a hobby custodian or project worker. After dreaming about what the zine or job was going to be like, you entered the hobby's "movers and doers" group and suddenly found yourself stumbling around. It was tough until you figured out the hobby's corporate culture --- what was acceptable and required to keep up with the crowd and out of trouble. Somehow, the next year was a little easier. You finally could breathe a sigh of relief and get down to the job at hand.

What would you have given for a few solid tips that would have helped make the transition from New Blood, Novice, or Freshman Pubber to Top Board player, poll winning pubber, or Hobby Old Fart more comfortable? If you could, what suggestions would you pass on to hobby newcomers that would maximize their chances of making a significant contribution to the hobby (and not just survive) during their first year?

It's often said that the first year in the hobby you work hard, during the second year you work smart, and during the third year you either begin to coast downhill or burn out. Recent college graduates probably recall that their sophomore year was easier than their time as freshmen. By the second year, they had learned the ropes --- they planned better so they could study more efficiently and effectively.

The same line of reasoning applies to the first time hobby publisher or custodian. The following seven suggestions can help any rookie begin to work hard and smart during the first year, and avoid some of the pitfalls that lead to burnout.

1. Don't overcommit. Your role as a pubber, gamemaster, hobby service custodian, or project worker will require you to perform certain tasks. In most cases, the requirements won't be overburdening.

During the next several months, however, co-hobbyists may ask for your help with all kinds of assignments, from tasks directly related to yours to activities in which you have no interest. Although these chores may seem interesting and not particularly demanding, they cumulate and usually require more effort than anticipated.

Before you have a grasp of the time required to complete current projects, you're volunteering for additional chores. Then you find you're taking time away from school or your job, or even your family, and working evenings, nights, or weekends just to keep up. Eventually, you will probably will have to drop either all or most of your secondary hobby responsibilities, or inadequately complete your true hobby assignments.

The admonition here is simple: in most cases, it's acceptable to say "no" when co-hobbyists ask for help on extra projects. When people complain about being overworked in the hobby, frequently it means they have accepted too many non-essential undertakings.

Almost by definition, the over-committed hobbyist produces incomplete products, whether generated from primary or voluntary tasks. After you complete your first year or so as a pubber, player, or custodian, you'll find you can make more rationale decisions about which non-essential hobby roles interest you.

Although it may be necessary to accept a few voluntary assignments (to maintain good hobby relations), be selective when choosing such activities. Remember, avoiding most non-essential projects at the start is easier than having to be released from them later.

Another important way to avoid overcommitment is to plan. Whenever possible, anticipate how best to complete a task. For example, don't schedule a deadline for your PBM Diplomacy games the same weekend you plan to attend a FTF Diplomacy game or con. Keeping a master calendar and individual project schedules will also help you.

It also helps to maintain a detailed list of items you'll need for a particular project, including such easily forgotten articles as letters, orders, draft articles,

copies of magazines, etc.

One final note about planning: New hobbyists are quick to learn how much time can be wasted when they forget something. This can include either leaving something behind, like going to a DIPCON and not bringing a copy of the game or paper and pen; or not returning a letter or telephone call, and getting stabbed in a game as a result.

It may look ridiculous, but memory lapses can be avoided by placing conspicuous reminders in prominent places. For instance, one new hobby publisher always was leaving important letters and player orders scattered all over the apartment. A large cardboard box, right next to the mail slot, took care of that.

Although everyone has memory lapses, the guiding principle should be that you are responsible for planning to remember. Saying "I forgot" is seldom an acceptable excuse.

2. Choose, don't juggle. Initially, many hobby projects will expose you to a myriad of interesting problems. At the same time, you'll see each issue is filled with subtle nuance, all of which pique your interests. For example, the more you learn about a topic such as publishing, gamemastering, variants, ratings, etc., the more you see how much there is to know.

Eventually, though, you'll have to choose either one or a few specialty areas. Because many problems are interesting and challenging, this will be a difficult decision to make.

Therefore, in an effort to avoid focusing, some new hobbyists (and more than few old-timers) try to maintain several ongoing projects. In most cases, however, this is unwise. It's best to select an area or areas of expertise and concentrate on understanding the subject(s).

Nobel laureate Linus Pauling, Ph.D., once told a younger colleague who was fascinated by many research programs, "Choose, don't juggle." This same advice should guide your hobby efforts. Obviously, this doesn't mean you should become the expert in some exotic area, especially at the expense of all other interests. Instead, become knowledgeable in one or two major subjects and then be available for other projects, based on the hobby's needs and your own changing interests. And be sure to leave enough time for yourself to play a game of Diplomacy from time to time. It's amazing to me how many Dippers are too busy to play!

3. Determine morning versus evening; or FTF versus PBM or PBEM personalities. It's a fact of life that people have different performance peaks. Some hobbyists perform certain jobs better than others. Some Dippers are born to play FTF, or PBM, or PBEM Diplomacy. Don't expect to be equally interested or able in all areas of the hobby. Don't worry, you'll find your own special nitch, although it might take a while.

During your first few months in the hobby, keep track of which tasks you perform best at various times throughout the day, week, or month. This knowledge then can be used in establishing your normal routine. Some hobbyists perform better if they plug away for an hour or so, each day, every day. Others let everything wait until they have a quiet night alone during the week. And still others wait for a weekend to do it all at once. You'll be more efficient when you do the right task at the right time.

4. Perform unpleasant work. No matter how unpleasant, certain tasks must be done. Although the definition of unpleasant varies, everyone has certain jobs he or she dislikes performing. Some people delay these assignments until the last possible moment, using other duties (or creative excuses) to postpone their completion. It usually means trouble when this happens. Often the procrastinator ends up NMing in a game, getting the game results out late, or seeing his publication fall further and further behind its publishing schedule. Remember that rushed projects usually aren't of the highest quality.

Although painful, there's only one sure way to remedy the problem. Rank your projects from most-to-least necessary. Assignments due immediately should be the first order of business, even if they are the most unpleasant items on your list. Thus, always work according to this standard: First things first.

5. Delegate. Sometimes your first hobby project entails supervising, or at least working with co-hobbyists, such as gamemasters, sub-editors, committee members, etc. As you acquire a greater understanding of your job, you're likely to gain more responsibilities and eventually you'll be unable to complete each of your tasks. That's when you must delegate some responsibilities, or shed some of your projects. Too many new hobbyists, when taking over their first hobby project, forget that their primary responsibility is to make sure that the project is either wrapped up and put to rest, or turned over to a competent successor when they give it up.

6. Make a task budget. You may become frustrated after working in your position for a few months because you think you're not getting enough work done. Part of the reason for this frustration involves unreal expectations on your part about what can be accomplished within a certain time frame. Also keep in mind that Diplomacy is a hobby, not a profession or an occupation, and it depends on volunteers to keep it going. The bigger your project the more volunteers you are going to be working with; and the more time you are going to have to spend stroking them to get them to do what you want. Since you have no stick (e.g. a paycheck) to dangle in front of them, you'd better learn how to make carrots seem awfully tasty.

7. Appreciate the pause that refreshes. After several months, a year, or several years, you'll appreciate the value of thinking time --- those few moments when you reflect on hobby-related issues. Too often, new hobbyists fail to understand that just sitting and deliberating is work.

Sometimes, in order to solve a problem (and most Diplomacy hobby projects are nothing more than a continuous series of more-or-less related problems), you may need to get away from it and give yourself a break. It's important to realize that productive work doesn't always occur in a confined setting and/or entail production of a material product. Ideas, even ones that don't always fly, are output.

\*\*\*\*\*

#### DIPLOMAT SELECTED AS GAMA'S GAMER OF THE YEAR

For the first time ever GAMA, the national game manufacturers organization and sponsor of ORIGINS, has selected a Diplomat as its gamer of the year. Steve Cooley, of Palmdale, CA, was recognized for his achievement of winning three out of four of STRATEGICON's most recent Diplomacy events.

As the GAMA gamer of the year Steve was presented with some \$1,500 worth of new games by its members --- enough to keep anybody busy for a while you'd think, right? But what did Steve want? A copy of the European version of Diplomacy, so that's what I dragged back from Paris for him.

His favorite Power is Germany and he's won several events playing it. He's not resting on his laurels either.

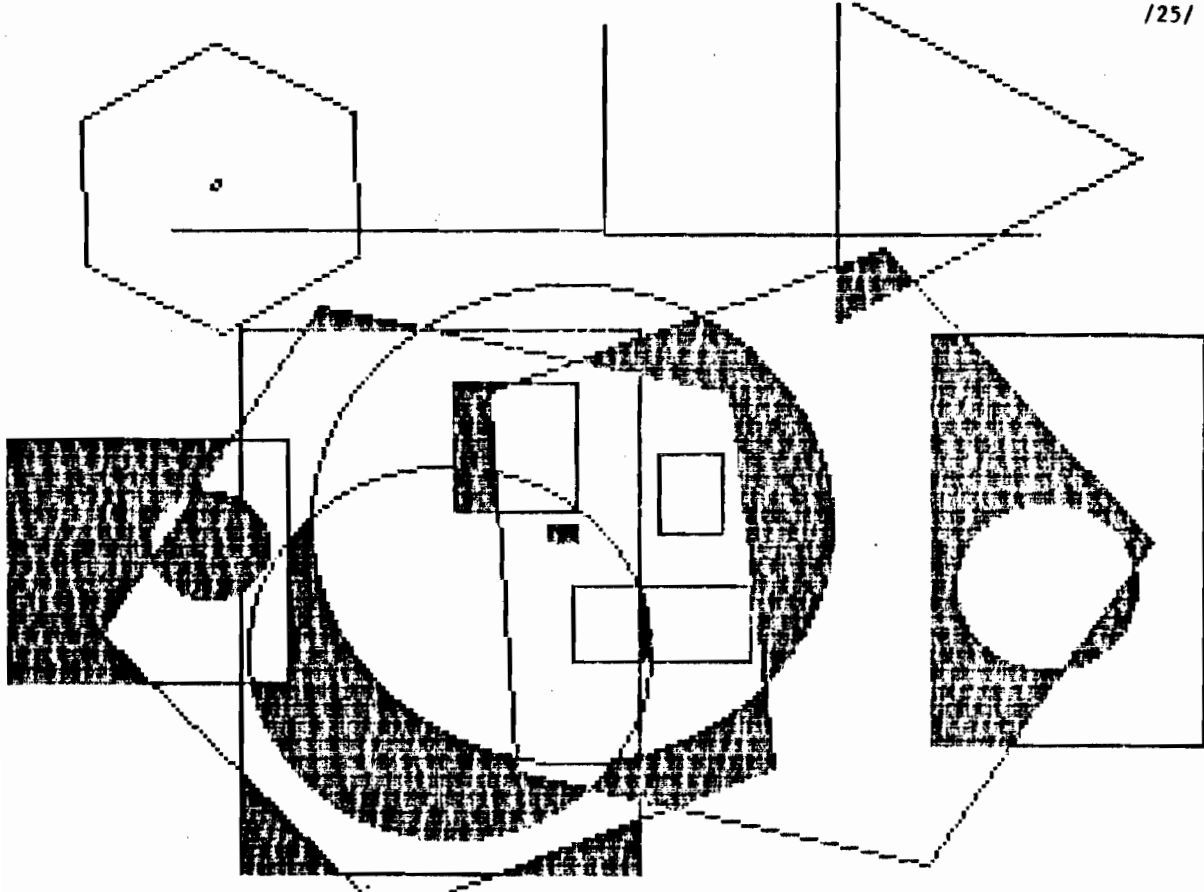
In spite of being named gamer of the year and having his foto in the last STRATEGICON event program, Steve did his thing again, and won the Diplomacy event.

Just how good is he? Well, if you come to DIPCON in Chapel Hill you'll have a chance to watch him in action. Just look for the guy that looks like a choirboy and acts like one of The Choirboys. That will be Steve.



STEVE COOLEY





### THE 1990 HOBBY AWARDS

Spring is always the season for awards in the hobby and this year is no exception. In this issue you will find two copies (one in the zine and one as an insert) for the Hobby Awards and the Runestone Poll. When you return your Awards ballot be sure to include a dollar or two to help defer the costs of awards program.

Remember the Awards ballot is due back to Ron Cameron by 11 June. The Runestone Poll ballot is due back to Eric Brosius by 30 June, but don't wait until then.

However, DO WAIT until you have had a chance to read the next five selections in this issue before you vote for the Rod Walker Award. Thanx to Fred Davis's help we're able to include the five nominated items for this year's hobby "literary" award --- so you'll know what you're voting for.

I don't care who you vote for for any of these Awards, or how you vote in the Poll, but I do encourage you to vote. It is one of the few positive things every hobby member can do. Besides, if you don't vote, you won't be able to complain about who wins.

The results of the 1989 North American Rusty Bolt Awards are listed under the news from the American hobby section. It may not be news to you, but their not exactly awards either. On the other hand if Tom Nash can find some appropriate nuts (his own, somebody else's?) this could be a really out-standing award. I'm so excited about the possibilities that I am willing to donate no less than 3 of mine (See, I told you I was different). Each one is as old as I, just as rusty, and comes (sort of) with a certificate of authenticity signed by Eric Blake.

## LOWBALLING

Francois Cuerrier  
PASSACHENDAELE #97

You've just sat down to study a game-start announcement before writing your first barrage of letters. This is perhaps the most critical stage of the entire game, a time when the opponents get to feel each other out. Future alliance choices will largely depend on first impressions created during this initial flurry of correspondence.

Is the offer any good? Were the necessary specifics clearly spelled out, or did the writer instead attempt to duck the real issues? What does the competition have to offer?

In most cases the rival bids will match your own offers. The Russian player will be equally tempted to partition Austria-Hungary for Vienna and Budapest as he will be to carve Turkey for Ankara and Constantinople. With such equally attractive terms, he will be more likely to base his decision on other factors - the most favourable 1902 position, personality, or even by random draw.

Are you willing to allow your immediate fate to be decided in this manner? Most players usually will be, feeling that there is no compelling reason to give up more than they by rights ought to, and that a reasonable offer - if skillfully presented - should be sufficient to bring an ally on board.

Only in some exceptional situations will it be deemed necessary to offer terms that are more than equitable: Austria is normally more desperate, surrounded as it is by four potentially hostile neighbours; or the line up might have assigned a neighbouring position to an "automatic enemy", increasing the urgency to get the other neighbour on side.

But even under normal circumstances it may well be advisable to sweeten the pot. The main objective at the beginning is to survive into the mid-game, at any price if necessary. It might be best to swallow your pride and settle for an arrangement which on the surface might be uneven.

Thus the German player might attract England with an offer to partition France along the lines of a 2-4 split, abandoning all of Brest, Marseilles, Spain, and Portugal to British hegemony and keeping only Paris and Belgium for himself. What is the English player to do? France no doubt will have suggested a more conventional 3-3 split of German (and neighbouring) centers. Unless the English player has good reason to believe that something is "fishy", he will usually find the sweeter German offer irresistible.

In this fashion the German player will fulfill his first objective, and the French not. The French player might well feel, after the smoke has cleared, that he's done all that he could reasonably be expected to do: he can't be faulted for England ganging up with Germany after turning down a perfectly decent offer. But this is known as "cold comfort" - France still ends up out of the game, while Germany doesn't.

It's true that to a certain extent the German player will be tying his hands behind his back in the process. The deal, after all, will result in a 8-10 center England (depending on Russian status) to his own seven. Considering the corner position of England, that power will be in a superior position to stab, especially if the Germans promised not to build any fleets as well.

Too many players have inordinate respect for their own deals, preferring to honour every clause to the letter before changing course. But the better players know full well that deals need not be consummated after they've outlived their usefulness, preferring to use alliances as means to a certain goal rather than as an end in and of themselves. The English-German alliance does not have to be played out to its ultimate conclusion. Indeed, having assured his own short-term survival, the main task of the German player will be to ensure that the terms of the treaty are never implemented.

Remember: England has been "given" all those French centers only on paper. But they will be his only when, in fact, he has physically occupied them during a Fall season. But Paris and Belgium will likely fall to German control long before England

has completed its own campaign - especially if distracted by Russia. This will essentially allow you to revise the alliance before it's been fully consummated, possibly stabbing at this point (perhaps even, oh supreme irony, with French help), compensating for the uneven terms elsewhere (usually Russia), or even generously offering to hasten the fall of France by taking centers originally assigned to England on the false undertaking that they will be returned at a later date. The upper hand is now yours, with the option of reneging on previous arrangements at a suitable time.

And in the first place, what will Italy think when confronted with the prospect of an English and German overrun of France? Unless he's already tied down in the East, no Italian will sit idly as English fleets take Spain and enter the Mediterranean - and an early German tip (no later than Spring 1902) will normally ensure that he's ready for exactly this contingency. Italian involvement at this point may effectively deny England a large portion of its original "share". (Marseilles, certainly, and possibly Spain). And Germany will at this point be in the enviable position of choosing between an intact English alliance (no commitment has been broken, after all) and a ready-made Italian ally.

This is the essence of lowballing: offer the moon when you have to, but don't actually deliver more than you must.

\*\*\*\*\*

#### NEW GAME START

Jack Garrett  
DARK MIRROR #6

Well, here it is, the end of another week. Hope I've gotten something interesting in the mail. Hey! That new Diplomacy zine is here. Did I get a new gamestart? Yep, and I'm playing Italy. My favorite country.

Better get busy and write some intro. letters. Hmm. Game number 89XXA. Must be a lot of new game starts this year, but it's only January 3rd!

#### One week later.

Another week over. TGIF. Any mail today? Yes, a bill and six letters. Everybody in that new game must have written. That doesn't happen often. Well, the bill can wait til later. I want to get at the important mail!

First letter is from Turkey. Mr. T. Pie wants a nonaggression pact with me. Seems he is deathly afraid of the Russian player. Keeps calling him a "bad puddy tat," whatever that means. Also says that he wanted to play Turkey because yellow is his color.

Whatever turns you on pal. No problem in neutrality with me.

Next letter from Russia: Mr. S. T. Cat. Mr. Cat wants me to help him go after the Turk. Must know the guy, though. He keeps calling him a little twerp. Looks like the makings for a pretty good feud here.

Sorry Mr. Cat, I have some other bird on my mind.

The letter from Germany is next. Great horny toads; is this guy for real? Says if I come anywhere near his territory, he will shoot on sight!

Now, now Mr. Y. Sam. No need to get violent. You go right ahead and go after that long eared galoot in England. You have much more to worry about from him. Your old pal Italy wouldn't dream of moving to Tyrolia. WHEEW! Nervous little fellow. Sure hope he doesn't get an itchy trigger finger around me!

Mr. B. Bunny of England seems very cool about this whole game. Doesn't he know about the cowboy playing Germany? I should tell him about his danger.

On second thought, let 'em fight. That should keep Germany out of my hair for a few seasons. Besides, I don't like a guy who calls me Doc all the time.

France is being played by Mr. E. Fudd. First guy I've ever seen lisp when he spells. He's after England too. Says England is a "wong eawed vawmint" and a "cwazy wabbit" to boot. Go to it pal. HeHeHeHeHe.

Now the really important letter. Mr. R. Runner of Austria seems very suspicious of my motives. Really jumps around a lot in his letter.

Let's see if I can soothe Mr. Runner's fears.

"Dear Mr. Runner. I am an honest player and would never consider stabbing my closest neighbor. You have my word on it." Sincerely, W. E. Coyote.

Now for my orders for S'Ol: A Ven-Tri, A Rome-Ven, F Nap-Ion.

HEE HEE HEE. Maybe I'll finally get that Road Runner at last.

Okay, now what is the name of this game? Looney Tunes. How appropriate.

Now the bill from Acme Dynamite, Rocket, and Spring Company.

"Dear Mr. Coyote. You are three months behind on your payment."

Hey, the check is in the mail. Don't the people realize that I have more important things on my mind?

### The End

\*\*\*\*\*

OR: WHY MY NAME IS NOW MUD

By: The Former Greg Maynard  
THE LAST RESORT #12

First, let me thank the kind soul who sent me a Dip letter in a perfumed envelope with the return address of (Kitty) Galore. (The Kitty is my attempt to tone down this article. If you are curious as to the actual name used write me or watch the James Bond movie GOLDFINGER.) As is my luck, the letter would come in on a day when the wife picked up the mail. I tried my best to play it off as a joke from a fellow gamer. My wife came back with how all this "Dip stuff" is but a male plot to hood-wink every wife alive. To get her to quit hitting me with anything at hand, I begged ignorance, asking her to please explain. Below are the highlights of her dissertation, given between the plates she continued to heave to underscore her points.

To her, all the terms we use in Dip and all press are merely code words of some fraternal order of Males. And they say women have no imagination.

ZINE: Short for playing zine, which stretches into playing magazine, which becomes a magazine for playing men. Thin I told her. A plate, CRASH!, was my reply.

STAND-BY: This is the women on the other side of town you run to when your wife or girlfriend drops you.

CIVIL DISORDER: When things are not so good at home. This is the best time to make sure you have a long list of stand-bys.

CIVIL DISORDER REMOVAL: Done by the Sheriff as he serves divorce papers.

OCCUPYING A SUPPLY CENTER: After Civil Disorder removal moving in with a stand-by.

STALEMATE: Reads STALE-MATE. The #1 reason for Civil Disorder.

STAB: When your friend steals your stand-by. (I pointed out to her that stab was also the result for a man when taken to court on a divorce case. Yep, incoming plate, CRASH!)

CONVOY: When Tom picks you up to go bowling and instead convoys you to your stand-bys.

NOVICE: The fellow who just got married and is new to the Fraternity.

GAMEMASTER: The bachelor who is never home yet loans out his keys for other players. (She also pointed out that we even pay the guy to do this.)

Abbreviations. She had a field day with these common ones.

NSU - Now Single, Unattached

NSO - Now Single, Otherwise (ie: married, but playing around)

NMR - Not Married, Review

NBR - No Brats, Review

NRR - Not Rewardable, Reject

NVR - No Vegetable, Reject (ie; in her view we like 'em dumb and stacked)

Orders were also covered. Wait 'till you see these.

A - Available

F - Forget

H - Hot

C - Cold

S - Sizzling

To top it all off, she also threw in that:

COASTAL CRAWL: Is how we act as we slobber all over ourselves at the beach.

BOUNCE: When two players show up to the same stand-by.

At this point I asked her to stop throwing things and her ramblings and to put all she had said into some sort of perspective that I could understand. Before her feminine logic could grasp at some excuse, I ran to my desk, grabbed last months copy of Charles Fargo's THE LAST RESORT, and asked if she could interpret any order I could pull out. She agreed. So I gave her my order A BEL H. She shot back with (A) available (BEL) Betty Evans (a fictitious name) (H) hot! Not such a good (DUCK, CRASH) order. OK, try this on. F NAT C (FREN A LPL-TUN). "Don't," she replied, "(F) forget (NAT) Nathen to (C) convoy (FREN player) Orcena to an (A) available (LPL) Lisa Poole (fictitious name) (TUN) the first Tuesday of November, if it had been the second Tuesday it would have been (TTN).

Throwing my hands up, I asked her about the press. Surely she could find no hidden messages in something intended for reading enjoyment only. Boy, was I wrong. (The following are her interpretations of my press in THE LAST RESORT #11, Tannenbergl. For those who do not have a copy, (shame on you), I will give a brief summary of the press before I give my wifes version of reality.

Kaiser-Archduke: (Reference to Snot and Puke, two Austrians now living in Berlin.)

This is a reference to two stand-bys: Puke, who is too ugly to go out with, and Snot, who was too snobby to be caught up in "Your male web of deceit."

Germany-Turkey: (Great questions of time are not decided by speech but by blood and iron.) Obviously this is a stand-by who won't talk about it but will do the kind of stuff you men thrive on!

Germany-France: (Reference to Bo Schembeckler's accusation that The Arizona State team he played was all on steroids. Also, a joke that Michigan cheerleaders will be happy when Ohio State goes to natural grass so that they can graze during half time.) Bo, she says, is a girl who is a "ten", but you have to go to the Doctor after you see her, so stay away. The grass part is a code that some girl who use to be a Michigan cheerleader is now a cow.

Germany-English Army-in-exile: (Sun, fun, women. What more could you ask for. ((Direct quote to one English unit in Denmark)). "Well," she fumed, "Forgot to encode that one didn't you." She then heaved another plate aimed to place me into exile.

With the cupboard empty of plates and other china, I managed to calm her down. She agreed to let me stay, as long as I quit playing such silly mind games. What could I do but agree with her. All of us players know how far off base she is. So with the storm over I went to my desk in the basement. Now, where did I see that. In Isonzo, also in THE LAST RESORT. Black Press: Swiss Travel Agency: New Offices now opening in Moscow, Rome, and Berlin. We specialize in hasty last minute arrangements for those deposed government officials too busy to plain their own exile. Better keep that one in my wallet!

## SURVIVAL AS A DIPLOMAT'S WIFE

Advice from Greg and Linda Maynard  
 PENGUIN DIP #30

OK guys, hand this article over to the girls. Since this hobby seems to be predominately male, it is about time some space is devoted to those of us that toil behind the scenes. Being the wife of a Diplomat is not as Hollywood would have us believe.

My home used to be a model home: a two car, three kid household. Then one day a letter came from a man named Bruce Linsey. Mr. Linsey was requesting my husband's service in the Diplomatic Corps. From that day on my home life has never been the same. It was either adjust or be ran over by world events. Below are a few Do's and Don'ts that I have compiled through experience. I hope these useful hints can save other Diplomatic wives a few gray hairs.

DO'S. 1. Take up cross-stitching or knitting. These two activities require counting and you can beg him not to interrupt you with critical decisions while you are concentrating.

2. Plan on hearing the typewriter pounding away at all hours of the night. I was even woken up one night at 0400 to be informed that my Diplomatic husband, Greg, had forgotten the deadline (which was only three days away) and he just had to go to the Post Office immediately.

3. When you know that the "Zine" will be arriving soon, send the children away to Grandma's house. On those occasions when your man is stabbed, things are liable to be said that you would prefer the children not hear.

4. Plan on eating out a lot to celebrate his diplomatic successes. The drawback to this is that you must be sure to fix his favorite foods for a few days after he has been stabbed. Stick leftover surprise in front of him and he is sure to query as to when you joined his enemy's camp.

5. Get him a dog. Preferably a BIG dog. After a stab send him outside to the dog. If he kicks the dog, the dog will bite back whereas your furniture won't!

DON'TS. 1. Don't count on having stamps in the house. Since I buy our stamps at work, I told Greg that they now have a 5¢ surcharge per stamp. To this date my profit totals \$117.35.

2. Don't plan on having dinner on time. Yesterday the family was told to hold dinner because Greg had to write a letter to Turkey to let him know that Germany was not going to attack France so now England could convoy to Russia and support Austria into Italy. Makes sense. Right, girl? Sure.

3. NEVER straighten up his desk. It has something to do with a woman named Mata Hari.

4. Don't help him pick his allies. I once told him how a player in Texas has the same initials as my uncle in Ohio. Four months later when this Texas player stabbed him, he reminded me that the man has strong ties to my family. Family reunions on my side have never been the same since.

5. Don't have your friends over at mail time. You would like to have your friends and co-workers think of your husband as you used to know him, a sane, mature adult. You would not want them to see him running through the house giggling with glee over a letter, or crying after a stab. However, don't worry about his friends, by now he has indoctrinated every one of them to his new career.

Diplomacy does have one very big benefit. You know all those chores around the house you need done but your man just never seems to have the time to do them? Well, just get home before he does and get the mail. When he gets home, tell him he got a pile of letters from his allies and several from his enemies. Now, tell him that you will turn over the documents only after those chores have been completed by him and inspected by you. It works every time: One word of warning, though. This should never be done on days when he is waiting for his "Zine" to arrive. It was very embarrassing trying to explain to Police, Paramedics, and neighbors why my husband was lying on the front lawn screaming that "My wife just stabbed me!! Traitor!!"

## THE UNABASHED BOTIMER, PLAYING ITALY

Larry Botimer  
KATHY'S KORNER #155

Recently, someone got a gamestart with me and drew Italy. He started out immediately wailing about how he hated to play that country and felt that he disliked the game already. Others have mentioned a similar distaste for playing Italy as well, bemoaning how poorly they play when stuck with the "odd man out" problem which confronts the modern Roman Empire. In some cases, I can sympathise with the player since Italy does tend to curb their creative (dot-grabbing) genius and it's extremely rare that Italy gets three builds in 1901. I've only seen it twice and both times the Italian suffered severely for his effrontery. Dip players are so accustomed to the same old bland game openings that when something unusual happens like that everyone starts telling everyone else "to watch out for Italy because he got three builds" and they band together to crush the aberration. The same thing never happens when France or Germany manages to slide into Belgium for the third build, but that's because somehow it doesn't seem so abnormal. And yet I'd be a lot more worried about either of those two starting 1902 with six units than I would about a six center Italy.

The real inhibiting factor in playing Italy for a good aggressive player is the nasty problem of not being able to finish off a 1901 stab. All three of the potential victims possess the disconcerting ability to take the knife out of their own back and turn around and stick it squarely in the Italian player's guts. The result generally is that those two players stand there face-to-face bleeding to death all over each other while the other players grin and go about their business. This is a highly unsatisfactory state of affairs and is compounded by the fact that any attempt at a brutally effective 1902 stab is going to be limited by the lack of units available for use against the three same neighbors and the fact that they generally got their two builds to Italy's one in the previous winter. So a 1902 stab is generally going to be one of those "excuse me" stabs, or an attempt to maintain the balance of power on one side of the board. No one who plays an aggressive game like the latter because they generally don't offer much in the way of exciting play and usually tie Italy to a defensive posture. So the options in 1902 and 1903 revolve around Italy finding a powerful ally interested in helping Italy become a major factor in the game with perhaps a two-way draw in the works. Italy almost always has to find this ally among one of the corner powers for this to be effective. The problem is that usually everyone on the board has something they'd like Italy to do to help them, but Italy's reward for doing so is the promise of future considerations. It usually turns out that they can tell Italy "tough luck" and not fear Italian vengeance when the time comes to follow through on their promise.

This is the main pain for Italian players --- the lack of effective alliance options. Most Italian players end up in a "scavenger" role to get their builds and wind up using the threat of helping one side get past the Italian stalemate line to keep the other in line and insure survival. The option of, say, a Russo-Italian alliance in mid-game usually winds up with the Italian being a junior partner and hoping the Russian doesn't simply take the win rather than wait for Italy to catch up for the two-way.

Essentially the only solution I've found to the problem of playing Italy, other than to play the straight Austrian-Italian alliance, is to create an effective alliance by surprising people with an option of the weak 1901 stab, or to negotiate a solid, behind the scenes, game long alliance with one of the corner powers starting in Spring 1901. One option that works real well is the Marseilles stab of France which turns into a French-Italian alliance. A lot of people have seen the "stab" of Austria or Germany by Italy which results in the two of them teaming up in 1902 against an unsuspecting third country, but the ordinary French-Italian alliance is rare enough that the option often is really effective. The Italian army in Marseilles is able to act just as if it was a French one while French Army Spain moves to Gascony to join the other one in securing the line of resistance. The key, of course, is that Germany finds himself

facing a strange combination if the Italian moves Tyrolia-Bohemia and Venice-Tyrolia. It doesn't matter how well he's gotten himself into position against the French --- those Italian armies turn his flank. The Italian trades Marseilles for Munich and solidifies the alliance's position in the middle of the board and works its way into the midgame with its pieces all placed to be effective. I really like the French-Italian alliance in the midgame because the alliance's units face their natural opponents. The French fleets face England and the Italian's fleets face Turkey's; while the armies face Germany and Austria respectively. If Italy has been real cute and negotiated with the Russians for one of those behind the scene alliances; then the game is over at that point. But the real key for any Italian alliances is to realize the limitations of your position and not to try to make too much of a grab for the gusto at the gamestart. In case you are wondering what I mean, let me spell it out for you. Don't go for the third build in 1901 by moving Venice-Trieste instead of Venice-Tyrolia. And don't get sneaky with France by going for a finishing blow in 1902. Trading long term goals for the short term gratification of dot snatching doesn't work for Italy, unless you run into an NMR. Later on all those Eastern dots will go to Italy since France will be foreclosed from reaching them. That's another reason I like the French-Italian alliance for Italy, just count the dots available to the two powers by natural progression across the board! That should appeal to the more dot-hungry types among you.

\*\*\*\*\*

#### WORLD CHAMP?

Paul Oakes, of Great Britain, is the 1989 International Diplomacy Tournament Ratings Diplomacy Champion, based on his performance at last year's MANORCON. This year's results, with all the cross-overs from Britain to the States for WDC II, should be more interesting.

#### LIFER AWARDS

It's too late to vote in this year's MARCO POLL or for the RUSTY BOLTS Awards, but you can still vote for Don Del Grande's LIFER AWARDS. You can vote for as many or as few (even none) persons/'zines/whatever in each category. The categories are: Hobby Genius; Best 'Zine/Subzine for Hobby News; 'Zine/Subzine with the Best Letter Column; Biggest Hobby Personality; Best Con; True Hobby Masters Society. (In the last category, votes for the four existing members - Kathy Caruso, Bruce Linsey, Melinda Ann Holley, and Larry Peery - will not be counted; if you don't want anybody added to this list, specifically put "NONE" as your vote.)

#### 1989 NORTH AMERICAN VARIANT HOBBY POLL

Top Variant Zines (in order of finish) were: BUSHWACKER, COMRADES IN ARMS, THE HOME OFFICE, THE CANADIAN DIPLOMAT.

Best Variant GMs (in order) were: Fred Hyatt, Larry Cronin, Fred Davis and Bob Acheson.

Best Variants were (in order): Downfall (Hartley Patterson), Woolworth (Glenn Overby), Perestroika (Larry Cronin), Colonia (Fred Hyatt).

Biggest Variant Personality (in order) were: Fred Davis, Randy Grigsby, Lee Kendter, Jr., Tom Swider and Fred Hyatt.

Twenty-five people voted this year.

#### 1990 UK ZINE POLL RESULTS

All the gory details are located in Mark Nelson's UK DIP NEWS report. There were not quite 200 voters this year. The winner was NOW EAT THE RABBIT (William Whyte) and the second place finisher was ELECTRIC MONK. If you attend DIPCON XXIII this year you'll have a chance to see many samples of various British Diplomacy (and gaming) zines and I think you agree with me that they are, as a group, superior to ours. But if you don't agree with me, we can argue about it.



NAME: \_\_\_\_\_

HOBBY ROLE: \_\_\_\_\_

INSTRUCTIONS: Vote for one choice only in each category. The above ID portion MUST be completed. Receipt deadline is JUNE 11, 1990 !

## 1990 DON MILLER AWARD

For service to the hobby;

- \_\_\_\_ FRED DAVIS: For 18 years of BUSHWACKER & work with Mensa Sig & Variant Bank  
 \_\_\_\_ STEVE HEINOWSKI: For work with the Boardman Number Service  
 \_\_\_\_ MELINDA ANN HOLLEY: GMing numerous games in the hobby, her 'Zine REBEL and work with EVERYTHING  
 \_\_\_\_ TOM NASH: Publishing ZINE REGISTER and BEEN THERE, DONE THAT  
 \_\_\_\_ LARRY PEERY: DIPCON '89, 'Zine DIPLOMACY WORLD and hobby census work

## 1990 JOHN KONING AWARD

For outstanding play of Diplomacy;

- \_\_\_\_ EDI BIRSAN: '89 DIPCON Championship  
 \_\_\_\_ GARY BEHNEN: Play by Mail play in 1989  
 \_\_\_\_ HOHN CHO: '89 DIPCON Championship  
 \_\_\_\_ STEVE COOLEY: Numerous FTF Championships, excellent play in DIPLOMACY WORLD Demo game  
 \_\_\_\_ FRED HYATT: Winner CANCON '89

## 1990 MELINDA ANN HOLLEY AWARD

For quantity participation in the hobby;

- \_\_\_\_ KATHY CARUSO: 'Zine KATHY'S KORNER, Orphan Service help  
 \_\_\_\_ LINDA COURTEMACHE: Subzine HIGH INERTIA  
 \_\_\_\_ JIM DIEHL: Multitude of games; no one's ever met him in person  
 \_\_\_\_ MELINDA HOLLEY: 'Zine REBEL and multitude of games played and GM'd  
 \_\_\_\_ CATHY OZOG: Overseas participation and 'Zine CATHY'S RAMBLINGS

## 1990 ROD WALKER AWARD

For literary excellence;

- \_\_\_\_ LARRY BOTIMER: Article UNABASHED BOTIMER, 'PLAYING ITALY' in 'Zine KATHY'S KORNER # 155  
 \_\_\_\_ FRANCOIS CUERRIER: Article 'LOWBALLING' in PASSCHENDAELE #97  
 \_\_\_\_ JACK GARRETT: Article 'NEW GAME START' in DARK MIRROR #6  
 \_\_\_\_ GREG MAYNARD: Article 'OR: WHY MY NAME IS NOW MUD' in THE LAST RESORT  
 \_\_\_\_ GREG & LINDA MAYNARD: Article SURVIVAL AS A DIPLOMAT'S WIFE in PENGUIN DIP #30

Please vote early. Deadline of June 11th will come early. Publishers are encouraged (begged) to reprint this ballot in their very next issues. Should anyone wish to receive a copy of the articles nominated for the Walker Award, send postage and your request to RON CAMERON, 7821 Bouma, LaPalma, CA 90623 OR FRED DAVIS 3210-K Wheaton Way, Ellicott City, MD 21043. Winners will receive perpetual plaques, nicely engraved. This COSTS MONEY so please accompany your vote with a dollar donation.

The committee this year was to be indeed complimented. It was no easy task to pick a final ballot as the MILLER AWARD category alone had, counting multiple nominations, 20 nominees. 2 Canadians were asked to serve on the committee and 2 women, all for various reasons, mostly workload or personal problems, declined. However, the 1990 committee needs no introduction as their feats and contributions in and to the hobby are too well known. A good mix of pubbers and excellent players. Heartfelt thanks to each: GARY BEHNEN, MARK BERCH, FRED DAVIS, DAVID McCRUMB, TIM MOORE, MARK PETERS. It will be fun to see which of the finest are awarded their due at DIPCON. HOPE TO SEE YOU THERE! ! !

RON CAMERON, HOBBY AWARDS COORDINATOR



## CONFERENCE MAP

1989 AM  
HOOSIER ARCHIVES DEMO GAME #10

1903  
"ANIMAL FARM REVISITED"

SPRING 1903

AUSTRIANS HANG ON, AND OUT, IN GALICIA,  
ENGLISH AND GERMANS TAKE AFTER FRANCE, QUICKLY  
ITALY'S TALE: A PIECE OF TAIL HERE, AN EAR HERE, AN OAR THERE...

AUSTRIA (Jim Diehl): Army Galicia-Silesia.  
ENGLAND (Edi Birsan): Fleet Edinburgh-Norwegian Sea; Fleet Liverpool-North Atlantic;  
Fleet Mid Atlantic Convoy GERMAN Army Denmark-Gascony; Fleet North Sea Convoy GERMAN  
Army Denmark-Gascony; Army Sweden-Norway.  
FRANCE (Melinda Holley): Army Picardy-Burgundy; Army Paris Supports Army Picardy-Burgundy;  
Army Marseilles Supports Army Picardy-Burgundy; Army Spain Holds; Fleet Norwegian Sea-  
Clyde.  
GERMANY (Steve Heinowski): Army Denmark-Gascony; Fleet English Channel Convoy Army Denmark-  
Gascony; Army Belgium-Picardy; Army Ruhr-Burgundy; Army Munich Supports Army Ruhr-  
Burgundy; Army Berlin-Silesia.  
ITALY (Steve Cooley): Fleet Rome-Tyrrhenian; Fleet Ionian Sea-East Mediterranean; Fleet  
Naples-Ionian Sea; Army Venice-Trieste; Army Trieste-Serbia; Army Serbia-Bulgaria;  
Army Vienna-Budapest.  
RUSSIA (Francois Guerrier): Fleet St.Petersburg (north coast)-Norway; Army Ukraine-Moscow;  
Army Warsaw Supports Army Ukraine-Moscow.  
TURKEY (David Hood): Army Bulgaria-Greece; Army Rumania Supports Army Sevastapol-Ukraine;  
Army Constantinople-Sevastapol; Army Sevastapol-Ukraine; Fleet Black Sea Convoys Army  
Constantinople-Sevastapol; Fleet Smyrna-Aegean.

FALL 1903

AUSTRIANS MARCH INTO VALHALLA,  
GERMANS MARCH INTO PARIS, FRANCE GETS HERS CAUGHT IN A WRINGER,  
ITALIANS RAISE HAVOC IN THE BALKANS

AUSTRIA (Jim Diehl): Army Galicia-Silesia.  
ENGLAND (Edi Birsan): Fleet Norwegian Sea-Edinburgh; Fleet North Sea Supports Army Sweden-  
Norway; Army Sweden-Norway; Fleet North Atlantic-Liverpool; Fleet Mid Atlantic-Portugal.  
FRANCE (Melinda Holley): Army Burgundy-Gascony; Army Spain Supports Army Burgundy-Gascony;  
Army Paris Supports Army Burgundy-Gascony /ANNHILATED/; Army Marseilles Supports Army  
Spain; Fleet Clyde-North Atlantic.  
GERMANY (Steve Heinowski): Army Berlin-Silesia; Army Gascony-Paris; Army Picardy Supports  
Army Gascony-Paris; Army Ruhr-Belgium; Army Munich-Burgundy; Fleet English Channel-  
Brest.  
ITALY (Steve Cooley): Fleet Tyrrhenian-Ionian Sea; Fleet Ionian-Greece; Fleet East  
Mediterranean-Smyrna; Army Bulgaria-Constantinople; Army Serbia Supports Fleet Ionian-  
Greece; Army Trieste Supports Army Serbia; Army Budapest Supports AUSTRIAN Army  
Galicia-Rumania /No Such Order/.  
RUSSIA (Francois Guerrier): Army Warsaw Supports Army Moscow; Army Moscow Supports Army  
Warsaw; Fleet St.Petersburg (north coast)-Norway.  
TURKEY (David Hood): Fleet Aegean-Smyrna; Fleet Black Sea-Constantinople; Army Sevastapol-  
Armenia; Army Ukraine-Sevastapol; Army Rumania Supports AUSTRIAN Army Galicia-  
Budapest /No Such Order/.

WINTER 1903

BIG GET BIGGER, LITTLE DISAPPEAR FROM VIEW

AUSTRIA (Jim Diehl): ~~Bdddpdzz~~; 1/0; NMR! GM removes Army Galicia.  
Out!

ENGLAND (Edi Birsan): Home, Norway, Sweden, PORTUGAL; 5/6; Builds Army London.

Has: Armies: London, Norway; Fleets Edinburgh, North Sea, Liverpool, Portugal.

FRANCE (Melinda Holley): ~~Paris~~, Marseilles, ~~Brest~~, Spain, ~~Portugal~~; 5/2; Removes Army Gascony, Army Spain (one annihilated); Has Army Marseilles and Fleet North Atlantic.

GERMANY (Steve Heinowski): Home, Holland, Denmark, Belgium, PARIS, BREST; 6/8 Builds Army Munich and Fleet Kiel. Has: Armies: Munich, Berlin, Paris, Picardy, Belgium, Burgundy; Fleets Brest, Kiel.

ITALY (Steve Cooley): Home, Tunis, Serbia, Trieste, Vienna, Serbia, BUDAPEST, BULGARIA, GREECE; 7/10; Builds Fleet Naples, Fleet Rome, and Army Venice. Has: Armies: Venice, Bulgaria, Serbia, Trieste, Budapest; Fleets: Naples, Rome, Ionian, Greece, East Mediterranean.

RUSSIA (Francois Guerrier): Moscow, Warsaw, St.Petersburg/ 3/3; No Adjustments.

Has: Armies: Warsaw, Moscow; Fleet: St.Petersburg (north coast).

TURKEY (David Hood): Home, Rumania, Sevastapol, ~~Bulgaria~~; 6/5; Removes Army Albania.

Has: Armies: Armenia, Sevastapol, Rumania; Fleets: Aegean, Black Sea.

\*\*\*\*\*

# COMMENTARY: WINTER 1902 & SPRING 1903

Randolph Smyth

The surprising thing about the game at this point is that nobody is getting in each other's way very much. Two bounces in Norway and Silesia, and one other failed move (Army Ruhr-Burgundy); otherwise the orders are succeeding wonderfully well.

A closer look suggests that this was a bit of a fluke, though. England and Germany committed their front-line units to a spectacular convoy, while it seems that Italy and Turkey are trying to fight each other. If that battle wasn't for real, we should have expected a prearranged bounce to keep the units from intertwining. Now that the positional maneuvers have brought a lot of units adjacent to enemy centers, look for some fireworks in the Fall.

The Italian-Turkish battle can only benefit England and Germany in the long run. Cooley and Hood seem pretty evenly matched; a fight to the death will take a long time unless one of them really screws up. Meanwhile Austria, France and Russia will be long gone and the northern alliance --- if it hangs together --- will be knocking on the door.

I don't see any good reason why England and Germany should go their separate ways, either. They seem to have found common ground in being able to execute "show-off" moves; their forces complement each other nicely; and there are tempting targets in both east and west for them to aim at. Will the smaller powers have much to say about it?

Austria could easily be playing his last game year. From Galicia, his only hope is to exploit the Italian-Turkish confrontation, attacking either Rumania or Budapest with support from the other power. But his Spring move to Silesia suggests that he's resigned to an early game: he wouldn't even move to defend Budapest, his remaining center.

Russia should be able to hang on for a few game years, only because everyone seems more interested in other areas. They'll come for him eventually, though --- and if he tries pre-emptive aggressive moves, they may come sooner. With just three units, it's tough --- Francois must hope for a "nibble" here and there.

Tactically, Melinda is hanging on well, but its reached the point where she's absolutely desperate for a collapse of the English-German alliance. It doesn't seem to be happening.

# COMMENTARY: FALL 1903

Randolph Smyth

England, Germany, and Italy just keep rolling along.

Much of my Spring commentary can be trashed due to a major oversight: I hadn't properly considered how badly the Turkish position was damaged by Italy's thrusts into

## AN INDEPENDENT PERSPECTIVE: 1903

Eric Verheiden

The event of 1903 was certainly the move (probably a sTab) on Turkey. Apparently Italy (Cooley) was able to sucker Turkey (Hood) into committing most of his forces to the north, to the extent of possibly even giving Italy most of his moves (like Bulgaria and the Eastern Mediterranean being open). This was obviously excessively trusting on Turkey's part (in general, you should never show anyone else your moves ((at least your real moves)) and certainly not in a dicey potential sTab situation as existed between Italy and Turkey at the end of 1902).

Despite the successful Spring 1903 moves, Turkey is not on the verge of elimination. Although Rumania will likely fall quickly, the other centers are defensible for some time (one of Turkey's natural strengths in the corner of the board). Expect Turkey to go into the "turtle" mode, with non-aggression or outright alliance with the remnant of Russia (Cuerrier). Meanwhile, Italy is stretched to the limit in the far east and must start worrying about his western flank vs. England (Birsan) and northern flank vs. Germany (Heinowski).

A "rescue" of Turkey could come about either by diversion of Italian forces to a second western front or by forcing Italy to re-ally with Turkey and pull back altogether. A key event is when England is able to simply bypass the rest of Holley's France (leaving Germany to mop up) and starts moving into the Mediterranean. I expect preparations to proceed forthwith in 1904. The multi-fleet convoy of German Army Denmark-Gascony allowed France to be cut to two centers at the end of 1903, substantially ending French resistance. Even a raider French Fleet North Atlantic could almost be ignored by Birsan, as it can hold only a single center at once (at best), while keeping the raider would render Marseilles and Spain completely indefensible for France.

The main holdup for an English move into the Mediterranean is simply positioning. Defending Liverpool may have cost Birsan a whole year. Fleet Portugal is tied up simply holding the center while everything else is at least three moves away. There may be a German fleet in the Mediterranean (from Brest) before anything shows up from England.

Consequently, the northern front may be the most critical in determining Italian actions. With two builds (undoubtedly armies), no Austrian Army to block Silesia (Diehl played out Austria as expected, ignoring both Italian and Turkish attempts at recruitment) and Russia concentrating on home defense, the way south is relatively open.

Italy's best shot is probably to build two armies and a fleet, support Army Venice-Tyrolia-Vienna with Army Rome-Venice-Tyrolia following behind. Meanwhile, Fleet Naples-Tyrrhenian-West Mediterranean makes a down payment on western defense and the rest is available to pressure Turkey. The Turkish theater itself is a multi-dimensional guessing game; with Rumania, Bulgaria, and the Aegean all vulnerable to the opposing sides.

Turkey has to do two things: avoid annihilations and avoid losing home centers (or Sevastapol). The former goal requires some caution regarding Fleet Aegean (Fleet Black Sea-Constantinople, Army Armenia-Smyrna could cause an annihilation, for instance). For the best shot at holding home centers, I would probably move into a Fleet Black Sea, Fleet Constantinople, Army Smyrna formation, with an option of moving Army Sevastapol to Armenia if required. A convoy of Army Rumania to Ankara may also make sense at some point.

In the west, Germany can either try a strike to eliminate Russia quickly or start pressuring Italy's Austrian holdings. Both options have significant strategic advantages and disadvantages. Moving on Russia helps Italy (by leaving him alone) and thereby hurts Turkey (giving Italy more time to break him) and England (making Italy a stronger opponent). Most probable result: an English-German-Italian draw.

Moving immediately on Italy conversely hurts Italy and conversely helps England, Turkey and even Russia. This gives Germany the best chance of an outright win by picking

up a large number of "southern" (south of the St.Petersburg/Moscow to North Africa line) centers. But this also leaves Germany most open to an English sTab (with two real fronts in the offing) or a possible large draw including England-Germany-Italy-Russia-Turkey, if the whole east allies in a successful stop-the-west alliance.

Right now, the German options rate as a toss-up, depending on psychology. I'd probably move vs. Russia, while most players might be more inclined to go for the win vs. Italy.

England will probably build Fleet London and start moving south (the French raider will likely be removed), although if he unexpectedly builds an army, watch out Germany! (With an ally like Birsan [interesting note - my spell-checker keeps trying to replace his name with "piranha"], Germany needs to constantly avoid setting himself up for a game-winning sTab regardless.)

As for the minor powers, France will try to hold on with Army Marseilles and Army Spain most likely. Holley's best short-term hope is to be partially bypassed, but probably will not be able to hold out through 1905. Holding on to her Fleet North Atlantic raider instead will speed the end, but also will hold up Birsan's England as well.

Cuerrier's Russia will sit tight. The distraction of the French has bought Fleet St.Petersburg (north coast) another year. There is a remote possibility of Russia holding on for a draw if Germany can be deflected south now. However, the Moscow winter still looks to be very cold.

\*\*\*\*\*

#### COMMENTARY: FALL 1903 (Continued)

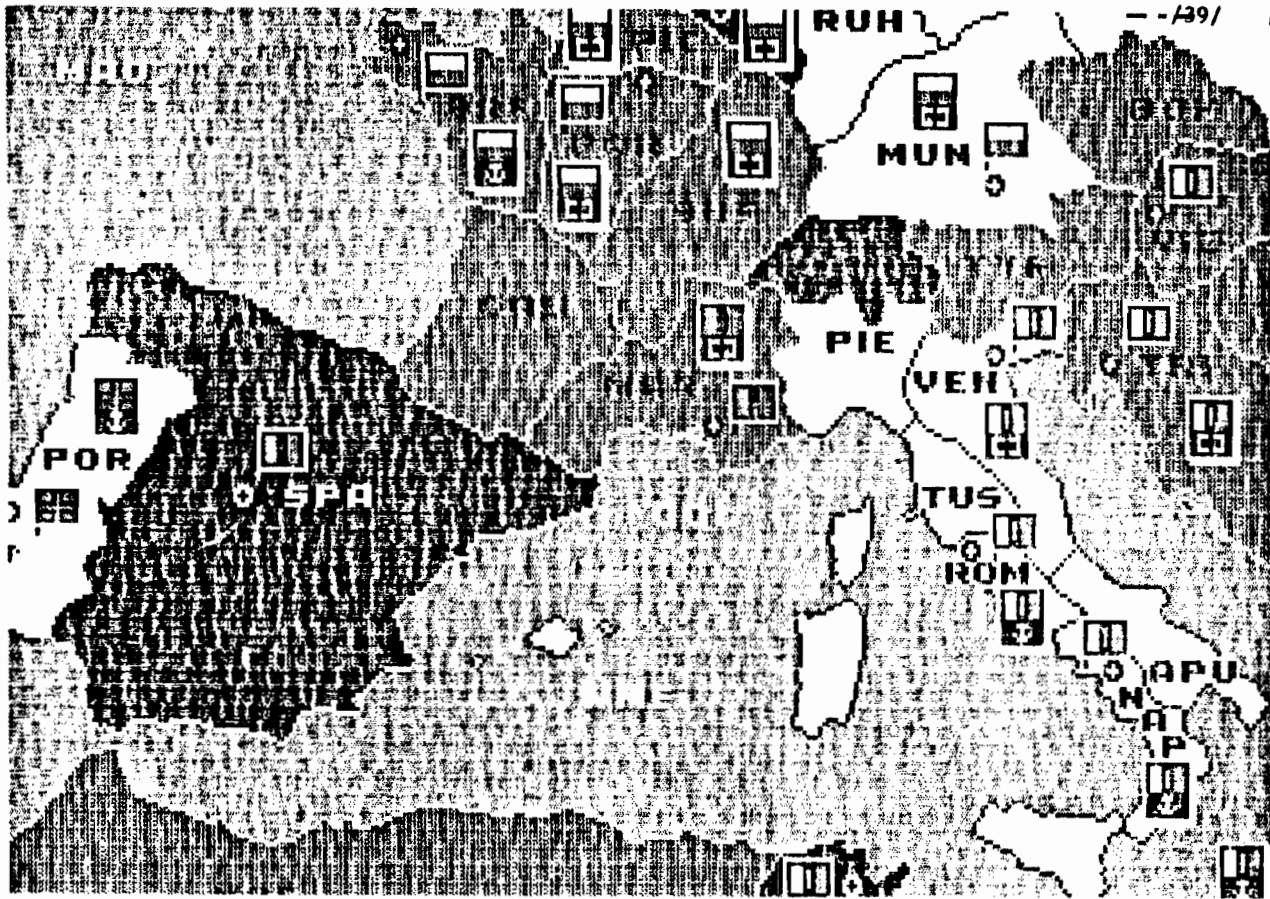
Bulgaria and the Eastern Mediterranean. As a result, the two southern powers are not "evenly matched" at all. With good defense, David should be able to limit the losses better in the future, but he's certainly not in a position to reverse the trend: his chances don't look much better than Russia's or France's. Rumania and the Aegean are logical targets for Steve in 1904, and thereafter the squeeze is on Turkey's home centers. Presumably Army Greece will be disbanded --- in Albania it would be the least useful of Turkey's units --- and that will leave Italy with no distractions apart from fairly routine support for Bulgaria. Or Steve could go with a doubly-supported Army Budapest-Rumania immediately and try to recapture Bulgaria if necessary in the Fall.

The only interesting diplomatic footnote in the area is the method of Austria's exit from the game. Jim had his choice of Italian or Turkish support, and survival in Budapest or Rumania. Presumably both Steve and David had contacted him with their offers: both Army Rumania and Army Budapest had "better" orders available if they had no real prospect of Austrian cooperation. Yet Jim rejected both, and his own survival, in order to frustrate a German move!

Further north, Russian chances are looking better all the time, with Turkey withdrawing and England and Germany continuing to focus on France. I don't think Francois can profit by sitting tight, though: Melinda is now on her last legs and Germany in particular must be looking for a new target. Army Berlin-Prussia and Army Munich (build)-Silesia are likely orders next Spring: Russia's orders must become more "active" to delay this sort of thing.

I wouldn't be surprised to see France keep Fleet North Atlantic into next year: it's not the most useful defensive unit, but has been tremendously successful at tying England in knots. It's just possible that Steve could build Fleet Kiel to exploit the English embarrassment --- with French and Russian support, it would be worth some thought.

In fact, though, the English-German alliance seems too solid for that. If it holds until they overrun the north completely, the big question is who they've given their moral support to in the south. If there's an English-German-Italian deal, the game is hardly worth playing out: there's only ten centers remaining for that triple to collect. If England and Germany are rootin for the Turks, with an eye to moving against Italy before long, then things are more interesting. England, France and Turkey hold 19 centers to



/Editor's Note: This is a computer-generated graphic based on the Avalon Hill computer DIPLOMACY game adjudication program. I wanted to see how it looked in a reduced format printed by xerography./

15 for a de facto Italian, Russian and French opposition, but a lot of centers have changed hands in 1903 and I'd rate the English, French and Turkish edge as rather small at this point.

The oddest feature of the game at the moment is how unit-poor the center looks: from Tunis up to Sweden, there's a great chunk of almost empty board. But Italy's building three and Germany two: things will fill up quickly. The character of the middle game will be largely determined by the movement of these units, too. Will Italian fleets head west to take part in resolving the French question? Will black and green armies clash in Tyrolia and Bohemia? Is 1904 the year for Russia to really feel the heat from the west?

With these builds and a good prospect of more, Italy surely looks like the player to beat at this point. His success may drive England and Germany closer into alliance; but that alliance is already looking so solid that it would make little sense for Italy to regret his own success.

I wish I could get my previous analysis back, to tear it up! Italian successes this year make a big difference across the board.

\*\*\*\*\*

WANTED: VOLUNTEER PLAYERS, GAMESMASTERS, AND COMMENTATORS FOR DIPLOMACY WORLD AND/OR WORLD DIPLOMACY DEMO GAMES. NORTH AMERICAN OR OVERSEAS PARTICIPANTS WANTED. EXPERIENCE, ENTHUSIASM, AND RELIABILITY DESIRED.

CONTACT: LARRY PEERY, BOX 620399, San Diego, CA. 92162, USA.

## FREDERICK THE GREAT'S REVIVAL, OR

### HOW TO SURVIVE WITH A FLAT-OUT ATTACKED GERMANY

#### I/GERMAN SITUATION

A quick glimpse at recent statistics and another one at the board's geography let appear two peculiarly endangered states, Austria and Germany (Russia is another one, but her situation is "special", and Italy has mainly long-term trouble). Austria's case has been the subject of numerous articles, at least in France, and an avid reader should by now have ideas to cope with it...it is simple, if not easy, but Germany is rather a more delicate matter. Germany is often an "all or nothing" proposal, so what can be done if you are blessed with an "attacked right from the start" Germany?

I do not have complete statistics, but it appears to me that in recent trends, E/F alliances are at least as numerous as E/G (I wonder why, but it is a fact) or G/F (the rarest of all); More than often, an E/F alliance is lethal for Germany, who is usually dispatched, then, around 1905 at best. A recent fashion makes Italy move to Tyrolia...for attacking Munich, usually with French support. The usual Italian move (Tyrolia as part of an Austrian attack), making French southern flank safe, breaking the Southern balance, and helping Russia, is usually bad for Germany. This variation is terrible for her! Russian or even (by beginners or originals) Austrian attacks right out from the start are rare enough, but happen anyway. So...

#### II/ PREVENT IT TO HAPPEN

A lot of trouble can be avoided by timely and active negociation. Germany, less than any country, cannot wait til the end of 1901 to see what's happening...or it could happen to her. A first pre-Spring 1901 approach is absolutely necessary:

- With Austria: the first objective is to prevent a nonsense clash! you and her are natural allies, and you'd better ensure that Austria knows about it. The second step is to ensure that Austria knows enough of the game to defend herself efficiently, which will spare you an emergency and premature Southern intervention. If you can get her to send an A GAL, at least defensively, you should have at least a few years of "peaceful coexistence" with Russia. Creating the famous (infamous, from a French point of view) Triplice alliance (G/A/I) is good for your interests, ...if you can probe Italy's sincerity. The last step could be a middle-game help against Russia, but it's less likely and you could never need it. But the first two steps should be easy!

\*\*\*\*\*



- With Russia: The key here is F KIE-DEN. Always play it, and always let Russia know it. That is your Russian life-insurance! (and, in some way, Russia's). Russia must know that anything nasty (such as A WAR-PRU or -SIL) will deprive her from Sweden. You can add a WAR-GAL first turn prohibition "which will prevent some Russian pincers around Germany", and even ask for the presence ("I can understand your greediness about our Sweden if you have the same one about your Norway") - which will usually forces England to support her Norway move, makes her paranoid about Russia, and weakens Russia's southern flank - or absence ("I don't want to feel threatened by too strong a Russian presence North") - which weakens Russia in Scandinavia - of A STP. Sweden is worth it! It's the only center Russia can make sure of (Rumania depends on an often hostile Turkish play and an unsure Austrian...there will be a Balkan conflict!) and it depends only on your goodwill. Therefore, for your own sake, you should let Russia have it each time she complies your demands, or the trick will never work twice. It's binary: "you do=you get; you don't=you don't get. It usually works, and you get not only peace with Russia in the first years, but also often an help against an aggressive England as well!

- With Italy: Speak him out the frequent pro France/Russia stuff! "He can't win such games!" (he can, indeed, but hardly). An attack on Munich is only for France's profit, an attack on Austria for Turkey's (if this makes him negotiate with Russia an attack of Turkey instead of Austria, so good!), his two worst long-term enemies (who's going to send fleets in the Mediterranean, uh?). Propose him an alliance against France in...let's say 1902 or 1903, just the time for France to turn against England and to show her back. Italy has the Stalemate to pass (Gibraltar), and three centers to win (MAR,ESP,POR), plus any bonuses in England, and you're the only one willing to help her (the reasons for France and England not to like this scenario are obvious). "While A/T will be deadlocked, and Austria under your common watch". He should buy it! If you feel he doesn't, get into Tyrolia to stand him off! With F Dan, you shouldn't get a Russian attack, and any French Army in Burgundy can't go further alone (while England should be busy conquering Norway with two units)

- With the western powers: basically the same proposals can be made: an Alliance against the other one, disclaim short-term interest into Belgium "It should go into the German center-net in the long run, but an ally can get it temporarily", and a Lion's share for the ally in the carving of the "villain". Germany will have more arguments for an English negotiator, for there is the Russian problem as well, and "Who's next in a Franco-Russian alliance when Germany is disposed of?".

- With Turkey: It basically depends on German-Russian relationship, but usually sending Turkey towards Sevastopol initially (instead of Mediterranean or Austria) can't do any harm.

## II/ ALL HAS FAILED! I'M DOOMED! WHAT TO DO?

Usually only a point has failed, and you are not doomed, but to get out of it is the subject!

First, keep cool: If some of the (necessarily) bad guys are after you, there will be others deeply annoyed by your potential disappearance!

- Make them help you!
- Negotiate with your agressor(s) to make him change his target!
- Resist selectively to imbalance the game!

If you are attacked by only one country, you should easily cope with it. If Russia is in StP, England can at worst deprive you from Holland (if you don't have two units contiguous) by not getting one build for herself (France is supposed hostile to England or wants Belgium for herself). You can easily make sure of Munich in front of France/or Italy alone. A Russian attack in Silesia is a nuisance, but unlikely and not getting Sweden (and probably Rumania as well) and likely early trouble in Black Sea and/or Scandinavian area should give him other concerns compensating even a wrong guess!

Against three enemies, you're probably doomed and should think about your conducting of negotiations, but the "2 enemies advice" principles apply as well!

The real problem comes with two enemies. Their alliance must be both broken and countered!

### The most frequent pattern is E/F vs you!

Against England, you have Russia. Russia should have a strong Northern position, and a friendly (yours) holding of DEN/BAL area is vital for her Scandinavian interests. He'll usually be willing to help militarily and diplomatically (to turn France versus England..this configuration allows such good stabs). If you have let the Tsar into Sweden, English progress will be slow anyhow, and this is another argument to serve to the King: he holds the bad side of the French/English alliance.

Against France, you have Italy, and likely Russia. You can even get Austrian help in the mid-game (She is far too busy elsewhere in the opening).. Italy is France's next victim "For France can't attack England while attacking me, and so where is she going to send her fleets, uh? to Munich?"; and does Italy want a French attack on Venice..from the North ? Austria is usually friendly and could try to make the French attack devy on her Italian neighbour. Do Austria/Russia/Italy (/Turkey?) want the French pass the stalemate line, what about Vienna/Warsaw. A small buffer-Germany is a safe neighbour, better than a French menace who'll advance..towards them, and won't turn his back! And who could hold Munich better and earlier than Germany? better a live buffer/satellite than a dead Germany.

Then you've a choice to make: Whose aggressor are you to favour: England or France, for you don't have the means to resist both. The answer depends upon a bunch of parameters, among which:

- Their personalities (especially reliability -stabbers by interest or by pleasure- and consistency)
- The attitude of other players towards you: which ones are willing to help will do a great deal to determine where you can resist (i.e to whom) and to whom you have to "repay a moral debt" (if you have to disappear, help your former allies rather than your former enemies)
- The general situation, and where you can resist best.

This should determine the trend of your negotiations with E/F, and your strategy. From now on, you're in a race between your own disappearance and the general imbalance of the game, which you are going to accentuate up to the point where you'll be absolutely needed to redress it (and then saved). All this parameters are not easy to fit together, but this is the fun of the game!

Let's say Russia is powerful and friendly. You'll resist to England and try for an understanding with France. If Italy is friendly too, you can even afford to resist to both of them, but try for the understanding. Russia and you will be happy to help her against Britain, Munich, especially with A (RUS) Silesia is an unlikely target. France will get Belgium, plus Edimburgh, Liverpool...Italy is ready for a truce if France turns against England...which happens to be tied up and makes no progress; after, Germany will be an useful buffer between France and Russia...isn't it better than a too powerful Russia. If Italy is unfriendly and Russia unwilling to help against France, then why not letting France into Munich, on a temporary basis. all other centers are for England's taking, however, unless England is France's puppet (and in this case, let everybody know about it!). You'll resist England and he'll cross the stalemate line and strike Italy from all sides, and even perhaps Austria (depending on her attitude)..it's terrible for Austria, too, but you have to save yourself first!

Then turn towards England and announce her your policy! England will never get Scandinavia, Belgium, and even your own centers will be hard and long to take. Berlin will end Russian, Munich French, and even the British isles will be highly vulnerable to a French stab during all the process. England has no chance of winning the game, and even small chance of ending it! does she want to change her policy? you don't want a war with her, but making the first peace step- stopping attacking you- is up to her! Then wait to see what happens!

If Russia is weak and hostile/indifferent, then have her crushed (it'll please Austria/Turkey and annoy Italy usually...watch the coherence with your other relationship), resist at Munich if you can, and help the British getting Scandinavia, whatever she does to Kiel and Holland (negociate at least for slowing the tempo there, however)!

Where are the French fleets? against Italy? Does France really want a two-front naval war with Italy and such a powerful England? With Russia down, you're her only hope, her only potential ally! Or does she prefer a three-way alliance against her? If she's already turned against England, the latter will be happy to notice it...and perhaps Italy to stab France and getting out with the goods..there is so little to gain East with a crushed Russia; and however E/F alliance is then ready to break out!

If Russia is powerful but unfriendly, or weak but friendly, it's up to you to judge. There is no "ready-made answer for all situations" but you got the point; It usually pays in the long run to favour one's allies interests, but is not always possible.

The same principles applies to any other alliances. A French/Russian alliance is a natural and expected one, but you're not doomed then! You can take them with England's help and usually get the upper hand..France has Italy and Russia Austria/Turkey to care for. All you have to do is to resist first against the weaker. Usually, only Munich is seriously threatened..defend the rest and get some Austrian or Italian help to take it back! Advertise the stronger partner's successes, and in no time, you should see your aggressors in poorer shape than yours, and your biggest problem being your English ally's size! If you can have only one of them getting reduced and the other to realign with you, you're doing well!

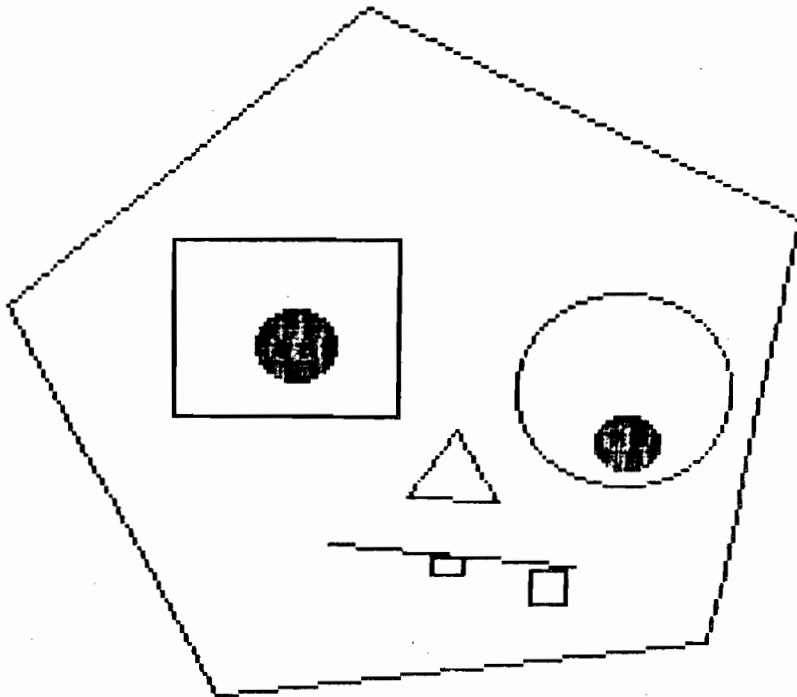
An English-Russian alliance is rare. One of them is usually the "sucker" in the pair (sorry, We Frenchmen call this a "Turkey"-of-the-joke, which sounds a lot better), the one who doesn't get Scandinavia. But it's a deadly one. get Turkey-Austria to attack Russia; for once, try to prevent Italy to attack France..for now at least, and have France attacking England flat out! You can't conceivably win that game (You're not getting England nor Scandinavia), but they're getting into big trouble and only one of them is going to survive in Scandinavia!

Italy plus one of your three "dangerous neighbours" is little more than an additional nuisance, but a big one! Don't let her into Munich, and, if you can't, never neglect covering Berlin and Kiel. Have the Austrian or the Turk, depending on their shape, attacking her at the same time. Once out, she won't get back! Austria is crazy to join in, except in mid-game. She is prone to be crushed in other places awhile! If she isn't, yell that "Southerners are crossing the stalemate", help or truce elsewhere should not be long to come.

Of course, none of this is going to give you victory by itself, not even is it a foolproof life-insurance recipe, but it should greatly improve your Germany's survival rate. Germany is hard to play, but if things go awry, at least, you're insured to have fun, even with a handful of centers! With her strategic position, Germany is THE Kingmaker, and you should play this trump card whenever possible!

"BLOCKS AND DOTS MAY BREAK MY BONES,  
BUT WORDS WILL NEVER HURT ME!"

"WANT TO BET?"



THE LITERATE DIPLOMAT

Too often we forget that Diplomacy consists of three elements: Tactics, Strategies, and diplomacy. Blocks are the stuff from which Tactics are carved. Dots are the subject of Strategies. And Words are the creature of Diplomacy. We often forget just how important the Word element of the game is. I did some rough calculations based on the number of postal Diplomacy games played, and the size of the Archives, and came to the conclusion that for every order for every unit in every season of every postal Diplomacy played since 1964 there are 10 words published in the hobby literature. Or, to put it differently: there are 44 million words in the most recent *ENCYCLOPEDIA BRITANNICA*. I calculate that The Archives contain approximately 250 million words!

I've collected a number of articles from various sources about subjects as diverse as the man who was, perhaps, the world's first Diplomat; Atilla the Hun --- not known for his diplomacy but definitely a master of strategy and tactics; the latest historical revisions of the end of Tsar Nicholas II and his family; diplomatic jargon; and a lot of book and game reviews. Some of it is directly relevant to Diplomacy. Some of it, I hope, will stir your imagination.

In my opinion the literary state of the hobby is horrible. Too many of our publisher and editors have used fancy machines and high technology hide or disguise the fact that they are functionally illiterate. I don't expect you to agree with me on that. Yet. But as I start recycling materials from the hobby Archives I think you are going to see the vast decline that has taken place in the hobby's literature in the past twenty years or so.

WORDS

## TOMB OUTSIDE OF CAIRO MAY REVEAL MORE ABOUT A TRAITOR OF ANCIENT EGYPT, AND THE WORLD'S FIRST DIPPER

Larry Peery

He may have been the world's first real Dipper. You decide for yourself.

ABUSIR, Egypt -- He was an ancient Egyptian turncoat, backbone of the pharaoh's government one day and strong right arm of the conquering Persians the next.

Most of what the world knows of Udjahorresnet comes from inscriptions on his statue in the Vatican collection, which boast of his calculated opportunism and the power that his treachery won him.

But it's a tale without an end -- the finale missing, the last lines obscured.

Now, in the depths of a desert burial maze, Czechoslovakian scientists are finding clues to the fate of one of pharaonic Egypt's dastardly personalities.

Almost 60 feet down, at the foot of a central shaft cut through soft petrified clay and filled with sand, the team discovered a burial chamber.

"What a shock to see his name, Udjahorresnet, in such an unexpected place, away from his home" in the Nile delta, "away from his Persian connections," said Miroslav Verner, head of Egyptology at Charles University in Prague.

"It was thrilling," Verner said. "His name is what all Egyptologists learn first when they study the Persian takeover of Egypt...He was a dark personage, a man known for his betrayal."

Verner has been field director since 1976 of a Czechoslovak archaeological mission in Abusir, an ancient burial and religious center 18 miles southwest of Cairo.

Mission scientists discovered a series of rubble-filled shafts in 1981 on a site misidentified 150 years earlier as a pyramid ruin. Verner's 10-member team and colleagues from the Egyptian Antiquities Organization began excavating last November.

Udjahorresnet took few changes in life, and fewer in death.

The maze of shafts he commissioned used a traditional method for repelling robbers by filling shafts with sand, and was more intricate than others found in Egypt.

He was a trusted official of the 26th-dynasty Pharaoh Psamtik III, but then turned up as a colonial administrator after Cambyses of Persia conquered Egypt in 525 B.C.

Little is known of Udjahorresnet's later life.

"The last we knew of him, he was leading an Egyptian army to help the Persians under Darius I, Cambyses' son, put down internal strife," Verner said, "Then he disappeared from history. The final lines on his statue are damaged unreadably, and no tomb was ever found."

That obscurity may be about to end.

In the limestone chamber at the bottom of the Abusir shaft, excavators found a megalith-sized sarcophagus sheltering an inner coffin with decorated sides. They bore the name Udjahorresnet.

The chamber held neither a mummy nor major funerary articles, but Verner said team members found five small statuettes with the names of Udjahorresnet and his parents, and a list of his titles.

Since the 1960s, the pyramid-domed sands of Abusir have yielded several major finds to Czech archaeologists: the oldest papyri found in Egypt, the oldest hall with standing columns, and several spectacular statues dating from the fifth dynasty, more than 4,000 years ago.

Once considered a stepchild of its famous neighbor, the Giza Plateau, Abusir became one of Egypt's most exciting archaeological sites.

Because of his important titles -- Egypt's chief physician and overseer of the royal navy and Greek mercenaries -- Udjahorresnet would have been "a man in the know when the Persian invasion came," Verner said.

"History doesn't record his exact role," the archaeologist said, "but the next thing we know after Egypt's defeat is that this man was part of the Persian regime, close to Cambyses; his man in Egypt, you might say, highly rewarded for his new loyalty.

"Udjahorresnet even boasts...that he put together Egyptian titles for the new Persian ruler. He was a 100 percent quisling, an opportunist."

His statue, obtained by the Vatican collection 200 years ago, is thought to have left Egypt with the Roman Emperor Hadrian early in the second century.

Hadrian was a restless traveler and protector of the arts who appropriated the beautiful and strange to adorn the imperial villa at Tivoli near Rome.

The architect of Udjahorresnet's tomb used sand, in an hour-glass effect, first to lower the massive sarcophagus and then to seal the passages, Verner said. The burial chamber's roof contained holes with clay pots beneath, which the last worker broke one by one as he left through a side shaft so sand would flow in from a shaft above, the archaeologist said.

At least four grave-robbing forays were made into the shaft, the latest in medieval times. Verner said robbers finally tunneled through the soft rock and penetrated the sealed coffin by using fire and water alternately to weaken it.

"During their robberies the thieves lived in the shafts," he said. "We know all about them from rubbish they left" and the soot from their fires.

As one stands in the now empty burial chamber, gazing up at the roof -- covered with a carefully drawn map of Egypt, the Eastern Mediterranean, and the Levant; punctuated by those small black round holes where the sand flowed in -- you can almost hear across the millennia saying, "Egyptian Army Nile Delta Supports Persian Army Antioch o Jerusalem."

\*\*\*\*\*

HARRY CRONIN DEPARTMENT



WORDS

IF ATTILA RESPECTED SANCTUARY, BUSH WAS RIGHT TO DO IT

Gary Macy, Ph.D.

Papal officials, while not betraying the sanctity of sanctuary, nevertheless played an active role in Noriega's voluntary surrender to U.S. authorities 11 days after he took refuge in the embassy.

In a display of Christian psychological warfare, Vatican representatives placed the deposed leader in a spartan, warm room with no air conditioner and a broken TV; gave him simple clothes to wear; described a fate of nuns washing his underwear for the rest of his life; and even threatened to relocate the embassy, leaving Noriega alone in the facility under siege.

More than a few people have been surprised and even repulsed to discover that the Roman Catholic Church in Panama would give sanctuary to as reprehensible a figure as Manuel Noriega in the first place.

This came as even more of a surprise to those who know that the church has been one of the strongest opponents to Noriega and his regime. How could a church politically and morally keep from justice a known criminal?

The answer to this question reaches far back into the history of Christianity, and involves some important but little understood distinctions. First, and most important, the Roman Catholic Church is a church, of course, but also has its own state. The Vatican is now a tiny country (about 110 acres) which has existed since the middle of the eighth century (though as a much larger territory).

As a state, therefore, the Vatican embassies (nunciatures) have the same rights and privileges as other embassies. When Manuel Noriega fled to the Vatican nunciature, he was claiming the same right that numerous refugees from the Soviet Union have claimed at the U.S. Embassy in Moscow, for example.

The Vatican, however, has a much older and well-established tradition of offering sanctuary than have other modern embassies. Ancient Hebrew temples as well as Greek and Roman temples had some rights of sanctuary in ancient times. But since at least the fourth century, governments of all kinds have recognized the right of criminals to flee to Christian churches for shelter.

The Roman emperors Theodosius (in 392) and Justinian (in 439) even included this right in their massive collections of Roman law. Sanctuary in these early centuries was used particularly by slaves.

The slaves were not necessarily freed, but the right to sanctuary allowed church officials to intervene to protect the slaves from death or physical abuse upon return to their masters.

Officials played the same role for other criminals. They remained safely on church grounds until negotiations secured just treatment for their crimes. The Council of Mainz held in 813 puts the matter succinctly:

"Let no one dare to remove a wrongdoer who is a fugitive to a church, nor give him up from there to punishment or death, that the honor of the churches be preserved but let the rectors be diligent in securing his life and limb. Nevertheless he must lawfully compound for what he has wrongfully done."

This right, and the church's tenacious claim to this right, has sometimes had spectacular successes. In the year 410, the Germanic tribe, the Visigoths, attacked and sacked Rome. Yet amazingly, they respected the right of sanctuary. St. Augustine recorded the event.

"All the spoiling then to which Rome was exposed in the recent calamity --- all the slaughter, plundering, burning and misery --- was the result of the custom of war



But what was novel was that savage barbarians showed themselves in so gentle a guise that the largest churches were chosen and set apart for the purpose of being filled with the people to whom quarter was given, where none were slain, and from which none forcibly dragged; into them many were led by their relenting enemies to be set at liberty, and that from them none were led into slavery by merciless foes."

Some 40 years later, Pope Leo the Great was able to turn back the armies of Attila the Hun through similar intervention, and a few years later, secure protection for Roman property from the sack of the city by the Vandals.

Sanctuary is more than a mere historic curiosity however. Many enemies of the Nazi regime in Germany, as well as communist countries of Eastern Europe have been saved by appealing for sanctuary. Sanctuary is particularly strong in South and Central America where this tradition was legally recognized in the Treaty of Rio de Janeiro of 1942.

At the meeting of the Latin American Episcopal Conference held in Pueblo, Mexico, in 1979, the right of sanctuary was specifically stressed: "The church makes an urgent appeal to the conscience of peoples and to humanitarian organizations, asking that: the right of asylum be strengthened and made general...(and that) amnesty be facilitated as a sign of reconciliation in order to achieve peace..."

More recently and perhaps ironically, it was the Vatican nunciature which sheltered current Panamanian President Guillermo Endara from Manuel Noriega.

Given this history, no one should be surprised that the Vatican would not hand over a man they themselves saw as a criminal without safeguards for his judicial rights.

This is, in fact, exactly what happened. Noriega turned himself over to the United States only after he had determined through negotiations that he would not be tried for any capital offense in the U.S. courts. This kind of negotiation could not have taken place without the use of sanctuary.

Whether the United States should have allowed this concession or not is, of course, debatable, but it is at least clear that the sanctuary offered by the Vatican fulfilled its traditional role of securing a fair trial and protection of the life of the criminal.

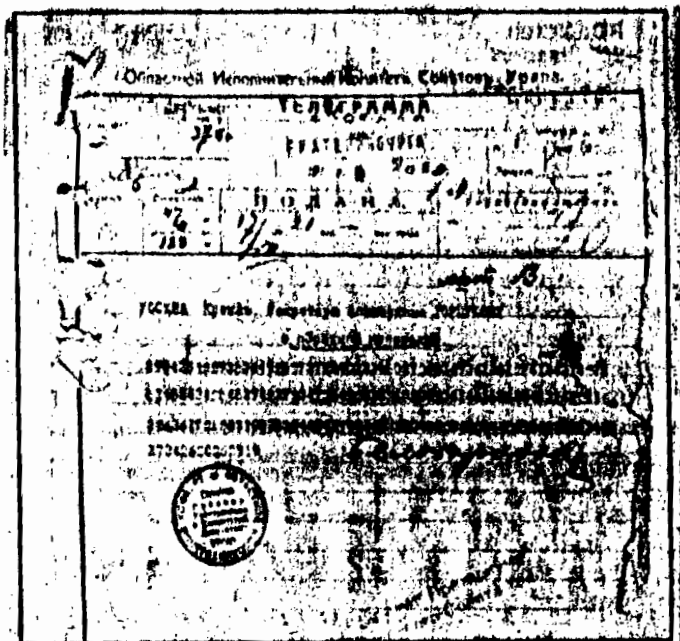
For more than 1,500 years, the church has tried to help guarantee fair treatment for criminals of all sorts through such use of sanctuary.

Just as people shouldn't be surprised at the church's adherence to this ancient tradition, they shouldn't be surprised if the United States respected it. If even Attila the Hun and his hordes could respect sanctuary, surely George Bush and the Marines were right in doing so.

\*\*\*\*\*

POOLCON REPORT



WORDS

A coded telegram sent to the Kremlin announces that Czar Nicholas II and his family had been murdered, but that "officially the family will perish in evacuation."

BODIES OF LAST RUSSIAN CZAR, FAMILY, REPORTEDLY FOUND IN PIT IN SIBERIA (Moscow, UPI, 13 April 1989)

The remains of the last Russian czar and his family were found ten years ago near the town where historians maintain they were killed and their bodies destroyed by acid in 1918, the Moscow News said yesterday.

Geli Ryabov, a crime writer and former police officer, told the weekly newspaper he found the bodies of Czar Nicholas II, his wife, children and servants in a pit near Sverdlovsk, where the imperial family was slain by the Bolsheviks on July 16, 1918 during the Russian civil war.

But Ryabov said he feared coming forward with his findings, which challenge the official Soviet account that the bodies were completely destroyed.

"Ten years ago, when we opened the graves where the naked bodies were thrown and even later, I could not publish the results of my investigation," Ryabov said. "The times were different then."

The Moscow News showed a picture of a skull it said had been identified as that of Nicholas.

Ryabov said he found 11 bodies ---- those of the czar, his wife Empress Alexandra, the hemophiliac Czarovich Alexi, four daughters and several servants in 1979 in a pit in a swampy area outside Sverdlovsk.

Positive identifications of the bodies might put an end to any mystery about whether Anastasia, youngest daughter of the czar, survived the massacre. Several women have since claimed to be Anastasia.

"It was not difficult to identify (the remains) because of the number of bodies, the character of the wounds, false teeth frequently described in Western publications and the remnants of smashed ceramic pots of acid around the bodies," Ryabov said.

The Bolsheviks, who seized power in November 1917 ordered the emperor, a scion of the overthrown Romanov dynasty, and his family killed for fear the anti-Bolshevik White Army would find him alive and return him to the throne he had been forced to abdicate in March 1917.

The slayings were carried out in the cellar of a merchant's house in the town

of Ekaterinburg, since renamed Sverdlovsk. Ryabov said the local Bolshevik commissars hid the remains, fearing that graves might become a shrine.

Ryabov said he became interested in the case after going to Sverdlovsk in 1976. He said he had full cooperation of senior Interior Ministry officials.

The fate of Imperial Russia's last czar and the entire royal family has fascinated mystery writers and historians since the announcement of their executions.

\*\*\*\*\*

EX-PRISONERS OF WAR MAY HAVE KILLED CZAR, FAMILY IN 1918,

DOCUMENTS HINT (London, UPI, 1 February 1990)

Former Austro-Hungarian prisoners of war may have been used to kill Czar Nicholas II and his family in 1918 in the Russian town of Ekaterinburg, photographs and documents revealed yesterday showed.

Sotheby's said it expects to fetch up to \$830,000 in April for the cache of information compiled by Nikolai Sokolov, who served as an investigator for the White Russian army.

When Ekaterinburg fell into the hands of the advancing monarchists, Sokolov collected notes, bills and telegrams left behind at the local telegraph office by the retreating Bolsheviks, their enemies in a civil war that raged after the revolution.

A coded telegram sent to the Kremlin on July 17, 1918 --- the day of the murders of Nicholas, his wife, Alexandra, and their five children --- read: "Tell Sverdlov the entire family suffered the same fate as its head. Officially the family will perish in evacuation."

The Kremlin officially stated at the time that the czar had been shot by a rebel group of Soviet revolutionaries and that the rest of the family had been taken into safe hiding.

Although several stories have circulated about how the family died, photographs showed bullet-pocked stairs and cellar of the house where the imperial prisoners were kept.

A fragment of yellow and cream wallpaper from the basement room is inscribed in German with a line from Heinrich Heine's poem "Belshazzar."

"On that very night Belshazzar was murdered by his slaves," the message read.

Sotheby's speculates that because this is written in German suggests former Austro-Hungarian prisoners of war, who had since signed up with the Bolsheviks, were used to carry out the killing.

The current owner of the papers --- a descendant of Prince Vladimir Orlov, who inherited the archive on Sokolov's death in 1920 --- did not understand their significance until she brought them to Sotheby's last year.

The documents also contain notes and receipts possibly linked to the logistics of staging the massacre. Among the evidence is a bill for 358 pounds of sulfuric acid, which Sotheby's said could have been used to decompose the seven bodies.

\*\*\*\*\*

#### EDITOR'S FOOTNOTE

Glasnost has been a painful experience for the Soviet Union, the Communist Party, and the Russian peoples. Historical truth after historical truth has turned out to be a lie. But the Soviet government has yet to face the Big Lie --- what happened to Tsar Nicholas II and his family? The latest attempt by the Soviet Government to avoid responsibility for what happened is contained in the above two items. Now they're going to try and blame some Austrian POWs. Stay tuned for more developments, and more lies.

WORDS

## A TREATISE ON TRANSLATING THE TERMINOLOGY OF TREATIES' TALK

William Safire

We all remember the names of old battles and wars, but few of us are attuned to the nomenclature of peacemaking.

"Faraway Places With Strange-Sounding Names," as the song had it, form the basis of much of the language of treatying.

Worldly economists and geopolitical scientists --- the sort of people who begin their questions with "given" and begin their answers with "absent" --- like to stud their argot with pact-impact.

When the Soviet premier recently announced a five-year plan that sounded like recycled Old Thinking, Soviet economist Pavel G. Bunich rose in Moscow to denounce the compromises as an "economic Brest-Litovsk."

They all shuttered at the recollection in the Supreme Soviet, but only a relative handful of diplomalinguists outside the Soviet Union caught the allusion: In 1918, at the town of Brest-Litovsk in eastern Poland, Germany and the other Central Powers took Russia to the cleaners, forcing the new Bolshevik regime to sign a treaty surrendering a vast area, including much of the Ukraine.

After the Allies in World War I (which was at first called the Great War, not pessimistically numbered World War I) defeated the Central Powers with no help from Russia, Lenin abrogated the humiliating treaty with the beaten Germans; Stalin later justified an arms build-up to avoid "another Brest-Litovsk."

At a time of tectonic shift in world affairs, foreign-affairs types like to spice up their analyses with references to old treaties.

The more arcane, the better.

"Another Munich" is much too widely understood by average people as the symbol of appeasement, just as "another Yalta" carries overtones of "secret agreements" to suspicious newspaper readers everywhere.

The trick in diplomalingo, city-name division, is to refer to unfamiliar places or events far back in history.

I caught myself pulling this stunt the other day, suggesting that worried Europeans hold "another Congress of Vienna"; that was the meeting in 1814-1815 dominated by Francis I of Austria, Alexander I of Russia and Frederick William III of Prussia to decide the fate of the nations of Europe.

"Risking a Second Rapallo" was the headline over a Washington Times column by Patrick Buchanan.

My old speechwriting colleague used the word in this attention grabbing way: "Rapallo: Inevitable consequence of Germanophobia."

Whenever you have the need to describe a diplomatic end-around by a couple of losers at the expense of the would-be winners, try "another Rapallo"; that was the treaty signed in Italy by Germany and Russia (you remember them from Brest-Litovsk in 1922 recognizing each other and renouncing war claims).

France and the other Allies were outraged at the deal between the two pariah nations in effect ending the isolation imposed upon them since the "Treaty of Versailles." (That was the treaty that ended World War I, and the harshness of its terms was later claimed by some Germans to be the reason for resentment and the rise of Hitler; "another Versailles" is now a treaty whose severe terms motivate the loser to vengeance, or "revanchism.")

How about a sweeping deal to deal comprehensively with all the problems of the continent?

Try "another Locarno pact," a confabulation in the Swiss Alps that was hailed in 1925 by Aristide Briand, French foreign minister, as "the first concrete step toward a United States of Europe." (They are still leaving footprints in that concrete.)

This gathering was noted for "the spirit of Locarno," perhaps the first conjuring of "the spirit of" at international conferences.

In the pact, Germany waived claims to Alsace and Lorraine --- long a sore point with France --- and this led to Germany's admission to the League of Nations; Locarno was renounced by Hitler in 1936, and "another Locarno" is an example of an idealistic scheme soon to be shattered.

Want to sow the seeds of long-range trouble?

Try "another Potsdam," which split up Germany after World War II, and then recognized the Polish and Soviet occupation of German territory east of the Oder and Neisse Rivers, pending a peace treaty that has never been signed.

When East and West Germany unify, Europe's attention will be fixed on the border that now separates East Germany from Poland; many Germans will turn to what the Soviets will call "revanchist."

Potsdam could be said to have produced another "Peace of Tilsit," in which Napoleon and Alexander I forced the Prussian leader to give up much of the land west of the Elbe. Think about that: Do we want another Peace of Tilsit? Just asking the question intimidates your interlocutors.

In June 1989, President Bush announced he was cutting off all "high-level 'exchanges' of government officials...in response to the wave of violence and reprisals by the Chinese authorities against those who have called for democracy."

Six months later, Frank Sesno of CNN revealed that Brent Scowcroft, the national security advisor, and Lawrence S. Eagleburger, the deputy secretary of state, had secretly traveled to Beijing within a month after Mr. Bush's statement.

When asked about this, the White House issued a statement contending that "resuming a dialogue" with the Chinese was to "personally underscore the United States' shock and concern."

When asked at a news conference about this apparent discrepancy in what had been said and done about high-level "contacts," the President corrected the questioner: "I said, 'No high-level 'exchanges.' ' ' "

In the President's mind, evidently, a "contact" is synonymous with a "dialogue" but is not synonymous with an "exchange."

What, in the language of diplomacy, is an "exchange?"

Margaret D. Tutwiler, the State Department spokeswoman, acknowledged that "it's not playing a word game" and took a crack at defining it: "An 'exchange' falls into the category of --- for instance, when we were at the Treasury Department...we led a delegation" that continued a series of visits to China. But this year, "that was canceled...Any number of 'exchanges' have been ceased."

A reporter tried to help, referring to a recent meeting between James A. Baker III and the Chinese foreign minister: "When the secretary met Qian Qichen in Paris, he told us that this was not an 'exchange' because it took place in a third country and that he said 'exchanges' were when officials went from one country to the other..."

"The second Scowcroft-Eagleburger mission, I gather, was considered an 'exchange?' " Tutwiler, perhaps sensing she was being entrapped, went out of the synonymy business: "I don't know if it was characterized as an 'exchange.' Was it characterized as a 'contact?' It happened."

Let's try others.

George Jones, vice president of the American Foreign Service Association, defined "diplomatic contact" as "a term applied to a person who's the source of information for a diplomat or to the initiation of relations between two countries."

Bernard Kalb, veteran diplomatic correspondent and State Department spokesman who's now busy on a writing project, stated: "The difference between 'diplomatic contact' and 'diplomatic exchange' is diplomatic gibberish."

'Contact,' rooted in the Latin for "touching," has a diplomatic meaning of "communication" in its broadest sense; 'exchange,' rooted in 'cambire,' Latin for "barter," has the diplomatic meaning of "transaction," which includes discussions and reciprocal visits.

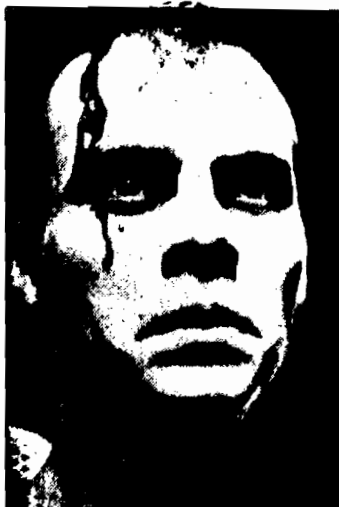
'Dialogue,' rooted in "to talk between" is closer in diplomatic meaning to 'exchange'. Thus, the hairsplitting Mr. Bush can claim his promise of "no 'exchanges' " was kept; he never said "no 'contact.'" However, this recalls the old punch line "But I never said ' positively' " and puts us all on guard: the President may be narrowly construing what he says, and may not always mean what he seems to mean.

\*\*\*\*\*

#### NEW BLOOD

The following have written to us recently about Diplomacy:

Quest Games, Inc., Box 707, Clementon, NJ 08021-0007.  
Dan Grinnel, 340 NE 58th, Seattle, WA 98105.  
Jeff Holzhauer, 24236 Ontario Ln., El Toro, CA 92630.  
Stan Plummer, 6613 Azalea Dr., Spring Lake, NC 28390.  
Phil Reynolds, 2896 Oak St., Sarasota, FL 34237.  
J. T. Battersby, 900 Division Ave., Willow Grove, PA 19090.  
Alex Boster, 347 W. 2nd St., Paris, KY 40361.  
Mike Barni, 6012 32nd Ave., NW, Seattle, WA 98107.  
Jon Shavor, 4630 Candlewood Ct., Concord, CA 94521.  
Tom Guggenheim, 311 Heritage Dr., Mt. Vernon, IN 47620.  
Trace James, 7940 Eden Ct., Eden Prairie, MN 55344-2205.  
Robert George, 1029 Delachaise St., New Orleans, LA 70115.  
Rob Stella, 22539 Imperial Dr., Richton Park, IL 60471.  
Sam Thomas, 1941 Crestwood Ln., Clover, SC 29710.  
Richard Harper, 3731 Monterey Pines St., #G-101, Santa Barbara, CA 93105-3202  
Terry Lachcik, 13357 S. Mackinaw, Chicago, IL 60633.  
Jacques Belanger, 985½ Mainguy, Ste.-Foy, QC, G1V 3S5, Canada.  
Tom Howell, 7253 West Green Lake Dr. N., Seattle, WA 98103.  
Robert Shinabarger, 1142 E. Frances Rd., Mt. Morris, MI 48458-1125.  
Charles Mercer, Box 305, Forestville, CA 95436.  
Randy Davis, 3019 Bertram Ct., Concord, CA 94520.  
Jon Fleischman, 3318 So. Bentley Ave., Los Angeles, CA 90034-5210.  
Derek Daniels, 2545 NE Coachman Dr., #43, Clearwater, FL 34625.  
Martin Vogel, 3324 New England Dr., Rockford, IL 61109.  
Super Dave Newman, PSC #1, Box 574, Offutt AFB, NE 68113.  
Jeff Breidenstein, 106 Catoctin Cir. SW, Leesburg, VA 22075.  
Fred Chang, 822 N. Sycamore Ave., Los Angeles, CA 90038.  
Paul Glenn, 100 W. Cold Spring Ln., Box 17, Baltimore, MD 21210.  
Matt Sundstrom, 721 University Pl., Evanston, IL 60201.



WORDS

## DIPLOMAT'S WORDS SOMETIMES HAVE MEANINGS OF THEIR OWN

Alvaro de Soto

Diplomats, like all practitioners of a specialized craft, have their own parlance, and in diplomacy, as elsewhere, things are not always what they seem.

The secretary general's "good offices" is not a reference to the physical trappings of the United Nations chief's working quarters. (In fact, his office on the 38th floor of the Secretariat building is rather spartan, with a drab view of the East River and Long Island City.) A person entrusted with good offices, or a "good officer," is a channel of communication between parties to a dispute who are not on speaking terms.

It is a catchall term, the functions of a good officer ranging from passing messages from one party to another to brokering a comprehensive peace agreement. As a rule, the officer does not make proposals to the parties in the formal sense, and operates largely out of the limelight.

Good offices involve meetings with high-level interlocutors, usually foreign ministers. They are often held, wholly or in part, "tete-a-tete," literally, in the language of Talleyrand, head-to-head or, according to current usage in the United States, one-on-one. At the United Nations, "tete-a-tete" means just that: no one present but the principals. We are, however, increasingly faced with the baffling question: "Who will join the Secretary General as note-taker during the "tete-a-tete" meeting?"

As a professional diplomat, the S.G. (as the secretary-general is frequently referred to) is perfectly capable of jotting down or dictating an accurate "note to the file," known to my American colleagues as a "memcon" (memorandum of conversation). So a notetaker is not a must for him. Besides, total recall is practically a requirement for effective good officers. However, a note-taker at meetings can be helpful to the principals, and sometimes an interpreter is a note-taker in disguise.

But does a "tete-a-tete" remain one when note-takers are present? I won't quibble on this point; after all, according to the Oxford English Dictionary, in 16th century France, "tete-a-tete" didn't even have a friendly connotation --- it referred to single combat. For meetings solely between the principals, I offer this suggestion, also from the French, "a quatre yeux," which translates roughly as "four eyes only."

In a set-piece meeting, on the other hand, the principals will be accompanied by aides, who are referred to in the S.G.'s office as "insiders." An "insider" is not necessarily "someone in the know." The word "insiders," as we use it, refers to people actually inside the room where a meeting is held. Hence, insiders may know far less than outsiders in the know.

At the United Nations, diplomats and their assistants increasingly use a tool borrowed from the world of multilateral diplomacy: the "nonpaper." This is an exploratory paper whose author wishes to remain anonymous or at least retain "deniability" until the chances of success of the proposal outlined within it have been ascertained. Nonpapers are not circulated; they are gingerly floated, falling into the hands of fellow delegates as though by chance, "deus ex machina." ("I just happen to have with me a nonpaper which attempts to reflect the idea which Your Excellency has so aptly expressed.")

Without interviewing the many batches of United Nations professionals who have served since the organization was established in 1945 --- a daunting, if not hopeless, task --- I venture an educated guess as to the word's origins. Having sat in on countless "tete-a-tetes" and other meetings at the United Nations for more than 20 years, I would say the expression was most probably coined by a U.S. diplomat. My no-nonsense American colleagues seem partial to an economy of expression.

Confronted with an unpalatable formal proposal, not preceded by a nonpaper, a diplomat can reject it in a number of ways. He can address the issues raised. He

can ignore it. Or he can give it "fin de non recevoir" --- that is, deem it as having not been received.

When an agreement between parties to a conflict has been reached, however, the binding terms need to be recorded. Lest lightning strike one of the negotiators and the understandings go up in smoke, ultimately all aspects of a deal should be committed to some form of record, at least a "final act," perhaps an exchange of notes, ideally a sacrosanct "treaty."

In addition to impartiality and honesty, people engaged in good offices must have the gift of good timing and a flawless sense of balance, if they are to avoid "diving into an empty pool." In the S.G.'s office, we have, since the early 1980s, been consigning certain situations to the "empty pool" category --- shorthand for cases in which it would not be advisable, or might be counterproductive, to attempt to assist in resolving a given dispute or conflict.

Again, it is difficult to pinpoint first usage, let alone the uncontested author, but the expression made its first appearance in print in 1983. The occasion was the bicentennial of the Treaty of Paris, when Sir Brian Urquhart, the United Nations' peace-keeper extraordinaire, gave an address at the Smithsonian Institution.

In a list of "some don'ts for workers for peace," he cited this: "Don't dive into an empty pool. This may create a temporary sensation, but it will leave you stunned and incapable of further action. It is equally inadvisable to dive into a pool of boiling water."

If it has been determined that there is sufficient water in the pool, and that its temperature is acceptable, "shuttle diplomacy" may at some point be warranted. The S.G. does a fair share of traveling. By White House or Fortune 500 standards, his journeys --- often hastily arranged --- are made on a shoestring budget. So I find it particularly apt that members of his entourage are referred to, regardless of rank, as "straphangers."

In 1984, in Timbuktu, I first happened on the word "straphanger," as applied to a member of the S.G.'s party.

When I first overheard the term, I thought I detected a touch of sarcasm. As a "straphanger" in the S.G.'s party, I felt more curious than insulted, however. The word was obviously borrowed from the world of mass transportation. The Concise Oxford Dictionary of Current English defines a "straphanger" as "a bus or train passenger who has to stand and hold a strap for lack of sitting space."

"Straphanger" is far preferable to "hangers-on," and in its allusion to the New York subway can be said to be part of the United Nations' homespun tribute to the city that hosts it in its inimitable way.

/Editor's Note: Alvaro de Soto, a Peruvian career diplomat, is executive assistant to Javier Perez de Cuellar, secretary general of the United Nations./

\*\*\*\*\*

"What do you mean,  
I can't go to DIPCON?"





## NATURAL ENEMIES

Peter Hay

"Has anybody ever seen a drama critic, or a Dip 'zine reviewer, in the daytime?  
Of course not. They come out after dark, up to no good." - P.G. Wodehouse

If mice and cats had their own Walt Disney, they would probably like to watch cartoons of critics bashing artists, and of performers trying to outsmart reviewers. Their centuries-old antagonism is based on a delicate ecology of mutual need. The same might be said of Diplomacy magazine publisher-editors and Dip 'zine reviewers.

With his play of Davy Crockett, Frank M. Murdoch created a genre known at first as frontier drama and later as the western. "Its reception by the press was not cordial or kindly," observed a contemporary, "and the severe things written about it had, it is said, such an effect upon its sensitive author that he literally died of criticism in Philadelphia, November 13, 1872." The 29-year-old playwright was working at the time of his death on Bohemia; or the Lottery of Art, a satire about drama critics, not one of whom is known to have died from having seen it.

George Bernard Shaw was famous as a music and theater critic before he achieved success as a playwright. He often fulminated against his chief rival, Shakespeare, who was at least dead. Shaw once began a review of James Barrie's latest play: "This is worse than Shakespeare." "I must admit this rankled," Barrie remarked tongue-in-cheek, and later wrote to his critic: "Shaw, you ought to be roasted alive, though not even well-cooked would you be to my taste."

Except for Peter Pan, Sir James Barrie's plays quickly dated, and especially American critics found them too saccharine. "The triumph of sugar over diabetes," George Jean Nathan called his style, and at a revival of The Admirable Crichton, Walter Winchell was overheard muttering in the lobby: "For Crichton out loud!"

Winchell, who defined a drama critic as "a newspaperman whose sweetheart ran away with an actor," was actually known for his indiscriminate praise of everything he previewed on Broadway. When asked about his tendency to puff everything, he would reply: "Who am I to stone the first cast?"

The humorist P.G. Wodehouse once queried: "Has anybody ever seen a drama critic in the daytime? Of course not. They come out after dark up to no good." Dorothy Parker's zingers about the young Katharine Hepburn's acting in The Lake (1933) --- "She ran the whole gamut of emotion from A to B"; and about Marion Davies: "She has two expressions: joy and indigestion." --- are classics of critical wit. We may deplore John Simon's anatomical attacks on actors (he once wrote of Diana Rigg, who bravely appeared on the legitimate stage in the nude before it became fashionable: "Miss Rigg is built like a brick mausoleum with insufficient flying buttresses"); but he has not been lacking for readers or jobs.

Often it is the truth, not the wit that hurts. After seeing Clash By Night (1941) by Clifford Odets, the once stinging playwright of social protest, Robert Garland, lamented: "Odets, where is thy sting?"

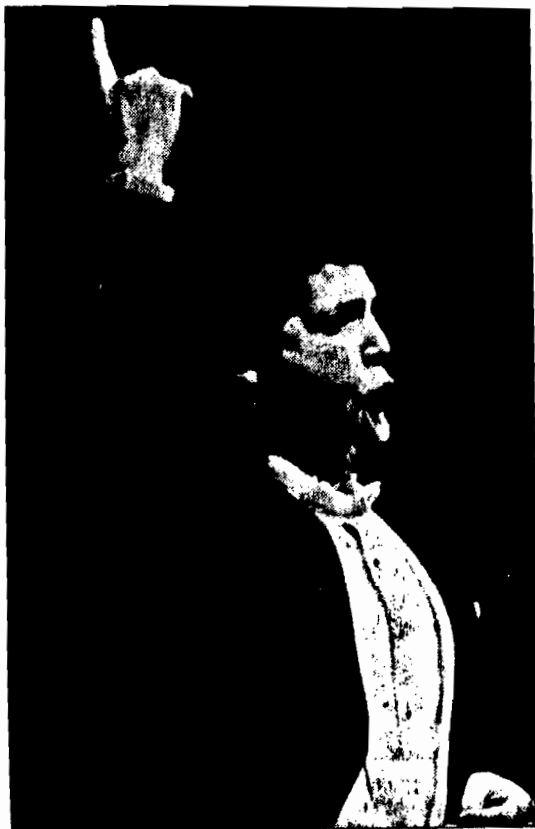
Good critics seldom need to be nasty; the problem is that they are only savored and remembered when they are. And even the most mild-mannered reviewer is sometimes reduced to monosyllables, as was Brooks Atkinson, the dean of Broadway critics until 1960, when noting that a certain play had opened, he asked: "Why?" There was also the brief career of a handsome Italian actor, trying to cash in on the Valentino craze. "Guido Nadzo," Atkinson commented on his performance, "was Nadzo Guido." And he wrote of a 1934 disaster at the Fulton Theater: "When Mr. Wilbur calls his play Halfway to Hell he underestimates the distance."

Alexander Woolcott reviewed a play called Wham! with "Ouch!" But the record for the briefest notice is held by a London critic at the turn of the century. After seeing a show called A Good Time, he wrote simply: "No."

Playwrights would take a great deal more care with their titles if they could foresee the temptation they offer to critics. The stage adaptation of Christopher Isherwood's Berlin stories, I Am a Camera, prompted one reviewer to comment: "No Leica." Dorothy Parker's description of Channing Pollock's drama The House Beautiful (1931) as "the play lousy," drove the author into retirement, and to call another critic "a legless man who teaches running." And after seeing a play called, Tonight or Never, George Jean Nathan wrote: "Very well, then: I say 'Never.' "

One futile gesture that producers employ occasionally to vent their frustration is to bar a critic from the theater. Just before America entered the First World War, the brothers Shubert waged an eighteen-month battle with The New York Times to have Alexander Woollcott fired. When the newspaper resisted, the impresarios tried to withhold advertising for all their shows. They soon found that ticket sales plummeted, but when they tried to buy space, the Times in a bold gamble refused to sell it to them, until the Shuberts sent a box of cigars to appease the offended critic, who observed graciously: "The whole thing went up in smoke."

Like the Bourbons, the Shuberts learned nothing. A couple of decades later they tried to banish Walter Winchell for reporting an embarrassing conversation he had overheard between the brothers. "If I can't go to their openings," shrugged the columnist with pretended indifference, "I'll wait three days and go to the closings."



David Hood rehearses his DIPCON Society meeting speech.

# ANTI-HERO WORSHIP: AN ESSAY REVIEW ON KEEGAN, COMMAND, AND DIPLOMACY

Thomas M. Kane

Around the time when Alexander the Great exemplified the True Hero, Li Ssu, Grand Councillor to Shih-Huang the First Emperor of China, wrote his own memorandum on the Mask of Command. Li Ssu observed that his lord had achieved the Holy Grail of Legalist philosophy. With precise language and honest measurements, with comprehensive laws and unspeakable punishments, Shih-Huang had established a world where words were equal to things and leadership had become unnecessary. Magistrates, ministers, and bureaucrats were now mere sources of corruption. The Laws provided all that the State required, and people would follow them, since to disobey was to face gruesome death.

It did not last though. Shortly after Li Ssu wrote his letter, the Emperor died. Li Ssu conspired with the eunuch Chao Kao to seize power, Chao Kao had Li Ssu sawn in half, and then a new Emperor assassinated Chao Kao, all only months before the charming rebel Hsiang Yu reached the Capital with his peasant army. Hsiang Yu was famous for both cruelty and aristocratic grace. As a member of the nobility Shih-Huang had abolished he destroyed all traces of the old empire and set fire to its capital. The ruins burned for three full months.

With that precedent, John Keegan showed real courage when he advanced the theories presented in his work, *THE MASK OF COMMAND*. In this book, Keegan maintains that military commanders have evolved from "True Heroes," who, like Alexander the Great, lead by examples of personal valor, to "False Heroes," typified by Hitler, who imitate the true variety from the safety of their bunkers. Keegan presents fascinating biographies of each leader. He leaves the reader admiring Alexander and Wellington, touched by Grant, hating Hitler, and apprehensive about the fate of a world where words are so equal to things that a "heroic" statesman can level cities with nothing but a decree. However, none of this proves Keegan's contention that there is a continuous pattern to the nature of command.

China was False Heroic, then post Heroic before becoming Anti-Heroic all in the space of a few years. Grant may have been what Keegan called a Non-Hero, but the American Civil War certainly offers plenty of genuine Heroes to consider. The same is true of World War Two. Hitler may have been a False Hero, but was Churchill? What about Patton? History contains too many commanders with too many individual personalities for one to proclaim an overall trend.

Even the appearance of nuclear weapons need not force history into any sort of mold. Global nuclear war is hardly the only problem of modern international relations, and although the prospect of self-destruction may cast a shadow over other affairs, even that is nothing new. Keegan never examines "post-heroic leadership" as thoroughly as the other styles, which is too bad, because he could have found plenty of examples. Once again, the ancient Chinese were quite familiar with wars which ran out of control, grinding up the winner, the loser and all society as well. World War One provides a more recent example (and is, coincidentally, a topic dear to DIPLOMACY players). Vietnam gave the United States a heavily diluted taste of this sort of apocalypse. Keegan could have examined General Westmoreland, Lord Kitchner, who raised a British army in the Great War, or best yet, Marshal Petain, who had the charisma to quell mutinies on the Western Front but preferred capitulation before Hitler to fighting such a war again. One could also analyze the German officers in World War Two who, after losing 60 divisions (over 10,000 men each) in three months, convinced the surviving units to fight for eight months longer. (To paraphrase historian W. Victor Madej, talk about motivation problems!)

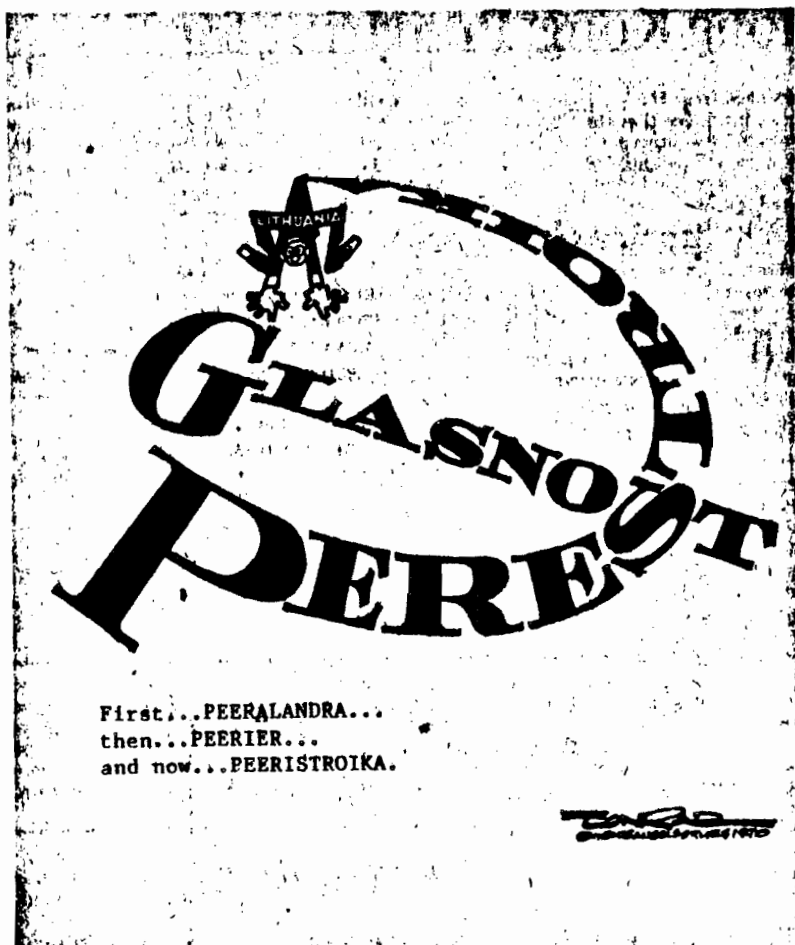
These incidents lead one to a depressing conclusion about valor. Li Ssu was right when he observed that a disciplined organization can function with or without a leader. That is why the many different "styles" of officership all work, and why, although

he tries, Keegan cannot really uncover a trend. The fact that men as different as Wellington, Hitler and Grant could all command armies merely underscores the fact that no matter how inspiring or laughable the commander may be, his soldiers have no choice but to obey him. Furthermore, they do not have any first-hand way of knowing whether he is truly brave or not.

Alexander, of course, was an exception. This is the one irrefutable way that leadership has changed, and Keegan honors it with the attention it deserves. In Alexander's time, soldiers saw their commander in person, and their morale depended on his performance.

The organization of mass armies made that situation first avoidable, later impossible. Of course, there are still officers who must prove themselves as True Heroes before their troops, they just have lower ranks. In World War Two, my grandfather, who was a colonel and director of a military school, coerced his sons into entering the army as privates, not officers. He knew that the highest casualties in the army occurred among Second Lieutenants, who march in front of platoons to lead them into battle. Platoon Leaders are also, not coincidentally, the officers most often murdered by their own men.

If Keegan overreached reality in his attempt to find historical progress in leadership, he nevertheless provides a masterful example of the ways in which commanders cope with their task of ordering followers to die. This is an aspect of strategy that Diplomacy does not simulate. The frightening thing, though, is that the game might not play much differently if it did. Keegan tells us, intentionally or not, that dispatching troops to war is quite easy.



BOOK REVIEWSA MILITARY ATLAS OF THE FIRST WORLD WAR

Arthur Banks

This reissue of a classic work uses 250 maps with supporting text to present a broad general survey of the political and military strategy of the First World War, offering carefully researched details of major campaigns and engagements while analyzing military strength and relevant command structures. The enormous range of original source material here includes all the official histories and many hundreds of personal and secondary records, correcting long-established errors and misconceptions, and providing a fascinating and accessible wealth of information in an essential and scholarly reference work. /Publication: August 1989, 267 pp., maps, cloth, \$27.50/

THE FIRST WORLD WAR, 1914-18

John Terraine

This book was first published, with illustrations in 1965. At that time it was widely acclaimed on both sides of the Atlantic.

It is now reissued without illustrations but with specially drawn maps and a new introduction by John Terraine. There can be little doubt that this is the best one-volume, short history of the First World War available at the moment. It will be indispensable for students of military history and invaluable to the general reader who needs a handy reference guide to the Great War. /(1965) 1984, 216 pp., maps, cloth, \$20.00/

DESTINATION DARDANELLES: THE STORY OF HMS E7

Michael Wilson

When World War I started in 1914 the potential of the submarine as a tactical weapon was largely a matter of conjecture. To mechanical unreliability and primitive methods of communication was added inexperience: no senior officer serving in either the British or German Navy had any experience of submarine handling and few realized the impending revolution in naval warfare and strategy that the submarine would cause. So when the war came, it was inevitable that those in authority had no experience and those with experience had little authority.

DESTINATION DARDANELLES looks at the situation from two levels. The diaries of Lt. Oswald Hallifax give a vivid idea of what life was like for the man in the submarine, from the icy waters of the North Sea to the warmer no less hazardous currents of the Dardanelles. To broaden this "periscopic" view, Hallifax's narrative is set against the wider panorama seen by those in command. The "binocular" picture that emerges helps to show the problems that faced both commanders and those commanded, and to explain the friction that was created when the cogs in this vital part of the war machine failed to synchronize. /1988, 194 pp., illus., maps, cloth, \$26.00/

THE ROAD TO PASSCHENDAELE

John Terraine

"Every 20 years or so there emerges from the constant stream of books about the Great War a fresh assessment so perceptive, so profound as to reshape our thinking violently...such a book is this." (Laurence Cotterell, The Times (London) )

"A distillation from many years of intensive research...A stimulating source book." (Ronald Lewin, Sunday Telegraph (London) )

For the British, Passchendaele has never been replaced as the epitome of the horror and pointlessness of war. For the Germans, too, it was a terrible experience. For over half a century now the pros and cons of this First World War battle have been argued, and the controversy does not die. This book does not take sides, nor does it paint the familiar picture of mud and blood. Instead, it lets the protagonists tell the story in their own words. Based on these contemporary documents, it conveys the grinding inevitability of this great and tragic drama once the machinery had been set in motion. /(1977) 1984, 392 pp., maps, paper, \$14.50/

# VOICES OF WAR: FRONT LINE AND HOME FRONT, 1914-1918

Peter H. Liddle

Based on the famous First World War archive so brilliantly built up at Sunderland Polytechnic in England, this richly illustrated volume was published in conjunction with a series of six television programs broadcast in late 1988 to commemorate the seventieth anniversary of the end of the Great War. Well over ninety-five percent of the illustrations in this book have never been published before. The photographs and text constitute a unique publishing event. /1988, 256 pp., illus., cloth, \$26.00/

# A WOOD CALLED BOURLON: THE COVER-UP AFTER CAMBRAI, 1917

William Moore

After the great victory in the famous tank battle at Cambrai in 1917, church bells rang out joyously all over Britain. But within ten days triumph had turned to disaster. How did this happen and why? Historian William Moore explains what went wrong; how all the advantages gained were thrown away; how thousands of British troops were captured and hundreds of guns were lost.

Seventy years after Cambrai, Moore has unearthed new evidence. Was the dour Field Marshal Haig a reckless gambler? Was General Byng, whose troops and guns were captured, really a brilliant planner or a haughty aristocrat dedicated to proving the worth of the cavalry? And why were they both obsessed with capturing Bourtou Ridge? Men from all over England were used up in the attempt to consolidate the Cambrai victory. The failed. It was left to the Canadians to carry the Bourtou position in one of the finest feats of arms of the Great War.

After the inevitable inquiries, all those in high places made excuses; some indulged in a profound exercise of duplicity, implying that the soldiers alone were to blame. Mr. Moore's book throws new light on a dark but fascinating episode in British military history. /1988, 270 pp., illus., maps, cloth, \$26.00/

# MORALE: A STUDY OF MEN AND COURAGE

John Baynes

This classic book examines the psychological and sociological foundations of morale at the battalion level. Through analyzing a sample community of proven morale, the 2nd Scottish Rifles at the Battle of Neuve Chapelle in March 1915, Baynes looks at the essence of morale and suggests how it is achieved and maintained.

MORALE is an evaluation of the roles of loyalty, common rules and convention, individual personal histories, shared beliefs and attitudes, and other such "domestic" elements which create the unity and discipline that is so vital to a fighting unit in battle. Described by Gen. Frank Richardson as "the most comprehensive analytic study (ever) attempted," the book fills the breach between recorded military fact and insight into human beings at war. /1988, 288 pp., cloth, \$35.00/

# A GUIDE TO THE WESTERN FRONT: A COMPANION FOR TRAVELLERS

Victor Neuburg

Hellfire Corner, Ramparts Cemetery, Death Mill, Shrapnel Corner...places that have witnessed carnage on a scale never before envisaged. Situated in the now peaceful landscape of Belgium and northern France, they still bear witness to the bloody and devastating battles of the First World War. To this day, towns and villages such as Verdun, Ypres, St. Jean and Longueval, as well as the poppies on the Flanders plain are vivid reminders.

In this easy-to-follow guide, illustrated with contemporary photographs, cartoons and memorabilia, the author explains how travellers can relive history by visiting the Western Front. The cemeteries, battlefields, and memorials all have their tales to tell, and this excellent guide will help visitors to interpret their findings. Includes: suggested itineraries, historical background, detailed routes for the motorist and an outline of the events that occurred in each place. /1988, 242 pp., illus., map, paper, \$9.95/

# THE ART OF WARGAMING: AN INSIDER'S PERSPECTIVE FOR THE HOBBYIST AND DEFENSE PROFESSIONAL

Peter P. Perla

Until now books on this increasingly popular and important subject have focused either on the recreational side of wargaming or on its military applications. This book offers the first genuine synthesis of both. Written by an insider, it is based on the author's own experiences as a professional wargamer in the U.S. defense community and as a longtime hobbyist. Perceptive, provocative, and informative, the work explores the subject in detail, from its early history to its future potential, to provide a full understanding of why and how wargames have developed and to demonstrate their value as an educational and research device.

Carefully avoiding the sensationalism and superficiality typical of other wargaming books now on the market, Peter Perla discusses current practice and defines the fundamental principles and techniques governing the design and use of wargames. He also suggests how to take advantage of wargaming's capabilities and how to downplay its limitations. Finally he argues for a better balance between professional realism and hobby playability and for increased cross fertilization to educate and enlighten users. Such a thorough-going evaluation of these two aspects of wargaming and how they can best influence each other has never before been written. It will prove useful to both the hobbyist and professional. /1990, 416 pp., 24 illus., Appendix, Index., \$29.95/

Editor's Note: One of the major articles in the first issue of WORLD DIPLOMACY next fall will be a review of four major works that trace the development of wargaming over the past thirty years. If you have any thoughts on this book, or others on this subject, send them along./

\*\*\*\*\*

## FOUR FOR THE EGO: CHURCHILL, DARLAN, GROMYKO, AND YELTSIN

Herbert Spencer (1820-1903) once defined life as, "The continuous adjustment of internal relations to external relations." Four recent biographies speak to the truth of that definition.

The second volume, THE LAST LION: WINSTON SPENCER CHURCHILL; ALONE: 1932-1940, made it to the bookstores just in time for Christmas. It's every bit as good as the first volume and should be required reading for any serious Diplomat. It took me almost two months and many, many hours to read it word for word. It was worth it.

The Churchill volume ran 768 pages. Herve Coutau-Begarie and Claude Huan spent 873 pages on their biography of Francois Darlan, the French Admiral who died under mysterious circumstances in Algiers on Christmas Eve, just as the Allies and Gen. DeGaulle were knocking on his door. It's a definitive, but not impartial, look at one of the more interesting of France's WWII leaders.

Two books, one by a man who served his country as its foreign minister for 30 years, and one by a man who has, so far, only held local and legislative positions, cover the history of modern Russia. MEMORIES by Andrei Gromyko (Doubleday, 432 pp.) is the story of a poor peasant boy who made good: first as ambassador to the United States, then as foreign minister, and finally as chairman of the Presidium of the Supreme Soviet. Fortunately, he didn't live to see what's happened to his foreign policy, government, party, or country. AGAINST THE GRAIN, An Autobiography by Boris Yeltsin (Summit Books, 263 pp.) is a book by a man who is as close to a being a Populist (in the old William Jennings Bryan or Bill LaFollette style) as the Russians have produced. In spite of being a party hack, he's popular with the people. What the Party conservatives think about that and what Gorbachev does about it will tell us, and the Russians, whether Yeltsin will be another historical example of "what might have been" or whether he will have a chance to put his mark on Russia's modern history.

Three who made their mark, and one who may; all sharing one thing in common -- an over-developed ego. Each of them also offers some interesting pointers for the serious Diplomat.

GAME REVIEWS

## BOARD GAME 'CIVIL WAR' A HIT IN BEIRUT

A young Lebanese entrepreneur has the perfect gift for the man or woman who has everything: "Civil War," the board game.

Naji Tueini, 32, relied on his experience as a Lebanese in designing the game, which he calls his revenge on reality.

Unlike Lebanon's civil war, now well into its 14th year, the game can be played in an hour and a half. The winner, according to the instructions, is "the most unscrupulous."

In the game, players take part as militias. They get involved in racketeering, taking hostages, misappropriating public funds, terrorism, shelling unseen targets, blockades, seizing ports.

These activities are intended to increase their revenues or force down those of their rivals --- just as in real life.

Revenues are used to buy chips, which represent military units. The object is to usurp the power of the state and to win, a player must have five more military units than the national army.

On the cover is Tueini's assessment of the militia rule that has paralyzed Lebanon's government almost from the onset of the conflict in 1975.

"In 'Civil War', you make a point of reselling products sent as international assistance to the under-privileged. You are allowed to shell city centers at rush hours. You can also starve the whole country and create fictitious shortages in order to make considerable profits."

The game was to have gone into production last April, but a postponement was deemed necessary in March, after Maj. Gen. Michel Aoun, the Lebanese army commander, began his "war of liberation" against Syrian troops ringing the Christian sector.

Tueini, a Greek Orthodox Christian who lives in the eastern, Christian sector, took advantage of the nights he spent in a bomb shelter to make some timely additions to the game. One adverse development that can befall a player: "Your region is the target of heavy bombardment. The population is constantly under shelter, which means a decrease in your income."

A board game buff, Tueini claims that "Civil War" is the first such game to reflect real events.

A combination of luck and skill allows the players to take control of such source of revenue as radio and television, tollgates, banks, taxes from the sale of land and --- the highest source of revenue --- foreign hostages. These sources appear on the board much as they do in Monopoly.

Tueini calls the strife-ridden country of his game Nabil, which is Liban spelled backward, and Liban is French for Lebanon. The currency, the Nabilian pound, is used to acquire revenue sources, pay fines and, most important, to buy military units.

Using his knowledge of militia practices, Tueini created 100 "event cards" that reflect the ups and downs that affect the 15 real militia groups in Lebanon.

"You have just diverted ships into the ports of your region," one card advises. "You took possession of the cargo and sold it illicitly. This commercial piracy gives you a throw of the dice multiplied by 10 Nabilian pounds."

The unscrupulous behavior of the militias is the theme of a number of cards. One tells of a good profit made from the sale of medicines received as international donations.

Drawing on actual incidents, Tueini proves that truth is stranger than fiction. Event card No. 46 is based on an incident that occurred about four years ago: "The persons in charge of the water company are keeping trout in the distribution tub which results in scandal in your region and a blow to your credit. Pay 50 Nabilian pounds."



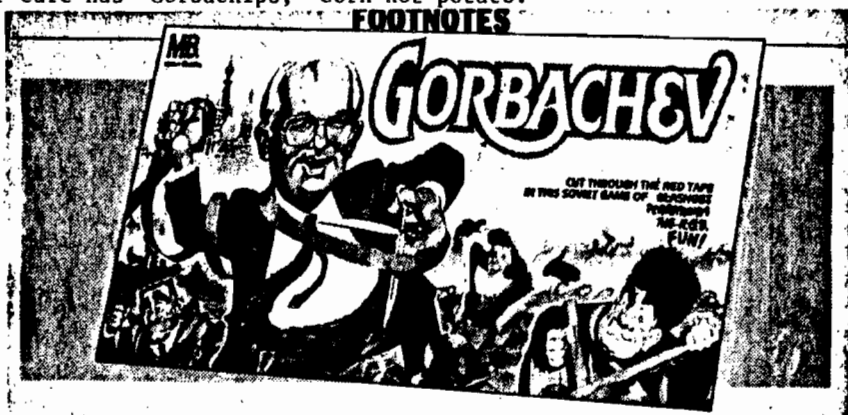
The game is available in English and French. It sells for \$23 and has been distributed to toy stores throughout Lebanon. It is selling briskly to well-to-do Lebanese heading for Europe and the United States on holidays.

For westerners still living in Beirut, one event card has a silver lining: "You have kidnapped a foreigner. The intelligence department of his country forces you to release the hostage at once. You lose 250 Nabilian pounds."

#### MILTON BRADLEY CUTS THROUGH THE RED TAPE OF GLASNOST, PERISTROIKA, AND THE KGB!

Never one to be left out in the Cold War of Gaming for long, Milton Bradley has come out with its GORBACHEV board game; which lets the players cut through the red tape in this Soviet game of glasnost, perestroika, the KGB, and have fun! Players track down "what every true Russian longs for" --- American jeans, Japanese cameras, French perfumes. And Gorbachev helps the players in their quest by cutting through "mountains of red tape."

And, if a good board game isn't your cup of tea, Gorky's Cafe and Brewery in Hollywood is now serving up the "Gorby-cue," an oriental stir-fry, with a touch of Russian. To go with the Gorby-cue, the cafe has "Gorbachips," corn not potato.



#### MIND-LIMBERING GAME IS A HIT

From Charlotte, NC, comes word that idea-hungry businesses are gobbling up a new creativity-provoking gimmick faster than suppliers can get them on store shelves.

The Creative Whack Pack, a \$12.95 deck of 64 cards, is supposed to jolt people into thinking in new ways. And the cards are catching on across the country.

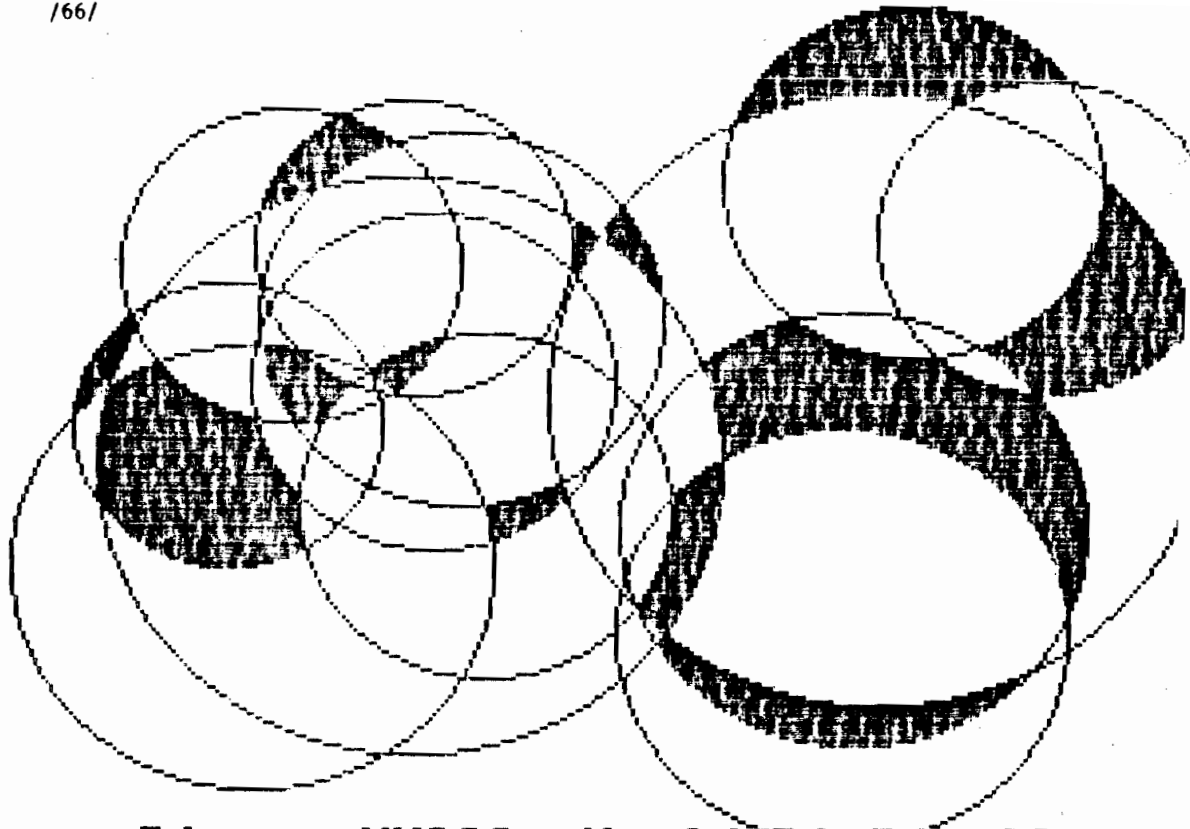
Big-name companies such as Price Waterhouse, Adolph Coors, Philip Morris, Citicorp, and other buyers have purchased some 25,000 Whack Packs.

The cards have phrases such as "Slay a sacred cow" or "Think like a kid" and advice on how to achieve such objectives. The idea is to turn thinking inside out and shake it up.

The popularity of the cards reflects American companies' quest to find something new and different, said Virginia Guerin, associate professor at the University of North Carolina-Charlotte.

"It's in the best interest of any company to foster creativity," said Geurin. "Very large companies need to keep from becoming stodgy. But even growth companies, as they become larger, build structures. And bureaucracy can stifle creativity. Companies need to prevent that from happening. Anything that encourages creativity would spark some interest."

U.S. Games in Stamford, Conn., which publishes the cards, said the Whack Packs will be available in Waldenbooks stores. Ingram Book Co., a national book distributor in Nashville that sells to independent stores and national chains, placed an order last week.



## Dipcon XXIII    World DipCon II

As I wrote elsewhere in this issue WORLD DIPCON II, DIPCON XXIII, and DIXIECC IV should be one of the best Diplomacy events in recent times. The events, the site and the participants will, with luck, make for an outstanding Con.

David and his staff have put together a good program which ought to give everyone a chance to do something they enjoy. Chapel Hill is a lovely town and there's a lot to do in the town and neighboring areas. And, if everyone shows who says their going it will be a remarkably good collection of Diplomats from all over

I'm in the midst of putting together issue #59 of DIPLOMACY WORLD which will appear about Con time. The issue will contain a lot of DIPCON related material and I'm putting out a special "DIPCON" issue of DW for those attending the Con. It just depends on how much junk we can cram in the suitcases.

We'll be flying out on Thursday, via DFW, on American; arriving around dinner time. We'll return on Monday (or Tuesday) around lunch time. If anybody else is planning to stay over on Monday, let me know. Perhaps we can plan a post-Con inquest.

ALSO, I'D LIKE TO SPONSOR A DIPLOMACY WORLD TEAM FOR THE TEAM EVENT. ANYBODY WANT TO JOIN US? If so let me know and tell me what Power you want to play. And sure to let David know.

If you can only make it to one Con this summer this is the one to go for. But if you can't, don't worry. There are lots of other good events.

# Meat Market Slaughter

# WORLD DIPCON II

## DIPCON XIX

### DIIECON IV

CHAPEL HILL, NORTH CAROLINA  
JUNE 22-24, 1990

Dipcon Committee: David Hood  
Ken Peel  
Tom Nash

*"The 1990 International Diplomacy Championships"*

**NEWSLETTER #5**

**April 18, 1990**

Welcome to the fifth and last issue of the Newsletter for DipCon/World DipCon 1990. There should also be a bulletin board flyer enclosed; please help me out by making copies and distribute at game stores, college campuses, etc. If you are a zine pubber, I would appreciate any publicity you can give, including reprinting one or both of these publications.

The main purpose of the newsletter is to serve as a source of information to members of the Hobby about our event this June, as well as to facilitate communication between members of the two Committees who are working to put the thing together.

On that note, first order of business is to list everyone who will be involved in DipCon/World DipCon 1990. Please note my new address.

#### DipCon Administrative Committee

David Hood, Chair and Tournament Director 104-F Terrace Drive Cary NC 27511

Tom Nash 5512 Pilgrim Road Baltimore MD 21214

Ken Peel 8708 First Ave #T2 Silver Spring MD 20910

#### DipCon Tournament Committee

Morgan Gurley, Co-Chair and Publicity, Local 4930 Charnapeg Ave Charlotte NC 28211

Dave McCrumb, Co-Chair and Variant Events Director Rt 1 Box 10 Shawsville VA 24162

Randy Grigsby, Publicity, Canada 93 St Vincent St RR#3 Barrie Ont L4M 4S5

Ron Cameron, Publicity, West Coast 7821 Bouma Cir La Palma CA 90623

John Cain, Australia and New Zealand 76 Banool Rd Balwyn 3103

Peter Sullivan, United Kingdom 16 Neile Close NORTHALLERTON N.Yorkshire DL7 8NN

Per Westling, Scandinavia Rydsv. 246 c:16 S-582 51 LINKOPING SWEDEN

Jef Bryant, Francophonic Hobby 121 Rue Jean Pauly 4300 ANS BELGIUM

Eric Klien, Publicity, Electronic Mail 10 Sinai Circle #B10 Chelmsford MA 01824

Michael Lowrey, Asst. Tour. Dir., Scoring 1131-205 Park Ridge Ln Raleigh NC 27605

Robert Sacks, Special Advisor to the Chairman 4861 Broadway 5-V New York NY 10034

**Con Details.** The Con will be held June 22-24, 1990 at the University of North Carolina in Chapel Hill, North Carolina. There will be four rounds of Diplomacy, of which one must play two to become eligible for awards. During the Saturday morning round, the individual scores will also be tabulated by seven-man team for the team competition. Teams are already organizing in California, Virginia, Maryland, Britain, and elsewhere for this event. There will also be tournaments for Diplomacy variants, Gunboat, Railway Rivals, and other games. A Diplomacy Geography Exam to be written by 1989 DipCon champ Edi Birsan will focus on the Diplomacy map and the real-life places represented, and will be an additional event. Fees are \$20 entry, \$15 per night housing.

Certificates will be awarded for the subsidiary tournaments and for places 4-7, but plaques will be awarded to the top three places in the tourney. Edi Birsan has donated plaques for the seven Best Country awards, as well as two other coveted DipCon awards - the "Hammered" trophy and the "Golden Blade" award, for excellence in being stabbed and stabbing, respectively. There will also be certificates awarded to players in games who stick it out in bad positions ("Death With Dignity" awards) similar to those awarded at the 1986 DipCon in Fredricksburg.

Avalon Hill Game Company will also be donating prizes for the various competitions. Although the final package has yet to be decided upon it will likely include games, merchandise

certificates and free subscriptions to their gaming magazine The General. Games donated other parties for use as prizes so far include BATTLE FOR ITALY, VENTURE, BULL RUN and GUNSLINGER all AH titles.

**Tournament Schedule.** The first Diplomacy round will begin on Friday, June 22 at 5:00 p.m. Also beginning Friday night will be the Nuclear War tournament, consisting of two rounds. Saturday morning will see the second DipRound, which will also double as the team competition. Conclude not into 9:00 am Diplomacy can instead play in one of the continuing competitions described below. After an early dinner the third Dipround will begin at 6:00 p.m., as will the Diplomacy variant tournament, which will feature the 5 player variant 1499. Finally, Sunday morning at 9:30 will be the fourth Dipround as well as the starting time for the Civilization tournament. Awards will be given out and the tournament brought to a close around 5:00 or 6:00, depending upon the completion time of Round 4 games.

**Other Events.** There will be several events to compete in which take place not according to a set schedule, but can be played at any time. These include Titan, Railway Rivals, and Gunboat Diplomacy. Any number of these games can be filled at any time, with a scoring system used that will reward those who play in multiple rounds of a given game. The idea is to have "pick-up" games for these events that will give latecomers, oversleepers, malcontents, etc. something to do besides Diplomacy. In addition, there will likely be unofficial pick-up games for other Diplomacy variants, for which the map and rules will be available for any interested parties (including the hot new variant by Larry Cronin Perestroika Dip.)

**Scoring System.** The system to be used for each event or tournament will be outlined in the DipCon Booklet, which will be mailed to all registrants in late May. We appreciate all the information received about scoring systems, and hope we can satisfy at least a sizeable minority of those attending.

**Travel.** Unless one is coming from overseas, you can probably get a direct flight into Raleigh-Durham from any major city. Alternatively, you can fly into Charlotte and carpool with Morgan Gurley and his ilk (address on other side). Internationals should contact me about your travel plans. There will be carpool possibilities for many hobbyists. Mike Gonsalves (1401 Haverly #T-6 Hagerstown MD 21740) will be driving his van and can pick up people through MD/DC/VA. Dwayne Shreve (739 Union Church Rd Elkton MD 21921) can pick people up on I-95 in Northeast MD. White (1 Turnberry Ave Toronto Ont M6N 1P6) can pick up a number of Dippers between Canada and NC.

**InterCon.** Don't forget the house Con at Jason Bergmann's during the week between DipCon and the Origins event the next weekend in Atlanta. There will be open gaming here as well as some room for floor-sleepers and other moochers. Jason also has room for one more in carpool from Atlanta to DipCon and back. Contact him at: PO Box 23780 Atlanta GA 30322.

**Internationals.** Pete Sullivan promises two teams from Britain alone, and has been publishing his own newsletter Globetrotter to help promote World DipCon in the UK. Other Europeans have also expressed interest. The list of possible Australian participants has grown to five.

**Housing.** Rooms on campus are available Th/Fr/Sa/Su nights. Here is a list of nearby hotels: Omni Europa (968-4900) \$50-60, Carolina Inn (933-2001) \$40-60, University Inn (942-4132) \$35-45, Siena Hotel (929-4000) \$50-60, Red Roof Inn (489-9421) \$30-45, Tarheel Motel (929-3090) \$35-45, Holiday Inn (929-2171) \$35-50. All numbers are area code 919, and prices are general. proportional to the lavishness of each respective hotel.

**Publications.** There will be a Con booklet ready before the Con, including direct schedules, etc. and there may also be a souvenir booklet afterwards. If I get written proposals for DipCon 1991 I will include them in the Con booklet. There will be a zine table where publishers can hawk copies of their zines to participants.

**Participants.** Here is an update on likely attendees for the Con: (US) Tom Nash, Ken Hohn Cho, Tim Moore, James Wall, Lance Anderson, Phil Reynolds, Don Del Grande, Mark Lewis Martin, Steve Cooley, Marc Peters, Jason Bergmann, Edi Birsan, Vince Lutterbie, Cathy Ron Spitzer, Larry Peery, John Crosby, Mark Stegeman, Gary Behnen, Dan Mathias, Mike E Jeff Bohner, Lee Kendter, Jr., Lee Kendter, Sr., Dwayne Shreve, Mike Maston, Pete Fuchs, C Greene, Jeff McKee, Larry Cronin, Jim Yerkey, Frank Alexander, Morgan Gurley, Dan Sel Dave McCrumb, Ron Cameron, Bob Odear, Mike Pinkerton, Michael Lowrey, Chris Kremer, Fred I Dave Palmer, Mark Murray, Gene Prosnitz, David Putnam, Mike Nangle, Tom Johnston, Rich Camp Brad Wilson, Jack McHugh, Craig White, Tom Swider (UK) John Bowen, Shawn Derrick, Denis Jones, Mullen, Matt McVeigh, Jan Nienwiedowicz, Ken Simpson, Steve Thomas, Peter Sullivan (AUSTRALIA) John Andrew England, Mike Gibson, Steven Bagshaw (CANADA) Francois Cuerrier, Cal White, Grigsby, Mike Agnew, Doug Acheson (SWEDEN) Per Westling (AUSTRIA) Erik Adenstadt.

**DipCon Booklet:** To be mailed to registrants in late May.

-DAVID HOOD,

# WANTED:

## Best Liars in the World!

for the

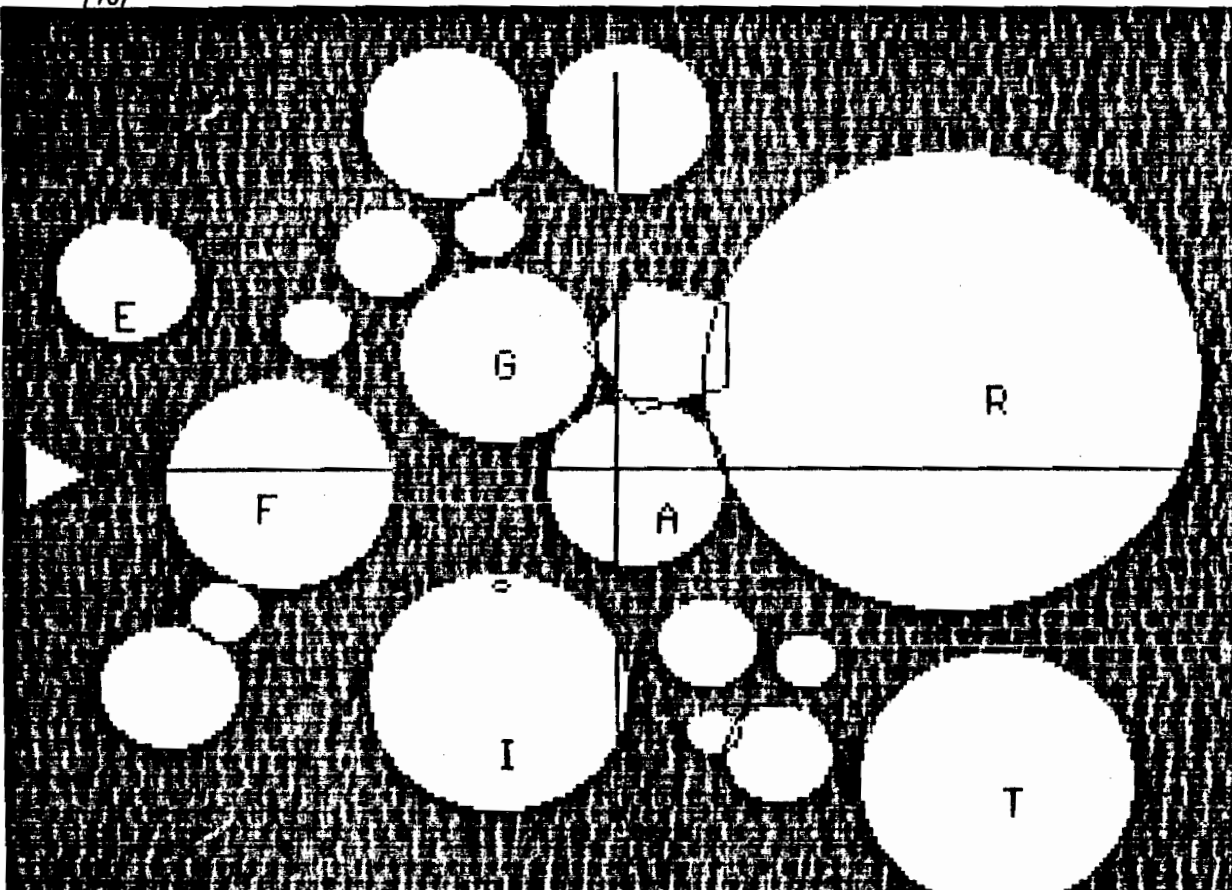
**1990 World Diplomacy Championships**  
**June 22-24**  
**University of North Carolina, Chapel Hill**

*Diplomacy is a game of negotiation and intrigue that recreates the diplomatic situation just before the First World War. Each player leads one of the seven major European powers into and out of alliances with the other players, calling for skills in strategy and logic. Players literally lie, cheat, and steal in their quest for domination of Europe! The tournament will feature players from all over the world with varying degrees of expertise at the game, from novices to experienced Diplomats.*

**OTHER FEATURES:** Tournaments in Civilization, Titan, others  
 Events for Variant Diplomacy and Team Play  
 Games, Plaques, and other Prizes  
 Cheap Campus Housing (\$15/night)  
 Big Names in the Diplomacy Hobby  
 Avalon Hill Game Company Booth

**For More Information Contact:**

**Tournament Director David Hood 15-F Estes Park, Carrboro NC, 27510**



This issue we've got two variants for you, one imported from Britain and designed by those Amazing Brothers, James and Mark Nelson, and one designed by David McCrumb, who's going to be running the variant event at DIPCON this year. Guess which variant he picked to use?

There have been hundreds and hundreds of variants designed over the years. The NAVB Catalog lists some 700 or so and it is by no means complete. You would think that by now every possible physical location and historical time period would have been covered by somebody. Not so, there are still a lot of good subjects left to be adapted for Diplomatic needs. I know that I have at least a half dozen ideas lurking the back of my mind that I'd like to get on paper but --- as always --- where's the time for it?

If you are interested in variants and you don't have a copy of the NAVB Catalog you should get a copy. The details on that are elsewhere in this issue. And if you'd like a generous sampling of variants; including maps, rules, and commentary on the variant hobby; you should get a copy of the third volume of the DIPLOMACY WORLD ANTHOLOGY. The first printing sold out very quickly so if you want one you'd better order it soon. A copy is US\$15.00. Over sixty variants of all types are included.

If you've designed an interesting variant you're welcome to send it along to us for possible publication in DW or WD. If you're looking for players (or a GM) to play in or run a variant you've designed let us know. We'll be glad to mention that.

And, if you happen to be interested, I'm looking for a Variants Editor for WORLD DIPLOMACY.

And, please note that I have extended the deadline for the Eastern European and Central American Variant Design Contest to 1 September to give some of our overseas readers a chance to get involved in the contest.

by James Nelson

*This is the second "issue" by the new DIPLOMACY WORLD Variants Editor, James Nelson, who lives at: 112 Huntley Avenue, Spondon, Derby, DE2 7DU, ENGLAND. James Nelson is also the United Kingdom Variant Bank Archivist, and publishes a "variants fanzine" called VARIANTS & UNCLES which is available for the equivalent sum of £0.80 (but please send it through an I.S.E. if possible) I will be happy to receive contributions and also copies of variant zines so that I can review them in DIPLOMACY WORLD.*

I bet that last time you all got pretty bored with my words of wisdom, didn't ya? Admit it! Well, you're gonna' get absolutely none of me this time.....well, not quite.....

## VARIANT.....

### History

COOLBOP Downfall was a modified Downfall VII (Definitive) variant. Definitive was the most popular Downfall variant in the mid 1980's in Britain but gradually people began to see the need for a revision. COOLBOP started as Mark Nelson's (JN: my brother) attempt at revising it. At ManorCon 1986 Iain Bowen and Mark discussed ways of improving Definitive; Iain went on to list a series of possible modifications in his zine (Ydraig Goch issue 9, to be exact). Some of these were incorporated into COOLBOP, which was first published in Variants & Uncles 7 (March 1987), and which became a joint design between Iain and Mark.

August 1989, and six postal games latter, the need for a further revision has become apparent. Nelson Mystery Tours present...

## HARDBOP DOWNFALL

by James and Mark Nelson

Hardbop Downfall is based on Coolbop Downfall which in turn was based on a set of original Downfall rules by John Norris and Glover Rogerson.

### INTRODUCTION

This is a Diplomacy variant based around Tolkien's "The Lord of The Rings"; standard rules apply except where noted below.

#### 1). The Powers

DWARVES A Erebor, A Iron Hills, A Blue Mountains.  
ELVES A Imladris, A Lorien, A Elven Kings Hall, F Grey Havens, Fellowship (Shire).  
GONDOR Faramir Minis Tirith, A Minis Tirith, A Belfalas, A Lemedon, A Lebennin, Gandalf (anywhere), Ranger (Bree)  
MORDER Sauron Barad-dur, 2A Barad-dur, 2A Minas Morgul, 2A Udun, 2A

Nurn, A Dol Guldor, A South Rhun, A Gundabad, 3XA Eastlings (off board), Nazgul Any Home SC.

ROHAN A Helms Deep, C Edoras, C Dunharrow

SAURMAN Saurman (Isengard), A Isengard, A Dunland, A Khazad-dum.

UMBAR P City of the Corsairs, A Havens of Umbar, A Harad.

NOTE Gundabad is a neutral supply centre, and thus Mordor may not build there. In addition Mordor does not own Gundabad at the start of the game. The Nazguls starting position is not revealed unless its power is used.

## 2. Personality Units: *Faramir, Sauron & Saruman.*

These move as a normal unit and have a combat value of zero. They can be ordered to lead a unit (order 'L' unit) and add one to the strength of the unit's order (subject to clarification below). They can only lead a unit which shares their starting province. Other than by moving with units they may not receive or give support. If a unit being led by a personality unit is forced to retreat they both share the same retreat.

Sauron's moves are always reported, and can only lead Mordor units

Faramir's moves are only reported when he leads a unit. He can lead both Gondor and Rohan units. However he may only lead a Rohan unit if the Rohan player gives written permission to the GM with his orders.

Saruman's moves are only reported when he leads a unit. He can only lead his own units. Additionally the Saruman player can build in any centre which Saruman is in (but not if there is a unit already in this province)

NOTE: If Faramir and Saruman move on their own and end the turn in a space occupied by a foreign unit that player is informed.

Sauron, Faramir and Saruman may be destroyed by:

- Any unit that shares a space with it at the end of a turn (this must be ordered by that player);
- Any unit they are travelling with being forced to disband.

If Sauron is destroyed, Mordor is eliminated and all its units stand as single armies in civil disorder.

## 3). Gandalf

Gandalf moves up to two spaces per turn and may cross mountain range with no penalty. He may enter sea spaces, or be convoyed as a normal unit. His whereabouts are not reported unless:

- He exercises his powers;
- He shares an area with a unit, in which case that player is informed only.

Gandalf's powers are as follows:

- He may support a unit as if he were a normal unit;
- He may lead any good or neutral unit (+1 strength). These units can only move one province per turn unless they can naturally move two



spaces in a turn:

- c). If, after moving, he shares an area with any Good or Neutral unit he may order that unit in the next season (supercedes original players order). He may not order a unit that has another personality unit with it;
- d). Any unit he moves with, or supports, ignores the effect of the Nazgul;
- e). He may enter Khazad-dum and destroy the Balinog. He will then miss from one to six moves, before appearing in any area he choses. He will then be a double strength personality unit;
- f). He may protect the Ranger and Fellowship units by moving with them (these units may not be killed unless Gandalf is, if they share the same province);
- g). Gandalf may claim the Ring but he may not carry it.

Gandalf may be destroyed by any Multiple Unit which he shares a space with at the end of a move, this includes personality led units. However he re-appears in 1-6 moves anywhere on the board. Any other personality units with Gandalf will be killed, and will not reappear.

#### 4. Ranger Unit

This unit has no combat value and can move upto two spaces per turn. It's whereabouts are not reported unless:

- a) It exercises its power;
- b) It shares an area with a unit, in which case that player will be informed.

The 'R' unit may neutralize any unoccupied non-fortress supply centre, in any season, simply by moving into the area and declaring the intention to neutralise. The centre becomes unowned and must be re-occupied in the normal way.

The Ranger unit may act as a personality unit to any Rohan unit it moves with. However the Rohan unit and the Ranger unit must have the same order and they must move together for the whole of the move. The Ranger unit may act as a personality unit with a Rohan unit led by Faramir and such a unit has a strength of +2 (+3 if Ranger unit has passed through the Paths of the Dead - see below).

If the unit enters Edoras, it may move to Erech (through the Paths of the Dead) on a subsequent move. It appears in Erech as a double-strength personality unit (i.e. +2 when leading), which can only move one province per turn. It can no longer neutralize centres. Any neutralized centre which have not been reclaimed are considered to be Gondor Supply Centres as soon as it is formed. If destroyed it may not be rebuilt. Gondor may now build in any centre which the Ranger unit occupies in a build season, provided it is vacant.

Once formed it may freely move from Erech to Edoras via the Paths of the Dead.

The 'R' unit may be destroyed by any evil unit, or any player who has had a centre neutralized by the 'R' unit at any time. To do this the 'R' unit must share a space with a unit of the player who wishes to destroy it. The

intention to kill must be stated with orders. If the 'R' unit is travelling with Gandalf it can only be destroyed if Gandalf is destroyed. If Gandalf is destroyed the 'R' unit is simultaneously killed.

## 5. Fellowship Unit

The Hobbit unit has no combat strength and may move one province a turn. Its whereabouts are only reported when it meets another unit, and only to the player concerned. The 'Fe' may share a province with any unit. Any player with a unit in the same province as the 'Fe' may order to destroy it, except if the Ranger or Gandalf player is with it. If the Gandalf or Ranger unit is killed so simultaneously is the 'Fe' unit.

If the 'FE' unit enters Fangorn, it may march with the Ents to Isengard and destroy that areas fortifications and garrison even if there is an army there unless Saruman is also there in which case nothing happens. It also ceases to be a supply centre if Saruman wasn't there. The Ents will retreat to Fangorn during the next move.

## 6. Mordor

Mordor's off board units may move to the following areas: Nurn, Ered Lithui, North Rhun and South Rhun.

No unit may move off-board and no units may be built there. Mordor has three off the board supply units which may ONLY support the Easterling Armies. The 'E' units may not support each other onto the board unless they are already on the board.

The Nazgul's powers are as follows:

A). It may bend its will to affect any unit whose area it occupies or a unit in an adjacent space. Any such unit is paralysed with fear and may not give support, or move. The Nazgul may not paralyse a multiple unit (including personality led units) or a Gandalf led unit. The Nazgul may move when it uses this power.

B). It may lead that unit with the addition of +1 strength.

If it moves on its own, it can move two provinces a turn.

If it is forced to retreat and cannot (it retreats only one province) is disbanded and rebuilt by Mordor in any Home Supply Centre after two turns have passed.

Its order is not reported unless it uses (A) or (B).

The Nazgul unit may never enter/cross any sea province, including inland sea provinces, nor does its power have any effect on any units in those provinces. It can move across mountain ranges.

7). RohanCavalry Units

Only Rohan may own 'C' units. Rohan may build additional 'C' units when it reaches: 6 centres, 10 centres, 14 centres, etc. If forced to disband, they may be rebuilt, subject to the above. If Rohan is reduced below the centres mentioned above it may still keep the additional cavalry units built, but may not rebuild them if destroyed, nor do they build one when they go back above the restrictions. Rohan may always have two 'C' units as long as it has two supply centres.

Cavalry units may move up to two spaces per turn. The first move takes place with normal movement, the second takes place after all first moves have been adjudicated. 'C' units may be supported on their first move but not their second, except by other 'C' units or by GANDALF. 'C' units must either spend the whole turn moving or supporting: they can not combine the two activities. If forced to retreat they retreat as a normal unit. The second move may not be made conditional on the result of the first move, or other units actions. If stood off on the first phase movement, or forced to retreat, it cannot move or support in the second phase.

8). Umbar

Only Umbar may build Pirate ('P') units and it may never own more than three. These units are amphibious and may cross from land to water with no penalty. They may retreat from land to sea and vice versa with no penalty. When on the seas they may convoy as per a normal unit. They may build a second 'P' unit freely when they have another build. They may only build a Third 'P' unit if they have eight supply centres. If they should go under Eight supply Centres they don't have to disband the 3rd 'P' unit (see Rohan Cavalry).

City of the Corsairs

If the city is taken from Umbar, the new owner may build a fleet there in addition to normal restrictions.

9). Multiple Units

These may not split their strength into multiple supports or attacks. A single attack on a multiple unit cuts all support it was giving. When retreating, multiple units have the strength of a single unit. Once lost they may not be rebuilt. A multiple unit counts as one unit for supply purposes.

10.) Fortresses & Garrisons

Certain areas are considered fortresses and add one to the strength of any unit occupying them. A fortress may not so support a unit moving out. Of the fortresses, some have 'Garrisons' which give the area an intrinsic defense of strength of one against certain units, regardless of whether the area is occupied. A garrisoned fortress adds only one to the strength of a unit in it.

- a). Barad-dûn, Udûn, Dol Guldor, Minis Tirith, Minis Morgul, Helms Deep and Dunharrow are all fortresses without Garrisons;
- b). Iron Hills, Erebor and the Blue Mountains are Dwarf fortresses with Garrisons. The Garrison is destroyed if the centre is occupied by another power;
- c). Khazad-dûm and Helms Deep are treated as normal fortress's but are considered to be garrisoned BUILD centres if taken by the Dwarves. If they are lost by the Dwarfs then the garrison is destroyed;
- d). Imladris, Lorien and Elven Kings Hall are fortresses for the Elves. In addition Imladris and Lorien are Garrisoned. If they are captured then the garrison is destroyed;
- e). Isengard is a garrisoned fortress. The garrison is destroyed if taken by any player;
- f). The Shire is a fortress for good units only and is garrisoned against evil units. If it is taken by an evil power in a build season it is automatically lost for ever, precious (gollum);
- g). Fangorn is a fortress for good players only. No evil unit may enter, except if Sauron leads the unit (in which case the Ents are destroyed, Fangorn is destroyed as a fortress and any unit may enter it from then on).

# 11) Khazad-Dûm

## a) The Balrog.

Any non-Saruman unit which enters Khazad-dûm is completely and utterly obliterated from the face of Middle Earth by the Balrog. If Gandalf enters Khazad-Dûm the Balrog is destroyed; Gandalf missing 1-6 turns (see Gandalf). If Sauron enters Khazad-Dûm the Balrog changes sides and now a non-Sauron unit is destroyed. (It remains a Saruman centre until captured in an Autumn turn). If Gandalf or Sauron lead a unit into Khazad-Dûm the unit is not destroyed.

The Ranger Unit may enter though without regard for this, as long as it doesn't end the move in Khazad-dûm. The Fellowship unit can enter when the Balrog is still there if accompanied by Gandalf. The Gandalf unit, of course, is still destroyed, and the Fellowship is only destroyed if there is another unit present which orders it to be killed.

## b) The Hollin Gateway.

Units may pass from Khazad-dûm to Hollin or vice versa. A unit moving from Khazad Dûm to Hollin may receive support for this move. Support may not be given through Moria though: A unit in Azanulbizar may not receive support from a unit in Hollin or vice versa.

12). THE RING

The 'RING' is the only piece in the game. It has no movement capabilities but may be carried by any unit. The Ring is placed anywhere the Ref likes (randomly is a possibility, but use common sense!) and the Sauron, Saurman and Gondor players are told where they think the ring is (this will usually take the form of a list of 2-4 provinces, none of these have to be correct!). It may be claimed by the first unit to enter the province with the ring in it. In the event of conflict the order of claim is as follows:

SAURON, FELLOWSHIP, GANDALF, RANGER, NAZGUL, SARUMAN, FARAMIR, normal unit.

The Ring may be moved with a unit during its normal movement; at the end of its movement it may be passed to a unit in an adjacent space.

A successful attack upon a unit or personality carrying or wearing the ring deprives that unit of the Ring. The exception to this is the Fellowship unit who only lose the Ring if they're killed.

The ring may be put on with the following effects:

- a) No good unit may put on the Ring;
- b) Dwarves or Umbar-the unit putting on the Ring becomes a double unit;
- c) Saurman - Only the personality unit may put on the ring. If still in play the three original units of Saurman become double armies. If the personality unit has been destroyed then the unit finding the ring may wear it, and that unit becomes a double army;
- d) Sauron is the only Mordor Unit which may wear the ring. If this occurs than Mordor wins the game.

If any player other than Mordor puts on the ring the following happen:

- a) All Mordor 2A became 1A;
- b) Mordor loses control of its Easterling Units which hold, these are regained if the Ring wearer is eliminated (but not if another power puts on the Ring). It also losses the three off-board centres;
- c) The Nazgul is controlled by the Ring Wearer until the Ring Wearer is destroyed, in which case they revert to the control of Mordor (but not if another power puts the Ring on).

If any player puts on the ring and subsequently loses it, they are eliminated and their units will stand in civil disorder. The ring may be destroyed by a unit reaching Orodruin with the ring and ordering its destruction. The game ends with a 'win' for all surviving players.

13). Alignment

Players are defined as GOOD (Elves, Gondor, Rohan) NEUTRAL (Umbar, Dwarves, Saurman) or EVIL (Mordor). A GOOD player may not support or receive support from an EVIL player.

A neutral player remains neutral until:

- a) A unit, or Saruman, of that power puts the ring on;
- b) That power holds a Good players home centre.

When (a) or (b) holds the player becomes evil for the rest of the game.

#### 12) Miscellaneous

ERECH: Only the Ranger Unit may enter this province.

#### FLEETS

Elves and Gondor may hold up to two fleets each whilst Umbar can have up to three Pirate units. Umbar can have as many fleets as he wants.

#### MARSHES

These are impassible to all Army and Cavalry units.

#### MOUNTAINS

The lines of mounains marked on the map are impassible to all units exce the Nazgul, Saurman and Gandalf.

#### MOVEMENT

The order of movement is:

- a) Normal Units, Personality Units, Gandalf Units, Calvary & Nazgul first moves;
- b) Combat adjudications;
- c) Retreats;
- d) Passing on the Ring;
- e) Gandalf, Ranger, Calvary & Nazgul second moves;
- f) New combat adjudications resulting from second moves (only apply to Cavalry units);
- g) All personality units may be destroyed if possible;
- h) Retreats resulting from second combat round;
- i) Destroying and wearing of the ring.

NOTE1: CAVALRY DO NOT GET THEIR SECOND MOVE IF THEIR FIRST FAILS OR IF T HAVE TO RETREAT. THEY MAY HOLD THEIR FIRST MOVE AND MOVE ONLY ON THEIR SECOND THOUGH.

NOTE2: Personality units may be killed as a result of builds. If a uni retreats into an area where a personality unit the player is not told it is there.

#### SHARED AREAS

During movement, certain units may move into the same province. person units, Gandalf, The Nazgul & the Ranger Unit may all co-exist with any normal unit and each other, with the exception that if the Nazgul and Gandalf attempt to move into the same province only Gandalf prevails.

Personality Units and Gandalf may only retreat when a unit they h to be travelling with, is forced to retreat.

#### TIME

In DOWNFALL the role of years is replaced by months with two turns per

month. Builds occur at the end of the second turn in a month (xxx 'II') The names are taken from the Hobbit Calendar as follows: Ateryule, Solmath, Rethe, Astron, Thrimidge, Forelith, Afterlith, Wedmath, Halimath, Winterfilth, Blotmath and Foreyule. The game starts in 3019 so the first turn will be ATERYULE I 3019, followed by ATERYULE II; which is a movement and build season.

### 13) Victory Criteria

Downfall is not a game where victory criteria readily exist. Sauron certainly wins if he regains the ring, and remaining powers (except Sauron) win should the Ring be destroyed. Any ring-wearing power may win by controlling three-quarters of the centres. A draw between all surviving players may be agreed upon, but not a victory until the Ring is either destroyed or worn.

### PROVINCES

Amo Amon Sul	And Andrast	Anf Anfalas
Ang Angmar	Ano Anorien	Anu Anduin
Aza Azanbulbizar	Bar Barad-dur	Bel Belfalas
Beo Beorn's Marshes	Blu Blue Mountains	Bra Brandywine
Bre Bree	Bro Brownlands	Cad Cardolan
CDu Carn-Dum	Crk Carrock	Cel Celebrant
Cen Central Mirkwood	Cit City of the Corsairs	Dag Dagorland
Dal Dale	DMA Dead Marches	Dol Dol Guildor
Dos Desolation of Smaug	Dru Druwaith Iaur	Dul Dunland
Dun Dunharrow	EEm East Emnet	EWA Eastern Wastes
Edo Edoras	EKH Elven Kings Halls	Emy Eryn Mui
Ene Enderbath	Ent Entwash	Ere Erebor
ELi Ered Lithui	Ere Erech	Esg Esgaroth
Ett Ettenmoors	Fan Fangorn	Far Far Harad
For Forlindon	Fld Forlond	Fcl Forochel
Fdw Forodwaith	Fra Frangburg	Gap Gap of Rohan
Gla Gladden Fields	Gor Gorgorath	Gha Grey Havens
Gun Gundabad	Gwa Gwathlo	Har Harlond
Hav Havens of Umbar	Hde Helms Deep	Hrd Harad
Hdw Haradwaith	HPa High Pass	Hol Hollin
Iml Imladris	Iro Iron Hills	Ise Isengard
Kha Khand	KDu Khazad-dum	Lam Lamedon
Leb Lebennin	Lhu Lhun	Lor Lorien
Los Lossarnach	Min Minhiriath	MMo Minis Morgul
MTi Minis Tirith	Nen Nenuial	NDo North Downs
NHa Near Harad	Nig Nuriag	Nin Nindalf
Nit North Ithilien	NRh North Rhun	Nur Nurn
OFo Old Ford	OFr Old Forest Road	Oro Orodruin
Osg Osgiliath	Por Poros	Rhu Rhurdur
RRu River Running	Shi Shire	SGo South Gondor
Slr South Ithilien	SMI Southern Mirkwood	SRh South Rhun
Sut Sutherland	Udu Uduin	WEW West Emnet
WWa Western Waste	Wll Wilderland	Wit Withered heath
Wol Wold		

FAY Bay of Belfalas

GUL Gulf of Lune

ICE Ice Bay of Forochel

SON Sea Of Nurn  
TOL Tolfalas

SOR Sea Of Rhun  
WES Western Sea

SOU Southern Sea

### Designers Notes

This design continues some of the design features of COOLBOP such as map simplification and improvement. The most radical change is the elimination of Gondor & Gandalf as two separate powers, and the donation of the Fellowship unit to the Elven player. We both decided that Gondor as a power was too weak, but we also both decided that it was unrealistic to make Gondor more powerful by giving him more units. By giving him Gandalf and the Ranger he has the choice - does he use them to prop up himself or help in the Ring search. It should also help to encourage him to cooperate with the Elves, who with the Fellowship has a useful role.

There are one or two other rules, though nothing with anything like a profound effect as the elimination of Gandalf as a power, and general tightening up of rules. We both feel that it is a more interesting game, and a better balanced one, than Definitive Downfall.

Furthermore, there are two International Waiting lists for it in THE YORKSHIRE GALLANT. If you are interested in playing then please write to (James).

### VARIANT REVIEW

To accompany this article I will describe some of the other Downfall Maps available in North America. These are available from the N.A.V.B. Custodian, Lee A. Kendler Jr., 264 Spruce Court, Bensalem, PA 19020. I apologise for not being able to quote prices at you.

**DOWNFALL I (ts01/08):** The original Downfall game, and boy is it different from what we see nowadays! It is essentially a wargame simulation of the quite similar to the "Middle Earth" category of variants produced in the States during the 70's. However, Mordor, is very strong. It has a few special rules, such as the Ring. For the player who just wants to war in Middle Earth.

**DOWNFALL II (ts11/09):** The only Downfall variant to be designed by an American, your very own Robert Sacks, and sadly the most complicated and badly written up set of rules of all of them. Although still essentially wargame it expanded on the idea of Mk I, but the rules are too ambiguous.

**DOWNFALL III (ts13/07):** A progression from Mk I: Mk II is unique in being the odd man out of the series. There has been no follow up design based on Mk II. Still a wargame but more and more rules are gradually being added to make it more a simulation of the books. However with no Gandalf power, there is still a long way to go. Mordor is reduced in power from the overkill situation found in Mk I, but was then found to be a bit weak.

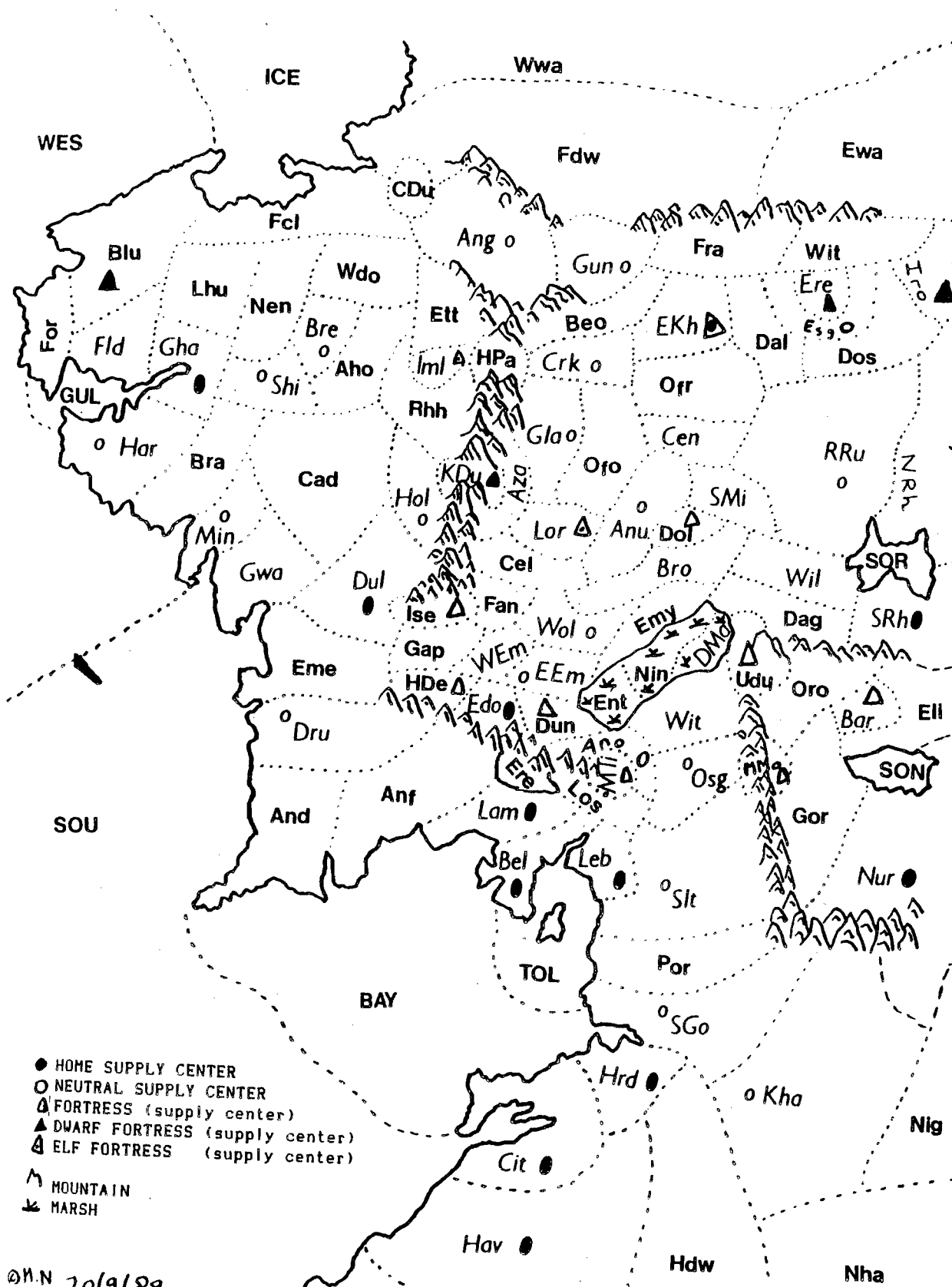
**DOWNFALL IV (ts14/08):** A slot on to Mk III this adds the "Northern Alliance" in an attempt to decrease the power of the Elves, and hence make alliance against Mordor a bit harder to form. Otherwise much the same as Mk III.

And there I will have to leave them. I will try and finish them next time.



# HARDBOP DOWNFALL

/8&/



©M.N 70/9/89

## 1499: THE ITALIAN WARS

David McCrumb

1. Standard Diplomacy Rules apply (version used is up to the GM), with the following exceptions:
2. The game begins in 1499.
3. The Great Powers and their starting positions are:
  - France: Fleet Marseilles, Army Savoy.
  - Spain: Fleet Sardinia, Army Messina.
  - Naples: Fleet Naples, Army Bari.
  - Papacy: Fleet Ancona, Army Rome.
  - Venice: Fleet Venice, Army Verona.
4. Victory is achieved by control of 13 of the 25 supply centers.
5. If owned, the following Powers may build fleets in these centers:
  - France - Ferrara
  - Venice - Genoa
  - Papacy - Sienna
6. Venice is considered a coastal province for army movement.

## DESIGNER'S NOTES

After 12 years in the Diplomacy hobby, and having played variants since that time I have developed my first original variant that I can call my own. I have worked it off and on for two years. I think my effort was worth it as everyone I have asked to review it thought very highly of it, one GM even asking if he could run it in his zine.

I picked Italy as the location for my variant because it is my favorite country in Diplomacy. The map is basically the same as my original. The few changes I made were: consolidating several provinces in the north to allow better interactions between Venice and France, re-arranging the provinces around Rome, and eliminating all two coastal provinces in the south.

The rules suffered much more editing than the map. I added and deleted powers changing their Home Centers around, and played with each unit's starting location. Spain was the toughest decision, but it was added as the fifth power because without Florence or Milan gave Naples too much of a power vacuum in the south. The alternate centers for fleet building were designed to keep fleets from being bottled up so easily. While there will not be a large use of this rule, I feel that it will cut down stalemate at sea. I was finally able to cut the number of extra rules to five, with three of these really being explanations of changes required for the new map.

## GAME OPENINGS

If you'd like to play this game contact David McCrumb, Route 1, Box 10, Shawsville, Virginia, 24162. If he doesn't have a game opening he can probably refer you to another gamemaster/publisher who is running this game.

For other variant game openings be sure to check out THE ZINE REGISTER, available from Tom Nash, 5512 Pilgrim Rd., Baltimore, MD, 21214, USA.

## NOTE TO DIPCON PARTICIPANTS

1499, mentioned above, or a version thereof will be the variant used in the Variants event at WORLD DIPCON II. Better start boning up on your Italian.

### A Historical Perspective

In 1499 Italy was composed of several independent states and cities. Three of the most powerful were Naples, Venice, and the Papacy. While there were other powerful city-states such as Genoa, Milan and Florence, they exerted influence for such a short time or were normally allied with one of the major powers such that they can be ignored as a separate entity.

There were three major countries which projected their power into this region. They were France, Spain, and the Holy Roman Empire. Of these, France had the most influence due to their invasions. Their major opponent was Spain, while considerably weakened after the defeat of the Spanish Armada in 1588, was still able to offer monetary support to the various city-states. The Holy Roman Empire fought a stalemated war with Venice and Milan, but exerted little other influence on the region.

France first invaded Italy in 1494 when they captured Naples. They also defeated a combined army of Milan and Venice in the battle of Fornovo. Unfortunately, the French garrison in Naples was overthrown by a revolt supported and financed by the Spanish. By 1499, France was once again ready to invade Italy for a second time, hoping to not only recover Naples, but to conquer Milan and Florence also.

Spain controlled both Sicily and Sardinia in 1499. They were allied to the King of Naples, helping to set him on the throne when the French supported King was defeated. Spain was ready to invade Italy in response to a French invasion, hoping to gain some territory for themselves also. However, concerns about Britain prevented them from making it a full campaign...

Venice was the most successful of all the Italian states. There was constant bickering with Milan, but a loose alliance kept this from major conflict. Genoa, which was a constant ally of Milan, was also part of this alliance. Venice had extended its influence during the French invasion of 1494, but Naples had been trying to regain their lost territory recently. Another French invasion also threatened Venice as the new Milanese ruler was no longer related to the French King.

Naples had to balance French and Spanish rules more than anybody else. However, they managed it rather well, and kept both at arms length after 1499. Their biggest problems were regaining the territory that Venice had snatched during the confusion of the last French invasion. They were aided by most of the other city-states because of the jealousy they had for the powerful Venetians.

The Papacy claimed all of Italy as a fiefdom, but their actual control only extended to the central portion of Italy. Their power base was being further eroded by Ancona, Romagna, and Bologna trying to exert their independence from Rome. In a bid to once again regain the power base that the church had once held, Pope Alexander VI tried to annex Naples, purportedly to keep out the French and Spanish influences. Unfortunately, they got nowhere because of a severe lack of artillery.

This variant takes a few liberties with history, but nothing that couldn't have happened. While Spain played a smaller part than it did in this game, the desire to participate was present, and only the Armada disaster held them back. A few other powers could have been added, such as Milan, Florence and the Holy Roman Empire, but I wanted a quick and easy game which is different from Machiavelli. I believe this variant is balanced, but that can only be determined through play.





# DW GARAGE SALE



No, I'm not putting up my infamous "draughty, old garage" for sale --- but I am trying to clear out some of the surplus copies of back issues of DIPLOMACY WORLD that are taking up a good part of it. So here's a rare chance to fill out the gaps in your DW collection as we prepare to move into the post-Peery era --- and roll back our prices to pre-Peery era, 1985, prices.

Until 1 August you can get 4 ISSUES OF DW FOR US\$10.00; or US\$5.00 per copy for some of the older, nearly out of print issues. You must buy at least four issues, or a multiple thereof, to get the 4 for US\$10.00 price.

US\$10.00 for 4 issues include: 21, 22, 23, 24, 34, 35, 38, 41, 41.5, 43, 44, 45, 46, 47, 48, 50, 51, 52, 53, 54, 55, 56, 57; US\$5.00 per issue includes: 18, 19, 25, 29, 30, 31, 32, 33, 36, 37, 42, and 49. Be sure to list alternate choices for the rare issues because I only have a handful of copies of some of them.

I have just finished the second printing for the DW Anthology series volumes I - IV. Each volume consists of all the items from the first 39 issues of DW on a given subject:

- \* I (Best of DW: best articles from each issue as chosen by the editor of that issue).

- \* II (Writings of Mark Berch: a wide range of items on many subjects by one of the hobby's top writers).

- \* III (Variants: Scores of variant games, complete with maps and rules, and articles about variant design, history, and hobby).

- \* IV (Demo Games: Eight complete games with moves, maps, and commentary).

Each volume is printed on legal-sized paper, with comb binding and a heavy cover. The entire series includes almost 900 pages from the first 39 issues of DW. Individual volumes are US\$15.00, but until 1 August you can get the entire set of four volumes for US\$48.00, postpaid.

With any order of US\$10.00, or more, you get a choice of a copy of THE STABBING GOURMET COOKBOOK (2nd printing), the hobby's unofficial cookbook; or the latest edition of THE BLACK AND BLUE BOOK, a listing of over 1,400 North American Diplomats.

Add US\$2.50 to each US or Canadian order or US\$5.00 for overseas shipping and handling. Remember --- this offer is good only until 1 August or while supplies last. While your at it, if you like, you can start a sub to the new DW (beginning with #60) for US\$15.00 in North America, US\$20.00 overseas by land mail, or US\$40.00 for airmail delivery. If you act now I'll send you a comp copy of my last issue of DW this fall. Orders to IDS, Box 620399, San Diego, CA, 92162, USA.



# PEERICON



There's something special about PEERICON. Just what I haven't been able to figure out. But I do know that we're up to the Big Ten this time around. I can't tell you who'll be there this year because I don't know. I can't tell you how many people will be there because I don't know. I can't tell you what we'll do because I don't know. All I can tell you is that we'll play a lot of serious DIPLOMACY and have a lot of fun doing it. Its been that way since I hosted my first DIPLOMACY con back in 1970 and it will be that way until I host my last DIPLOMACY event.

DIPLOMACY, pure and simple, or in some rather strange variations is what we do. And yes, the stories are true. But unless you've experienced a PEERICON in the flesh you wouldn't believe them --- or me.

You've heard about the brick that Matt McVeigh threw last year. You heard about the corks. You heard, and heard, and heard about the screwy scoring system. And yet --- more people from last year's DIPCON will travel to this year's event than have ever attended back-to-back DIPCONS before. There's got to be a reason why. Because they had fun last year is my guess. And the people who bitched the loudest were the ones who weren't even there! So, come, see, and decide for yourself.

After all, what do you have to lose --- unless you drive a Fiero?



PEERICON X REGISTRATION FORM - July 27-29, 1990

NAME:

ADDRESS:

TEL:

Fees Enclosed: \_\_\_\_\_ \$20 entry fee

\_\_\_\_\_ \$50 housing (single or double) at nearby motel, per night

SPECIAL REQUEST(S):

Return form and check to LARRY PEERY, Box 620399, San Diego, CA 92162 by 14 July or call (619-582-2904) by 25 July for late registration information.

## MARKS THE DOTS

# PRESENTING

Well, maybe it's not the most original name for a DIPLOMACY publication ever --- but it certainly is the most original idea for a DIPLOMACY zine in a long, long time --- a DIPLOMACY zine for players and hobbyists EVERYWHERE.

It's a logical out-growth of my work with DIPLOMACY WORLD and DIPCON --- and my growing contacts with other national hobbies in Europe and Asia. It all fits together and it should work, but it won't be easy and it will take a lot of hard work by a lot of people in a lot of places.

My plan is really quite simple: to recycle materials from The Archives, along with the input from the DC3 Network in WD via the DC3 Network members, and others, to the worldwide hobby. We'll be providing feature materials, with a heavy emphasis on S&T items, and the latest news from all over, along with a variety of "helps" that we hope local pubbers will, in turn, recycle in their own zines. We'll also try to get some of the best original materials out of various national pubs and give them an international audience.

One of the major things I've learned in my international travels and readings in the past few years is that Diplomats everywhere have far more in common than they have differences. They just don't know it. Yet.

At the moment I feel a bit like the Baptist (see my interview in CASUS BELLI) but I suspect that after WORLD DIPLOMACY II this summer there will be a lot of people sharing my idea. This is the time to start building a permanent international hobby infrastructure.

I've already seen some of the material that will appear in the first issue of WORLD DIPLOMACY and I'm excited by it. Course, it doesn't take an awful lot to excite me any more. It's the same feeling I had when I started XENOGOGIC in 1967, and when I took over DIPLOMACY WORLD in 1985. Maybe that's an omen. Good or bad I don't know.

The first issue of WORLD DIPLOMACY is still some months away. But what we do in those months will have a great deal to do with whether WD succeeds or fails. At the moment I need volunteers to join the WD staff, materials for the first issue (unless you want to see it filled with vintage Peeribleah), trading partners (Yes, WD will trade on a selective basis), and, lo and behold, it might be fun to have a few subbers! While I don't expect WD to make money and I'm willing to help subsidize it, to a point, the real test of whether the international hobby wants a pub like WD is if they are willing to pay for it! Oh yes, I almost forgot, I'm looking for some volunteer gamemasters, commentators, and players for a couple of Demo Games. These won't be quite like the ones in DW, but the idea is the same.

Naturally I'm hoping for a good response from the American, European, and Asian hobbies. If it comes and if WD is a success than you can take the credit. On the other hand, if it doesn't and if it flops, I'll meet egg on my face. You can say, "I told you it would never work."

# WORLD DIPLOMACY

# All New Games from the Industry Leaders

...games that spark imagination, re-create the excitement of history, and are fun to play!



**Red Barricades \$25** The first historical ASL module; includes 2 large 23" x 32" mapsheets.

**5th Fleet \$35** Modern naval combat in the Indian Ocean; includes 9 basic game scenarios and 3 advanced game scenarios.

**Elder Secrets \$20** The 9th full-scale RuneQuest module featuring large map of Gloreantha.

**Shell Shock \$35** Two-player version of Victory Games highly-acclaimed Ambush WWII solitaire game.

**March Madness \$25** A re-creation of the drama of an entire 64-team NCAA basketball tournament; includes teams of past years.

**The Haunted Ruins \$10** The 6th in a continuing series of 1-book RuneQuest adventures set in the world of Gloreantha.

It is written in **The Haunted Ruins** that  
*"those who abuse knowledge  
 will suffer the wrath of the  
 Two Thousand Maniacs."*

Better order NOW!

Sold in better gift, game and hobby stores. If not available locally, feel free to order direct.

For quick credit card purchasing, call TOLL FREE 1-800-999-3221



## The Avalon Hill Game Company/Victory Games, Inc.

DIVISIONS OF MONARCH AVALON, INC.

4517 Harford Road ★ Baltimore, MD 21214 ★ 301-254-9200 ★ FAX 301-254-0991

