

"IT is often said, he who prays Diplomacy
without expecting to be stabbed is foolish.
But he who expects to be stabbed, and prays
anyway, is no less foolish."

LIND

DIPLOMACY WORLD

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DIPLOMACY WORLD is a bimonthly magazine on Diplomacy^(R)* which is edited by Walter W. Buchanan, R. R. #3, Lebanon, Indiana 46052, telephone (317) 482-2824. It is sponsored by Games Research, Inc., and the International Diplomacy Association. Its purpose is to give a broad overview of the postal Diplomacy hobby by printing articles on the Diplomacy scene and on good play, presenting the Hoosier Archives Demonstration Game with expert analysis, listing rating systems, publishing letters to the editor and listing game openings and zine news. In short, anything of a general interest to the Diplomacy community is fair game for DIPLOMACY WORLD. Subscriptions sell for \$3.00 a year (\$1 discount to IDA members if it's specifically requested). All back issues are available for 75¢ each. (Indiana residents add 4% sales tax). Paid pre-publication circulation this issue: 340+.

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I. D. A.

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

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

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

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

FORWARD

In closing out our first year of DIPLOMACY WORLD, Carol and I would like to thank you, our readers, for making it all possible. (I would? CA) As stated in Hoosier Archives #130, to make this thing work we needed a circulation of over 300 by the end of the year and you have enabled us to do that. In fact, DIPLOMACY WORLD now goes in subs or trades to 42% of all North Americans listed in the latest Diplomacy census.

However, with growth comes change. The magazine now takes all our spare time and the fact that I had to unexpectedly do 2 weeks of Naval Reserve training in December plus prepare to move to our new house across the road has delayed this issue one month. To prevent us from walking such a fine time-line in the future, I have reluctantly decided that DIPLOMACY WORLD must go quarterly. Also, due to inflation, we must raise subs to \$4.00, although we will still allow IDA members to sub for \$3.00 if they request it. There is good news though. In addition to GRI assuming ownership of the magazine, the above will enable us to increase each issue to 40 pages and have a cover of colored heavy-weight paper stock. We will also be able to reprint photos on occasion and solicit contributions of general interest to Dippydom.

In an attempt to further increase circulation, with this issue we are trying our first direct mailing to fans who have not yet seen DIPLOMACY WORLD. If this applies to you, we would be happy to have your sub for 1975. We would also like to ask pubbers to inform their readers that novices can get a sample of DW simply by asking. For present readers, we are also enclosing a feedback sheet so you can tell us how we can improve. Don't forget the NADPS #2 for Lew, too! Lastly, please check for a red "X" below. Over 100 subs end with this issue, and you need to renew for 1975 to get another DIPLOMACY WORLD if there's an "X" below.

You'll note on p. 28 that the HA demonstration game has finished with a 3-way draw between Jeff Powers, Arn Vagts and Len Lakofka. A wrap-up will appear next issue including analysis by Rod Walker and commentaries by the players. We are also pleased to announce that Hoosier Archives Demonstration Game No. 5 (1975A) has already started with the strongest field yet. The players' combined scores on the CPCRL total 36,633 and this is even higher than the Average Aces Game of 1972 won by Brenton Ver Ploeg. We will surprise you with the all-star cast nextish.

The Variant Info column is delayed until next time due to space limitations. We'd like to thank Lew Pulsipher for his tremendous contributions to DIPLOMACY WORLD. Anything dealing with variants should be sent directly to Lew, by the way. Incidentally, the deadline for general contributions for next issue is 1 March.

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N.A.D.P.S.

by LEW PULSIPHER

"New opinions are always suspected, and usually opposed, without any other reason but because they are not already common." John Locke

The North American Diplomacy Players Survey (NADPS) grew out of simple curiosity and a fan-nish trend in my own thinking--that is, an interest in Diplomacy fans rather than in the game itself. I dislike trying to discuss various aspects of or plans for the hobby without having concrete information. It is not my idea of accuracy to depend on the pronouncements of hobby bigwigs for information about the character of the people who make up the hobby, but that was usually all we had.

To solve this problem, many people have conceived various types of gaming surveys. I have surveyed various wargaming groups (MGA members, SF&F gamers, Blood and Iron subscribers) since 1971. The Beyerlein Player Poll is an example of a special interest survey. Edi Birsan once ran a survey concerning outcome and alliance preferences which was printed in 18 zines and received about 100 replies, but this was a one-time operation. In early 1973, Len Lakofka attempted to create a "survey syndicate" of publishers who would periodically distribute various kinds of surveys, but he failed to pass beyond the initial 25-reply effort.

The direct stimulus for this survey was a remark by Rod Walker concerning the age of Dippy publishers. Rod thought that publishers were usually quite young, but those I knew were almost all over 22. The only way to determine what was actually the case was to ask a large sample. By this time there were also two zines with very large circulations which could be used for survey distribution, DIPLOMACY WORLD and Diplomacy Review. I suggested in a letter in DR that IDA ought to use the zine to gather information through surveys, but no real effort in this direction was forthcoming. Finally I decided to try a hobby-wide survey with distribution along the lines of the EPP and Birsan's poll, but with fairly regular though infrequent appearance and new questions on each survey.

Along with the results of the first survey, I am going to comment about various aspects of the hobby. Not all or even most of the ideas I will mention are mine, but I think that there is a need for exposure for some, and I am sure that we need to utilize the untapped fertile minds of many people relatively new to the hobby. The best way to improve the hobby is by open discussion of the old as well as the new. The Fighter's Home, if it is revived, is the most convenient forum for discussion. The letter column in Impassable, DR, and other large-circulation

zines are also good platforms for debate.

Social psychologists have known for some time that the level of creativity is higher in a group when conflict (disagreement) is considered a legitimate activity. The creativity of our hobby will be reduced if we fail to discuss new suggestions or if we consider open disagreement to be somehow immature, disgusting, or useless. Naturally, many people in the hobby are solely interested in playing Diplomacy, but those who are interested in the good of the hobby as a whole ought to be willing to openly discuss points of contention among individuals and groups. The so-called "feud" is not reprehensible because it reflects disagreement between the participants; rather it is an offensive waste of energy because the participants no longer listen to each other, so that nothing new can ever come of the verbiage.

156 males and 2 females responded to the survey. At a conservative estimate this is 16% of the total number of North American fans. A chronological list with zine, publisher, and number of replies follows: Blood and Iron (Pulsipher), Boast (Barents), distribution at DIPCON and private distribution, total of 48. Impassable, (Boyer) 30. Shaaft (Phillips) 3. Peoples' City (Correll) 3. Yggdrasill Chronicle (Wood and Van De Graaf) 3. Diplomacy Review (IDA-Boyer) 25. Ruritania (Watson) 3. Arrakis (Leeder) 7. DIPLOMACY WORLD (Buchanan) 16. Graustark (Boardman) 13. Cimmeria (Nozik) 3. Lord of Hosts (Sacks) 1.

I don't have room to list everyone who replied, but I appreciate everyone's response. Half a dozen people sent two replies; the second was not counted. In the future I will not tally unsigned forms in order to avoid duplication among those who do not identify themselves. The figures following will seldom add up to 158 in each case because some people did not answer and because of inevitable errors on my part.

Some characteristics of the respondents follow: 18 Canadians, 140 Americans. Mean age 23.94, median 24, oldest 45, youngest 14. Ages with at least 10 responses are 16, 19, 23, 25, 26, 28, and 32. Mean years of education from first grade 14.79, median 15. Just under half are students. 80 are college graduates. Next most common occupations are military officer and computer work, 6 each. There are only 4 lawyers, 3 teachers, 4 government workers and 1 MD. 54 are married. Gaming organization membership includes 84 IDA members, 10 TDA members, 20 MGA, 7 AHIKS, 6 AWA, 6 SIGL, 3 USCF, and 3 NGC, and a few miscellaneous. Only the first two, and the last, to some extent in Britain, are Diplomacy

groups. Only 39 are not members of any gaming organization. Year began play of standard game: 1974--31, 73--41, 72--29, 71--17, 69 & 70--9, 66 to 68--9, 62 to 65--4. For variants, 1973 nearly outnumbered all other years with 35, and of other years, only 74 and 72 included more than 5. 49 are GMs, 33 of them publishers.

I think that no one will argue that the sample is too small for accurate results. It can be argued, however, that the sample is skewed in favor of those who are interested in the larger aspects of the hobby rather than just in playing games. For example, the 84 IDA replies are approximately half of its total membership at the time of the survey, and over half of the total replies, though IDA members are less than one fifth of the hobby on this continent. Over one half of the GMs and publishers here replied.

Of course there is no way to avoid this skewing, but in many case the effects can be counteracted by separating opinions of various groups. I did not correlate among groups this time as much as I would have liked, primarily because of inexperience and because this project took at least 60 hours as it is. In future surveys I will do more correlating of this kind. The skewing does not necessarily invalidate results. When we speak of "the hobby," we are really talking about the people who are interested enough to reply to surveys like this rather than about people who are only slightly involved in Dippy fandom, perhaps playing in a few games and reading a few zines. So though there is a bias toward the more active people, what we usually want to know about the "entire hobby" (in North America in this case) is what this group of people thinks.

Partly out of curiosity, and partly to help those who are involved with recruiting new people into the hobby, I asked "what originally interested you in Diplomacy?" Friend--91, saw in store--19, Diplomacy zine--8, wargame zine--31, advertisement--11. I also asked the same about postal Diplomacy. Friend--52, Dipzine--24, wargame zine--31, flyer in game--48 (and also "invented it"--2).

I've been especially curious about what proportion of our players are "Diplomacy only" or "standard Diplomacy only." I spend about half my wargame time on Dippy, and much of that on variants, and I think that many other Dippy players consider the game to be one good one among others rather than "the only game." Figures for postal play are : 139 play standard Dip (a few aren't playing postally at all at the moment and some play only variants), an average of 5.59 games each (or 4.95 standard postal games per respondent). 76 play variants, an average of 2.32 games each; this is 55% as many as play standard games, 49% of the total response. 41 play non-Dip multi-player wargames (2.73 each), and 26 play 2-player wargames by mail (4.08).

Face-to-face figures are: 37 play standard Dip, 38 play variants, 45 play non-Dip multi-player, and 61, or 40% of the total response, play two-player wargames face-to-face. The average games per player for a 3-month period are 2.80, 2.42, 1.87, and 6.82 respectively. Finally, 63% of the total response read 3.63 non-Dip wargame zines each. I think these figures show that the person who worships Diplomacy, the fanatic, is in a minority in the hobby. I'm sure that if the skew toward the more active Dippy fans were removed, the proportion of people who play other wargames would increase.

Only 74 people have completed a standard postal game, an average of 8.88 each. This is skewed by three people who have completed 156, 60, and 50 games. 24 people have finished variants, 5.42 each. On the average, each respondent reads 2.26 wargame zines and 10.07 Dipzines and plays in 4.20 Dipzines.

68 respondents have played in a game that was orphaned, and 110 have played as replacements. 40 have resigned and 21 have dropped out at one time or another. This dropout rate distresses me because I cannot believe that all these were due to serious extenuating circumstances (meaning serious illness and not much else). In most cases a missed move is the fault of the player--poor postal service is easy enough to get around--and 2 misses in a row is almost always plain negligence. A little advance planning will help one get through times like finals or moving house. Resignations are much more considerate and are a much smaller detriment to the game because fewer missed moves result.

Each player not only enters a "contract" with the GM when he begins a game, he enters a contract with the players to play to his utmost as long as his nation can survive. About the only means a GM has to discourage dropouts is to require each player to pay a position (or game) deposit at the beginning of the game--\$2 is most common. The deposit is returned to the person who is playing when the country is eliminated or when the game ends. If a player drops, he loses his \$2.

One might think that this would encourage suicide plays, but this does not seem to be the case. Some would say that the deposit does not deter dropouts, and I know of no way to check this because there are not enough examples yet to give a significant response on a survey. It is pretty clear, however, that even if the deposit does not deter dropouts, it encourages replacement players, since they can pick up a few dollars even if they get a lousy position. This is especially desirable for variant GMs who usually have trouble finding replacements. The deposit can also deter people who are not really interested in Diplomacy from joining a postal game because they will be faced with losing \$2 more if they quit. This is becoming more impor-

tant as more GMS go to the sub-type "fee" rather than the outmoded lump sum gamefee.

I asked some questions to test the general knowledge of the respondents. 138 know what the Calhauer Awards are, 149 know what the IDA is, 116 know who the Boardman Number Custodian is, only 63 know who the Miller Number Custodian is, and 100 know what the Who's Who is.

I think the figures for Boardman Number Custodian are particularly interesting. Many hobby bigwigs assume that the Boardman Numbers are the foundation of the hobby, yet I think the hobby would be just as well off without them. The only real contribution the EN Custodian makes to the hobby is in printing all supply center charts for completed standard Dippages in one place, and this is useful for statistical purposes only, primarily ratings. For this we have a political football that eats IDA funds and slowly exhausts one of the most valuable people in the hobby.

Ratings are not a vital part of the hobby, and though some may play more because of the ratings, there are many others who would play more if there were none. The ratings encourage competition and "blood" games at the expense of a friendly spirit which is what attracts many to the hobby after their initial exposure.

As a degree question I stated "the existence of ratings contributes to my enjoyment of the hobby." 29 agreed strongly, 40 agreed somewhat, 38 disagreed somewhat, and 42 disagreed strongly with the statement. Some of those who did not answer did not know what the ratings are. I also said, "I pay no attention to my rating when I play." 54 agreed strongly, 33 agreed somewhat, 36 disagreed somewhat, 26 disagreed strongly. Of course people may be hedging here. In other questions related to ratings 7 said that they considered resigning but didn't because such an act receives a poor rating, and 6 answered likewise with "drop out" substituted for "resign." Finally, I said, "there ought to be a universal rating system." 30 agreed strongly, 34 somewhat, 32 disagreed somewhat, 54 strongly. One respondent pointed out the impracticality of this when he replied, "MINE!" One look at the outcome preferences shows why there can be no universal rating system--even if we could agree on how to rate something, we cannot agree on what ought to be rated.

I listed outcomes from 6th place up through the draws and wins, and asked players to rate them from 1 to 12, with 1 most desirable and 12 the least. I intended to list 7th place also, but I ran out of room on the line and I didn't think anyone would prefer 7th to anything else (how could you?). Nonetheless, some printings included the 7th place and some people preferred this to other outcomes--in fact, one preferred 7th place to a 2-way draw.

I must state my own position in this mess. My interpretation of the rulebook is that a win

is most desirable, a draw has some value if a win cannot be obtained, and the rest is worthless. Actually, however, I don't care what the rulebook says. It seems obvious to me that if someone else wins, you lose. If you draw, then no one else has won, or looking at it another way, a group has won. If you don't attain a win or draw, you have lost. Without batting an eye, I would play for a 5-way draw rather than 2nd place, other things being equal. Of course, 2nd is better than 3rd, 3rd better than 4th, etc. If you can't get a draw, then you ought to do as well as possible, and 2nd comes closest, on the average, to the draw that you missed. So I play for a draw, and if my alliances are well constructed, I can go for a win at the end; but I am content with a draw, especially because I've found that the only way a player with a high rating can manage is to play the "absolute honesty" style (which does not mean "perpetual alliance" since you can be honest by setting an agreed time limit on your alliances). Edi Birsan and others have found that the stabber can't find allies once people are "on" to his antics. But I digress.

The results of the survey show that some people have ideas about outcomes that are really out in left field; in fact, I found that I was asking myself if some of these people were trying to be funny. I am not talking about the so-called "strong second" people; I'm talking about the people who list "win" as third preference, for example. And even among the serious replies I haven't yet figured out how a 2nd place could be better than a 2-way draw, since you have 17 units (or acknowledged ability to pick up that many) in a two-way draw, while you can't have more than 16 for 2nd.

"Strong second" people tend to count centers rather than strength of position, but in this case, both clearly favor the 2-way; nevertheless many people preferred 2nd. The only explanation I can give is that some people think that taking 2nd rather than a 2-way would indicate strong loyalty to an ally, and in that way it would be valuable for obtaining alliances in future games. Unfortunately, this section was designed to determine what you would take if no such consideration entered--that is, if you had a choice between 2nd and a 2-way, other things being equal, what would you take?

I tallied the numbers for each outcome. Rather than divide for averages, I will simply list the totals to show relative strength. I counted all replies except those which listed win as something other than first preference (there were about 6 of these); whether these were jokes or not, I decided that I would have to treat them as such. Approximately 140 replies were counted.

Win	---	2nd place	612
2-way draw	295	4-way draw	708
3-way draw	502	5-way draw	550

3rd place	941	7th place	1318
6-way draw	1122	5th place	1345
4th place	1147	6th place	1521

I also tallied responses by the first 4 preferences. "Pure win only" means a 7-way draw was preferred to 2nd place.

Pure win only	28
At least 5-way preferred to 2nd	37
2-way, 3-way, 4-way, 2nd	12
2-way, 3-way, 2nd, 4-way	14
2-way, 3-way, 2nd, 3rd	9
2-way, tie of 2nd & 3-way, 4-way	2
2-way, 2nd, 3-way, 4-way	10
2-way, 2nd, 3-way, 3rd	24
2-way, 2nd, 3rd, 3-way	4
2-way, 2nd, tie of 3rd & 3-way	1
tie of 2-way & 2nd, 3rd, 3-way	1
2-way, 2nd, 3rd, 4th	1
2nd, 2-way, 3-way, 4-way	2
2nd, 2-way, 3-way, 3rd	3
2nd, 2-way, 3rd, 3-way	5
2nd, 2-way, 3rd, 4th	1
2nd, 3rd, 2-way, 3-way	3
2nd, 3rd, 2-way, 4th	1
2nd, 3rd, 4th, 5th	1

I have mentioned that a universal rating system is impracticable--one respondent said it was "politically impossible" at this time, but there is much more than hobby politics involved--as the above responses indicate. The only possible universal system I can conceive that might have a chance to satisfy a large portion of the hobby would have to be based on surveys like this.

Each outcome would be weighted in accordance with the above values. Thus a 2-way draw, at weight 295 (divided by 140 if you like), would be much more valuable than 2nd, at weight 612; a 5-way would be slightly better than 3rd, etc. This would work better with a strength value system (used in MADPS #2) than with a rating system; or ratings could be devised using both. Of course, the values would change with every survey, but a computer program might take care of that. Probably people would start skewing survey results in order to help their ratings, say giving a high preference to third because they've placed third relatively often; but that might be an overpessimistic view, and the various attempts might cancel each other out.

I stated, "there ought to be a 'world championship' tournament." 35 agreed strongly, 62 somewhat, 25 disagreed somewhat, 29 strongly. I must admit that I think this is a silly idea even if it were practicable. Diplomacy is not a mechanical game like chess in which everything is quantifiable--we can't even agree about preferred outcomes! Any attempt to proclaim a "world champion" would meet with derision from the hundreds of players who were not in the tournament; and even if we could somehow run a tourney in which all participated, would anyone

seriously believe that the winner was the best player in the world? Certainly he would be one of the best, if the tournament was well done, but no more than that could logically be maintained. This does not mean that tournaments are a bad idea, but one has to recognize that the winner of the tournament is champion of that tournament and no more.

Statement: "It is important to me that games I play in are insured or guaranteed." 40 agreed strongly, 62 somewhat, 36 disagreed somewhat, 13 strongly. One could hardly expect a different result, yet despite this response there are few insured games and apparently no pressure by players on GMs to make the latter insure their games, either with IDA or through a cooperative arrangement similar to the MGA GM group.

Statement: "Mimeograph printing (black ink) is more legible than ditto." 62 agreed strongly, 59 somewhat, 20 disagreed somewhat, 6 strongly. I wonder how the 6 feel about their perceptions?

I did not play face-to-face until more than a year after I began playing by mail, so out of curiosity, I asked when people first started playing FTF in order to see how unusual this was. 67 started playing over a year before they began postal play, 49 less than a year before, 15 less than a year after, only 8 more than a year after, and 22 haven't played FTF at all.

Statement: "Continued reading of articles on 'better play' helps my playing ability or enjoyment of the hobby." 52 agreed strongly, 65 somewhat, 25 disagreed somewhat, 11 strongly. In the next survey I'll ask questions to determine whether it is enjoyment or playing ability that is increased.

Statement: "Press releases contribute to my enjoyment of the hobby." 95 agreed strongly, 54 somewhat, 2 disagreed somewhat, 3 strongly. 87 people write 0-1 page of press per game, 34 write 1-5 pages, 17 write 5+-10 pages, and 14 write over 10 pages of press per game. 95 often read press of games they are not in; only 3 do not read press of games they are playing in (these last two figures are for 142 respondents because one typist left out this section).

Statement: "Demonstration games contribute to my enjoyment of the hobby." 46 agreed strongly, 55 somewhat, 31 disagreed somewhat, 19 strongly. I think that the current use of demonstration games, with a running analysis by a non-player and very brief statements by some of the players at the end of the game, is more limited in its value than is necessary.

Some years ago Don Miller ran a demo game which did not include much if any accompanying analysis, but in which each player was supposed to write a statement for the GM each turn describing what was happening and what he was trying to do. These statements were printed with the moves of the game when it ended, along with

GM commentary. Having recently done this for an Origins of World War II game, I know that this kind of commentary can be much more interesting than external analysis. This can be done along with outside comment, of course; alternatively, the game can be run in a small zine and then the entire output can be printed at one shot in a handbook or special publication.

A further step would be to print selected correspondence of the players. Naturally this requires many pages as well as very cooperative players, but the end result would be much more revealing than the current demo game method. Another approach might be to attempt to quantify player attitudes at each move, for publication at game end. A standard questionnaire could be designed to explore each player's outlook as he answers simple questions, and the players could be required to send a completed questionnaire with each set of moves on pain of missing the move (or, more likely, of having an independent standby make the move). These approaches which get into the mind of the player rather than being limited to external evidence ought to be utilized more often.

I asked players to rate various alliances from 1 to 5 (5 strongest). The following are the averages and standard deviations. (The latter is more or less an indication of how much disagreement there is among players--the larger the standard deviation, the less agreement there is--though I suspect that with such a small range, this is not always true.)

	Avg.	S.D.		Avg.	S.D.
R-T	4.29	.98	G-R	2.72	.95
E-F	4.15	.92	I-R	2.65	1.27
E-G	3.72	.93	F-R	2.49	1.15
F-G	3.49	1.07	I-T	2.49	.99
A-R	3.36	1.05	F-I	2.40	.98
A-I	3.29	1.14	G-I	2.18	.99
A-T	3.11	1.17	E-I	1.99	.95
E-R	2.94	1.10	E-T	1.98	1.14

Average of averages: 2.95; of SDs: 1.05.

I did not define this section better because I would almost certainly have affected the results adversely by trying to explain what I meant; it was better to let each player decide what was meant by "strength" in this context.

I asked players to list their country preferences and to rank countries from strongest to weakest. In a rather backwards fashion (don't ask why) I assigned 7 to the country listed first, 6 to the second, etc. The results:

	Preference Points							Avg.	S.D.
	7	6	5	4	3	2	1		
Austria	13	7	13	16	19	38	33	3.08	1.52
England	39	33	25	14	16	7	6	5.16	1.70
France	26	26	22	31	19	8	7	4.69	1.72
Germany	15	11	14	27	28	29	24	3.44	1.93
Italy	8	13	8	12	22	33	47	2.80	1.68
Russia	21	25	27	31	13	12	11	4.50	1.78
Turkey	18	25	30	19	21	12	13	4.36	1.83

	Strength Points							Avg.	S.D.
	7	6	5	4	3	2	1		
Austria	0	1	7	17	18	50	39	2.29	1.21
England	40	37	26	16	8	2	0	5.61	1.29
France	12	24	32	39	17	5	1	4.66	1.32
Germany	8	8	6	23	36	32	20	3.14	1.64
Italy	2	1	1	6	18	36	69	1.83	1.18
Russia	39	26	29	10	13	4	2	5.39	1.54
Turkey	28	36	29	18	21	2	0	5.19	1.31

I also counted the number of places difference between preference and strength. For example, if a player's preference list were AEBFGIRT and his strength list is TEBGIRA, there is a difference of 12 places. Using this system, the median difference was 8 places. Only 14 of over 140 who answered the question gave the same preference and strength lists.

The results go along generally with the rating lists, I think. Of course, one must realize that what strength means to one player is not what it means to another. For example, a country like Russia which wins very often but is also wiped out quite often would be more attractive to a player who is interested only in wins and draws than to a player who is interested in a high average center count or survival rate. How strong a country is depends on what you want to accomplish with it. These figures probably aren't worth much; the format used in the next survey is more interesting, since it permits a different kind of strength comparison, and I will correlate strength preferences with outcome preferences.

I asked some questions relating to international ties. 14 of 18 Canadians play in US zines, while 23 of 140 Americans play in Canadian zines. Only 52 North Americans have seen a British dipzine at some time, and only 28 receive one regularly. This is 18% of the total response, but it is misleading and not representative of the hobby as a whole. The tally after 104 responses was 26; only 2 of the last 54 regularly receive a British zine, and I suspect that if 50 more replies had come in, the total would not have changed much more. 18 of the 28 are publishers, who are able to trade zines. (25 of the 52 are also publishers.) This is usually cheaper than subbing, especially because surface mail can be used; but you can't play postal Diplomacy by overseas surface mail. Only 10 of 125 non-publishers receive a British zine regularly.

I think that less than 10% of North American postal players have even a minimum exposure to British Dippydom, and in most cases even that must be only one or two zines. Hartley Patterson commented on the figures as follows: "Take out trades and I think you'll find that hardly any British zines reach America. Obviously this is obvious from mailing labels alone. I can't see this changing either. New lines either side of the Atlantic mention the importance

tacts, there's almost no interest in trans-Atlantic games."

The reasons for lack of interest: overseas mail is expensive unless you're willing to wait two months, and even air takes 5-7 days. Few people are willing to play postal Dippy under such conditions, and after all, most Diplomacy activity is playing the game. This doesn't mean we shouldn't cooperate--Britain and North America are cooperating in the variants area, for example--but there are some things that just cannot be. No matter how much a few people here may dislike it, the British are a strong and independent hobby with good ideas, operating under different conditions than apply on this continent. There's no point in trying to shove them together more than practical difficulties of time and money warrant. But at least the British speak the same language (approximately, anyway; the real test of our internationalism will come when German-language Dippy fandom begins to grow (Diplomacy was recently published in Germany)).

One hears stories of innumerable long distance telephone calls and astronomical phone bills piled up in various games. If, like me, you can't afford such luxuries, it is a good idea to stay out of demo games. But 90 respondents have at one time or another made a long distance call for negotiations.

Here is the question which precipitated the whole thing. 49 Dippy GMs replied, 33 of them publishers (carbon copy doesn't count as pubber). The median age of pubbers was 24, mean 25.82, the median of non-pubbers 26. 12 GMs also GM non-Diplomacy games by mail.

I asked some questions related to GMing. One concerned deadline lengths, from date of mailing move results to date on which moves are due.

No. of days	Spring	Fall	
less than 15	19	20	(most 21)
17 - 21	105	102	(most 21)
24 - 30	28	30	(most 28)

For winter: less than 10--31, 11 - 15--85, 18 - 22--28, 28 or more--5. 101 players prefer separate winter turns, 36 don't, and the rest were ambiguous or answered "sometimes." I also asked which type of prophetics were preferred. 61 like to have spring moves conditional on winter adjustments and autumn retreats. 58 prefer to have retreats and adjustments conditional on fall results and submitted with fall.

Statement: "I am well acquainted with Dip-variants." 19 agreed strongly, 38 somewhat, 42 disagreed somewhat, 58 strongly. 41 have designed a Dipvariant. The only variants listed more than once for "most played" were Youngstown Variant--45½, Black Hole--4, Middle Earth IV--3½, Middle Earth V and Slobbovia--3 each, Lord of the Rings, Abstraction, Anarchy IV, 1721, and Scotice Scripti III--2 each. Naturally YV is

way out ahead because it is a conservative variant (using most of the original board) which has been reprinted many times over the past 6-7 years.

I asked people to name their three favorite variants in no particular order, differentiating between those who have played at least 5 and less than 5. The following list (in no special order) shows number of times a game was mentioned, by the more experienced players and then by the less experienced. Variants mentioned only once are not included.

Michigan, 1-2	Youngstown, 20-29
Imperialism VII, 2-0	Middle Earth IV, 2-4
Westphalia, 1-4	Middle Earth V, 3-5
CAT, 2-3	Black Hole, 3-4
Interstellar III, 3-2	Anarchy, 9-4
Diadochi, 2-1	Jihad, I & II, 3-0
1721, 6-4	1600, 2-3
1648, 2-0	Aberration IV, 2-0
Scotice Scripti III, 2-2	Worlddiplomacy, 2-1
Abstraction, 0-2	Militarism III, 1-1
Hyborian II, 1-2	Kriegspiel, 0-2
Third Age, 0-2	Downfall..., 1-3
Slobbovia, 1-3	Colonial, 0-2
Lord of the Rings, I & II, 4-7	Coyne-Hubbard, 1-1

Slightly more answers were in the inexperienced than experienced category (115-99). Naturally this list is biased in favor of the zines in which it was distributed. ME V and 1721 probably were more favored, for example, because ballots were distributed in Blood and Iron and Impassable. The strength of Anarchy was a bit surprising, though deserved in my opinion. The only radical variants to receive much support were Interstellar III and Slobbovia. The very conservative variants (YV, Westphalia) were somewhat more interesting to the less experienced players, but I'm not sure that the difference is large enough to be significant. Abstraction, a quite popular game in Britain, received almost no support here even though it is printed in the MGA Variant Package. A number of variants I have not heard of were mentioned, and I would appreciate obtaining more information about: Enemy's Enemy, Complot, Italian, Mediterranean, and Amnesiac Diplomacy.

I asked what types of variants people played. 68 said new board-standard rules, 45 said standard board-new rules, and 64 replied new board-new rules. This only confirms what people have observed before, that the new board aspect of a variant attracts people more than new rules. The only standard board variants mentioned more than once were Militarism III, Anarchy and Black Hole.

Statement: "The hobby should have one 'official' magazine of a general nature." Walt B. suggested this for an IDA survey. 34 strongly agreed, 50 somewhat, 30 disagreed somewhat, 41 strongly. There are more questions concerning

DIPLOMACY WORLD on NADPS #2, though the question is somewhat academic now that GRI owns the zine.

My question for game limits was poorly constructed. I made a degree statement but gave 3 choices: "Any publisher/zine/GM ought to limit itself/himself to 6 games at once, 10 games at once, 20 games at once." This was not perfectly clear, but I believe most people understood. I counted the strongest agreement in each case, and if all replies were disagree (or if no reply was given), I counted in the last category. Often when no reply was given the answer was "whatever he can handle" or "depends on individual."

The entire point of a limitation, however, is that no GM can manage for long beyond certain limits. It's just too much work for what is supposed to be a hobby. It has been said that burnouts are inevitable, but this is not true at all. A mature person can maintain a fairly high level of activity and yet recognize that he won't wish to do as much in the future, so that he can phase out activities gradually. Don Miller is an excellent example. John Boardman is a good example of a person who, by restricting his level of activity, has been able to remain active since the beginning of the hobby.

The superman, no matter how much good he can do during his superdays, creates lamentable chaos when he burns out. No matter how much the superman does, the mess of orphaned games and botched jobs that he leaves is worse. If a job exists which is too much for one man to reasonably do over a long period, then the hobby has only two choices: find a way to split the job up, or forget the whole thing.

But in this context we are talking about publishing/GMing. The object of a limitation is to avoid burnouts precipitated by high work loads as well as to raise the standard of GMing and limit the number of orphans and the concomitant chaos. Because of a publishing hiatus for The Fighter's Home, for example, 15-20 games have been delayed and all will be orphans unless TFH is revived, creating a tremendous amount of work for the Orphan Games Director and other pubbers.

The limitation I have in mind is not some sort of coercion by a hobby organization (unless it was a publisher-GM group open only to those who meet its standards--an excellent means of raising the caliber of GMing). Players have the ability to force GMs to adopt standards if the players are willing to do so and if they can get around their ignorance of what is going on. For example, if GM Joe Schmoe is running 12 games and wants to open more, players can attempt to force him to change his mind by (1) complaining vociferously that more games will reduce the GMing quality of the games they are in, (2) complaining that he is creating a hazard for himself and for the hobby by taking on more games,

and (3) by not joining the game.

There is no shortage of game openings in the hobby, so if you keep yourself informed you ought to be able to find a satisfactory opening somewhere. This is in your interest as a player because orphaned games involve delays and changes in strategy and because orphaned games take up the time of experienced publishers who are then unable to open more games of their own.

I don't know whether this kind of pressure will ever really be brought to bear, and it may become necessary to form a GM organization, possibly even one for which membership is required if a publisher wants to get on the GRI flyer. Right now GRI's President and a few hobby big-wigs hack out the doubtful people who request placement on the flyer. It might be more acceptable to the hobby to have some kind of GM organization determine who must be left out because he does not meet reasonable standards rather than leave it to Walt Buchanan and a few others.

The tally for the limit to the number of games is as follows: limit of 6 games--49, limit of 10--28, limit of 20--27, no limit, depends--47. There is clear sentiment to limit the number of games in some way, and there is another, better-designed question on NADPS #2.

Statement: "The hobby would be better off if IDA did not exist." 13 agreed strongly, 3 somewhat, 50 disagreed somewhat, 90 strongly. Virtually all of the strong agreement came from TDA members and Graustark subscribers (usually both). I understand that John Boardman suggested to his readers how they should reply. I don't know what he said, but it is likely in view of his strong opposition to IDA that he recommended "agree strongly." This is an interesting demonstration of what influence a publisher can have on his readers. Most of those who answered "agree strongly" who are not TDA members read only a few zines, in a couple of cases only Graustark. Naturally they will reply in accordance with the views of the only publisher they know, if they choose to reply at all. Almost all the anti-IDA replies came from the northeast US. Surprisingly, there were virtually no non-Grau, non-TDA, non-IDA people who agreed with the statement.

Statement: "The existence of the Calhamer Awards contributes to my enjoyment of the hobby." 10 agreed strongly, 36 somewhat, 42 disagreed somewhat, 52 strongly, and the remainder didn't reply. Many of the latter couldn't because they don't know what the CA are, and for our purposes they could be put in the disagree strongly category, though I did not do so. I think this result will be quite a shock for those who continue to push the CA despite repeated farces.

As presently constituted they are hardly a proper tribute to Allan Calhamer, the designer of Diplomacy. They are no more than a distri-

bution contest--in virtually every category the nominee with the largest distribution wins. In the past, this has not disturbed the powers that be, and no real effort has been made to improve the award process. But now that the British have won in every category for which they had a nominee, the North Americans have decided that "something must be done." In view of the poor knowledge each part of the hobby has of the other (Britain and North America), for which no one can be blamed and about which nothing can be done, it seems likely that giving awards by mailing regions would help eliminate the problem of voter ignorance.

But the real solution is to appoint or elect a panel of "experts," who are familiar with all nominees, to choose the award winners. The IDA is forming a panel to discuss various possibilities, and the next NADPS includes a number of questions related to the CA. Of course, the simplest solution would be to do away with the things, but too many people are ego-involved for that to happen. I think it is indicative of interest in the CA that less than one third as many North Americans voted in the simple Calhamer Award process than filled out the long NADPS #1.

I would like to see more people involved in survey efforts. Tallying over 150 replies with such a great amount of information on each one takes a tremendous amount of time, so one person cannot manage this very often. Two pages are not enough to cover many interesting subjects. The BPP is one example of what can be done. Another possibility is a quantified subjective rating of zines (that is, one in which zines are rated by category rather than overall, since the latter would mean very little in itself). A special variant poll could be conducted. I'm sure people can think of more examples.

Naturally someone who is completely unknown in the hobby might have trouble with some types of surveys because respondents would not be willing to reveal certain information which might get passed around. The first requirement is the ability to keep one's mouth shut, and in fact, it helps to be able to forget who said what so that you won't have to worry about accidentally spilling confidential information. One of the advantages of a heavy response is that it is easy to forget when that 300th page of little numbers and letters goes by, even though the counting is spread over three months.

Edi Birsan wanted the British to do something similar to the NADPS. I received an IDA zine from Britain which said that the thing would be conducted there (presumably modified), but I've heard nothing more and I have no figures for comparison of Britain and North America.

I hope that the response to NADPS #2 will be even greater. There will be no NADPS this summer because I will have more than enough to occupy me.

TALLYRAND WRITES AGAIN by DOUG BEYERLEIN

For those of you with rather good memories, you should recall the article "A Diplomatic Affair" by Tallyrand in the first issue of DIPLOMACY WORLD. The article told of some of the more advanced diplomacy that can be conducted off the board, and Mary Lane's and my experiences in that vein. Because of the article's sensitive nature (especially if Mr. Lane would have discovered our ploy) I used the pseudonym of Tallyrand. Also, minor details such as locale (substituting Los Angeles for San Francisco), my length of time in the hobby, and Mary's true name were altered to throw would-be detectives off the trail. Still, some people did write asking if I were Tallyrand, but of course I had to deny the whole wonderful affair.

Now, over a year later, I can reveal Tallyrand's true identity. Mary and I had a great thing going, but it had to end. Our game finished and thus the alliance on the board was no longer needed. Our off-the-board alliance (even stronger than the other) showed great possibilities--but, realistically, there were even greater limitations. Mary did (and still does, for that matter) have a husband and children. She refused my demand that she leave her husband (still the dullard) and come live with me. So, faced with little more than luncheon dates and perhaps a dinner now and again with Mary until at least the children grew up, Mary and I parted company this past summer, still friends.

Well, what now? I could return to the arena of postal Diplomacy in hopes of finding another Mary, or, I could try the conventional singles market. However, for the type of woman I was looking for neither prospect looked particularly encouraging. Unfortunately, postal Diplomacy just does not have the number of women to make for favorable odds when looking for the right one. The conventional singles market is well stocked, but mostly consists of the super frilly, head-in-the-clouds, child-woman. Hardly the type capable of sustaining a meaningful relationship.

I didn't have much time to ponder my predicament, however. Shortly after Mary and I went our separate ways, it was time for my annual trek to the mecca of Diplomacy: Chicago and the DIPCON. There, in two short days, a series of wonderful events occurred.

In the first round of the Diplomacy tournament I drew England. Fate then intervened and a woman player by the name of Marie Cockrell drew France. Another affair in the tradition of Mary Lane in the making? It was too early to say and as the game progressed with only a nominal alliance on our part, it looked questionable.

The second round placed me in an all-male game fighting it out with the likes of Allan Calhamer, John Boyer, and Warren Wyman. No Marie.

But then for the third round Fate once again made its presence known. I had Austria and there was Marie with Turkey. Not a natural country alliance, but a very natural player alliance. The players broke in mid-game for what later proved to be a two-hour lunch. During this break Marie and I discussed many things and found that we had much in common.

In addition to Diplomacy, we both enjoy hiking, bicycling, and tennis. And, surprisingly enough, we both do much the same type of work. Marie is a computer programmer for an insurance company in Chicago and I do a considerable amount of programming in my work as a civil engineer/research hydrologist at Hydrocomp. So when the tournament ended and we said good-bye, there was the germ of an idea in my mind that our relationship could go further.

I then returned to Palo Alto after the DIPCON knowing that while the odds were greatly against us, there was a chance and it was worth taking. So I started up a correspondence with Marie. She responded favorably. The correspondence grew and developed until we discovered that we were in love. She had the week during Thanksgiving off from work and flew out here for a visit. Everything fell naturally into place and on Thanksgiving Day I asked her to marry me. Our wedding date is set for April 26.

So, you can now see why I no longer need my Tallyrand alias. And, yes, there can be far more to this hobby than is gleaned from the GRI flyer. It is all up to the participants.

THE WONDERFUL WIDE WORLD OF DIPLOMACY



Mr. & Mrs. Beyerlein,
I pronounce you two
Diplomacy nuts man
and wife.



You may now stab
the bride.....

(Reprinted from Erehwon #84)

RCW

TALLYRAND TAMED

OR

WILD DOUG IS SWEET DOUGIE NOW

by MARIE COCKRELL

At the time I met Doug Beyerlein, at DIPCON 74, I, like many others, assumed that he was the infamous Tallyrand, who once tried (unsuccessfully, thank God) to turn DIPLOMACY WORLD into the thinking man's locker room. I was thus taken by surprise when I learned that Doug was an engineer. He did not write his moves with a mechanical pencil, though, and he was nice, a loyal ally, liked almost everything I liked, and gave me funny looks when he thought I wasn't watching, so I concluded that there was hope.

There was. Two months later I was being asked to come out to California for a visit, and three months later I was being asked to be co-custodian of the Boardperson Numbers. The latter I took to be a marriage proposal (and I hope Doug concurs with me on this).

As far as Doug and I know, we are the only couple that has met through Diplomacy and has subsequently decided to marry. If there are any single women reading this, I can't honestly recommend wargaming as a way to meet eligible men. It is so terribly difficult to be sweet and cute while threatening to blast a country off the map. When I started postal play, I was sure that the men in my games would resent me. Or if not, wouldn't they suppose that a female wargamer would be a big, mean bruiser, a veritable Brunnhilde? Happily, they didn't. Some of them were even rather intrigued by the whole idea. Doug was one of these.

Doug swept me off my feet with real style. Did he wine and dine me, plying me with liquor while playing Rachmanioff on the stereo? Did we leap in slow motion through buttercup fields, with the glow of the soft-focus sunset matching The Glow In Our Hearts? No, we took bike rides, played tennis, and took hikes over innumerable ridges and through an elevation gain and loss of 2,000 feet, sweating and panting and aching the while. And is it possible to love someone who puts you through all that physical hardship, alternately calls you a tough cookie and a soggy banana, expects you to stay awake during his slide shows, and commands you to produce more Diplomacy wins for the greater glory of the Beyerlein name? Well, yes.

THE TWO-WAY GAME-LONG ALLIANCE

by WALT BUCHANAN

The following account of 1972ED by Doug Eyerlein is reprinted with permission from Dan Gallagher's fine gamezine, Warlord. 1972ED is the best example to date of what I consider the most powerful strategic weapon in postal Diplomacy, the game-long 2-way alliance.

Since nearly the beginning of my postal play, I have believed in the power of the game-long 2-way alliance, and in every game I have entered, I have tried to achieve one. Although multi-player alliances are more powerful, they are very difficult to achieve in postal play since it is almost impossible for more than two players to confer at once. This breeds mistrust and, in my opinion, mutual trust and tactical guarantees to minimize the temptation of a stab are the two essential elements of a successful game-long alliance.

In 1972 before 1972ED started, Rod Walker wrote an article for Graustark called, "The Improbable Alliance." It related that in the history of postal Diplomacy, statistics had shown that Austria and Turkey were natural enemies. In only 2 games had they finished 1-2, i.e., not at the expense of the other.

Therefore, on entering 1972ED as Turkey, I decided to put my belief in the power of the game-long 2-way alliance to its ultimate test. What better way than to show that the 2 most natural enemies on the Diplomacy board could achieve the fastest classic 2-way draw in postal history through the use of a successful 2-way alliance?

As Doug's account below will show, this was done. I had intended to write up an account of the game myself, but Doug's narrative adequately covers the history of it. What I would like to relate, however, is how the game illustrates my philosophy on good play.

I have been very fortunate during my career as a postal Diplomacy player in winning my first 6 games. In fact, this game was the first to end in a draw although I have recently finished an eighth game in second place due to a stab by my game-long ally, Dan Gallagher! The tactical guarantees and DMZ set up proved inadequate although the game could have still ended in a 3-way draw if one of the other players had cooperated. He was subsequently eliminated.

But anyway, the point I wanted to make was the power of the game-long 2-way alliance. Due to my success as a player, I have many times been asked to write an article on the strategy and tactics of Diplomacy and reveal my secrets. Well, outside of my belief in the value of constant communication, my main secret has been the game-long 2-way alliance. It has made elimination of the opposition easy.

One added bonus of the game-long 2-way alliance is that if your game-long ally stabs you and tactical guarantees or other considerations prove insufficient to force a draw, as in my case with Dan Gallagher, you are nearly always able to finish in second place.

It is my opinion, however, that in the long run, it is not to one's advantage to stab his game-long ally if the ally holds up his end of the alliance and cooperates in setting up tactical guarantees. One's reputation as a player is important in this hobby, and if one becomes known as a stabber, he finds it increasingly difficult to find allies.

Doug Eyerlein is the first game-long ally I have had that held up his end of the alliance to the end and in which external factors didn't enter in to result in my win. Therefore, even though I could have stabbed him for the win, I saw no long-term profit in doing so. Also, I was impressed with the concept of demilitarization that Doug came up with to minimize the temptation of a stab in the alliance where the ultimate in mutual trust is called for, namely, the Austro-Turkish alliance.

This brings up the second element that I believe is essential to a game-long alliance, and to which I alluded earlier. Although mutual trust is essential in a game-long alliance and constant communication is essential in bringing it about, one must also have tactical guarantees to minimize the temptation of a stab. Diplomacy players being what they are, if one ally sticks his neck out too far, he is asking to get it chopped off. I have stabbed an ally only once, and that was a case where he left his centers so undefended that all I had to do was move in to put the win on ice. But I didn't feel good about it and would have preferred that he set up the tactical guarantees that I had originally suggested.

Perhaps I should define more precisely what I mean by "tactical guarantees." By that I mean a combination of moves that allies make that minimize the temptation of a stab. It can be the setting up of a DMZ, i.e., a neutral buffer zone, an agreed-to series of "bounces," or the demilitarization idea that Doug came up with. Its purpose is to minimize a stab by giving the other player an early warning of it. This acts like a deterrent and works both ways. Not only does it minimize the temptation of a stab by the player in the dominant position, but I have heard of cases where the ally in the inferior position stabbed because he was sure that the other player was getting ready to! This also brings to mind the axiom that the allies should stay within a one or two supply center total of each other so that it is hard to stab and obtain

an overwhelming advantage. Another deterrent to a stab is the thought of a bloodied, but still powerful ex-ally out for revenge.

So this in a nutshell is my theory on how to play winning Diplomacy. From experience I have found, too, that even though you start a game with a game-long ally and never stab him, it is amazing how often external factors can enter in to result in a win. And if not, what's all that bad with a 2-way draw anyway? I finished 1972BD, that Doug will now relate to you, feeling as satisfied as in any prior win. Maybe it is because it is rarely achieved, but there is something beautiful about a classic 17-17 finish.

1972 B D

Game 1972BD was a unique game. It was the last game that John McCallum planned to games-master. And it was a demonstration game for the ODD Rating System, which McCallum had just created prior to the start of the game in the spring of '72. As a demonstration game, John limited entry to the game to players with ODD scores around 900 and above. This criterion resulted in a field stocked with the top players Birsan, Buchanan, Walker, Ward, R. Johnson, Halle and myself. Another unique feature of this game was that it was the last one Rod Walker was to enter before his withdrawal from the hobby in the fall of 1972.

At the start of the game, my plan was to ally with Walker's Italy to form the extremely powerful Austro-Italian alliance. Walker and I had used this alliance in 1968B (which four years later was still going on) and had found it to work quite well. Also in Spring 1901, I talked Buchanan into attacking Ward's Russia in an attempt to make the Austro-Italian eastern attack go smoother. Ward then made the fatal mistake of telling Buchanan to fake an attack on Russia to throw me, Austria, off guard when the real Russo-Turkish attack came. Walt was then left with a perfect attack on Russia in the fall of '01, gaining Bulgaria, Rumania and Sevastopol for a total of three builds.

Now faced with a strong, but friendly Turkey, I decided that it would be better to ally with Buchanan than to try to fight him. At this point, the Austro-Turkish alliance was born that was to later sweep the board. When Walt came up with the idea of trying for the fastest two-way draw on record (prior to 72BD the record was held by 1965L where Frank Clark (Germany) and John Koning (Russia) drew in 1909), I agreed to it although it would really be a long-shot chance. With both of us starting off on the southeast corner of the board, we would have to quickly break numerous potential stalemate lines in first the Mediterranean and then the Mid-Atlantic to the west and the St. Petersburg bottleneck in the north. If the northern powers ever got together we could be stopped cold with

a minimum of effort on their part.

We had to act quickly. We got Walker to send the Italian units westward against France. Then in fall of '03, we swept in through the backdoor taking all three Italian home centers by the end of the year. We pushed as far north as Moscow in Russia but had no chance of getting into Scandinavia until we could hit England in the west. So we left Russia as a buffer state until we could mount a successful attack on that part of the board.

Ed Halle, playing France, dropped during the transfer of the game to Holcombe's Pacific Diplodeur. Holcombe replaced Halle with Steve Brooks and what then happened was our most important diplomatic coup. If Birsan could talk Brooks into allying with him and the other northern powers against us, they could swiftly block the Mid and halt our attack. Our counter offer was a third-place finish for France if Brooks would allow us passage through the Mid and give us help against England and Germany. Brooks agreed to our offer and the stage was now set for a try at the fastest sweep of the board in the history of the hobby.

I was primarily responsible for our tactics each season. Walt took care of most of the diplomacy with Brooks and Ward. I was aiming for the completed sweep by the end of 1907, but minor setbacks against Germany and England delayed the draw until 1908. A better tactician could have perhaps finished the game by 1906, but basically it was a matter of coming up with the quickest way to outguess and beat the German and English opposition.

Steve Brooks had a clear third-place finish if he would have sent in his Fall 1907 orders. Unfortunately, he was in the midst of a move from Arizona to Montana at deadline time and he missed his moves. France then went into civil disorder which made no difference to the game's finish.

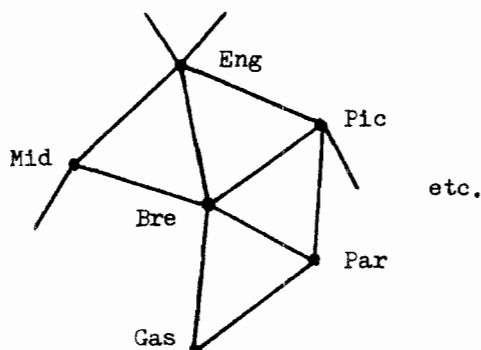
Something else which I am sure is a record is the number of units on the board at the finish. Only 21 units out of a possible 34. This is fewer than started the game. The idea behind both Austria and Turkey not building after 1905 in this game is described in my article, "The Theory of Demilitarization" in DIPLOMACY WORLD I, 3. I came upon this idea of demilitarization, as I call it, after my unfortunate end in 1972CR. Using this idea there would not be a continuous line of Turkish units marching around my supply centers to partake in a war that would be finished by the time of their arrival on the front. This would minimize the temptation of a unit or two straying into an Austrian center and making it the 18th Turkish center and a Turkish win. The idea of demilitarization worked quite well--although I admit that Walt still had opportunities to win if that were what he wanted. But I held the mortgage on his house and felt I didn't have too much need to worry.

VARIANT DESIGN

by LEW PULSIPHER

Although the following game doesn't look much like Diplomacy, you'll find that it is really the old game on a new and somewhat unusual board. A much more radical version with a different board was designed earlier, and will be included in the SF & F Variant Package I am working on.

In BG II the supply center economic structure, single unit per space, and movement-combat rules have been retained. The difference comes in the board. The standard Diplomacy board could be presented as a series of dots connected by lines, each dot representing a space and the lines indicating connections between spaces, thus:



The BG board could also be presented in that manner (and it would make movement easier if you drew in the lines, though it would ruin my "beautiful artworks!"). You'll find that the BG configuration cannot be represented in a two-dimensional contiguous-space array like that of the usual Diplomacy-type board. Lines of connection often cross, and spaces which look farther away may connect to a space while closer spaces do not.

The BG board is also toroidal, that is, the top connects with the bottom and the left side connects with the right side. This eliminates the center positions which are usually a disadvantage in Diplomacy (Austria, Italy, Germany). Every player must worry about enemies on all 4 sides, not just one or two. The number of connections per space is somewhat lower than for the standard board, also. This is a result of the straight line movement rule, which was deliberately added in order to avoid a very large number of connections per space which would make the game almost unplayable. If there are too many connections, forming and holding a line becomes very difficult, and lines are an essential part of conservative Diplomacy.

While the board is an interesting (to me,

at least) departure from standard Diplomacy, I did not design the game solely, or even primarily, to use this type of board. As many of you know, I am as interested in science fiction and fantasy wargames as I am in Diplomacy variants. I considered designing a wargame using a board depicting galaxies, and it struck me that such a board might look attractive in DIPLOMACY WORLD. From there I moved to the following objectives:

1. Design a game that would be a visual experience (of sorts) in itself, through use of a galactic array. It would be ideal if the board could be printed negatively so that the galaxies are white and the background is black, but I doubt that Walt can swing that.

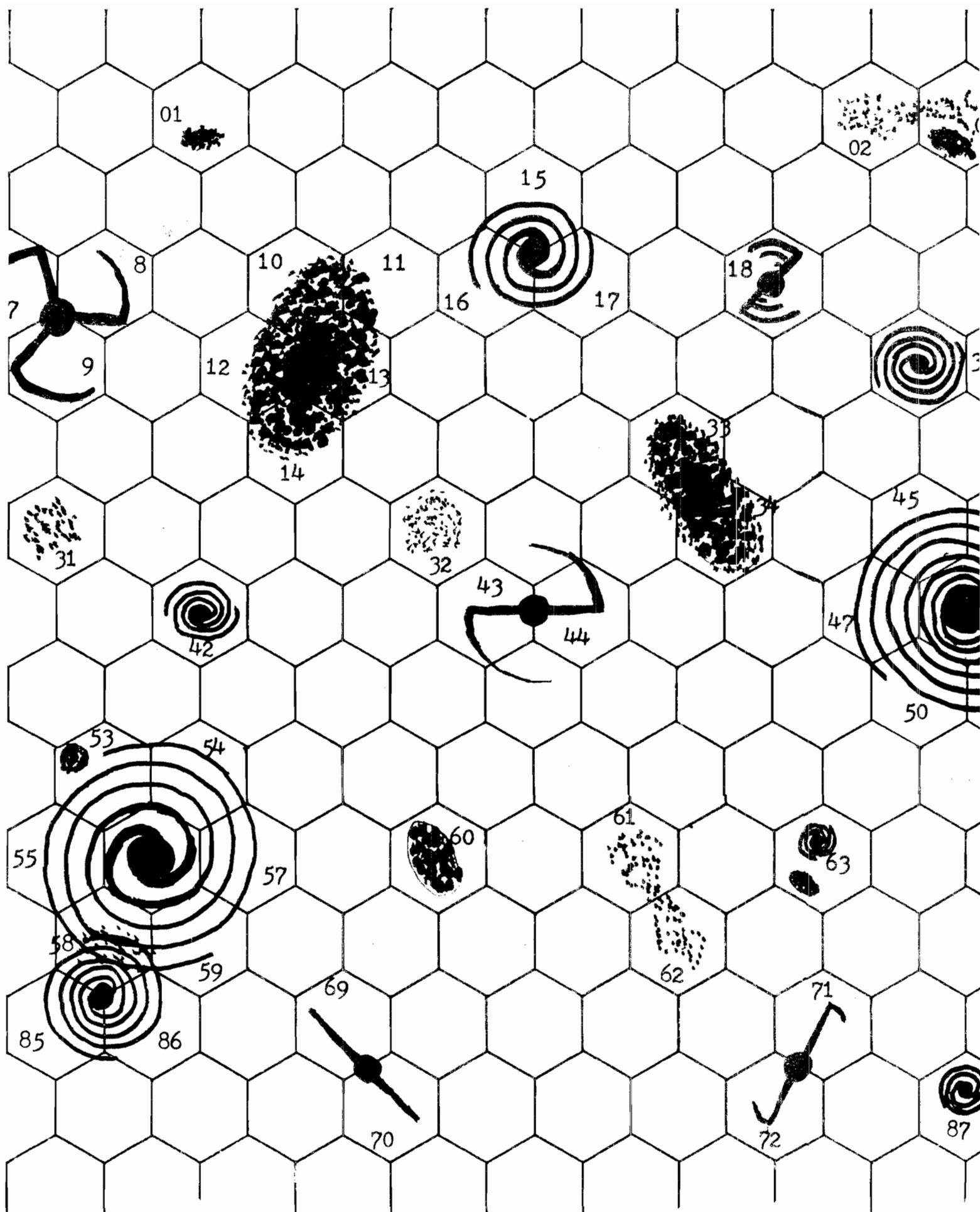
2. Remain conservative (which means "unrealistic" in a space warfare context--after all, only one fleet per thousands of cubic light years?).

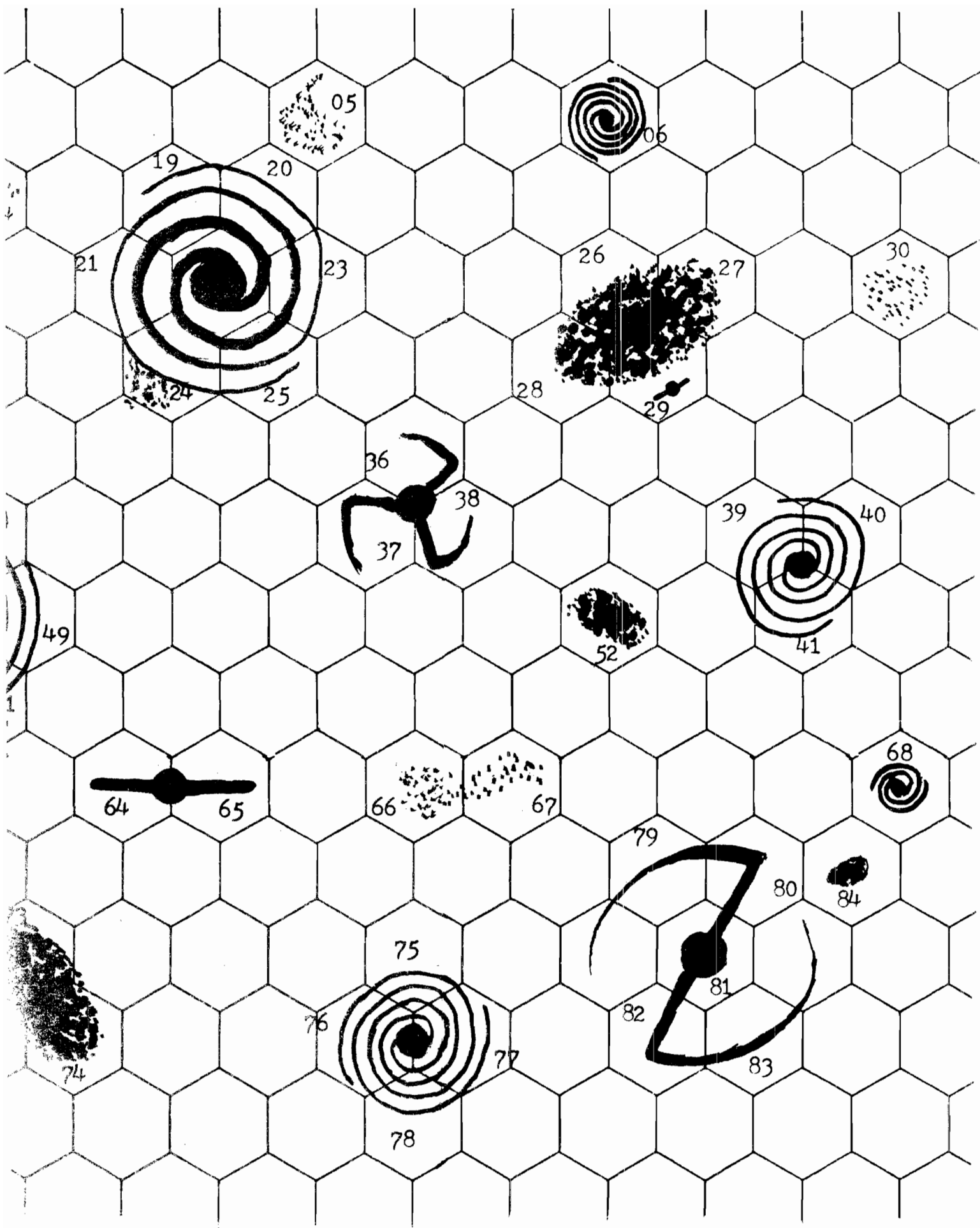
3. Don't restrict the game to any particular number of players. This is always desirable in a variant if you can do it without reducing the overall quality.

4. Make the map large enough for face-to-face play as printed. If you use Risk pieces (see DIPLOMACY WORLD I, 5) or wargame counters (see "Variant Info" this), then this board ought to be large enough.

I want to say a few things about selection of center positions. This was the most difficult part of the design, really, because I'm a stickler for balance. That doesn't necessarily mean that I was able to balance the various "scenarios," but I think I did reasonably well. The first question I encountered was, how many centers shall I give to each player? In general I stick with three, not only because this is the "traditional" number which works well in standard Diplomacy, but because three initial units gives a player flexibility and a reserve of sorts without putting more units on the board (and therefore increasing complexity) than is absolutely necessary.

I first tried to fit nine players into the board, but this did not work satisfactorily. I have found that I like to avoid having home centers within one space of each other in order to give players some diplomatic flexibility. I also try to give each player approximately equal chances for expansion early in the game. This means an approximately equal number of neutral centers within one move, and an approximately equal number of neutrals and enemy homes within two moves. There is just not enough room for nine players. I then worked out boards for seven, six and five players with three centers each. This took a long time in each case be-





cause I had to play out the first few moves a number of times. This is one occasion when it helps immensely if the designer is also a good player.

I decided also to set up a five player situation using the parameters of the YOUNGSTOWN VARIANT. While the YV is overrated, there are elements which contribute to its success which can be transferred to other variants. Two of these are the increased number of home centers and the larger number of neutral centers, per player. The larger number of units/centers results in greater flexibility for the player and, more importantly, greater resilience under the stab or simple attack, especially the former.

The "average" player has 4.9 units early in a Diplomacy game; he has 7.2 in a YV game. A player who loses two units in an initial stab/attack is left with 3 in standard Diplomacy, on the average, and 5.2 in YV. Generally this means that a player has more time to respond diplomatically to an attack before he is reduced to impotence. It also means that in the later stages of the game a player will have more time to form a coalition against a leader, both because the "lead" will become more obvious earlier because the numbers are higher, and because it takes the leader longer to reach the victory criterion (though this is more important in a ten player game than in a five player game).

Finally, I've provided a neutral array for use with various forms of ANARCHY. This can result in some very interesting games quite unlike the normal front vs. front warfare of the typical variant, and it also provides a situation for numbers of players other than five through seven.

BETWEEN GALAXIES II by Lewis Pulsipher

1. The 1971 rules of Diplomacy are used with the following changes.

2. The board represents a cluster of galaxies of various types--irregular, elliptical, and regular or barred spiral. The hexagonal grid is included to regularize movement. The only type of unit in the game, the space fleet,

may only occupy numbered galactic hexes (spaces) and no others. In one case--35--the number is adjacent to the galactic hex. The hex containing the galaxy is the playable space. Each playable space is numbered. The hubs of the three giant regular spirals, where there was no room for a number, are numbered nevertheless. You can easily see from numbers of adjacent spaces that these spaces are numbered 56, 48 and 22.

3. A fleet may move up to three hexes in a straight line. It must stop at the first intervening playable space in its path. If its move fails, it returns to its space of origin--it does not remain in a clear hex next to the space it was ordered to. For example, a fleet in 43 may move to 32, 44 or 61. If it is ordered to one of these spaces and its move fails, it returns to 43. Combat rules operate just as in standard Diplomacy. If one unit is ordered F 43-61, and another is ordered F 61-43, they bounce each other--they do not pass by each other. Another example of movement: F 57 may move to 54, 56, 59, 60 or 69. It may not move to 42, which is three hexes away, because the path is not straight. It may not move to 55 because 56 intervenes--it must first move to 56, and then the next turn to 55. Similarly, in order to get to 70 it must first move to 69. Retreats are taken in the same manner--a fleet may not retreat to an unnumbered space (hex)!

4. The board is toroidal. If the map comes out right, you will be able to see (with a little effort) the following connections, which go both ways of course: 1-69, 1-85, 2-72, 2-87, 3-71, 5-78, 6-77, 6-83, 7-30, 15-70, 31-40, 53-68, 55-84.

5. Number identification is used for convenience. Players may wish to name galaxies and parts of galaxies as they "explore" them.

The table below lists supply centers (including home centers) for various numbers of players. Victory criterion is a number of units equal to a majority, plus two, of the total number of centers in the game. I suggest that you mark centers with upside down wargame counters.

Homes	7 Players	6 Players	5 Players	5 Players
A	59, 69, 85	55, 68, 85	42, 56, 59	67, 77, 80, 82
B	62, 63, 71	62, 63, 87	63, 73, 87	31, 40, 42, 53
C	66, 76, 77	65, 76, 77	16, 18, 33	11, 17, 18, 33
D	31, 40, 84	17, 32, 33	05, 19, 25	04, 23, 24, 26
E	09, 12, 14	19, 23, 28	41, 67, 81	60, 62, 63, 71
F	04, 18, 35	09, 30, 31		
G	23, 26, 36			
Neutral	05, 21, 30, 15, 32, 43, 34, 48, 53, 60, 73, 81, 37, 52	52, 14, 57, 60, 81, 45, 48, 03, 05, 36, 39	76, 31, 01, 32, 24, 85, 60, 03, 46, 48, 65	59, 43, 46, 48, 84, 38, 27, 05, 09, 85, 70, 02, 12, 65, 74

Array for use with ANARCHY set-ups: 03, 06, 09, 10, 14, 17, 20, 21, 25, 29, 30, 34, 35, 38, 41, 43, 47, 49, 53, 57, 58, 62, 63, 65, 67, 70, 71, 73, 75, 78, 79, 82, 84

CALHAMER POINT COUNT RATING LIST (434)

Country	W	T	3D	4D	5D	6D	Total
Russia	64	11	7	9	9	1	76.050
Turkey	54	10	18	13	9	1	70.217
France	51	5	17	14	12	1	65.234
Germany	47	11	9	12	12	1	61.067
England	45	7	16	15	14	1	60.550
Austria	43	9	10	10	9	1	55.300
Italy	34	7	7	11	15	0	45.583
Total	338	30	28	21	16	1	434

13.200	Edi Birsan	3.000	Burt Labelle	1.500	John Figgott	1.000	Ray Evans
12.517	Andy Phillips		Don Miller		Andrew Waldie		Jack Flemming
			Derek Nelson		Peter Weber		Margaret Gemignani
11.400	Doug Beyerlein		Monte Zelazny	1.450	Dave Johnston		George Grayson
8.500	Brenton Ver Floeg	2.917	Larry Peery	1.333	Fausto Calabria		Jack Greene
8.333	John Smythe	2.700	Bob Ward		Bruce Coy		Thomas Griffin
7.200	John Beshara	2.667	Bruce Kindig		Arnold Vagts		Jean-Luc Hanquin
	Lewis Pulsipher	2.533	John McCallum	1.250	Paul Wood		Paul Hartley
6.500	Walt Buchanan	2.500	Bud Pendergrass		Geoff Corker		Chris Harvey
	Mike Rocamora	2.333	John Boyer		Ed Halle		Duncan Hector
6.450	Gene Prosnitz		Lee Childs		Doug Hollingsworth		Glen Hertz
5.783	Len Lakofka	2.250	Gareth Lodge	1.200	Harvey Lindauer		Ed Hollshwandner
5.533	Thomas Eller	2.200	Ted Holcombe		Elliot Lipson		Mike Honig
5.500	Randy Bytwerk		George Schelz				Scott Huddleston
5.167	Hal Naus		Mehran Thomson				Allan Huff
5.067	Charles Turner	2.033	Don Berman	1.000	Hugh Anderson		George Inzer
4.333	Jerry Pournelle	2.000	Peter Ansoff		Gary Jones		Tadek Jarski
4.250	Jeff Power		Marie Cockrell		Jeff Key		David Johnson
4.200	Conrad von Metzke		Ed Rack		Joel Klein		Phil Jones
4.167	Mike Goldstein	1.850	Nigel Sloan		Bill Abbott		Harley Jordan
4.000	Buddy Tretick	1.833	Stan Wrobel		Bernie Ackerman		Robert Katzive
	Charles Wells	1.817	Jerry White		John Armstrong		Bob Kinney
3.700	Steve Brooks		Don Horton		William Atteberry		Robert Knudsen
	Peter Rosamilia	1.700	Larry St. Cyr		John Balson		Andreas Lang
3.367	Rod Walker	1.583	Dan Barrows		Mike Bartnikowski		Steven Langs
3.333	Charles Reinsel		James Fish		James Benes		Paul Leitch
3.250	Don Pitsch	1.500	Thomas Leahey		Peter Bennett		Dave Lindsay
	Tim Tilson		Charles Welsh		John Biehl		R. A. Lindsay
3.200	Ron Kelly		Rick Brooks		Rob Blackshaw		Ian Livingstone
	Dave Lebling		Frank Clark		Larry Blandin		George Lowrance
3.000	James Dygert		Michel Feron		Steve Bobker		Don Lowry
	Michael Grayn		Bob Johnson		Ken Borecki		James MacKenzie
			Duane Linstrom		Peggy Bowers		Clay McGuistion
			Banks Mebane		John Bullock		Steve Marsland
					Allan Calhamer		Henri Materne
					Tex Cooper		David May
					Stephen Cruse		Louis Menyhart
					Fred Davis		Richard Miller
					Ron Dellbringge		Roger Miller
					John DePrisco		Duncan Morris
					Steve Doubleday		Robert Morris
					Tim Durston		Ralph Morton

1,000	Jim Munroe	.667	Jim Abeler	.333	Craig Besinque	.250	Russ Jones
	James Nash	.650	Eric Verheiden		Brian Blume		David Lagerson
	Eric Nielsen				James Boskey		John McKeon
	Sam Nierenberg	.583	Robert Lamb		Mike Carr		Norman Nathan
	Geoff Nuttall		Robert Thomas		Don Cochran		Dennis Nixon
	Mark Nyderek	.500	Walter Blank		David Davies		Cliff Ollila
	Jeff Oliver		Stewart Buckingham		William Drakert		Arnold Proujansky
	William Osmanson		Kevin Cauley		Leo Early		Irv Rosenfeld
	Brad Payne		David Claman		Michael Fistel		Dean Schwass
	Harold Peck		Ken Davidson		Herb Galenzoski		Richard Scott
	Bruce Pelz		Martin Davis		P. M. Gaylord		Bob Stuart
	Hank Reinhardt		Don Efron		Sid Jolly		Larry Valencourt
	Richard Rice		Nigel Evans		Tom Keller		Greg Ward
	Tom Rosenbaum		Barry Eynon		David Kirk		Malcolm Watson
	Bob Rosenfield		Reginald Forester		Ed Kollmer		Despina White
	Rich Rubin		Gary Gehrke		Henry Krigsman	.200	Rodolfo Bacci
	Richard St. Johns		Jim Gingrich		Ken Levinson		Brian Bailey
	Len Scensny		Dennis Hall		Karl Lintner		Mike Childers
	Chris Schleicher		Graham Jeffery		Frank Lunney		Bruce Chin
	Richard Sharp		Sam Jones		Bob Matthews		Fausto Citerinesi
	John Shutelock		Mark Kleiman		Leo Niehorster		Sid Cochran
	Brad Smith		Terry Kuch		Robert Nudelman		O. L. DeWitt
	Clive Spark		Jacques Lapointe		Roland Prevot		Franco Giannini
	Bob Strayer		James Latimar		Joseph Proskauer		Bruce Gletty
	Russell Tulp		Robert Lipton		Rudy Tatay		Sherry Heap
	Don Turnbull		Pete Menconi		Mark Tonnesen		Anita Hughes
	Ailsa Turrell		Tony Pandin		Ken Valentine		Eric Just
	Colin Watson		Austin Redlack	.250	John Van de Graaf		Larry Justus
	Jack Westlake		Paul Schwartz		Chris Wagner		Jan Leerkamp
	Terry Whatley		Dave Scott		Brian Allardice		Marino Marini
	Fred Winter		Max Stanton		Charles Burton		Tom McMahon
	Doug Wiskow		Adam Stephanides		Chuck Carey		Oktay Oztunali
	Norman Zinkhan		Pat Walker		Robin Churchill		Zane Parks
.950	Douglas Dick		Richard Walkerdine		Stan Cohen		Rich Purdy
.833	Mark Weidmark	.450	Harry Drews		Bill Connor		Svend Raun
.783	John Leeder		Wayne Lanham		Tony Dastoli		Don Roll
.750	Peter Robertson	.400	David Fujihara		Andy Davidson		Bruce Schlickbernd
	John Stevens	.333	James Barber		Paul Den Uyl		Bob Schoumacher
.700	John Hendry		Herb Barents		Greg Dority		Eud Stowe
			Mike Beavers		Richard Greenwell		Richard Swies
					W. C. Harrah		Sid Witt
					Blair Johnson		Pete Wityk
							T. M. Worthington

The Boardman Numbers for the games rated above are as follows:

1963: B
1964: A-E, D
1965: A-I, K-M, P-U, W
1966: A-D, H-I, L-O, R, T, Z-AC, AE, AG-AI, AK-AM, AO, AQ, AS-AV, AZ, EB-ED, EG, EI-EL, EN-IO
1967: A-B, E, H-J, N-P, T-W, Y-AC, AE-AH, AJ-AL, AO-AU, AW, AZ-EC
1968: A-P, R-T, V-AL, AN-AC, AV, AX-BC, ES-BT, EY-OD, CF-CI, CK-CM, CP, CW
1969: E-H, K-M, O-P, R-Z, AE-AD, AF, AY-BA, EC, EE-BI, EK-EM, EO, EV, EX-CE, CD-CE, CG-CL, CP, CR
1970: A-F, J, M-N, W-X, AA, AC-AD, AI-AK, AO, AQ, AT-AU, AW-EE, EK-EN, EP-EQ, ES
1971: A-D, F-G, K-L, O-S, W, AE-AD, AL, AO-AQ, AT, AZ-BA, EC, EE-EF, EH-BL, EP, ES-IV, EX, EZ, CE, CD-CE, CR, DE, DE, DH-DI, DL-EQ, DS-DU, DX-DY, EE-EG, EE-EH
1972: A-E, G, I-K, N-P, U, X, Z, AD-AF, AI, AK-AL, AN-AP, AR-AS, AV-AW, AZ-EE, ED, EH, EP, ER, EU-EV, EX, CA-CE, CD-CE, CG-CH, CJ-CL, CN-CQ, CR-CT, CV, CY, DD-DH, DJ-DK, DS-DX, EZ-ED, EI, EO, EQ, ET-EU, FI, FL, FO, FQ, FS, FX-FZ, GJ
1973: C-D, F-G, J, M, O, R, Z, AC-AE, AK-AL, AN, EA, ED-EE, EI, EQ, CF, CT, DH, DM, EH, ES, FE, FL, FY, HJ, HV, IS

RECENTLY COMPLETED GAMES

The following 105 games were added to the preceding Calhauer Point Count Rating list. This brings the total games rated to 434. A win counts 1 point and a draw a fraction thereof. The winner, his country, and the zine the game finished in appear after the applicable boardman Number. Multiple names after the same number indicate a draw.

<u>E. N.</u>	<u>Winner</u>	<u>Cty</u>	<u>Zine</u>				
1969CR	Jim Abeler	Eng	Efgiart	1972EE	Terry Whatley	Tur	Neophyte
	John Hendry	Fra		1972ED	Doug Beyerlein	Aus	Warlord
	James Barber	Tur			Walt Buchanan	Tur	
1971A	Peter Weber	Aus	ADAG	1972CD	Robert Morris	Ita	Impassable
	Max Stanton	Ita		1972CE	Don Pitsch	Fra	L. Dangereuses
1971C	Adam Stephanides	Ger	En Passant	1972CJ	Stan Wrobel	Rus	Impassable
	Ron Kelly	Ita		1972CK	Richard St. Johns	Eng	Impassable
1971L	Tom Leahey	Tur	ADAG	1972CN	Ailsa Turrell	Eng	BDC Journal
1971R	Steve Brooks	Aus	Atlantis	1972CO	John Balson	Tur	BDC Journal
1971AB	Don Horton	Ger	IGHiF	1972CP	Andrew Waldie	Fra	BDC Journal
	Dave Scott	Tur			R. Walkerdine	Rus	
1971AC	Lew Pulsipher	Ita	Shaaft	1972CQ	Tim Durston	Fra	BDC Journal
1971AT	Tim Tilson	Aus	L. Dangereuses	1972CS	John Bullock	Ger	Der Krieg
	John Stevens	Ger		1972CT	John Boyer	Eng	L. Dangereuses
	Leo Early	Ita			Herb Earents	Ita	
1971BA	B. Ver Ploeg	Tur	Costaguana		Thomas Leahey	Tur	
1971BF	Mike Beavers	Tur	ADAG	1972CV	Ed Hollshwandner	Aus	Mixumaxu Gazett
1971EL	Burt Labelle	Fra	Peerisitis	1972DD	Jan Leerkamp	Aus	Impassable
1971EP	Burt Labelle	Tur	Peerisitis		Douglas Dick	Eng	
1971BT	Ray Evans	Ger	Courier		David Fujihara	Fra	
1971EX	Marie Cockrell	Tur	Neophyte		Eruce Chin	Ger	
1971EZ	Andy Phillips	Aus	Doomaflickies		Don Roll	Ita	
1971CB	Harley Jordan	Ger	Atlantis	1972DF	Bill Connor	Aus	Impassable
1971CE	Richard Rice	Tur	Neophyte		Harvey Lindauer	Eng	
1971DH	Douglas Dick	Aus	Boast		John McKeon	Ger	
	Elair Johnson	Eng			Walter Blank	Tur	
	Don Efron	Fra		1972DH	Duane Linstrom	Ger	Fighter's Home
	Thomas Leahey	Tur			Ron Kelly	Tur	
1971DL	Edi Birsan	Aus	Peeryara	1972DK	Andrew Waldie	Ger	Mad Policy
	Eric Verheiden	Eng		1972DS	Tom Berendt	Eng	NGTG
	Irv Rosenfeld	Fra		1972DT	Tom Berendt	Fra	NGTG
	Robert Lamb	Tur		1972DU	David Johnson	Rus	NGTG
1971DO	Tom Keller	Eng	L. Dangereuses	1972DV	Steve Brooks	Eng	NGTG
	Don Horton	Fra		1972DW	Harvey Lindauer	Fra	NGTG
	John Leeder	Tur		1972DX	Steve Brooks	Ger	NGTG
1971DQ	Len Lakofka	Ita	Xanadu	1972DZ	Marie Cockrell	Tur	L. Dangereuses
1971DS	Michel Feron	Tur	War Bulletin	1972EA	Don Pitsch	Rus	Pellucidar
1971DT	R. A. Lindsay	Ita	Saguenay	1972EB	Joel Klein	Ger	Dippy
1972A	Scott Huddleston	Ger	Graustark	1972EC	Geoff Corker	Aus	Der Krieg
1972C	Tim Tilson	Eng	Buchanan	1972ED	Robert Thomas	Fra	Arena
1972D	John Biehl	Fra	Xanadu		Wayne Lanham	Ger	
1972U	James Fish	Eng	Costaguana		Tony Dastoli	Rus	
1972Z	Len Scensny	Tur	" "		John Stevens	Tur	
1972AI	Duane Linstrom	Aus	Buchanan	1972EI	Ron Kelly	Fra	IGHiF
1972AK	John Boyer	Fra	Jastrzab		Pat Walker	Ger	
1972AO	Tom Eller	Aus	Vagabond	1972EO	John Armstrong	Tur	Arrakis
	Bill Halsey	Eng		1972EQ	D. Hollingsworth	Ita	Ranger
	Eric Verheiden	Fra		1972ET	Harry Drews	Ger	Pellucidar
	Pat Walker	Ita			Stan Cohen	Ita	
	Wayne Lanham	Rus			Larry Valencourt	Rus	
1972AR	Fred Winter	Fra	Platypus Pie		John Stevens	Tur	
1972AS	John DePrisco	Tur	Xanadu	1972FI	Duncan Hector	Ger	BDC Journal
1972AV	James Benes	Ita	Buchanan	1972FL	Duncan Morris	Ger	Grafeti
1972AZ	Doug Wiskow	Eng	Impassable	1972FO	John Boyer	Ita	Big Brother
				1972FQ	Nigel Sloan	Tur	BDC Journal
				1972FS	Jack Westlake	Ger	Grafeti

1972FX	Geoff Nuttall	Rus	1901 & All That
1972FY	Clive Spark	Fra	Dolchstoss
1972FZ	Paul Hartley	Ger	Dolchstoss
1973C	Mike Beavers	Ger	ADAG
	Eric Verhieden	Ita	
	Bruce Kindig	Rus	
1973D	John Piggott	Tur	Mad Policy
1973F	Tim Tilson	Aus	L. Dangereuses
1973J	M. Bartnikowski	Aus	Claw & Fang
1973M	Sam Jones	Aus	Pellucidar
	Douglas Dick	Rus	
1973R	Robert Thomas	Aus	Arena
	William Drakert	Fra	
	Wayne Harris	Ger	
1973Z	Kevin Cauley	Eng	Y. Chronicle
	David Claman	Ger	
1973AC	David Davies	Eng	Costaguana
	Eric Verheiden	Fra	
	Lee Childs	Tur	
1973AD	Ron Kelly	Tur	FOG
1973AE	Howell Davies	Rus	Mad Policy
1973AK	Richard Sharp	Rus	Grafeti
1973AL	Doug Beyerlein	Aus	Doomaflickies
	Eric Verheiden	Eng	
	Steve Brooks	Fra	
	Zane Parks	Ger	
	Ron Kelly	Ita	
1973AN	Doug Beyerlein	Aus	Pellucidar
	William Clumm	Fra	
	D. Hollingsworth	Ita	
	Walter Blank	Rus	
1973BA	Tim Tilson	Eng	En Passant
	David Lagerson	Ger	
	Greg Dority	Ita	
	Edi Birsan	Tur	
1973BD	Steve Doubleday	Aus	1901 & All That
1973BE	Gareth Lodge	Fra	Grafeti
1973BI	Michael Rocamora	Fra	Hoosier Archives
1973BQ	Clay McCuiston	Aus	Graustark
1973CF	Don Pitsch	Ita	Boast
1973CT	Richard Scott	Aus	1901 & All That
	John Hendry	Eng	
	Gareth Lodge	Ger	
	C. von Metzke	Rus	
1973DH	Allan Calhamer	Ger	Big Brother
1973DM	Gareth Lodge	Rus	Dolchstoss
1973EH	Richard Swies	Eng	Costaguana
	Rudy Tatay	Fra	
	Herb Barents	Ger	
	B. Schlickbernd	Ita	
	Harry Drews	Rus	
1973ES	Ron Kelly	Rus	Dippy
1973FB	Brad Smith	Fra	Claw & Fang
1973FL	Ralph Morton	Rus	OCanIDA
1973FY	Rudy Tatay	Aus	Mixumaxu Gazette
	Ed Kollmer	Ita	
	Erian Blume	Rus	
1973HJ	Tadek Jarski	Ger	Pendulum
1973HV	Charles Burton	Fra	Mad Policy
	Robin Churchill	Ger	
	Norman Nathan	Ita	
	John Piggott	Rus	
1973IS	Nigel Sloan	Aus	Pendulum

BOARDMAN NUMBER BUSINESS

by DOUG BEYERLEIN

On October 14, 1974 the custodianship of the Boardman Numbers was transferred from Conrad von Metzke to me, Doug Beyerlein. This transfer was made among a certain amount of controversy when Conrad rejected offers from the only two people who wanted it and then accepted my last minute and reluctant offer. Conrad had the job for some two years and did an excellent job. However, he found that the custodianship's heavy demands on his once free time no longer fitted into his life style and thus I made a quick trip down to San Diego to pick up three notebooks filled with game charts in mid-October.

The Boardman Numbers Custodian performs 3 fundamental tasks for the hobby. He assigns game numbers to all "postal" games of regular Diplomacy, with "postal" being defined as extended diplomacy periods for secret negotiations. The custodian keeps track of current running game statistics from the zines he receives. These statistics include players and player changes and the number of supply centers owned by each player every game year. Thus they form the bulk of the information which is later presented in the finished game reports. For this reason, among others, it is important for the custodian to receive all zines which conduct regular games of postal Diplomacy. The third task of the custodian is to publish the results of all completed games in a zine (which, in my case, will continue to be titled Everything). These results are used by all major ratingskeepers to maintain and update their rating lists. The results may also be of interest to serious players of the game.

"How did all of this ritual and trivia of the Boardman Numbers get established," you may ask. Well, as one might suspect, John Boardman, the founder of our hobby, conceived and originated the Numbers. Using a numbering system devised for the numbering of comets by astronomers, Dr. Boardman applied it to the accounting of postal Diplomacy games. John soon had the foresight of realizing the amount of work he was getting himself into and thus transferred the job of custodian to Charles Wells. Wells passed it on to John Koning a few months later. Koning, who was in and out of the hospital for a number of years before his recent death, allowed Rod Walker to pick up this burden. Rod ran it until he dropped from the hobby in the autumn of '72. At that time the hobby was lucky to have Conrad step in and pick up the pieces. Conrad ably handled an increasingly difficult and time-consuming job until this past summer when he first

considered finding a new custodian. Then in October he did.

That brings us to the current situation with the Numbers. I have quickly learned what this job can do to the single individual who attempts it alone. Thus, one of my first tasks was to increase the people power available to handle the requirements of the Numbers. For the present I will continue to assign Boardman Numbers to all new games, keep track of current games and remain editor of Everything. John Weswig is the new publisher of Everything. Richard Walkerdine will continue as associate custodian for all U.K. games. And last, and most important, Marie Cockrell will, starting in April, become co-custodian in charge of assigning new games Boardman Numbers. That is what she gets for marrying the current custodian. ((Sigh, poor Marie...CA))

In the past, Conrad published Everything on somewhat of a monthly schedule. This schedule broke down in the spring of last year and the last issue (#18) of Everything to be published came out in early June. Our new publishing schedule will be approximately every two months. This will vary depending on the amount of material available at publication time and the personal schedules of John Weswig and myself. And although issue #19 is now finally out, we probably won't get down to a set routine until the autumn.

The content of the new Everything will be pretty much as it was under Conrad's direction. Primary emphasis will be on finished game reports. Lists of newly started games and information on publishers will be included, dependent on space limitations.

Because of the need to gather game statistics, I need to trade Everything with all publishers who run regular games. I have attempted to initiate trades with all of these people; however, in some cases I have not succeeded. If you publish, please help me do my job properly by trading your zine for mine. And send your zine to me, not Weswig.

For those people who do not publish a zine, but wish to receive Everything, they can subscribe at the rate of 10 issues for \$4.00 (U.S. funds). All subscriptions should be sent to John Weswig (2115 N.W. Elder St., Corvallis, Oregon 97330). Do not send money to me.

If you want to receive a Boardman Number for a game that you are running, I need the following information: (1) the name of the zine in which the game is conducted, (2) the name of the gamesmaster for the game, (3) the player country assignments (I need both first and last names), and (4) the addresses of the players. Once I receive this information by mail or phone, I will attempt to assign a Boardman Number within 48 hours. However, at times there will be unavoidable delays. Once Marie takes over this task I am sure that you will get quicker service.

The last thing I want to mention is how the publishers can make my job just a bit easier. As this hobby continues to expand, we get more and more players with the same last names. If you could also include the players' first names with their orders each season, it would help me sort out possible conflicts. Each fall when the list of supply centers owned is given I would prefer them in the following form:

A: 5 centers - Tri, Vie, Eud, Ser, Gre

E: 3 centers - Lon, Liv, Edi

etc., where the numbers of centers owned is given first. This makes it easier for me to record these numbers on my game sheets. And a handy check to see that all centers are accounted for is to make sure that each year's total adds up to 34, including neutral centers not yet captured. It is surprising how many errors can be made without this check. Last, at a game's conclusion, please publish as much information as you have on the game's statistics (i.e., players and number of supply centers owned by year by country). This makes for a double check of my records, or, at times, fills in vital missing information in my records.

To conclude this article, I wish to thank everyone who has cooperated in the transfer of the custodianship from Conrad to me, and I hope that my staff and I can justify the faith you have placed in us.

TDS

Ms. Hilda Krunch is a member of the Board of Directors of THE DIPLOMACY SOCIETY, and a close friend and companion to Our Leader. We are pleased to announce that Ms. Krunch has just won her most-recent postal game, 1973-SS, as a replacement player. She was TDS's Confidential Advisor to the original player, but after reaching 17 units the poor lad felt the strain was too-much for him and accordingly resigned the position to the one who had done so-much to help him. Ms. Krunch then built this position into a victory in the amazing time of only 3 game-years. Ms. Krunch is of course the very-close personal friend and confidante of Our Leader, and is therefore in a position to tell you all what to do.

Ms. Krunch has graciously agreed to edit this "Ask Hilda" column for TDS. Readers are invited to send in questions on their games to Ms. Krunch, who will condescend to answer some of them in these pages. Naturally, she will co-ordinate all her answers with Our Leader, so that they will all be perfectly-right.

Send Hilda your questions now. She will pick the very-best ones to answer next issue!

HOOSIER ARCHIVES DEMONSTRATION GAME

THE PRINCE WILLIAM INVITATIONAL -- 1974 CK

(Reprinted from HA #151 - 156)

LABOFKOID ON THE LOOSE STABS VAGTS! Spring 1905

FRANCE: F Nwg-Nwy, A Par-Pic, A Bur-Bel, A Pie-Ven, F Naf-Tun, F Wes S F Naf-
(Power) Tun, F Tyr-Ion, F Tus-Tyr, F Rom S F Tus-Tyr

GERMANY: F Nth-Ska, F Ber-Bal, F Den S F Ber-Bal, A Hol H, A Mun-Eoh, A Vie-
(Lakofka) Eud, A Tyr-Vie, A Ven-Tyr, A Tri S TURKISH A Alb-Ser

ITALY: F Nap H, F Tun H /a/
(Ward)

RUSSIA: A Nwy H, F Swe S A Nwy, A Mos H, F Arm-Ank, F Sev-Bla, A Ukr-Sev,
(Vagts) A Rum-Bul, A Gal-Rum, A Ser S GERMAN A Tri-Alb (nso), /r/ (Gre, d)

TURKEY: F Ion S ITALIAN F Tun, A Alb-Ser, A Bul S A Alb-Ser, F Gre-Aeg,
(Calhamer) F Con-Ank

IS POWER REALLY STABBING POOR OLD LENARD? Fall/Winter 1905

FRANCE: F Nwg-Edi, A Bel-Ruh, A Pic-Bel, F Wes-Mid, A Ven-Tri, F Tyr-Nap,
(Power) F Rom S F Tyr-Nap, F Tus-Tyr, F Tun S F Tus-Tyr. Owns: Bre, Mar,
Par, Bel, Por, Spa, Liv, Lon, Rom, Edi, Tun, Nap, Ven (13). Builds
F Bre, A Par, A Mar.

GERMANY: F Ska-Nwy, F Den-Swe, F Bal S F Den-Swe, A Hol-bel, A Boh-Gal, A Tri-
(Lakofka) Alb, A Tyr-Tri, A Bud S RUSSIAN A Gre-Ser, A Vie S A Bud. Owns: Ber,
Kie, Mun, Hol, Den, Tri, Ven, Vie, Swe, ~~Edi~~ (9). Constant.

ITALY: F Nap H /r/ (Apu, Ion, d). Owns: ~~Nap~~ (0). Out.
(Ward)

RUSSIA: (Su05: A Ser R Gre) A Nwy S F Swe, F Swe S A Nwy /r/ (Bot, Fin, d),
(Vagts) A Mos-War, A Gal S A Rum, A Gre-Ser, A Rum S A Gre-Ser, A Sev S A Rum,
F Arm-Ank, F Bla S F Arm-Ank. Owns: Mos, Sev, StP, War, Nwy, Rum,
Ser, Ank, ~~Edi~~, ~~Ska~~ (8). Removes F Swe.

TURKEY: F Ion-Gre, F Aeg S F Ion-Gre, A Bul S F Ion-Gre, A Ser S A Bul /a/,
(Calhamer) F Con S A Bul. Owns: Con, Smy, Bul, Gre, ~~Nap~~ (4). Constant.

BERLIN: A SEARCH FOR TREASURE, Chapter 8:
Leomund picked up Carol-Ann and carried her to the edge of the wood to a bower made by 2 giant willow trees. Quickly he turned to Douglas and Conrad and bade them wait for his return. He was off in a flash to seek out Queen Florin, Ward of Eastern Wood. When he found her she was sitting by a small brook throwing pebbles, that looked like tiny wooden blocks, into the stream. "If it's a fleet it floats!" he heard her say as he approached her. "Queen Florin, I am in need of your aid. A comrade is fallen under your spell of sleep and I must awaken her--she is much too heavy to carry." "What? Oh yes, waken her. All right, I'll come," said the queen in a weak yawn. At last they were come to Carol-Ann's sleeping body. Her snoring was quickly defoliating a large portion of the wood and time was of the essence. "Awake!" cried Florin to no avail. "She sleeps well, doesn't she?" said Florin rather absentmindedly. "I'll try a spell

of exchange," she said and mumbled an incantation.

At once Carol-Ann awoke. "My dear, you're awake!" yelled Douglas. "Of course I am, you dolt!" shrieked Carol Ann. "Whose the lazy one next to you?" All turned to see Queen Florin fast asleep on her feet. "Let's be gone, my friends. She'll awake to what's going on one of these days!"

As they left the forest, none other than Arnovag, Lord of the Eagles, came upon them. "Leomund the Blue! It is good fortune to find you. Dragons are come to the Lonely Mountain! Jeffery, son of Bard, has slain one, but two more have landed on the mountain and two more can be seen afar off. The dwarves are beset and Jeffery will not come to the mountain for fear Lake Town will be overrun. See, I seek one who can challenge this deadly throng. Will you come?" "I and my friends." Arnovag summoned his entourage and all were carried on high.

Carol-Ann tried to brain the eagle who picked her up but after he lifted her and dropped her from a thousand feet to just catch her before she hit the ground, she thought better of trying that again and threw her frying pan away! Douglas watched the pan disappear through the clouds and took his first deep breath of relief in days!

BERLIN: A SEARCH FOR TREASURE, Chapter 9: The Lonely Mountain. It had been two days since the fall of Edyth the Pungent over Lake Town and one day since the coming of the four dragons to the mountain. As the dragons quickly learned, the dwarves had not been idle in the years since Smaug's death. The main passage now twisted and split to form many small passages. The dwarves could still move a body of their number from the rooms below to the main gate, at the same speed as before, but the small passages defeated the dragons. The dragons couldn't get through them, their fire breath, far weaker than that of Smaug, could not melt the stone, and the tightness of the quarters prevented battering the partitions apart to form a large passage. But in like manner, the dwarves could not get out! The few who tried were promptly smoked, smashed or smothered by fire, wing and tail. It was a sad standoff.

Walter the Dwarf, King under the Mountain, could not give battle. The dwarves might be able to overcome the dragonets Alan and Donnie, but Cleo and Rumble had to be reckoned with and for that a hero or giant would be needed. Jeffery had caught Edyth by surprise but Cleo and Rumble, together, would not give an archer a clear shot at either of them, even if Jeffery could be persuaded to come to Walter's aid.

Lake Town. The arrivals from the west were greeted with very mixed emotions. The last time the people had seen a hobbit, a dragon was also in the tale! Now 2 hobbits arrive with 5 dragons! The villagers were happy that there were not more hobbits--goodness knows what might visit them. Lendore the Blue spoke to Jeffery but no plan could they come by. Jeffery would not leave town and Lendore, wizard that he was, was not a match for two dragons at one time! Reinforcements were sorely needed and to this task Arnovag was appointed. "Take those that will go and fly south and west and find me a champion who will aid us!" instructed Lendore. Before Carol-Ann could speak, she, Douglas, and Conrad were again airborne, heading heaven only knows where!

BERLIN: A SEARCH FOR TREASURE, Chapter 10: The Lonely Mountain. "Lut, Daddy, I am ready to be a horrid and ghastly dragon! I am! I am!" screamed young Donnie to his horrid and ghastlyaddy, Rumble the Dullard. "You take after your mother, Edyth, she devil take her, Donnie. You go one way, then the other without knowing what you are doing. Yesterday a dwarf cut off part of your tail. So you turn to fight him and another dwarf gives you a bloody nose so you turn to fight him and yet another dwarf cuts off your

big toe. You can't make up what little mind you've got! He gone!"

Young Donnie was so furious he went to attack the dwarves in their own mountain, oblivious to advice from his Aunt Cleo (who would just as soon see him go). Into the cavern he charged sputtering with his tepid dragon breath--which smelled more than it was hot. No sooner was he in than he got wedged into a tunnel too small for his fat *#%&! (Hint--rhymes with pass.) The dwarves, amused to see him trapped and befuddled, cut him up into three pieces. Tail, body and head--the latter being the smallest by far.

Minas Tirith. Arnovag circled the spires of Minas Tirith, joyful at the sight of the White City, hope of the west. Sentinals from far below heralded their arrival throughout the city and it was glad to receive the greatest of the wind lords of the north. Arnovag landed atop the chamber of the stewards and allowed Carol-Ann, Douglas and Conrad the Dwarf to alight. They were greeted by hosts of the steward's guard and were taken in honor to his chamber. Douglas was escorted by an old man in tattered yellow vestments. "I am Alan Cal-a-mar--in the tongue of the high elves, or Arakna as these people know me--one of the five of lore. Tell me of my brother Leomund and the deed that sent you here."

BERLIN: A SEARCH FOR TREASURE, Chapter 11: Minas Tirith. Douglas Took walked and talked with Alan Cal-a-mar for several minutes as they went to meet the steward, Ecthelion II. He told Arakna how they left the Shire some 3 months ago and all of the events that had occurred in the weeks that had passed. "Enough of your tale, my young Took. Today there is much merry making and we thought that your arrival was part of the great Enderi feast. Tomorrow is the last day of Enderi for the tri-quartet of the Westron Calendar. A great day. And this year it is very special! Today, at noon, the son of Ecthelion II, Denthor, will wed Finduilas of Dol Amroth. A great union for the houses of Gondor, again reuniting those families of the seed of the most high of Numenor."

The Hallows. The feast to which Carol-Ann, Douglas and Conrad the Dwarf were taken was a spectacle undreamed of in the lives of hobbits or dwarves. Many of the great of the west were there. The White Council was represented by Sauraman, Gandalf, Radagast and Arakna; only Leomund was not there. Each performed a feat of what the men of Gondor called "magic." Radagast led a chorus of the birds of the air in the sweetest of musical recitals, Sauraman told a great tale in which the cunning of his voice entranced the audience from beginning to end, Gandalf displayed a show of his magnificent fireworks which enthralled the crowd, but Arakna, by far, stole the performance. At the feast he unveiled a new discovery which he had created in

many years of work. He named it after himself, and no one blamed him, the "Arkana de Tarot," the eye of all seeing. "But Gandalf, an acquaintance made by Douglas years before in the Shire, 'why does he not call it Arakna after himself?' "Because Arakna means Turkey, my dear Took!"

BERLIN: A SEARCH FOR TREASURE, Chapter 12: Minas Tirith--The "Avenue of the Kings" (Quelle 1, 2976): Douglas Took and Conrad the Dwarf entered the great hall, passing by the huge polished metal doors thrown aside to let them pass. As they moved behind the sure steps of Alan Cal-a-mar, their mentor and protector in Minis Tirith, they were awed by the great black stone figures on either side of the huge hall. Only Carol-Ann strode forward with abandon of the majesty about her--she was mad. "Listen here," she shrieked to Ecthelion, Steward of Gondor. "I want to know why I'm here, but more, when I can go home! I'm tired of this expedition, of being hauled about by huge birds, and dropped without so much as a 'by your leave'! I'm...."

"...very pert and rude for such a tiny shield maiden," interjected Ecthelion in a stern and angered tone, but in his eyes the shine of great amusement could be seen. "It is not often that the greatest lord of the air is referred to as a huge bird or the steward of Gondor put on the defense in his own hall! I shall ask from whence you came and I shall have a word in where you go. Now be still and let those of more wisdom speak first!"

Carol-Ann was livid but she remained quiet. Douglas could only smile--mainly because she had no frying pan.

Cal-a-mar quickly told the tale of the fall of Edyth the Pungent and the current situation in Dale. "What would you have me do, Cal-a-mar? Should I send those of greatness, who would go, to release Dale? Do not forget Mount Doom!" "Surely we will send these three back--and I would go also. No more should be needed." "So be it!"

BERLIN: A SEARCH FOR TREASURE, Chapter 13: The Lonely Mountain. Leomund the Blue approached the mountain where Walter the Dwarf was held at siege by Cleo, Rumble and Alan Dullard, the Golden Worms of the North. Leomund came to break the siege since help from the south had not come. His approach could be seen for miles and the train of 20 ponies wetted the appetites of the dragons who were tired of eating the less occasional dwarves that could be captured. Alan was so hungry that he took off before his father could stop him. "Alan--you dullard, those ponies will be guarded by stern men!" Cleo licked her lips and flew off also upon hearing that introduction. Rumble, however, was content to nibble on the dwarves foolish enough to scurry out to watch the battle.

Leomund saw the two figures leave the mountain and approach. He quickly put a spell of content on the ponies and men of guard so they

would not run, and then he ran to the edge of the giant pool beside the mountain. "Be gone, you stinking beasts!" cried Leomund. Alan swooped down on Leomund with his flaming breath belching from his pungent mouth. Leomund, a master in the spells of water, caused a giant wave to leap up from the pool and smash Alan right in the face. His tiny flame was quenched and he also got his first bath since he got caught in a rain storm two years before.

Cleo was not to be so easily set aside! Her breath was hot like that of Smaug and a small wave would not quench it. Her coming was like the rage of a giant blast furnace. Trees and bushes leapt into flame as she swept over them. Leomund drew his sword and muttered an incantation. The blade turned deep steel blue and ice formed on the blade. The full blast of the pungent hot gas struck Leomund turning the edges of his sword red. But Leomund withstood the blast and struck the worm full on her huge nose. She crashed head over heels into the bank of the pool. Quickly she recovered. Her flames rose to their height.

"For that I will destroy you, Leomund!" At that moment the waters of the pool churned and rose into a tornado of spinning foam. The water spout fell upon Cleo and pulled her into the pool. She sank beneath the surface which boiled with her rage. She came up once and was pushed down; she came up twice and was pushed down; she came up a third time and took to the air! The water tornado rose to catch her. 10 feet, 20 feet, 30----the race was on!

The edge of the spout grabbed her tail and spun her around. Then, instantly, the water froze--and Cleo froze with it. A giant monument to arrogance, it stood frozen in the center of the pool. "I wonder if Rumble can find a plastic slip cover big enough to cover it," mused Leomund as he walked away.

BERLIN: A SEARCH FOR TREASURE, Chapter 14: As Leomund the Blue walked back toward the encampment headed to the Lonely Mountain, he saw above him four tiny specks in the sky. He watched them as they continued toward Lake Town, but then one broke away and flew in graceful circles toward the mountain. Soon all four of the flying objects were descending toward him.

The wizard prepared for a new battle but then his keen eyes espied a familiar sign--a tall pointed hat was seen upon a figure in yellow array. "By all joy and hope, it is Cal-a-mar!" Soon Arnovag, Wind Lord of the Northern Eyries, landed with Alan Cal-a-mar, Conrad (the smallest dwarf), Douglas Took and "little" Carol-Ann whose mouth was in motion some twenty feet above the ground.

"Look how I'm being carried! Leomund, you beast, when this vulture let's me go I'll...." Her threat trailed off as Lorondon, Prince of the Northern Mountains, dropped her some 15 feet from the ground. After removing a handful of

leaves from her mouth and a little dusting off, she recovered but kept silent; the eagle still was close at hand and his stare froze the contempt and vile words she wished to belch forth.

"Arakna, how good to see you!" "And you also, Brother Leomund. Let us go to Lake Town and make our plans!" "So be it. They will be

safe by land," said Leomund as the men-at-arms joined their number. Carol-Ann hated ponies but she loathed Lorondon and was glad to be transported only a few feet above the ground.

Arnovag and Lorondon picked Leomund and Arakna up and flew toward Lake Town. The final flight would soon be at hand.

POWER AGAINST THE WORLD? Spring 1906

FRANCE: (Power)	F Mid-Nat, <u>F Edi-Nth</u> , F Ere-Eng, A Fic-Bel, <u>A Ruh-Kie</u> , A Par-Bur, A Mar-Pie, <u>A Ven-Tyr</u> , F Nap-Apu, F Rom-Nap, <u>F Tyr-Ion</u> , F Tun S F Tyr-Ion
GERMANY: (Lakofka)	<u>F Ska-Nth</u> , F Swe-Den, F Bal-Kie, A Hol S F Bal-Kie, A Tyr-Mun, A Boh S A Tyr-Mun, <u>A Vie-Tyr</u> , A Bud-Tri, <u>A Alb-Gre</u>
RUSSIA: (Vagts)	A Nwy H, A War-Sil, A Rum-Bul, A Ser S A Rum-Bul, A Gal-Rum, <u>F Ank-Con</u> , F Ela S F Ank-Con, A Sev-Arm
TURKEY: (Calhamer)	<u>F Gre S A Bul</u> , <u>A Bul S F Gre</u> /a/, F Con H, F Aeg S F Con

CALHAMER DOWN THE TUBES! Fall/Winter 1906

FRANCE: (Power)	F Nat-Nwg, <u>F Eng-Nth</u> , F Edi S F Eng-Nth, <u>A Bel-Hol</u> , A Bur-Mun, A Ruh S A Bur-Mun, <u>A Pie-Tyr</u> , A Ven S A Pie-Tyr, F Apu-Adr, F Nap-Apu, F Ion-Eas, F Tun-Ion. Owns: Ere, Mar, Par, Bel, Por, Spa, Edi, Liv, Lon, Nap, Rom, Ven, Tun (13). Builds F Ere.
GERMANY: (Lakofka)	<u>F Ska-Nth</u> , F Den S F Ska-Nth, A Hol H, F Kie S A Hol, A Mun H, A Boh-Tyr, A Vie S A Boh-Tyr, A Tri S A Boh-Tyr, A Alb-Gre. Owns: Ber, Kie, Mun, Hol, Den, Swe, Bud, Tri, Vie, Gre (10). Builds A Ber.
RUSSIA: (Vagts)	A Nwy-Fin, A Sil S GERMAN A Mun, A Ser S GERMAN Alb-Gre, A Bul S GERMAN A Alb-Gre, A Rum S A Bul, F Ank-Con, F Ela S F Ank-Con, A Arm-Smy. Owns: Mos, Sev, StP, War, Nwy, Rum, Ser, Ank, <u>Bul</u> , <u>Con</u> (10). Builds F StP(nc), A War.
TURKEY: (Calhamer)	F Gre H /a/, F Aeg S F Gre, <u>F Con-Smy</u> /a/. Owns: Smy, Bel , Lon , Ere (1). Constant.

BERLIN: A SEARCH FOR TREASURE, Chapter 15: Laketown. The council was a powerful one--Leomund the Blue, Alan Cal-a-mar, Arnovag the Wind Lord, and Jeffery the Archer. Surely Rumble the Dullard had no chance against 4 so mighty!...but all was not as it appeared. Cal-a-mar came to Laketown to help, but he came to help himself to a treasure of Smaug, a ruby-colored orb that was reported as part of Smaug's coat of armor. Cal-a-mar did not want to share with so many and therefore he cast two spells while in the quiet of his chamber before the meeting.

Jeffery was determined to destroy the dragon. "We must go...in...force," his words trailed off. "Perhaps," said Leomund, noting with displeasure Jeffery's strange mood.

After much talk they set forth. The hobbits arrived in Lake Town just as the four were about to go. "Don't forget us!" cried Carol-Ann in a mocking tone, knowing full well that one eagle left over, after Leomund, Jeffery and Cal-a-mar were in tow, could not carry them all. "So be it my dear!" called Cal-a-mar and Lorondon swooped to pick her off her pony!

The four travelers alighted minutes later. The eagles took to the air to set their guard. All was ready. "I'm tired of being...!" "Oh, do be quiet. Carol-Ann, or I'll turn you into a frog!"

All at once the ground shook. Rumble the Dullard was coming at full speed. His fires belched forth and the wind from his wings felled mighty trees. Carol-Ann stood silent. Her mouth was ever open, but now nothing came out.

Arnovag was quick to take up the challenge! He and Lorondon and their body guard fell upon the dragon as it swooped to destroy Cal-a-mar, Leomund, Jeffery and "tiny" Carol-Ann. But all at once fortunes changed! Cleo appeared! Unfrozen and fully healed, she came on them with little Alan Dullard right behind!

Jeffery's bow sang with the first arrow but it was an eagle that fell from the shot! "What witchcraft is this?" cried Leomund. The wizard threw back his cloak and drew his sword. It did not turn its frosty blue color for battle. "Cal-a-mar! Do you oppose me too?! Only you could release Cleo--only you could silence my

sword." "Yes, brother Leomund. I am in league with the monsters! And now I will smite you myself!"

BERLIN: A SEARCH FOR TREASURE, Chapter 16: All at once Leomund found himself confronting 3 dragons, a heroic archer and a wizard with only Arnovag and two of his brother eagles to aid him! There was no time to ask why this had occurred; Leomund had to act! "Arnovag, Cal-a-mar is the danger! Attack him!" cried Leomund as he dodged an arrow from Jeffery's enchanted bow.

Cal-a-mar turned to parry Arnovag's attack but then Cal-a-mar could not counterspell Leomund. Leomund's sword Briaron gave off a bright blue light and a chill of deep cold struck all around the wizard of water and cold. Alan Dullard's breath turned to solid ice in a fraction of a second and he himself was a statue, frozen

in place, moments later. Cal-a-mar saw that he must offset Leomund and as he turned his staff toward the wizard of the white council to cast a spell of confusion on him, Arnovag struck!

His talons ripped into the yellow figure and drew him heavenward. Each of the others of the Wind Lord's entourage attacked Cleo and Rumble the Dullard, but the match was against them. Soon the dragon breath, talons or wings would take their toll. Just as Cleo was bearing down on Teyreon, Arnovag, carrying the body of Alan Cal-a-mar, passed between them. Cleo's fire breath raged.

Below, Jeffery fitted the black arrow to his bow, the arrow that never missed. Rumble was soon to be upon Leomund; his furnace belched forth fire and all around for miles was in flames. The hour of doom was at hand.

BATTLE LINES HARDEN Spring 1907

FRANCE: (Power)	F Eng-Nth, F Edi S F Eng-Nth, F Nwg S F Eng-Nth, F Bre-Eng, <u>A Bel-Hol</u> , <u>A Ruh-Kie</u> , <u>A Bur-Mun</u> , <u>A Pie-Tyr</u> , A Ven S A Pie-Tyr, <u>F Adr-Tri</u> , <u>F Ion-Aeg</u> , <u>F Eas S F Ion-Aeg</u> , <u>F Apu-Ion</u>
GERMANY: (Lakofka)	F Den-Hel, F Ska-Den, <u>F Kie S A Hol</u> , A Hol H, A Ber S A Mun, A Mun H, A Vie S A Tyr, <u>A Tyr S A Tri</u> , A Tri /h/, A Gre /h/
RUSSIA: (Vagts)	F StP(nc)-Nwy, A Fin S F StP(nc)-Nwy, A Sil-Boh, A War-Sil, A Ser S GERMAN A Tri, A Bul S GERMAN A Gre, A Rum-Ank, F Bla C A Rum-Ank, F Con-Smy, A Arm S F Con-Smy
TURKEY: (Calhamer)	F Aeg-Smy /r/ (Con, d)

POWER-VAGTS-LAKOFKA TRIUMVIRATE HEIRS TO ROCAMORA'S THRONE! Fall/Winter 1907

FRANCE: (Power)	F Nth-Ska, F Eng-Nth, F Nwg S F Eng-Nth, F Edi S F Eng-Nth, <u>A Bel-Hol</u> , <u>A Ruh-Kie</u> , <u>A Eur-Mun</u> , A Pie S A Ven, A Ven H, F Adr-Alb, F Ion S <u>F Adr-Alb</u> , <u>F Aeg-Smy</u> , <u>F Eas S F Aeg-Smy</u> . Owns: Ere, Mar, Par, Bel, Por, Spa, Edi, Liv, Ion, Nap, Rom, Ven, Tun (13). Constant.
GERMANY: (Lakofka)	<u>F Den-Nth</u> , <u>A Mun-Ruh</u> , <u>A Hol S A Mun-Ruh</u> , F Hel S A Hol, <u>F Kie S A Hol</u> , <u>A Ber-Mun</u> , <u>A Tyr S A Ber-Mun</u> , A Vie S A Tri, A Tri H, A Gre H. Owns: Ber, Kie, Mun, Hol, Den, Swe, Bud, Tri, Vie, Gre (10). Constant.
RUSSIA: (Vagts)	<u>F Nwy S FRENCH F Nth (nso)</u> , A Fin S F Nwy, A Sil S GERMAN A Ber-Mun, A Boh S GERMAN A Tyr, A Ser S GERMAN A Gre, F bla-Con, A Bul S F bla-Con, <u>F Smy S F Bla-Con</u> , A Ank S F Smy, A Arm S F Smy. Owns: Mos, Sev, StP, War, Nwy, Bul, Rum, Ser, Ank, Con, <u>Smy</u> (11). Builds F StP(nc).
TURKEY: (Calhamer)	(Su07: F Aeg R Con) <u>F Con H /a/</u> . Owns: Smy (0). Out.

Note: At this point, all three surviving players agreed to a draw.

BERLIN: A SEARCH FOR TREASURE, Chapter 17: The battle below the Lonely Mountain raged at full fury. Cleo, the Yellow Dragon, reared her head back and aimed a blast of her pungent hot breath at the eagle before her. Arnovag, at just that split second, passed between the dragon and its prey and released the body of Cal-a-mar. The wizard was about to increase his weight so Arnovag would be forced to drop him and then he would lighten himself to a feather-weight before striking the earth. The result

was that he fell like a stone--right into the full blast of Cleo's breath! Cal-a-mar fell in flames right into the frozen pool below.

Leomund the Blue saw Cal-a-mar's passing and grieved it, but mourning would have to wait. Rumble the Dullard was bearing down on him and Jeffery had fitted his black arrow to his bow. Leomund was truly beset. He had only one small chance, a spell he had learned from Gandalf, the Fire Fountain. He pointed his staff into the air and from its tip came a blast of flaming

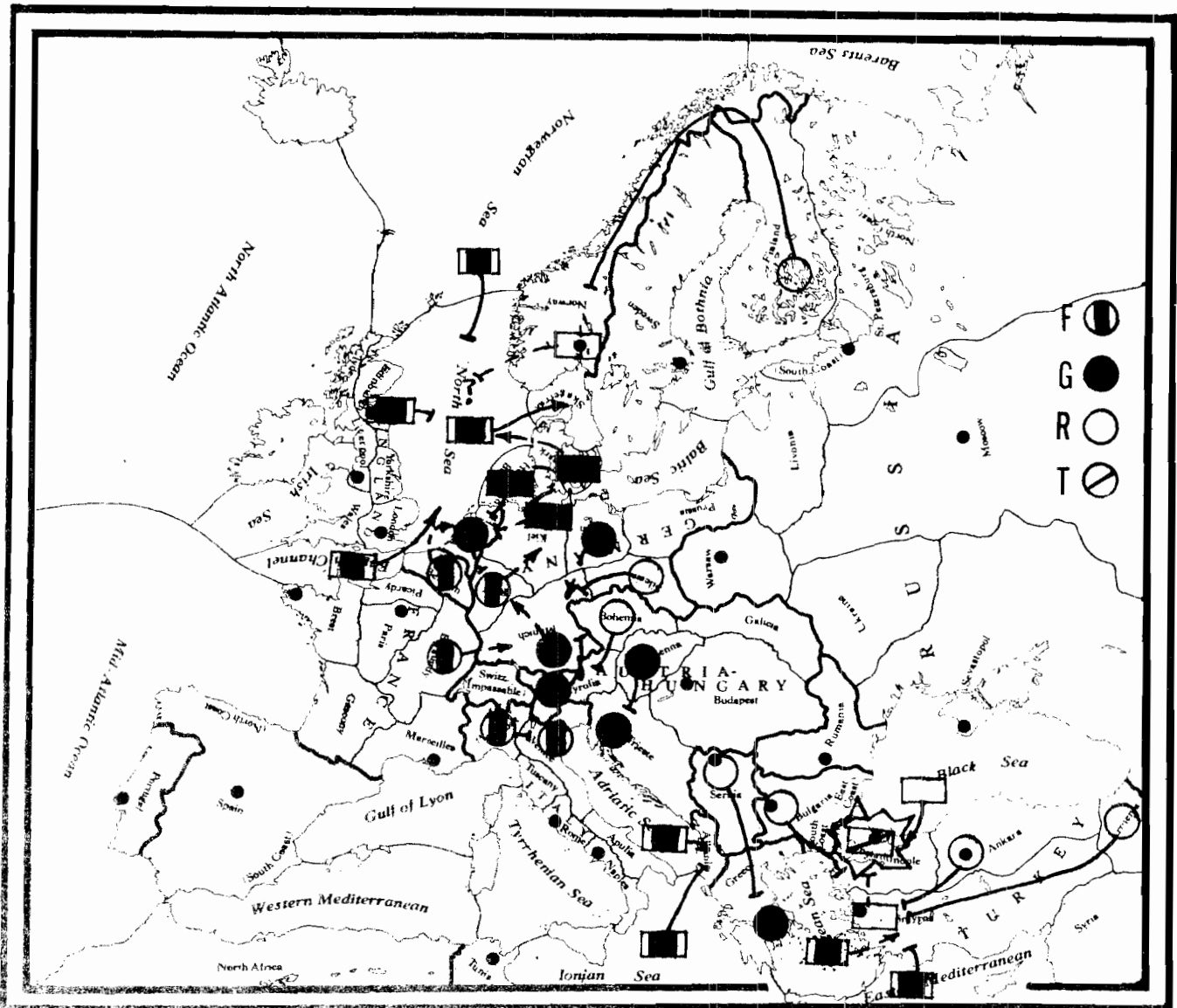
darts that cascaded upward and then fell back to earth all around the wizard.

During the entire fray, little Carol-Ann had been forgotten. But now she earned the title Ethelcon gave her, "Shield Maiden." She reached for a flaming brand and thrust it into Jeffery's back just as he loosed his arrow. The arrow went high and wide and was caught in the fire fountain and burst into flame. At that instant, Rumble reversed his descent and was about to pounce on Leomund with his rear legs. The

result was a flaming arrow right up Rumble's.... well, I won't say where, but he did have trouble with normal bodily functions for weeks to come! Rumble flew upward as if all of Rivendell were after him. He disappeared into the clouds followed by Cleo--they were beaten off.

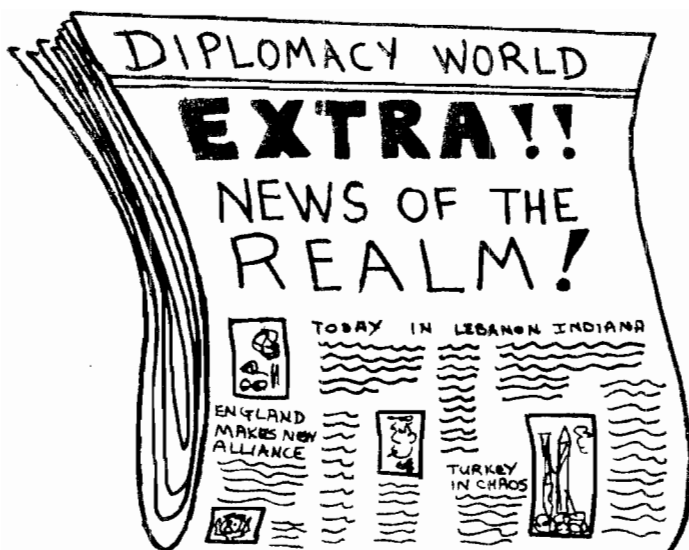
Jeffery was badly wounded but Cal-a-mar's spell was off him and he came to his senses. The second battle of the Lonely Mountain was over.

FALL 1907



(Map notation courtesy of Eric Verheiden. The notation for representing successful and unsuccessful moves by solid and broken lines respectively is entirely conventional. The same goes for attacks (arrows) and supports (perpendicular bar). A question mark by an attempted support (as into Nth) means that the unit to

which support was given didn't move in the way indicated by the support order, i.e., NSO in the moves. A "bomb-blast" around a unit shows the unit was dislodged, e.g., F Con here. If a retreat were possible and known at the time the map was drawn, this would have been noted by a jagged line in the direction of the retreat.)



1. **GRAUSTARK.** John Boardman (234 E. 19th St., Brooklyn, NY 11226) has just announced the best news to the player that the hobby has heard in a decade! After many years of only opening new games every couple of years, John has now initiated an "Open Door Policy." To get in a game, just send a \$10.00 gamefee and a country preference list. When 7 players are assembled, the game will start. I can't recommend these games highly enough. John has published like clockwork since 1963, and no one comes close to him for reliability. These games are therefore a bargain at twice the price. Join now!

2. **ORPHAN GAMES PROJECT.** If you aren't in a Graustark game, and your game does get orphaned, Greg Warden (804 S. 48th St., Philadelphia, PA 19143), the Orphan Games Director, is the man to contact. He will then attempt to find your game a home. You might also try some self-help too, and ask a new pubber to take the game for a small fee to get him started. But let Greg know.

3. **DNYMPA.** What's that, you say?! The best thing to come along since MGA's GM Group for insured games, Duh New York Mafia Protective Association, is a group of Mid-Atlantic GMs who have formed to insure each other's games. Bob Lipton (Box 360, Lafayette College, Easton, PA 18042) heads it up. Write him for details.

4. **NORTH AMERICAN GM GROUP?** Lew Pulsipher (Box 1021, Grad. Center, Duke U., Durham, NC 27706) visited us this past weekend and broached this subject. The idea was to have a self-governing body of GMs designed to promote reliability. If you are interested in organizing such a body, why not write Lew? I've long felt that many people drop out of the hobby when their game goes orphan on them. Let's prevent this.

5. **DIPLOMACY CENSUS.** Paul Boymel (3001 Veazey Terr. NW, #1014, Washington, DC 20008) has come out with the 1st updated list of names and addresses of people in the hobby in almost 2 years. Altho not complete yet, over 1250 players are listed, a valuable reference source for pubber and player alike. A year's sub is \$1, US

and Canada, \$2 seaimail elsewhere, \$4 airmail.

6. **IDA'S NOVICE ZINE.** Joel Klein (62-60 99th St., Apt. 1220, Rego Park, NY 11374) is the man newcomers should write to get a free copy, now called Cepheids. Formerly a packet of sample zines was sent to novices, but it's been decided that a quarterly zine to introduce the hobby would be better. I urge all pubbers who want news of their zine included to write Joel.

7. **STANDARD RATING BASE.** Rod Walker (4069 Jackdaw St., San Diego, CA 92103) is heading up a group composed of the curators of all active rating systems. The goal is to decide on a standard rating base most meaningful for all raters to use. It has pretty well been decided that local games shouldn't be rated since they are essentially phone and not postal games, but the question is what is "local"? If you have any suggestions on helping the group define "local," please write Rod immediately.

8. **1974 IDA HANDBOOK.** John Boyer (117 Garland Dr., Carlisle, PA 17013) still has copies of this 88-page book which is filled with articles on good play, info on the hobby in general, and an account of the best postal game ever played. Send John \$3 (\$2 for IDA members) now. Incidentally, John is one of the hobby's best pubbers, and for the first time in 2 years has game openings in his outstanding Impassable. Why not send John the \$8 gamefee and a preference list?

9. **1975 IDA ELECTION RESULTS.** The votes as tabulated by Doug Beyerlein are in with the following results:

President.....Edi Birsan
Ombudsman.....Rod Walker
Editor.....Gil Neiger
At-Large Secretaries.....Steven Brooks

Ron Kelly
Membership Secretary.....Paul Boymel
Atlantic Regional Sec.....John Boyer
Central Region Sec.....Lew Pulsipher
Pacific Regional Sec.....Tom Hubbard
Canadian Regional Sec.....Robert Correll
British Regional Sec.....Hartley Patterson

This may not be final as a dispute has arisen over the qualification of some candidates for office. Hopefully this can amicably be settled by the new Council. Why not join and find out?!

10. **BUDDING PUBLISHERS?** Burt Labelle (#23 Forest Park, Biddeford, ME 04005) has put his 3 year old Sears Duplicator up for sale for \$70.00 including postage. Quite a bargain as a new one costs twice that. Write Burt if interested.

11. **IDA INT'L SUBSCRIPTION EXCHANGE.** Edi Birsan (#302, 35-35 75th St., Jackson Heights, NY 11372) has set up this new IDA service and he is the one to write for details. This service allows you to sub and play in overseas zines by sending the money to Edi and not incurring the expense of international money orders, etc.

12. **SAD NEWS.** It's my sad duty to inform you that 2 active players in the hobby, Harry Riley and Wayne Harris, have recently passed a-

way. While I didn't know Wayne, Harry had started a new zine and had called me only last October to learn more about hobby history.

13. **BATTLEWAGON SALVO.** Lou Zocchi (1513 Newton Dr., Biloxi, MS 39532) recently sent me a copy of this new game of his. It sells for \$3.50 and should appeal to general wargamers.

14. **STELLAR CONQUEST.** You SF buffs ought to like this game. It's put out by Metagaming Concepts, PO Box 15346-MA, Austin, TX 78752 and represents an advanced, multi-factor, society-level game system featuring balanced playability. Price is \$8 with satisfaction guaranteed.

15. **ORIGINS I.** Avalon Hill is sponsoring this wargaming convention to be held at John Hopkins U. in Baltimore on July 25-27, 1975. It is hoped it'll be the best wargaming con ever and will feature a \$500 national boardgaming championship tourney sponsored by the PWA. Diplomacy will be included and over 500 gamers are expected to attend. The **GENERAL** will plug this event and we'll announce further details later.

16. **EL CONQUISTADOR.** Gordon Anderson (24 N. Wabash Ave., Suite #823, Chicago, Ill 60602) would like it announced that he has been having

publishing difficulties, but a new issue of **El Con** should be out shortly.

17. **THE FIGHTER'S HOME.** Fr. Dan Gorham (Benedictine Monastery, Pecos, NM 87752) recently suffered a very severe heart attack and this is the reason he hasn't published of late. He hopes to have TFH out shortly after 30 January, but why not send him a get-well card anyway?

18. **THE TIMES.** As Bob Lipton so aptly said in **Mixumaxu Gazette** #27, you can't keep a good man down. Nicholas Ulanov (334 Foulke Hall, Princeton U., Princeton, NJ 08540) can't get publishing out of his blood and so has started this new Diplomacy literary genzine. The first issue contained a very funny parody called "The Habbits." Nick needs contributing subbers, so why not send him \$2/6 and climb aboard?

19. **SPECULUM.** Dave Kadlecsek (1447 Sierra Creek Way, San Jose, CA 95132) pubs this fine gamezine at 10/\$2. Gamefee is \$3 plus a \$1 refundable deposit. The best part of the zine tho is the extensive zine review section each issue.

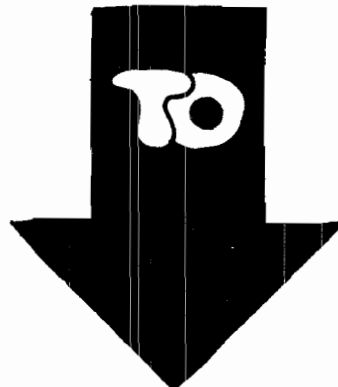
20. **THE POCKET ARMENIAN.** Scott Rosenberg (182-31 Radnor Rd., Jamaica, NY 11432). Subs 8/\$2. Gamefee \$6, includes sub. Recommended.



The following is believed to be a complete chronological list (pubbing time) of publishers who have game openings in regular Diplomacy in North America as of 20 January 1975. If you are interested, I would recommend that you send any one of them a SSAE and ask for a sample gamezine copy so you can get an idea of what zine you'd like to play in. An "*" denotes a 3-month pubbing break.

1. John Boardman, 234 E. 19th Street, Brooklyn, New York 11226 (11½ years)
2. Len Lakofka, 644 West Briar Place, Chicago, Illinois 60657 (5½ years)
3. Chris Schleicher, 814 E. Old Willow Road, #214, Wheeling, Ill. 60090 (5 years*)
4. John Boyer, 117 Garland Drive, Carlisle, Pennsylvania 17013 (3 years)
5. Paul Wood, 24613 Harmon Court, St. Clair Shores, Michigan 48080 (3 years)
6. Jim Benes, 16W450 Honeysuckle #112, Hinsdale, Illinois 60521 (2¼ years)
7. John Leeder, 4910 20A Street SW, Calgary, Alberta, Canada T2T 5A6 (2¼ years)
8. Mike Bartnikowski, 943 Stewart, Lincoln Park, Michigan 48146 (2 years)
9. Don Horton, 16 Jordan Court, Sacramento, California 95826 (2 years)
10. Howard Johnson, RR 2, Box 146, Glyndon, Minnesota, 56547 (1½ years)
11. Robert Lipton, Box 360, Lafayette College, Easton, Pennsylvania 18042 (1½ years)
12. Peter Shamray, PO Box 24872, Los Angeles, California 90024 (1 year)
13. John Mirassou, Rt. 2, Box 623AC, Morgan Hill, California 95037 (1 year)
14. Jim Bumpas, 948 Loraine Avenue, Los Altos, California 94022 (1 year)
15. Michael Lind, 493 Westover Hills Blvd., #12, Richmond, Virginia 23225 (½ year)
16. Donald Efron, 1823 Dacotah Drive, Windsor, Ontario N8Y 1S4 Canada (½ year)
17. Richard Loomis (Flying Buffalo, Inc.), Box 1467, Scottsdale, Ariz. 85252 (½ year)
18. Dave Kadlecsek, 1447 Sierra Creek Way, San Jose, California 95132 (½ year)
19. Bruce Schlickbernd, 6194 E. 6th Street, Long Beach, California 90803 (½ year)
20. Steve Solomon, 17240 Lake View Drive, Morgan Hill, California 95037 (½ year)
21. Mike Homeier, 238 N. Bowling Green Way, Los Angeles, California 90049 (¼ year)
22. Peter Berggren, Davistown Schoolhouse Road, Orford, New Hampshire 03777 (¼ year)
23. Tony Watson, 201 Minnesota, Las Vegas, Nevada 89107 (¼ year)
24. David Gladstein, 2475 West 16th Street, Brooklyn, New York 11214 (¼ year)
25. David Head, Box 1231, Huntsville, Ontario, Canada POA 1K0 (¼ year)
26. David Truman, 2558 Bevan Avenue, Sidney, B.C., Canada V8L 1W6 (0)
27. Mike Friedman, 76 Halyard Road, North Woodmere, New York 11581 (0)
28. Greg Costikyan, 310 East 50th, New York, New York 10022 (0)

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