



Diplomacy World



Issue 73

Summer 1994

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From the Editor's Desk

Welcome to my second issue of *Diplomacy World*. I want to start off by borrowing a quote from Mark Twain, rumors of my hobby death have been greatly exaggerated. Yes, it has been a long time between issues -- too long -- but real world problems do occasionally have to take priority over all of us.

In my own defense I can only say that I have changed jobs since the last issue. I currently work in a computer retail store but would like to get another job that pays better. My objective is to get into the computer field as a software or hardware guru for some lucky company. So if any of you hear of an opening don't hesitate to drop me a line.

Enough of my real world griping. I hope to get back to my three-months-between-issues from now on. All columnists should get their columns to me by November 1, 1994. I want the next issue out to Doug by November 22 and into the mail by December 1 1994. So if you've got any ideas you can e-mail me on Compuserve at 76646,334 or drop me a note through postal mail to 280 Sanford Road, Upper Darby, PA 19082. (By the way, the delay is completely my responsibility and not the publisher, Doug Kent.)

So what's new in *DW*? We've got our first columnists appearing in the form of Stephen Agar, Jim Bob Burgess, Dan Shoham, Brad Wilson and Tom Swider. In addition, David Hood's demo game makes a return appearance, along with a variant by Manus Hand and a couple of articles by Mark Nelson. Andy York's *Pontevedria* also appears with more game openings.

Andy was also good enough to write a survey for you readers. I hope you all take the time to complete it and send me a copy. Note that I'd like it mailed back to me and not Andy. I would like to publish the results in next issue. If you have any ideas or critiques please let me know. Although commenting on the lateness is a moot point--I know I'm far too late and will try and do better in the future. Remember, I'd like the survey returned to me and not Andy.

In hobby news it is my sad duty to note the passing away of the editor and publisher of *The Home Office* Fred Hyatt. *The Home Office* was known for its minibios of military figures, running variants, particularly Fred's *Colonia*, and *Diplomacy*. Fred died in his sleep of a heart attack a week after returning from AvalonCon in

early August.

Fred was one of my earliest friends in the hobby and it is people like Fred who, in my opinion, make the hobby worthwhile. Playing a game with Fred meant one thing to me: I'd laugh and laugh pretty damn hard. I'd laugh at myself, Fred, the other players and the world in general. In other words, playing with Fred was a lot of fun. Win or lose I always felt happier at the end of a game with Fred.

More than that, Fred was just a wonderful human being. For example at this year's DixieCon, knowing I was sleeping on the floor because I couldn't afford a room, he offered me the extra bed in his room free of charge. Despite the fact that my snoring is rapidly acquiring a cult following within the hobby for its volume, Fred said he was glad to have me as roommate. Friends like that simply can't be replaced.

As a player Fred was far better than most, myself included. He is one of the few players who can stab so well that I didn't mind as long as I got to watch--even when I was the victim. (Well, maybe I minded just a little--I am a Dip player after all.) I can't think of higher compliment then that.

Fred, you will be missed both by the Hobby at large and by this hobbyist in particular.

In other hobby news next's year DipCon, by a close margin at this year's DipCon, DixieCon, will be at AvalonCon, August 3-6 1995. Jim Yerkey will be running it for Avalon Hill. World DipCon will be held in Paris next year, no dates, as the French successful bid at this year's World DipCon, ManorCon

It also appears that the French, based on reports in the British hobby, approach Diplomacy tournaments the way the East Germans approached the Olympics: not as a competition of individuals but as a political fight for dominance among nation-states.

Some of our French friends were quite blatant in their attempt to eliminate non-French players or insure French players won games or both. If these reports are accurate, and I believe they are, then this is something that the Hobby as a whole must deal with at some point.

Diplomacy is a game of interaction which only works as long as the players are free agents to negotiate the best deals possible. If players begin to ally on the basis of citizenship

outside of the game, rather than who offers them the most centers, the entire game is compromised. Indeed, the game is rendered pointless.

I welcome reader responses as to how we as a hobby can deal with this problem. Or, perhaps if you disagree with me, if we should even deal with the problem at all.

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Contributions are welcomed and will earn you one free issue per submission published unless otherwise stated. Persons interested in the vacant positions may contact the managing editor for details or to submit their candidacy or both. The same goes for anyone interested in becoming a columnist or senior writer.

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News From the Other Side

by Stephen Agar

When I volunteered to be the new International Editor for Diplomacy World, I had grand visions of establishing a humming international network of news from all the countries with an established Diplomacy hobby (UK, France, Sweden, Belgium, Germany, Switzerland, Australia etc.), but I have to confess that things have not gone as well as I would have hoped. The difficulties include my failure (so far) to establish good contacts with some hobbies at all (E.g. Australia, Austria, Switzerland) because I have found that there is a reluctance among editors in some countries to have a international trades (I use my zine, Spring Offensive, as currency), or I haven't managed to locate a

suitable zine to even attempt to trade with in the first place. Even where I have established international trades or some other relationship (e.g. Belgium, Germany, France) there is often not a lot of real news in the zines concerned which would be of general interest (even Xavier Blanchot is going through one of his quiet phases).

The other day I was talking to Chris Tringham (one time editor of Megalomania and now joint editor of Hobby News) who was bemoaning the lack of hobby news to put in Hobby News (if you see what I mean). That surprised me as in recent weeks the UK Diplomacy hobby has had more than its usual

share of shock, thrills and intrigue.

A major hobby scandal broke in early March with news that Toby Harris (editor of Smodnoc - runner-up in the UK Zine Poll) and Vick Hall (editor of A Little Original Sin - 5th in the Zine Poll) had both been incarcerated having been caught importing cannabis from Holland (where possession of cannabis is legal) on their return from vacation. The general view was that they had been very silly and that both zines would have real difficulty in coping with the enforced six-month break in production. There was also the usual sanctimonious debate about aren't soft drugs immoral and evil (whereas presumably tobacco and alcohol are OK) from the self-righteous.

As you can imagine, the arrest of editors of two of the hobby's leading zines was quite a shock, so when the whole thing was revealed as a hoax a couple of weeks later there was a lot of unhappiness about the silliness of the whole thing. Some subscribers cancelled the subscriptions, Smodnoc lost one of its sub-zines in protest, and much hobby time has been spent condemning Toby and Vick.. Last week both Toby and Vick announced that they are folding their zines. Toby has a small baby to help look after and the adverse reaction to his prank was the final straw.

Vick needs more time to tackle professional exams and is giving his zine over to James Hardy lock, stock and barrel. All in all a sad tale and the UK hobby will be all the poorer.

Despite being well-known as the most modest figure in the UK hobby, I feel compelled to say something about the results of the 1993 UK Zine Poll which were announced in February. The top ten was:

[The figure in brackets is last year's position.]

1st (4th) *Spring Offensive* 89.77% - Editor: Stephen Agar

A tidy and reliable purist Diplomacy zine with a bent towards variants. Occasionally let down by the odd GMing error (but then I am running far too many games) and periodic blasts of petulance. A reliable zine (turn-round never more than a week, deadline to doormat) and relatively free from dropouts. Spring Offensive thus becomes only the thirteenth zine to win the Zine Poll in twenty years.

2nd (16th) *Smodnoc* 88.37% - Editor: Toby

Harris

Or Condoms as it is affectionately known. Probably the most reliable zine in the hobby. Toby takes advantage of having free photocopying and a lot of contributions from sub-zine editors to run a "deadline on Friday, in the post on Saturday" regime, which is the envy of the civilized world. This last year has seen Toby putting more general chat into the zine, despite the arrival of little Dean a few months ago. Deserved to do very well, which it did.

3rd (12th) *Cut & Thrust* 81.56% - Editor: Derek Wilson

In essence a well laid out multi-games warehouse zine, though Derek does include some letters from time to time and the odd game review. Reliable, long-running, and conscientious, but did it deserve to be third in a Diplomacy Zine Poll? Last year it came 12th and I can't see any observable difference in the zine at all. I wouldn't argue that in a Multi-Games Zine Poll it should come top though.

4th (1st) *Dolchstos* 80.70% - Editor: Richard Sharp

Last years winner, down to fourth place. Always a good read, but now (sadly) of little relevance to the mainstream hobby, the existence of which Richard rarely acknowledges. I think it's a shame that someone with Richard's experience doesn't pass more comment on the rest of the hobby as his views would be sure to generate heat (if not light). Still one of the better zines around. Zine Poll winner in 1974, 75, 78, 92 and 93.

5th (9th) *A Little Original Sin* 77.95% - Editor: Vick Hall

A regular, if slightly quiet, zine which has attracted a stable and articulate following. A lively letter column gives the zine some oomph, while the usually mild-mannered. Vick is very entertaining in his odd outbursts of vitriol (though insults have been thin on the ground of late). I particularly enjoy Peter Haslehurst's sub-zine. Vick should be pleased with this result.

6th (2nd) *Y Ddraig Goch* 77.91% - Editor: Iain Bowen

Down from second place last year, possibly due to Iain's retrenchment in the middle of the year. Always entertaining, but I wonder whether some of this year's vote was partially in respect of past glories. Recent issues have looked healthy and bitchy, so we may see a return to form this year.

7th (--) *The Cunning Plan* 72.86% - Editor: Neil Duncan

The highest new entry, though Neil almost didn't make it at all as Iain initially refused to believe TCP was anything other than an Age of Reason sub-zine at first. TCP has all the right ingredients to do well - reliable, funny (if slightly anarchic) and an enthusiastic editor. Surely the time has come for Neil to go it alone?

8th (31st) *Up Around The Bend* 70.00% - Editor: Haz Bond

Easily the zine to have improved most on last year's performance (but considering that last year he asked his subscribers to give him 1 out of 10, whereas this year he asked for 10 out of 10, this is perhaps not surprising). One of my favorites, because Haz puts a lot of his personality into it (to the chagrin of those not sympathetic to bi-sexual S&M practices) and it's mimeo and thus is a REAL ZINE. Deserves more gamestarts.

9th (5th) *Take That You Fiend* 68.67% - Editors: John Harrington and Kevin Warnes

Can't really say much, because they won't trade with me. A multi-games zine with more chat in it than is usual for multi-games zines, but it doesn't (and never has) run Diplomacy.

10th (7th) *Age of Reason* 68.11% - Editor: Andrew Moss

Andrew could have expected to do a little better than 10th, but with the small number of trades that AoR has, together with the way in which Neil Duncan has been stealing Andrew's thunder in his part sub-zine, part independent zine *The Cunning Plan*, made this result a little predictable. It was a good place to play Diplomacy, but Andrew decided to fold once the Zine Poll results were published - partly due to

the stresses and strains of a new job and his recent marriage and partly because he was a bit pissed off at coming 10th.

Other little snippets of news include a debate about whether the UK Zine Poll should embrace non-Diplomacy zines, about whether there is a market for a UK Diplomacy World, lots and lots of promotion for World Dip Con IV in Birmingham later this year. I believe there will be a sizeable UK contingent at this year's DixieCon, with falling Atlantic air prices it would certainly be nice if there could be more crossover between the US and UK.

Two thoughts to leave you with. (1) Are there any volunteers to write a quarterly column on developments in the USA which I could reprint in the UK? (2) Is there anyone out there who would like to donate their collection of US zines to the MidCon Archive (being a Zine Archive entrusted to the MidCon committee for safekeeping) so that some of us on this side of the Atlantic can dip into the best of what the US hobby has had to offer over the years? Of course, all costs would be reimbursed.

Old copies of Diplomacy World, Hoosier Archives, Diplomacy Digest, Bushwhacker etc. would be particularly welcome. If you want to discuss any of these ideas further, or simply want recommendations of which UK zines to trade with or subscribe to, drop me a line and I'll do what I can to help.

Stephen Agar is the new International Editor of DW.

1994 PDORA Auction

The booklet for the 1994 PDORA Auction has been released, listing 63 different items being auctioned off to raise money for hobby services. Included among the items this year are subscriptions to many of the hobby's finest Dip zines, numerous Diplomacy World Anthologies, collectable non-Diplomacy items, a hike in the mountains, and notable Diplomacy memorabilia. The deadline for bids this year is October 17, so make sure you get your bids submitted ASAP! You'll find the booklet in this issue of DW, on pages 41 through 44. All funds raised are distributed to hobby services as designated by the PDORA Finance Committee.

Interzone

By Tom Swider

I was asked by Jack to create a column dedicated to the usage of computers in the PBM hobby. This seems like it would apply primarily to publishers, though it may be of general interest to DW readers. There is some overlap between the two hobbies. It does seem fair that if people are subjecting us to sports news (which generally bores me) or to book reviews, that all things silicon are fair game.

The title of my column comes from Naked Lunch. because it is not quite like real life (very much like the PBM hobby). It was either that or some reference to Ayn Rand, so you can thank me now for a better title. Perhaps, Members Only?

Publishing appears to be an elite club (if you aren't convinced of that, ask Larry Peery why Jack shouldn't be publishing DW). I first joined the hobby in 1978, when most xyns were published using either a mimeograph or a ditto machine. The cost for xerographical processing was out of the question. IBM first announced its entrance into the Personal Computer market in the spring of 1980. These were the best of times for many of the Jurassic Dippers. People thrived on Golden Age Press and the Picture Press popularized in Retaliation, fictional stories about fellow hobbyists and the mega-letter columns of Brutus Bulletin, Europa Express, and The Voice of Doom.

Fast forward to the 1990's: the average xyn is photocopied, concentrates on running games on a timely basis (some would say by turbo phreaks) and tend to be warehouse publications. It's my opinion that the pre-tech xyns had more personality and panache. After all, look what a computer did for Vertigo. Two issues with a computer, and it hit a brick wall.

What happened? People fell in love with the technological toys and left content at the door. People who would have normally considered publishing don't get started because they lack the financial resources to purchase a computer, or lack access to a machine at work or at a friend's house.

From my experience publishing Comrades In Arms, I tried to go for the best of both worlds, and burned out trying to concentrate on content and format. More than half of my issues were produced using an XT and a typewriter with a parallel port interface. This

gave it a more homespun look, combined with graphics that were often manually cut and pasted during the 11th hour. I also tried to get subxyns so that it wouldn't be games only. As I got fancier, turnaround time increased. I became more concerned with doing the job correctly than turning out the final product. It's a natural tendency for somebody anal-retentive such as myself.

Turnaround time can become less an issue if you use a team approach to publishing. The idea of the Xyn of Subxyns such as the old Coat of Arms seems one which would benefit the new-tech xyn. One of the few xyns that I subscribe to, Maniac's Paradise, uses this concept. Douglas Kent is a computer nerd who used to run a rather large NYC area BBS called Zooman's Zoo. He leaves the writing to his subxyn editors (though he occasionally writes as well). This process comes off well because Jack McHugh (who contributes the most with And The Horse You Rode In On) can send the subxyn via modem. The final layout can be done on Doug's end. And you know what? His layout is minimalist; he doesn't make an attempt to do anything fancy. I'd call it ugly, but it gets the job done.

One concept which I personally don't like is the attempt to combine the postal and electronic worlds, as Jim Burgess does with The Abyssinian Prince. The two audiences seem too different, and I found myself enjoying the postal aspects more interesting. If I want to talk to computer people, I've got a modem, thank you very much. However, this achieves the same effect as having several subxyn publishers by creating a large letter column, and allows Jim to publish at a comfortable clip.

The team leader would be the person who manages the business end, such as tracking subscriptions, laying out the contributions and overseeing physical production. Other members would run games and/or contribute articles or run a letter column. This flies if you don't have an ego the size of Texas and want to publish on a long-term basis. Splitting up the tasks reduces burnout. If you are thinking of publishing, don't let the elitist desktop published (DTP) appearance of xyns you already subscribe to influence your decision. On the other hand, be realistic about the time constraints. You may

want to polish up your writing skills and contribute to a xyn you are receiving. Joining a winning team is a sure-fire way of gaining experience which may help you start off your own publication once you've got a few notches in your belt.

Until you are producing a xyn or creating articles or columns at a comfortable pace, you may want to keep the number of technological innovations to a minimum. With the number of typefaces that are available, you can give your xyn a more human touch. One time I used this technique involved a questionnaire I wanted to distribute to students for a WordPerfect for Windows class. I knew a DTP'ed layout would intimidate people, make them feel inadequate about their computer skills, and ultimately reduce attendance. I decided to use an Orator typeface, which looks similar to an old IBM Selectric's type element (that funny ball you stick in the typewriter). When I gave the questionnaire to the Board Secretary for distribution, she asked me if I'd like to have the form typed up on their computer...evidently, my format had the desired effect.

It also helps if you talk to other publishers or subscribe to Foolhardy, a xyn dedicated to publishing (write to Douglas Kent;

57 Charnwood Road, New Providence NJ 07974). If you live near a larger city, you may be able to buy fan xyns at a local bookstore (one with a good newspaper and magazine selection, such as Borders).

NEXT TIME:

Entry Level PC Expectations:
What Do I Need To Get Started?

Letters To Kiki: My beautiful companion, Kiki, would be glad to answer general computer questions. Of course, you're not guaranteed of getting great advice, but you'll get one man's opinion. Kiki would also be interested in any amusing computer antidotes; great way of getting your name in print...the address: 125 E. Bettewood Avenue Apt J.; Oaklyn, NJ 08107-1352 (or via Compuserve at 73040,661).

Tom Swider has been in the Dip Hobby since the 1970's.

Diplomacy & Internet: Part 2

by Mark Nelson

The diffusion of all of the Internet groups that had to do with Diplomacy meant the Internet diplomacy community was becoming more and more widely spread. This diversity hindered novices from entering the fray. There was no central contact point and no summary of what was happening where. In an attempt to help distribute news and basic knowledge Nick Fitzpatrick started The Internet Guide to Diplomacy (IGTD).

The IGTD contained basic information on the working of diplomacy over Internet and was the immediate precursor to the r.g.d..FAQ (Frequently Asked Questions) file. Seven issues of the IGTD were posted to dipl-1, r.g.b. and r.g.p. between May 23rd 1992 and 11th November 1992. When IGTD folded it's informational content went into the r.g.d..FAQ whilst its statistical material went into Diplomacy Statistics, a new monthly zine.

The r.g.d..faq file has continued to grow in size and now covers not only such basic

questions as what is diplomacy. It also provides a listing of diplomacy ftp sites, reviews of variants that can be run on judge, details on how to use the Judge, the postal diplomacy hobby, etc., etc..

The FAQ file is now so large that starting in December 1993 it is posted to r.g.d. in two posts. The FAQ file is available by anonymous ftp from the usual FAQ storage sites. Alternatively a copy may be obtained by sending the cmd "FAQ request" in the SUBJECT to starkey@netcom.com. The FAQ request command went on-line on the 31st October 1993.

Diplomacy Statistics is published monthly, around the 15th. It was originally prepared in December 1992 for inclusion in Electronic Protocol Chapter 2 (EPC2), however due to the EPC2 publication hiatus it never appeared. Issue 2 came out in January 1993 and it has appeared monthly ever since.

Diplomacy Statistics contains the number of games (broken down as regular, Youngstown and other) run on public Judges,

the number of registered players on each public Judge, and judge release version for each public judge. It also contains details on the total number of games currently underway and monthly readership and article numbers for the ASCEND newsgroup RGD.

THE EFF JUDGE

The EFF judge was brought online by David Kovar and Chris Davis on a machine provided by the Electronic Frontier Foundation. Chris was instrumental in convincing the EFF to provide the machine and providing accounts and support to David. At the time David was a relative tyro having only discovered the Washington Judge in September 1992. However, he had already done something similar for another network game.

The judge was brought up in response to Ken Lowe's announcement that he and the Washington judge were overwhelmed and would no longer be accepting new games. It was felt that another North American judge was required to take over the load. The formation of this new judge was announced with a posting to r.g.d. on 20th November 1992.

One major restriction was imposed to prevent burnout on the new judge--no unmoderated games. This was intended to limit the amount of work required by the those maintaining the judge and to share the load among the game masters. Originally there was also a ceiling of no more than twenty games in progress at any one time.

This ceiling was reached on 6th December 1992 and a new ceiling of 100 games was imposed. This ceiling was reached in November 1993 and the number of games in progress continues to increase! The judge was struggling under the mail load at this time, but the installation of a new version of the mail improved its performance by an order of magnitude thus avoiding the need for a cap on the number of games.

Despite many warning about unmoderated games, several such games have been started on the EFF JUDGE. Each time David Kovar has terminated these games without notification to the players. A major and popular innovation has been the setting up of "novice only" games and these fill extremely quickly. Another change has been that when there has been a number of unfilled standby positions no new games have been started until those positions have been taken.

This diplomacy management approach to running the Judge has ensured that the games that are run are being run as well as possible and makes for better games.

In the Spring of 1993, David Kovar set up the list game- masters important on the EFF judge to help distribute information to EFF GMs rapidly. All GMs on the EFF judge are automatically placed on this list. The list is used for high priority, low volume traffic. Discussions requiring a timely response or affecting a large number of games are appropriate for this list.

The EFF judge always runs the latest official release of the judge software. Until December 1993 the source code for the latest version of the Judge and mapit programs were available via the judge itself. In order to make managing the Judge easier these programs were removed from the Judge, they are now available by ftp from nda.com.

ELECTRONIC PROTOCOL CHAPTER TWO

(Author's Note: The full name of the zine is Electronic Protocol Chapter Two, but it is usually referred to as Chapter Two over Internet or even EPC2)

Before the wide-spread use of the Judge program games were run by human GMs, mostly through EP. As new GMs started to run games Eric created additional chapters to his zine for their game reports to appear in. Most of these chapters were warehouse with reports being sent to the players and Eric.

The exception to this warehouse chapter style was Chapter Two. Danny Loeb started EPC2 shortly Eric Klien's acceptance in principle of Judge games as EP material. Koeb's objective was to publish brief details on current Judge Games.

Danny also ran articles, provided details on Judge waiting lists, ran end game statements for finished games, commentary on 'interesting' games and news/discussion on the Judge.

The first issue was published on June 14th 1991. With issue 3, June 19th 1991, Danny changed his numbering system to correspond with that used in EP, issue 3 was called issue 245. Issue 290 (August 17th 1992) was the last one produced by Danny, issues 291 (August 26th 1992) to 301 (26th November 1992) were produced by Nick Fitzpatrick and continued in the same style. Nick announced that he was retiring as published in issue 301, due to general overload, Joshua Smith was appointed editor.

After his first issue Josh started to

publish Version 3.0 of the DIPLOMACY AZ in issue 303. His intention was to distribute this in several parts over a couple of weeks. After he posted 303.4 on February 11th 1993 he did not produce a further issue.

It was as if he had disappeared in a puff of smoke. No one seemed to notice the non-appearance of Chapter Two, there was plenty of material to read on r.g.d. and there seemed little need for Chapter Two. Indeed given the large influxes of new readers onto the group it is doubtful if most readers ever knew that Chapter Two was missing.

Towards the end of May 1993 Rick Desper, Nick Fitzpatrick and Danny Loeb complained about the demise of Chapter Two. They pointed out that one function that Chapter Two fulfilled was to act as a clearing house for endgame statements. While this information could be posted directly to the net they believed that it should be archived for posterity and that the best way to archive was through publication in Chapter Two.

In the four months since the last complete issue of Chapter Two numerous games had finished and their endgame statements remained unpublished. The last issue of EPC2 to contain end game statements was Nick's last issue (301, November 26th 1992). On May 26, Nick asked for volunteers to become the publisher.

There were four applicants. Rick Desper expressed interest, but was too busy to take over until towards the end of the year. Mark Nelson offered to run it if no-one else did. David Kovar offered to run it if no-one else did and to store endgame statements on the EFF JUDGE until a new publisher was found and Rich Shipley.

Although Rich was a newcomer to email diplomacy--he was so new he'd never seen a copy of Chapter Two--he was a long term wargaming and diplomacy fan for over 10 years and a regular convention attendee. He also had a commercial feed and didn't expect losing his account in the future, problems which Rick Desper and Mark Nelson faced.

Rich offered the stable base that Chapter Two required to regain its place in the Internet world. The other three applicants offered their help should he need it and agreed that it was time to give some new blood a chance.

What role Chapter Two in the brave new order? Mark Nelson and Nick Fitzpatrick suggested that Chapter Two was an essential

component of the Internet community as an archive. Articles and variant rules were being posted to r.g.d. and then lost. If they could be published in an archived Chapter Two they would remain in circulation for years to come and build up an on-line archive that diplomacy fans could access.

Rich Shipley hoped to take this idea one step further by running edited highlights of r.d.g. discussion in CHP2. By running the original threaded discussion as a compact article it would be clear what people had discussed and archiving would help preserve the 'accumulated wisdom' of the net. Rich promised to try and publish the zine twice a month and archive it on an easy accessible site. His first issue, 304, appeared on June 3rd 1993.

In September 1993 several people posted comments to r.g.d. about Chapter Two. They commented that the zine had been appearing erratically and that the zine had not been printing many endgame statements, which they believed to be the main purpose of the zine. In response Rich Shipley wrote on September 21, 1993:

"I was expecting (naively) a little more help in this project than I received. The one notable exception is Nick Fitzpatrick, who continues to provide material. It is difficult to both put the thing together and write most of the content and put it out frequently. For now, I'll scale it back some and concentrate on publishing end of game statements every two weeks if I have them.

"On the subject of endgame statements, they do not seem to be solicited or collected (or at least not forwarded to me) for most games. Also, many of the ones I have only include the comments from one or two players. I personally would like to see statements from more of the players involved.

"If GMs could collect statements from players as they are eliminated, I think this would add much. But, since the primary problem seems to be lack of GM involvement, this probably won't happen. I do want to thank the people (not always the GMs) who have forwarded to endgame statements to me, though."

Since mid September EPC2 has appeared on a monthly basis. Following Josh Smith the content of the zine has been split into sections. Section 1.0 contains Opinions, Letters and Editorials. Section 2.0 contains Columns and

Features. Section 3.0 contains information on Judge Diplomacy. Section 4.0 contains end game statements material.

The bulk of the recent issues has contained endgame statements. In order to increase readership of the zine Rich has produced ASCII and Postscript versions of each issue. A side effect of which has been that he has made EPC2 available to postal mail fans.

Despite the wide circulation, contributors to the zine have come from a very small circle of old timers. This is something that won't come as a surprise to experienced zine editors. The medium may change, but the response rate remains the same!

Mark Nelson has been known to play a game or two himself.

Eggs in One Basket, Or Tsarting Out Right

by Chris Warren

One of the most unique things about playing the Russian in Diplomacy is that not only do you have an opportunity to effect the West or the East, you have no say in the manner of how you do. The dual fleets -- one in the Baltic, one in the Black -- lead to intervention that's as often harmful as helpful. So, the question rests -- how do you dispose of your armies to account for your dual involvement?

I contend that its best to pick one theater -- and hit it with all available force while securing the other with Diplomacy. This allows actual expansion opportunities instead of a slow tug of war on both sides of the board. And, in most every case, both armies are almost immediately useful. Let's examine the possibilities, depending on your target.

Austria: Probably the favorite first meal for a Russian bear coming out of hibernation, the Austrian attack can be carried out with either an Italian or Turkish ally. In either case, A Mos-Ukr and A War-Gal are almost automatics. F Sev-Rum is usually the move for the southern fleet, but I prefer F Sev-H for a couple of reasons.

First of all, an army in Rumania is extremely useful, much more so than a fleet. In a war with the Hapsburg would you rather control Bla or Ukr/Gal/Bud/Ser? I thought so. By leaving the fleet in Sev, you could still support A Ukr-Rum while allowing A Gal to try some fun stuff. But the Austrian always moves A Vie-Gal, you say? Try this tactic with the Italian: Get Italy to approach the Austrian suggesting this:

Austria: A Vie-Bud
A Bud-Ser
F Tri-Alb

Italy: A Ven-Tri
A Rom-Apu
F Nap-Ion

The plan being to pressure Rumania while covering all bases with Tri-Vie, Bud-Gal, should the evil Russian (you!) try something than this will happen in the fall:

Austria: A Bud-Vie

Italy: A Tri-Tri

Russia: A Gal-Bud
A Ukr-Rum
F Sev S A Ukr-Rum

Extremely nasty, isn't it? It also gets your armies next to each other and isolates the A Vie.

This is a lesson I learned, unfortunately, as the Austrian player. Kudos to Ken Kohn and Eric Aldridge for zinging me with it in conventional play. Playing off a strong R/T will make the Austrian more likely to band together for the Italian, as well as keeping the Black Sea clear. A Serbian or Viennese attack in 1902 suddenly becomes automatically successful, banning Turkish intervention.

Turkey: Russo-Turkish wars are difficult and usually net you little early on because the booty is split 2-3 ways. But if you have other reasons, you had better commit full-force. Objective one is to hold and keep the Black Sea, which means building F Sev in Winter 1901 if at all possible. So what needs to happen for that?

I prefer F Sev-Bla, A Mos-Sev, A War-

Ukr. Here is the thinking: if F Sev-Bla goes, chances are that Armenia is clear as well. You can either try A Sev-Arm, F Bla S A Sev-Arm. Terribly effective. Or play it safe: A Sev-Rum, A Ukr S A Sev-Rum, F Bla S A Sev-Rum. Then build F Sev as soon as possible, and fill the gap with the Ukrainian or a newly-build A Mos, if you're lucky enough to get Sweden.

Actually luck has little to do with it. You need some pretty severe diplomacy to hold your northern position. But that's the second part to this strategy -- keep things in the west as confused as possible until you clear the east (it works exactly the same if you go north/west first). The way to slow things down is to get 2 players in the theater to go at it (I/A vs T or F/G vs E) while offering a little help or, especially against the Turk, non-intervention.

Nobody said this would be easy, but it's better to plead your case on one half of the board and over run the other half militarily than doing both verbal and tactical fencing in each. Now let's look at the northern attacks:

Germany: Attacks on Germany can be quick and devastating because you'll usually get a lot of help. The problem with this is, that more people who know, the better the chances someone will bet on. The spearhead of your attack is A War, fighting it out for either Pru or Sil. I say it all depends on what you think the German will do. If you believe your attack is a surprise, I prefer A War-Sil, A Mos-StP. If the British forbid StP, Lvn is an inferior substitute. Here is why:

If Germany opens F Kie-Den, their obvious fall move is F Den-Swe. If you move F Bot-Bal and A StP-Fin, he still gets only one Scandinavian build, you none, but now instead of threatening Swe was a unit or two, you have units on Swe, Den, Kie and Ber. Add a little pressure in the West and it is too much for the Kaiser to handle. If he moves F Kie-Hol, you have the option of convoying any army (as you could from Lvn) or moving F Bot-Swe, A StP-Fin. From there the Baltic is yours, or, with Detente with the Germans, a three unit attack on Norway in the Spring 1902 is possible. The advantage Lvn has over StP, besides not scaring the English, is moving A Lvn-Pru in Fall 1901, but since you'll build A War there isn't much point to the move.

What if the Germans are expecting an attack? Let the fleet go StP-Bot-Bal and use the armies in the spring as follows: A War-Pru, A

Mos-War, and in the fall, A Pru S A War-Sil, A War-Sil. A sparring match, true, but how long will the British and French ignore an exposed German backside.

England: The English attack is really the only one that does not require both armies, with only one English territory (Nwy) handy. But don't let A War stray to far. A move to StP as a F StP(nc) vacates in Spring 1902 may be required.

As with the southern strategy, you need a two on one on one of your neighbors to keep you safe, either A/I versus T or I/T versus A. Shoot for the former, since a retreating Austrian in Galicia or (heaven forbid) the Ukraine can cause all sorts of trouble. In addition the Turks take longer to kill, thus giving you more time to consolidate your position.

So in summary, no matter who is your target:

1. Put all of your eggs in one basket (north or south) and go for fast gains so you can defend yourself.
2. Negotiate furiously in the theater your largely ignoring.
3. Try to get your bored neighbors to attack a witch (England or Turkey).

Good luck to you and may your next game start be your borscht ever.

Chris Warren is a newcomer to DW.

World DipCon IV Results

Held at ManorCon XII in Birmingham, England

Top Ten Individual Scores

- 1) Pascal Montagna - 128.91
- 2) Stephane Gentric - 121.46
- 3) Bruno-Andre Giraudon - 91.93
- 4) Bjorn van Knorring - 88.03
- 5) Thomas Franke - 86.12
- 6) Vick Hall - 82.04
- 7) Xavier Blanchot - 80.93
- 8) Dan Horning - 80.20
- 9) Roland Issakson - 77.97
- 10) Eric Roche - 77.44

The Game

Diplomacy World's Demo Game by David Hood

1991 AH

The Players:

England: Mike West
France: Mark Berch
Germany: Mike Gonsalves
Italy: Randolph Smyth
Russia: Kevin Kozlowski
Turkey: Dave McCrumb

The Commentators:

Garret Schenck
Fred Townsend

The GM:

David Hood

Spring 1908:

Eng: F Edi-Nwg, F Nth-Ska, F Bel-Nth, F Lon-Eng, F Bre-Mid.

Fra: A Gas-Spa, F Por-Mid.

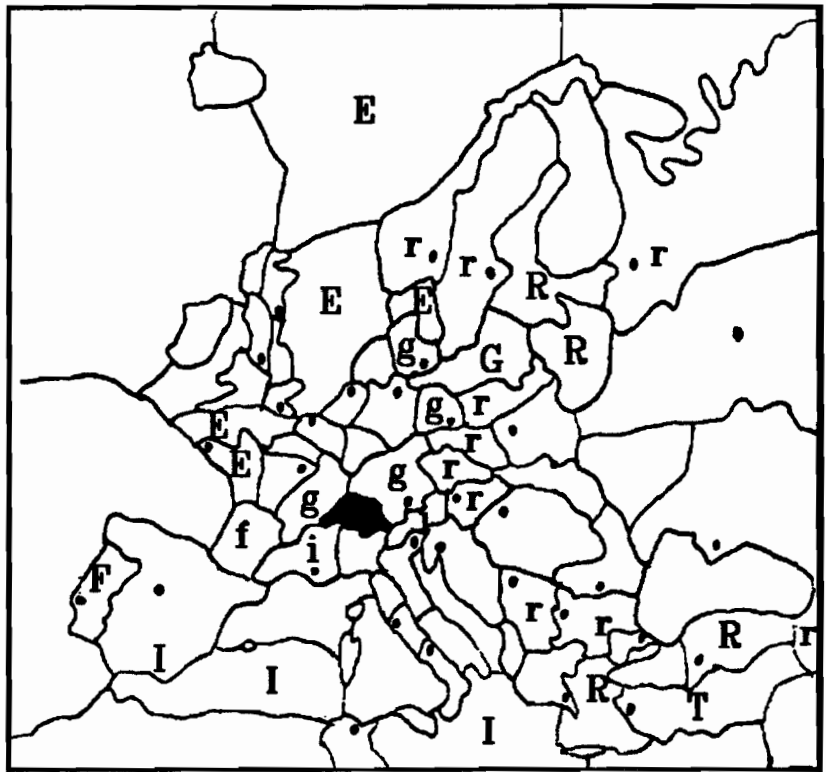
Ger: F Bal S A Den-Swe, A Den-Swe, A Kie-Mun, A Ber S A Kie-Mun, A Par-Bur.

Ita: A Mar S F Lyo-Spa(sc), F Lyo-Spa(sc), F Wes S F Lyo-Spa(sc), A Tri-Tyl,
F Ion S Russian F Gre-Aeg.

Rus: A Sev-Arm, A Bul-Con, A Ser-Bul, F Ank S A Bul-Con, A Bud-Vie, A Vie-Boh, A war-Pru,
A Sil S A War-Pru, F StP(sc)-Lvn, A Mos-StP, A Nwy S A Swe, A Swe S A Nwy, F Bot S F StP(sc)-Lvn,
F Gre-Aeg.

Tur: F Aeg-Con(d. Eas, OTB), F Smy S F Aeg-Con.

Garret Schenck: Italy supports the Russian move into the Aegean? One more turn of this and the proposal for the Russian concession should be taken seriously--but if I were E/G I'd still not be ready to concede (but only if I was willing to invest the kind of diplomatic resources necessary, including long telephone calls to Canada, that sort of thing). Russia can take Trieste this turn (despite the apparent "drawdown" of Russian forces in Austria), Berlin is completely forfeit, and Smyrna now seems a matter of time (two turns, actually--two short a time period for Italy to rush Fleet Western Med to help). With the 14 centers presently held, that makes 17. On the other hand England can get Norway this turn (assuming Germany cuts Sweden's support): that makes the count 16. Resolute defense/offense by E/G should stop Russia in the north, which means that the south becomes key to the game.



Obviously this game is going to come down to Italy's decision: to cooperate with E/G and force a stalemate, leading to a four-way E/G/I/R draw, or if two of E/G/I can stop the third, a three-way, but with Russia so close to 18 this would be exceedingly risky, or Italy can puppet to Russia and cravenly hand the game to Kozlowski. This sort of "toadying" happens all too often in our little hobby, and it would be a damn shame for a *Diplomacy World* demonstration game to end this way. As it is Smyth is well on the way to becoming "Most Valuable Lunkhead" for his performance in this game--throwing the game to Russia would ensure his receipt of the MVP trophy.

Even if down a center (Trieste), Smyth will have five in hand to hold the Med (he's playing one short, remember). With Russia moving away from the Adriatic, Venice looks a little more secure. Smyth needs to polish off Berch (who is apparently more interested in survival than revenge), and move his doggies east. It is imperative that an English fleet take MAO next turn English because England has forces to spare, and Italy doesn't, and because if I was England I wouldn't trust Italy in the Atlantic at this point!--with an Italian fleet in Spain this will finally crush Portugal in Spring 1909. Army Marseilles will unfortunately have to support Fleet Spain this fall, but next spring it can shift to the east, probably in enough time to save Venice.

Russia will have a tough time cracking the Ionian roadblock. Fleet Ankara is at least two turns from the Aegean (and that assumes Italy is unable to block a switch of the present fleet Aegean (and that assumes Italy is unable to block a switch of the present Fleet Aegean to either Eastern Med or Greece, if only for a turn), meaning that Fleet Western Med. will be able to get back to the Tyrrhenian in time to add support to Ionian. Russia can try to infiltrate into the Adriatic, but since he must telegraph his intentions by moving to Albania, this gives Italy time to block. Italy's two armies should be able to provide for Venice's defense, as long as the Russian fleets are kept from the Adriatic.

In short, I believe that Italy can save the situation in the south. Russia's greatest weakness is his tiny navy, and this gives Smyth his best chance. This game is not yet lost, but another turn or two of inaction by Smyth and *no matter what he does*, it will be over.

As a sidelight: A good strategy for Russia in the coming Winter might be to just build a Fleet

Sevastopol, playing one or two short so he can build more southern fleets in future years. (More players should consider this option, by the way--sometimes it's a mistake to just build the only thing available, generally an army, when by waiting a year you can build something you really need. Austria, in particular, is often forced to build armies instead of fleets--the wait and see strategy is sometimes useful for an Austrian who wants to try a naval approach against Big Red.) Against three Italian fleets, Kozlowski is going to want the biggest navy he can get.

Fred Townsend: What is Italy thinking about? Russia is at 14, closing in on victory and Italy supports him into Greece and then into the Aegean? Just to make sure Russia can find the centers needed for the win, Italy vacates Trieste England and Germany have woken up and are moving against the obnoxious threat of Russia. With Italy they would have 17 centers and at least a shot at stopping Russia.

But no, Italy allies with Russia against Turkey and moves West. What exactly is Russia going to do with all those pieces down south when Turkey is eliminated? If his foresighted handling of his previous Turkish alliance is any guide, Russia will hold those pieces in reserve until Italy is fully committed in the West and then stab for the win. Look for Russia to be supporting Italy into Munich or maybe even giving Greece to his new ally.

The situation around Munich is particular interesting. It would appear that by attacking Berlin with Russia and then using Sil and Boh to support the Italian A Tyrolia to Munich, R/I can take it. But if Germany gambles with A Berlin to Sil, cutting the support, saving Munich unless Italy A Mar attacks Bur cutting that support. Or R/I could attack Munich from Sil or attack Berlin itself.

Meanwhile, Norway should fall to the English with German help of A Den-Swe. Indeed it is possible that E/G will be able to push all the way St. Pete and establish the northern anchor of the stalemate line. They should also seek a French alliance to secure MAO and the Southern anchor.

This leaves the center area in general and Munich in particular as the key at this point. So place your bets and stay tuned.

Eng: F Nth-Nwy, F Nwg S F Nth-Nwy, F Ska S F Nth-Nwy, F Eng-Nth, F Bre-Mid.

Fra: NMR! F Por-H, A Gas-H.

Ger: F Bal-Swe, A Den S F Bal-Swe, A Mun-Sil, A Ber-Sil(d, Kie, OTB), A Bur-Par.

Ita: A Tyl-Mun, A Mar-Bur, F Wes-Mid, F Spa(sc) S F Wes-Mid, F Ion S RUSSIAN F Aeg-Eas(NSO).

Rus: A StP S A Nwy, A Nwy S A Swe(d, Fin, OTB), A Swe S A Nwy(d, Fin, OTB), F Lvn-Bal, F Bot S Lvn-Bal, A Sil-Ber, A Boh S ITALIAN A Tyl-Mun, A Vie-Tyl, A Ser-Gre, A Bul-Rum, F Ank-Con, F Aeg-Smy, A Arm S F Aeg-Smy.

Tur: F Aeg R Eas, F Eas-Aeg, F Smy S F Eas-Aeg(d, Eas, Syr).

Supply Center Chart:

Eng: Home, bel, bre, nwy (6)

Fra: por, spa (1)

Ger: ber, den, hol, kie, par, swe (5)

Ita: home, mar, tri, tun, mun, spa (8)

Rus: home, ank, bud, bul, con, gre, nwy, rum, vie, ser, swe, ber, smy (14)

Tur: mun, smy

Build One

Remove One

Even or Build One

Build Three

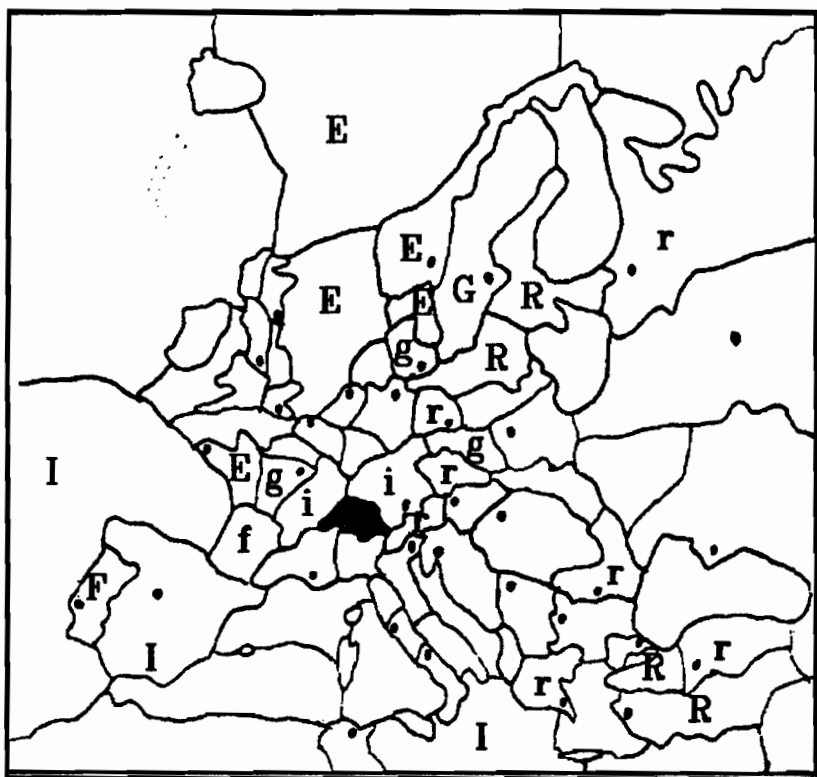
Build One or Two

Out

Garret Schenck: What's the point? The players have long ago ceased to play rationally. This is due in no small part I fear because of the player roster of the game -- it's heavily loaded down with "old farts." In this sort of game you can never be sure what's going to happen. A word to the wise to you novices out there -- avoid zines where everybody seems to know each other too well. Some of your fellow players will be more interested in hijinks and "trying out the impossible" (such as the so-called "Key Opening" outlined several issues ago in *Diplomacy World*) than in playing serious Diplomacy.

So knows what will happen? Maybe Smyth is being an idiot, and maybe Kolzowski really wants to go for a 17-17 split. I sure doubt it, but anything is possible. Smyth gets three builds this turn, and given Kevin's cat-and-mouse game (i.e. moving to Rumania instead of Serbia) Smyth might just be able to forge some sort of paltry line against the Russian troopers.

In the north the only "rational" players left, England and Germany, cooperate nicely (despite their recent differences) and force Russia back. For now, the E/G line is solid and England can probably afford to move F Nwg-Bar, flanking St. Petersburg. If Italy continues to puppet to Russia then Kiel is a goner, but let's face it, unless Italy turns against Russia now, this one is down the



tubes.

I agree with German -- the "everybody against Russia" coalition just might be able to hold the Bear back, but there is very little time left. Without Italy there's no reason to keep on playing. Where were the concession to Russia or Russia/Italy draw proposals this turn anyway?

Italy has no independent life in this game. The only way he can be a part of a two-way draw is if Kozlowski is feeling criminally generous, and gives it to him. For Italy to get 17 dots necessarily means leaving his backside wide open

to a Russian stab (as it is right now) and if Kevin doesn't take advantage of that opportunity, he's forgotten what the point of the game is: to win or, if unable to win, to stop anybody else from winning. Kevin can win and, if he continues to make no attempt to win, we should drum him out of the hobby for conduct unbecoming of a Dipster.

I'm not sure if there's any need for continued commentary. Oh sure, it gives me *Diplomacy World* for free, but I'm running out of things to say. Demonstration games should be real game with real strategy, real tactics and real players. Kozlowski is putting on some sort of fake show here. It reminds me of a certain game I ran in *Upstart*, that went on for two or three years longer than it had to, just so the winner could go out with a huge supply center count.

Get it over with Kevin. This one's becoming stupid. Worse, if you keep giving centers to Italy instead of taking them away, you might even end up having to accept a draw.

Fred Townsend: And then there were three. Turkey's eliminated, France NMR, down to one and Germany will be crushed in the middle. Yes, Germany's has five centers, but his pieces are scattered, he has lost Berlin and Munich and unless Italy and Russia fight soon he is toast.

That leaves three: Russia, Italy and England. Endgame Diplomacy frequently comes down to the triangular result. The dominant power at 14 centers is Russia. The chief opposition is England who, along with his German ally has 11 centers and the key player -- the pivot man at 8 centers, building 3 -- is Italy.

Playing the pivot man is one of the most

difficult tasks in the game. On the one hand Italy must be constantly alert for the Russian stab -- Russia has 3 armies and 2 fleets with zip to do down south. The fleets are crucial. Italy should insist on F Con-Bla, F Smy-Con followed by F Con-Ank. If Russia refuses, the writing is on the wall.

Moreover Italy should build A Ven and probably A Rom, moving to Tri and Ven as a defensive move. Why? Because the problem here is not defeating E/G. At 22 centers and past the stalemate line, I/R can do that without using all their pieces. The Italian problem is knocking down E/G without letting Russia win. The weaker the opposition gets, the more likely Russia is to go for the win. On the other hand, if Italy demands too much from Russia. Russia will just turn on him. But the time to make demands is now. The weaker E/G get, the weaker Italy's bargaining position.

Indeed if I were Italy, I would attack Russia immediately. The odds of getting a two-way draw with Russia are much less than the odds of getting a three-way with England and Russia, but only if Italy stabs while the iron is hot (now that's a messy metaphor.)

Looking back on my own comments for the last eight turns, one might think I was a touch paranoid about Russia as my theme has been that the players should stop the leader. The fact is that a stop the leader alliance still has not formed is a tribute to the Russian player's skill. He has fed his weaker allies centers to keep them fat and happy before the kill, all the while he has slowly been expanding.

But it ain't over until Yogi Berra sings if you what I mean.

The Diplomacy Academy: Part I

by Dan Shoham

My name is Dan Shoham. I was born in Israel. I have been in the United States since I was 12. I am now 28 years old, married for 8 years, and have a 2 years old son. I work for a branch of MIT, and live in a suburb of Boston, Massachusetts. My background is in Physics and Mathematics. My PhD (Math, Temple University, 1986) subject was in Game Theory.

I rarely play face-to-face Diplomacy, I have never been to any real (14 or more players) Diplomacy tournaments, I have never played postal Diplomacy, and I don't read any szine. The only way I play Diplomacy is through the

Internet. I have been playing since 1992. I have played in a very large number of games, both standard and variants. I have won most of them.

I have also been somewhat active in the Internet Diplomacy community.

I was encouraged by Mark Nelson and others to write to DW despite the fact that my Diplomacy experience is limited to only the Internet format. Well. Here I am. Introduction to Diplomacy Academy.

Mathematically speaking, Diplomacy - and most multiplayer (three or more) games - have no "solution". Yet, there are many places in

Diplomacy where mathematics can be brought to bare. More to the point, people do play Diplomacy, and games do reach some outcome or other. It is my quest to get a better understanding of the theoretical underpinnings of Diplomacy - and thus of multiplayer games in general. It is also my hope that this quest will help promote the quality of Diplomacy play in general.

The Diplomacy Academy

The Diplomacy Academy is the name of a project I hope to develop. As the name suggests, the purpose of the project is to probe new frontiers of the secrets of winning Diplomacy and to help teach the state of the arts to those who wish to learn.

Like a military academy, the first lesson taught is that every action should be well considered and able to withstand scrutiny. There is no room for whims, emotions, and irrationalities - except when encouraging the enemy to engage in them - in the conduct of a cadet. New ideas, after being considered, should not just be argued. They should be tested in a real contest against motivated - and unsuspecting - opponents.

As an adherent of this philosophy, I have been following a rigorous policy of treating games as grounds for experiments. In each case, after the game has ended, I have made it a point to write an extensive End of Games Statement (EoGs).

The EoGs, much like a lab report, attempted to evaluate the strategy and tactics used. To the EoGs, I have added the game summary and the comments and EoGs of other players, former players, observers, and the GM as available. I now have a library of several dozens such EoGs.

This column is the first pillar of the Diplomacy Academy. In it, I will be presenting these EoGs.

Care Bear vs. Cut Throat

In the summer of 1993 there was a debate in the Internet Diplomacy community about House Rules. At the time, I was moderating that debate. A question that came up during the debate was about the validity of various objectives of Diplomacy. Specifically, are objectives other than maximizing one's position legitimate? The debate was lively at times, and in the process the name "Cut-Throat" and "Care-Bear" came to be used to

represent the playing style which emphasize selfish and selfless plays.

Some months later, Rick Desper created two games where players were requested to play by the two styles. The games would nonetheless be moderated as standard games. As is now popular in Internet play, the two games were designated as anonymous. In other words, players do not know whom they are playing against and are forbidden from revealing their identity.

Game Cut-Throat, to emphasize nastiness, allowed grey and fake press. Game Care-Bear, to emphasize friendship, allowed proxy orders.

As Russia, I have won both games. The EoGs are presented here.

Cut-Throat EoGs

What is a Cut-Throat game?

For those unfamiliar, the idea of a Cut-Throat game came up during the debate of the Electronic Protocol House Rules Rewrite Project. During that debate it came to light that some people consider playing Diplomacy games toward any goal other than maximizing one's position is an illegitimate objective. Other people think that there are many legitimate goals in Diplomacy, and that guessing what your fellow players are striving for is a valued part of the game.

Eventually, it was agreed that games could refer to themselves Cut-Throat or Care-Bear, but can't enforce those provisions. Such games will have to be moderated like normal games. If players wish to enforce the setting from within the game, that's their business only. Under these rules Rick Desper created two games: Cut-Throat and Care-Bear.

As a strong proponent of the Cut-Throat principle myself, and since I was deeply involved in the debate I practically felt obliged to join.

My overall strategy, I determined, was going to be to gain dominance over the question of what is Cut-Throat. This may sound like a strategy devoid of substance, but it actually provided a rich vein to mine.

I came to be familiar with the fact that many people interpret the same principle in many different ways. I also came to see how drastically different interpretations could seem universal and obvious by different people. Each of those interpretation was explained in a logical and compelling manner. It is only when one sees the interpretations side-by-side that it becomes obvious they are not always compatible.

While playing this game I would freely manipulate the meaning of Cut-Throat at every opportunity and present each manipulation as if it was part of the rules and hence compelled everyone who is in the game. The one thing that I feared most, and that I did not want anyone to say is: "Yes, this is one interpretation of the Cut-Throat rule, but there are others which are just as valid".

I might begin a diplomatic correspondence with a message like "Since this game forbids alliances..." (nonsense, there is nothing about Cut-Throat that prevents alliances, but it sounds 'right' when said in a domineering and authoritative voice).

Almost every turn, I sent someone a message which included some new interpretation of what Cut-Throat is, and presented it as if it was obvious and universal. The actions of various powers following those "sermons" indicate that my messages were heard.

I was fortunate to get my first power preference: Russia.

The first action I took was to make sure absolutely everyone got into the mood of "This game is different, it is ESPECIALLY Cut-Throat". I have thus gathered all the talent of a Vogon captain and written a poem: "The Cut-Throat pledge" promising that I'll always stab my allies. I was a little nervous to submit it in my own name, so I faked it as if it was sent by someone else. I choose to frame Italy, and not one of my neighbors so if the Fakery was discovered I wouldn't be the first suspect in anyone's list.

The surprised Italians got the credit and some public praise for starting this trend... I was satisfied. Now it was drilled into everyone's mind - more than ever before - that every move and every Diplomatic action must be executed from the vantage point of Cut-Throat. And I was going to play on what that means.

Opening Rumors

An immediate worry I got was a rumor leaked to me via multiple channels of a coming TAGE attack on me. I still don't know if it was really true (TAGE, was it?), but if it was, I quashed it with a blizzard of faked, grey, and white press. Suggesting to some that this plan was really a set up on some of the other members, faking a broadcast that calls off the attack by someone else (and sending the faked 'broadcast' to a select audience only), etc.

As an offensive Russia I like to ally with one Western neighbor (usually Germany) against the other (England) and one Eastern neighbor (I don't mind which, whoever is more easy-going in his negotiations - in this game it was Turkey) against the other.

My offer to Turkey was a Juggernaut (R/T alliance). The only thing that can stop a Juggernaut is a powerful Western alliance, but we will prevent that by propagandizing everyone else of how alliances are against the spirit of this game.

I justified the offer of an alliance to Turkey in this game by saying "since it is fully consistent with the objective of winning, it is ok. Furthermore, since we are going to convince everyone else that alliances shouldn't be kept - the formation of an alliance that wouldn't break is about as nasty as we can be. In fact, one might say that forming an alliance is the most cut-throat way to play the game there is". Turkey went for it.

All Quiet on the Northern Front?

On the northern front, England managed to bottle me up completely. He had Norway and Barent, and I had Sweden and StP. My StP/NC fleet proved to be a curse since I couldn't move it out, and I couldn't pass any armies through StP or build in the Southern coast while it was there! At least Germany was engaging EF simultaneously. With the Scandinavian standoff diverting half of England's firepower, Germany was able to do it well. With his large navy (!), he was more of a threat to England than to me, and I was happy to provide him with the freedom to engage the two.

The Southern front was where I was going to do all my damage. Fortunately, I had some luck there. Austria's decision to start the game with an all-out assault on Italy wasn't exactly the best response to the Juggernaut he was facing. He collapsed like a house of cards. In my communications with France, Cut-Throat meant we will be manipulating our respective allies to our benefit on the Southern (T/I) front, and the Northern (E/G) front until we are ready to jointly crush them.

Turkey, who seems to have bought into the concept of "our strong alliance is the most Cut-Throat play possible" was leaving his front with me more exposed than one would normally allow in a normal game, let alone the Cut-Throat one. I couldn't allow such an opportunity to pass.

I had to stab. I could practically destroy Turkey in one move, and continue the "Juggernaut" on my own.

But, there was a problem with that. By surging my SC count into the mid-teens while everyone else was still at 4-6 centers, I was risking Early Leader Syndrome (ELS). I would risk becoming the target of a unified opposition. To forestall this eventuality, I worked into the deal with Italy - who was to help me hit Turkey - mechanisms to increase his size fast so he won't feel compelled to stop me. I'll help him into a rich Balkan bounty. Practically giving him my centers faster than he could win them if he stabbed me.

I had no intentions of keeping that deal. I was counting on the gathering French pressure on his Western front to make it impossible for him to send the units he would need to collect those transferred centers. I likewise offered France to grow his size quickly (by giving him all of Italy) so he won't feel compelled to stop me. It was 1903, and I was already maneuvering into the endgame.

Turkey gets the shiv

The actual stab of Turkey executed flawlessly. The stab plan called for me to take as much as possible of Turkey while Italy fails to get his share. The problem of Trieste was tricky. The net result would be a bounce-off that will leave the center under the control of unitless Austria. Knowing that this will be the outcome, I set out to control the approaching Austrian phoenix.

The first instruction is for him to build a fleet. (A fleet will make sure I never have to worry about him attacking my interior centers). All instructions would come to him via grey-press and identifying itself as Serbian intelligence. He is to signal his willingness to follow the plan by broadcasting grey a code message: A line from the play "My Fair Lady". It was a no-risk-involved proposition if there ever was one.

A unitless Austria takes no risk whatsoever by agreeing to do anything in return for being brought back to life. I suppose that players and observers of this game dismissed the broadcast of the code message as some nonsense or private joke. For me, however, it was quite meaningful. Austria has faithfully executed all the instructions of "Serbian Intelligence" until I got around to taking him out. Even on that last turn in 1905, he helped me take Venice.

While he probably suspected that it was me running "Serbian Intelligence" - at least at the later stages - I continued controlling him through this anonymous channel. The idea was to make it hard for him to break his puppet strings. With whom would he make a deal to stab the elusive Serbians? Maybe that someone is the puppeteer? Having an extra fleet in the Med was certainly a godsend.

Italy Gets It Next

Turkey's defense after my stab was very unfortunate (for him). Things were moving even faster than I expected. It was 1904, and I was ready to stab Italy. The fact that he managed to talk France to release the pressure from him hastened that decision. Italy was not going to be prevented from collecting the huge Balkan bounty I promised him - so I had to stab him.

The Stab went well. Turkey, now down to only one unit - and beyond the help of anyone else was now convinced that becoming my puppet is his "Cut-Throat obligation".

In the northern front, the bottleneck was beginning to break. Under German pressure, and after a sequence of turns where I did not challenge England as a sign of "good faith", England was risking diverting the bottling units to check the German progress. Germany was already in Edinburgh.

I had a chance to go for a win in 1905. I would take one center each from Turkey, Austria, Italy, Germany, and England to go from 13 to 18 centers in a surprise win. However, I wasn't sure about one of the centers and decided not to gamble by stabbing 5 countries at once. (It turned out that had I executed the multi-stab move, I would have grown "only" to 17 centers.) I settled for "only" taking four centers in 1905.

Germany was convinced that his Cut-Throat obligation is to stay with me. I gambled for a win in 1906 by stabbing Germany, but only got to 17 centers. Germany was told that his Cut-Throat obligation was to survive as large as possible, which forced a win in 1907.

Part II in next issue.

Dan Shoham is a well-known player on the Internet.

In Search of the Cult of Personality

Part 1 -- The Dark Side of the Force

by Jim-Bob Burgess

I intend to write about all sorts of issues as this column progresses, but I want to begin with the idea of addressing the role of personality in diplomacy (little d). I already have ideas to fill a year's worth of columns on the subject so I should be a regular fixture in these pages each issue. I thank Jack McHugh for his generous encouragement and I hope that these columns will play a significant role in making *Diplomacy World* a more readable szine for everyone from novices to old farts. Feedback is encouraged and may contribute to extending this subject in future columns.

To begin, I want to set the tone for the level at which I am going to pitch this column with some background. I intend to mix high brow and low brow thinking in what I hope will be seen as equal measure though I'm sure some will accuse me of being excessively literary while others will accuse me of being excessively profane. Rather than paraphrase these thinkers on these topics, while risking the comment that I haven't written any column at all yet, I will quote them in their own words, beginning with the aging wonder boy of the American cinema:

"I cannot instruct him, the boy has no patience... never his mind on where he was, on what he was doing. Adventure, excitement, a Jedi craves not these things." (George Lucas in *The Empire Strikes Back* delivered by Yoda in speaking of young Luke Skywalker.)

What are the forces that drive diplomacy between people? Why does one person negotiate and another turn the cold shoulder? Who succeeds where another fails? Is there such a thing as good and evil in diplomacy or are there only curtains covering shades of grey?

Pondering these questions leads one to the central role of personality in diplomacy. Individuals faced with the same situation still have a wide range of experiences. Luke Skywalker, Ben Kenobi, and Darth Vader are all Jedi Knights with power over the same Force yet behave in very different ways. Perhaps it is just the strength of the Force that determines who wins and who loses. The race is not always to the swift or the battle to the strong, but that's the

way to bet! (someone paraphrasing Ecclesiastes unknown to me)

Isn't there a role for knightly chivalry or was Edmund Burke right when he declared:

"The age of chivalry is gone. That of sophisters, economists, and calculators, has succeeded: and the glory of Europe is extinguished for ever." (taken from Simon James, A Dictionary of Economic Quotations, 2nd ed., 1984, pg. 63.)

Well, being trained as an economist, I've had to confront this issue and come to terms with the apparent soullessness of the market economy. The economist's solace, as usual, comes from Adam Smith's famous idea of the Invisible Hand and its dominance over the power of the hand of friendship as separating us from the animals.

There is a clear and direct relationship to the art of diplomacy as well:

"A spaniel endeavors by a thousand attractions to engage the attention of its master who is at dinner, when it wants to be fed by him. Man sometimes uses the same arts with his brethren, and when he has no other means of engaging them to act according to his inclinations, endeavors by every servile and fawning attention to obtain their good will. He has not time, however to do this upon every occasion. In civilized society he stands at all times in need of the co-operation and assistance of great multitudes, while his whole life is scarce sufficient to gain the friendship of a few persons.....He will be more likely to prevail if he can interest their self-love in his favour, and show them that it is for their own advantage to do for him what he requires of them. Whoever offers to another a bargain of any kind, proposes to do this. Give me that which I want, and you shall have this which you want, is the meaning of every such offer; and it is in this manner that we obtain from one another the far greater part of those good offices which we stand in need of." (from Adam Smith, The Wealth of Nations, 1776 (1976, U. of

So, in general, it is only the economy as a whole that can bring wealth and prosperity to society while the acts of the individual are lost in the collective action of the multitudes. The wild card, the hope of the individual, of course, is power.

Attainment of power over the collective wealth of the state, in turn, is the province of diplomacy. Even though one can be born into power as kings and queens are, diplomacy can be thought of as the art of achieving and projecting power. As usual, on this question, Machiavelli and Clausewitz are the ones to consult:

"It is not gold, but good soldiers that insure success... for it is impossible that good soldiers should not be able to procure gold." (as quoted by Felix Gilbert, "Machiavelli: The Renaissance of The Art of War", Chapter 1 in Makers of Modern Strategy edited by E. M. Earle, 1941.)

"War is not merely a political act, but also a political instrument, a continuation of political relations, a carrying out of the same by other means." (Clausewitz as translated in the 15th edition of Bartlett's Quotations, pg. 448; from Vom Kriege, 1833.)

In the 20th century we have become increasingly conscious of the limitations of war in achieving power, to the point where Andrei Sakharov could respond that:

"A thermonuclear war cannot be considered a continuation of politics by other means. It would be a means to universal suicide." (in Progress, Co-existence, and Intellectual Freedom, 1966.)

But still, turning back to Adam Smith, war and power and wealth are interrelated:

"Wealth... provokes the invasion of all their neighbours. An industrious, and upon that account a wealthy nation, is of all nations the most likely to be attacked; and unless the state takes some new measures for the public defence, the natural habits of the people ((who work toward building wealth through specialization and exchange)) render them

altogether incapable of defending themselves." (ibid, Vol. 2, pg. 220.)

Yes, well, I don't want to lose the thread where I began this discussion. What of the Force? In some sense, Luke Skywalker is supposed to be all of us when we are young and as we harness the Force George Lucas would have us believe that Vader and Kenobi are the two paths diverging in the wood. Once we reign these potentially wide ranging ideas back toward diplomacy, we must be more concrete in examples and less concrete in ideas.

I'm not even going to talk about Diplomacy, the game, until next time, but recall that Allan Calhamer was steeped in the diplomatic history of the first half of this century when he designed this game. I think anyone fancying themselves as a great Diplomacy player must study that history, so I'm going to give a reading assignment for the next issue... a brilliant book has just come out on the second World War (which is half of the story, I'll take recommendations on the best diplomatic history of the first one): A World at Arms: A Global History of World War II by Gerhard L. Weinberg (Cambridge University Press, 1994.) Here is the publisher's statement:

"This is the first general history of World War II to be based both on the existing literature and on extensive work in British, American, and German archives. It covers all the theaters of war, the weaponry used, and developments on the home front. Taking a global perspective, the work deals with all belligerents and relates events in Europe, Africa, the Middle East, South and Southeast Asia, and the Pacific to each other. The role of diplomacy and strategy, of intelligence and espionage, and the impact of war upon society are all dealt with, often on the bases of hitherto unknown material. New light is shed on the actions of great and small powers and on topics ranging from the beginning of the war to the dropping of the atomic bombs; the titanic battles on the Eastern Front are fitted into the war as a whole; the killing of six million Jews and millions of others is placed into context; and the fighting at sea and in the air is included in a coherent view of the great conflict."

I can't imagine how any of you reading this

won't want to rush out and start reading this book immediately. I've found it enlightening as well as a sheer delight. The personalities of all the powers, great and small, not just Hitler, Mussolini, Stalin, Roosevelt, and Churchill, come to life and you can feel the exercise of power through personality.

When you do so, I think you must conclude that the simplistic view in Star Wars is science fiction with the emphasis on the fiction; however, I hope to convince you of that with respect to this little game we play as well. Most or even all of you might argue that Hitler was truly evil as Vader is defined to be, so let me conclude with the thinking of a writer who was unfairly used by Hitler to support his monstrous appetite for killing, Friedrich Nietzsche. Central to Nietzschean thought is the essential role of BOTH what we conventionally call good and evil...

"Do whatever you will, but first be such as are able to will. Do love your neighbor as yourself, but first be such as love themselves -- loving with a great love, loving with a great contempt." (Thus speaks Zarathustra the godless from Walter Kaufmann's translation of "On virtue that makes small" in Part III of Thus Spoke Zarathustra.)

Continuing in an extended quote from "On the three evils" which, by the way, are: sex, the lust to rule, and selfishness -- we are not considering diplomacy and sex here, though we certainly could; the lust to rule is more concisely addressed in the previous quote; but selfishness needs some exposition:

"And at that time it also happened -- and verily, it happened for the first time -- that his word pronounced selfishness blessed, the wholesome, healthy selfishness that wells from a powerful soul -- from a powerful soul to which belongs the high body, beautiful, triumphant, refreshing, around which everything becomes a mirror -- the supple, persuasive body, the dancer whose parable and epitome is the self-enjoying soul. The self-enjoyment of such bodies and souls calls itself 'virtue'.

"With its words about good and bad, such self-enjoyment screens itself as with sacred groves; with the names of its

happiness it banishes from its presence whatever is contemptible. From its presence it banishes whatever is cowardly; it says: bad -- that is cowardly!

Contemptible to its mind is anyone who always worries, sighs, is miserable, and also anyone who picks up even the smallest advantages. ((Can you say "one dot grabber", sure you can...)) It also despises all wisdom that wallows in grief; for verily, there is also wisdom that blooms in the dark, a nightshade wisdom, which always sighs: all in vain.

"Shy mistrust it holds in low esteem, also anyone who wants oaths instead of eyes and hands; also all wisdom that is all-too-mistrustful, for that is the manner of cowardly souls. In still lower esteem it holds the subservient, the doglike, who immediately lie on their backs, the humble; and there is wisdom too that is humble and doglike and pious and subservient. Altogether hateful and nauseating it finds those who never offer resistance, who swallow poisonous spittle and evil glances, the all-too-patient, all suffering, always satisfied; for that is servile.

"Whether one be servile before gods and gods' kicks or before men and stupid men's opinions -- whatever is servile it spits on, this blessed selfishness. Bad: that is what it calls everything that is sorely stooped and sordidly servile, unfree blink-eyes, oppressed hearts, and that false yielding manner that kisses with wide cowardly lips... and whoever proclaims the ego wholesome and holy, and selfishness blessed, verily, he will also tell what he knows, foretelling: 'Verily, it is at hand, it is near, the great noon!'

"Thus spoke Zarathustra."

Jim Bob Burgess is the publisher of The Abyssinian Prince and a new columnist in DW.

Crystal Ball Diplomacy

by Manus Hand and John Woolley

1. INTRODUCTION

Many variants recently proposed and discussed mess with space (by contorting the gameboard, etc.); the "Crystal Ball Diplomacy" variant messes with TIME!

1.1 BASIC CONCEPT

In Crystal Ball Diplomacy, players must submit orders for each turn before they know what really happened on the previous turn. In other words, the results for any given phase are not revealed to the players until after they have issued unchangeable orders for the subsequent phase.

1.2 EXTENT OF THE VARIANT

The delay in the delivery of adjudicated results to the players (mentioned above) is the main difference between standard Diplomacy and CBD. However, to prevent abuse of the rules by card-carrying fortune-tellers, a few other minor changes are introduced into the structure of the game. These are described in full in these rules. Where these rules are silent, the standard rules of Diplomacy remain unchanged and in force.

2. PHASES OF THE GAME

Thinking about Crystal Ball Diplomacy and the sequence in which its world unfolds can get confusing. This section of the rules charts a path through that confusion.

2.1 SEQUENCE OF GAME PHASES

The sequence of a game of Crystal Ball Diplomacy is described below.

- (A) Spring 1901 movement lists are submitted.
- (B) Player-to-player diplomacy is allowed to begin.
- (C) Spring retreat and Fall movement lists are submitted.
- (D) Spring movement and retreat results are revealed.
- (E) Fall retreat, Winter build lists and remove lists, and Spring movement lists are submitted.
- (F) Fall movement, Fall retreat and Winter adjustment results are revealed.
- (G) Continue at step C.

The above chronology is not precisely accurate. In fact, a single retreat list and a single build list is maintained throughout the game for each player, and each player is free AT ANY TIME to modify either or both of these two lists of his. In the above description of the game phases, the times at which retreat and build lists are said to be submitted (phases C and E) in truth simply indicates the final chance a player can afford himself to make changes to these ever-present lists before their next use.

The concept of a list and each of the various list types are described in greater detail in Section 3 and the Sections thereafter.

2.2 ADVANCING TO THE NEXT PHASE

Keeping in mind (as mentioned in Section 2.1 above) that each player maintains a single retreat and build list throughout the game, and knowing that remove orders can be defaulted, one can see that it is the movement order list which truly drives the game. For example (using the phase schema given in Section 2.1), when all players have submitted their Spring movement lists, phase E is considered complete, regardless of whether any or all players have modified their build or retreat lists, or have submitted any remove orders.

Another way to describe the sequence of game phases is given below. Not only does this description of the game illustrate that movement order lists are the driving force in advancing to the next phase, but it provides an easy-to-remember rule for knowing which lists are "due" in each phase.

- (A) Submit your Spring 1901 orders
- (B) Start creating diplomatic relationships
- (C) Submit everything up to and including the next unsubmitted MOVEMENT phase
- (D) Find out what the world will look like when the MOVEMENT orders you just submitted are

eventually processed

(E) Repeat steps C and D until the game ends

3. ORDER LISTS

You may notice that in the description of the game phases given in Section 2, the words "movement lists," "retreat lists," "build lists," and "remove lists" were used in place of "movement orders", "retreat orders", and "adjustment orders." There is a very good reason for this, and this section explores that reason.

3.1 CONCEPT OF A LIST

Orders for each phase in Crystal Ball Diplomacy are submitted in "lists." Some or all of the orders in a list may be void, invalid, illegal, impossible, or even ignored by the adjudicator when they are processed, but none of this is made known to the player until the results of the adjudication for that phase are revealed to all players. There are four types of lists: movement, retreat, build, and remove. Each of these is sufficiently unique to demand a separate explanation, which will be undertaken in sections 4 through 7. This remainder of this Section covers the aspects of a list common to all types.

3.2 SUBMISSION OF LISTS

Because more than one list may be submitted during any given phase, the player must designate each order list by preceding it with its type. The words "Movement list," "Retreat list," "Build list," or "Remove list" (or similar language) must appear at the head of each list. For movement order lists, not only must the list be headed by the words "Movement list," but the phase (season and year, e.g. "Spring, 1904") must also be specified.

3.3 LIST REPLACEMENT

Whenever a player submits a list (of any type), it COMPLETELY REPLACES any current list of that type. In other words, a list may not be amended or modified; the entire list must be written anew and submitted -- no orders from any pre-existing list of that type will be retained. In the case of movement order lists, this rule only permits replacement of any pre-existing list for the same season and year specified by the new list.

3.4 FULL LISTS ALWAYS REVEALED

When adjudicated results are revealed to the players, the full contents of every list submitted for the adjudicated phases are revealed to all players, with each order annotated either as described in these rules (for Crystal Ball specific annotations) or according to standard Diplomacy rules (indicating bounces, cut supports, dislodgements, and disrupted convoys). Additionally, all unordered HOLDS, all unordered retreats, and all unordered removes (see the Sections below describing each list type) are always reported to all players.

4. MOVEMENT LISTS

The movement order list is the most important type of order list. In theory, one could play an entire game of Crystal Ball Diplomacy without ever submitting a single build, retreat, or remove list. Not so with the movement list. A movement list must be received from each player in order to advance the game to the next phase.

4.1 ORDER FORMAT

Each order in a movement order list must contain the type of unit (Army or Fleet) being ordered, followed by the province or body of water in which the player imagines it to be situated when the list will be processed, followed by the order to be given to that unit. Additionally, the type (Army or Fleet) of any unit receiving support must be explicitly specified in the order given to the supporting unit. Any order not meeting these criteria is considered illegal and "VOID" (see Section 4.3).

Orders given to fleets moving to multi-coast provinces from an area accessible to both coasts must specify the destination coast, or it will be deemed "VOID". Nationality of units to be supported or convoyed may NOT be specified.

4.2 CONVOY MOVEMENT ORDERS

The rule for constructing convoy orders in Crystal Ball Diplomacy is a mix between the rule used in the face-to-face game and that used in electronic mail Diplomacy.

A player may order a convoying army by specifying only the army's starting location and its final destination (as with any other movement order). The location of the fleet or set of fleets to be used need not be specified. Notice that this construction permits an army to be convoyed unexpectedly due to an order given to a foreign fleet, and allows for multiple routes to be established, the disruption of any one of which will keep the army in place.

Alternatively, the player may specify an explicit convoy route, listing the fleet(s) to be used within the order given to the convoying army. If he does so, the route specified must be complete (or the army will HOLD), and will be followed to the exclusion of any and all other available routes.

4.3 CONSIDERED AND IGNORED ORDERS

A movement order list may contain as many orders as the player wishes to issue, but only a certain number of them (from the top of the list down) will be "considered." The number of orders which will be "considered" is the same for all players; it is the number of supply centers controlled by the strongest power on the board at the time the lists are processed.

For example, if England controls 7 supply centers, and no other power controls more than 7, then the FIRST 7 orders in each player's movement list will be considered. The eighth and subsequent orders in each list (if any) will be marked "IGNORED."

4.4 VOID ORDERS

Some or all of the considered (i.e., non-IGNORED) orders in the list may be marked "VOID". The following five types of orders will be marked VOID: support for a non-existent attack, support for a non-existent unit to hold in place, convoying a non-existent army, an attempt to convoy using a non-existent fleet, or any impossible move.

Any existing unit whose order is marked "VOID" will HOLD during the movement phase for which they received the VOID order. If the VOID order was an attempt to move (either to a non-adjacent location or via a non-existent convoy route), the unit may not receive support in holding.

4.5 NO SUCH UNIT ORDERS

Considered orders which are issued for units which do not exist will be marked "NO SUCH UNIT" and such orders have no effect other than the use of an order in the total number of considered orders for that player.

4.6 CONTRADICTED ORDERS

If two or more dissimilar orders are given for the same (existing) unit, and if any two of these are "considered" (that is, not IGNORED), then all considered orders given to that unit are marked "CONTRADICTED", and the unit will HOLD and may receive support.

4.7 UNITS NOT ORDERED

As in standard Diplomacy, any units left unordered in a movement phase will hold and may be supported.

4.8 ADJUDICATION

Other than the above, movement orders are adjudicated as in standard Diplomacy.

5. RETREAT LISTS

Retreat lists share many of the same characteristics as movement lists, with a few important differences.

5.1 SINGLE LIST

As mentioned earlier, a single retreat list is maintained throughout the game for each player. This list will be used repeatedly at each retreat phase, and may be replaced by a new retreat list at any time. The player may issue an empty retreat list (that is, one containing no orders).

5.2 ORDER FORMAT

A retreat move need not contain the type of unit (Army or Fleet) which is being retreated. It need only specify the location to be retreated from, and the location to be retreated to. If the unit type IS specified, it is adhered to.

5.3 CONSIDERED AND IGNORED RETREATS

The rule specified in Section 4.3 regarding how many orders are considered, and therefore which (if any) are ignored, is enforced for retreat lists as with movement lists.

5.4 VOID RETREATS

All considered retreat orders given to dislodged units, but which specify an invalid location for the retreat (non-adjacent area, source province of the unit's attacker, an occupied area, an area vacant due to bounce, retreats of an army to a body of water, or a fleet to an inland province) are marked "VOID", and have no effect other than the use of one of the player's considered orders.

5.5 UNUSED RETREATS

All considered retreat orders other than those given to units which were not dislodged during the previous phase are marked "UNUSED", and have no effect other than the use of one of the player's considered orders.

5.6 CONTRADICTED RETREATS

Unlike in a movement list (see Section 4.6), there is no proscription against issuing a unit multiple retreat orders. The topmost considered non-VOID retreat order for any given unit will be followed (see, however, Section 5.7), and any subsequent considered non-VOID retreat orders given to that unit will be marked "UNUSED".

5.7 CONFLICTING RETREATS

If two units receive valid orders to retreat to the same area, both will disband, and the orders in question will be marked "DISBANDED DUE TO CONFLICT" to indicate this.

5.8 UNORDERED RETREATS

After all ordered retreats are processed, any dislodged unit for which no order at all was received will retreat to the one and only available place, if such a unique place exists, or, if no such place exists, will disband.

6. BUILD LISTS

Build lists are the easiest and least confusing of the four list types, they provide a welcome respite before discussing remove lists.

6.1 SINGLE LIST

As with the retreat list, each player has a single build list which gets re-used at each build phase. The player may replace this list at any time.

6.2 INITIAL LIST

When the game begins, the units "built in Winter 1900" (that is, those comprising the starting position for each player) are listed in ascending alphabetical order by province name in which they were built, and this forms the initial build list for each player.

6.3 ORDER FORMAT

A build order must specify the type of unit (Army, Fleet) and the location where it is to be built. If building a fleet in St. Petersburg, the coast must be specified.

6.4 WAIVED BUILDS

The word "WAIVE" may appear in a build order list any number of times. Additionally, any impossible build (for example an order to build a fleet in Moscow or a unit in a neutral center) will be considered to

be WAIVED build orders, and will be marked as such. See Section 6.6 for the effect of "WAIVE" orders.

6.5 VOID BUILDS

Orders to build in invalid locations home supply centers either not controlled by the power, or occupied at the time of the build are marked "VOID" and have no effect.

6.6 NO MORE BUILDS

All non-VOID build orders (including WAIVES) are executed from the top of the list down until the total of the player's units plus the number of the player's executed WAIVE orders matches the number of supply centers controlled by that player. Any other orders in his build list are then marked "NO MORE BUILDS" and have no effect.

6.7 EXHAUSTED BUILDS

If a player's build list is exhausted and the player is still eligible to build units, these remaining builds are WAIVED.

7. REMOVE LISTS

Removal lists are the most confusing of the list types.

7.1 TEMPORARY LIST

Unlike build and retreat lists, remove lists are not perennial in nature. Like movement order lists, removal lists are forgotten after completion of the phase for which they were submitted.

7.2 ORDER FORMAT

Each remove order must specify the type (Army, Fleet) and location of a unit which will be removed if the player is forced to make removals during the next adjustment phase. Because the player is unaware, when issuing remove orders, of the results of Fall movement and retreats, units to be removed are specified in the list in terms of their positions after the Spring retreats, which is the latest data available to the player.

Though the units specified might be in different locations after the Fall retreat phase, it will be these same units which will be removed if necessary.

7.3 INVALID REMOVES

If a remove order specifies a non-existent unit, the order is marked "INVALID" and has no effect.

7.4 UNNECESSARY REMOVES

Only as many removes as are forced will be used from a remove list (top- down). All other valid remove orders in the list will be marked "UNNECESSARY" and will have no effect.

7.5 UNORDERED REMOVES

If, after all remove lists have been processed, any player must still remove units, these are removed as in the order specified in the standard Diplomacy rules for removals performed for powers in Civil Disorder.

Manus Hand and John Woolley are two newcomers to DW.

A Short History of WorldDipCon

by Iain Bowen

Origins

World Dip Con started off as an idea mooted by Simon Billenness in the US zine *House of Lords* as an idea that Britain could host a DipCon. This idea was quickly crushed as the idea of the North American Championships 'crossing the pond' proved to be anathema to the majority of the contributors to *HoL*. However, the idea didn't go away as many people expressed an interest in attending a convention in the United Kingdom. From there, the next suggestion was World Dip Con and Manorcon (the largest UK Diplomacy convention) agreed to test the water with a World Dip Con in 1988. There seemed to be little objection - so Manorcon 88 became World Dip Con.

This convention was very well publicized (thanks to Larry Peery, the then editor of *Diplomacy World* and Simon Billenness and attracted over 300 gamers mainly from the United Kingdom but with attenders from Ireland, the Netherlands, Belgium, Germany, the United States, Canada and Australia. The Diplomacy tournament was held over two rounds and had 188 players and was won by Phil Day from the United Kingdom.

People enjoyed it so much that a decision was taken to rotate World Dip Con around the world and then when it returned to ManorCon in 1994 a meeting would be held to decide its future.

Therefore in 1990, World Dip Con II was held in conjunction with DixieCon in Chapel Hill, NC. David Hood and his team did a marvelous job and players came from all over the world (including a dozen from the U.K.) to compete in what has been one of the biggest DipCon's for some years. A couple of us even enjoyed it so much that we returned to DixieCon in 1992. This was followed by another WDC in 1992 in Canberra, Australia - because of the distances the attendance wasn't so wide-ranging but players still came from Europe and North America to compete for the title of World Champion.

The Charter

Over the years, there was a general recognition that World Dip Con had to be put

on a more regular footing with some form of 'Charter' like the charter that governs DipCon. The reason for this was the emergence of the European Tournament hobbies in France, Sweden, Italy and Austria which had become interested in holding a World Dip Con. If World Dip Con was to become truly international and not just an Anglophone convention, then the European hobbies had to be accommodated.

This provoked a debate in postal Diplomacy zines and at conventions world wide. While there was plenty of talk, little seemed to be done save to generally agree that World Dip Con should become annual rather than biannual (and even then there were dissenters).

It had been agreed that decisions on World Dip Con's future would be made when World Dip Con returned to ManorCon in 1994. Therefore, in order to aid this discussion - I as ManorCon's chairman (and therefore the chairman of World Dip Con) took a unilateral decision to attempt to aid the process along.

The idea being that we wanted to go to a World Dip Con to play games, to meet international contacts and to make new friends rather than to argue how we should argue about the future.

So, I stopped arguing with people about World Dip Con, put my opinions on the back burner and produced a draft charter with collusion from Pete Gaughan who sent me a copy of the Dip Con Charter. The DipCon charter proved to be the basis of over 80% of the original draft and I really don't know how I would have managed without it.

The point was, in the main, not to reflect my opinions in the charter but to produce a document that could be used as a framework for others to build on with their ideas. Sadly, there wasn't much forthcoming comment on the Charter.

Some people made suggestions to remove contradictions and failures of procedure from the charter, others helped me tighten up the Zone descriptions and others suggested some constructive additions. Unfortunately, there were others who just complained and did not offer any alternative suggestion for their criticism.

However, towards the end of 1993 I produced the charter for submission to a meeting at World Dip Con, along with rules for that meeting and a

number of other documents. These were distributed to over twenty people in twelve different countries - hopefully people will send in amendments to the charter to be voted on at World Dip Con. But the Charter is not the be all and end all of World Dip Con.

World Dip Con IV

The next World Dip Con will be hosted by ManorCon 12 at Birmingham University, England between the 21st and the 25th of July 1994. This is a residential site based around a modern University dormitory and we have accommodation available at reasonable prices, the dormitory (Lake Hall) has full catering facilities and a bar and ample free car parking.

Birmingham is one of the most accessible towns in the United Kingdom with good rail and road connections from most U.K. airports, as well as its own International Airport (mainly used for European flights). The city makes a excellent base for exploring the local attractions.

Manorcon is a popular convention which has been run for twelve years at Birmingham University, the committee have a great deal of experience in running and planning such events and several of the committee ran the first World Dip Con. ManorCon attendances have latterly been in the 300's on several occasions making it the one of the biggest amateur-run board gaming conventions in the world.

The main aim of a World Diplomacy tournament must be to find out who is the Diplomacy champion of the World and so this year's World Dip Con obviously have to have a large Diplomacy tournament so that people can battle against each other for this coveted title.

The tournament will have five rounds, one on the Thursday evening, two on the Friday (morning and evening), one on the Saturday and one on the Sunday. In order to qualify for a shot at the World Championship, you will have to play in two rounds. The Saturday round is a team round where teams of seven compete against each other.

Apart from that there will be plenty of other board gaming, ManorCon has always had a tradition of being a multi-games tournament, the Diplomacy is the main thing but we will also have tournaments for Railway Rivals (run by David Watts, designer of the game), United (by Alan Parr, the designer of the game), Acquire, 1830, Outposts, Kingmaker, Croquet and Speed Circuit as well as the extremely popular

ManorCon Sunday Bridge Pairs.

And if you don't want to play any of those, just bring your favorite games along and I'm sure that it won't take too long to find people for a game.

Added to that we will have a number of added attractions such as several small games manufacturers bringing along their games for sale (at discounted prices), then there will be the Second Hand Games stall on the Friday and Saturday. The World Dip Con Charter debate on the Saturday night and a special Hobby Auction of memorabilia. There will be some other special events too, but they are still in the process of planning.

As of the 1st of January, over 50 people had already registered to attend.

Future World Dip Cons

One of the things that must be decided at World Dip Con is where the next World Dip Con will be. At the moment, due to the charter being open for amendment, this is confused - when the amendment deadline has passed, then it will we will be able to say with more certainty what areas maybe eligible.

Note: World Dip Con Charter documents are available from Iain Bowen by writing to him at 5 Wigginton Terrace, York. YO3 7JD. United Kingdom. enclosing US\$1 or for free by emailing him at alaric@manorcon.demon.co.uk

For further information on attending World Dip Con IV in the UK this year either write to Richard Walkderine at 6 Honeybourne Way, Wickwar, Wotton-under-Edge, Glos. GL12 8PF. United Kingdom or send an email requesting information to wdc@manorcon.demon.co.uk.

For further information on the Diplomacy tournament at World Dip Con IV write to Peter Sullivan, 55 Brunton Street, Darlington, County Durham, DL1 5NN United Kingdom or email him at: peter@manorcon.demon.co.uk

Iain publishes the Dip zine Y Ddraig Goch, and organized much of the World DipCon Charter debate.

How Long Does it Take to Win a Dip Game?

by Mark Nelson.

How long does it take to win a game of diplomacy? What are the fastest and slowest recorded wins for each power? Do all powers in diplomacy win in equal time?

In order to answer these questions I examined regular diplomacy games played the through the email diplomacy zine Electronic Protocol between 1988 and 1993. It is important to know that NMRs are **not** allowed in Electronic Protocol games. If a player fails to send in orders the game is held over and if they miss the extended deadline a new player takes over the position.

At the time of writing 200 regular diplomacy games have been run to completion in Electronic Protocol of which 82 (41.0%) ended in wins. The percentage of games ending in a win has increased in recent years: over the first 100 EP games to finish, corresponding to the period 1988-1993, the win percentage was 36% while over the second 100 games it was 46%. Of the wins 13 (15.9%) were conceded, in the following analysis I have assumed that these games 'finished' in the year after the last Winter season played.

What is the quickest win for each power? The answers are provided in Table One --- I expect that these 'records' will be broken in coming years, with the Quickest Win for each power moving down to 1906.

Power	Quickest Win	Game Number
AUSTRIA	1906	31*
ENGLAND	1908	158
FRANCE	1906	50
GERMANY	1907	80
ITALY	1908	7
RUSSIA	1905	217
TURKEY	1908	75

(*) Indicates that this was a conceded win. eg in EP31 Austria was conceded a win after Winter 1905.

Table Two answers the question 'What is the longest win for each power?' (Dan Shoham holds the record for quickest Russian win **and** slowest Russian win!)

POWER	LONGEST WIN	GAME NUMBER
AUSTRIA	1918	191
ENGLAND	1918	133
FRANCE	1924	246
GERMANY	1912	159
ITALY	1920	129
RUSSIA	1918	268
TURKEY	1921	188

The records for 'shortest' and 'quickest' win are interesting but not particularly meaningful. The shortest and fastest wins are a function of the players in the games concerned, not of any innate property of the power played. However the 'average length taken to win a game' is a property of the power player. Can some powers swarm over the opposition to win? Do other powers take longer to build up winning positions? An experienced diplomacy player knows the answers, but here are some numbers to back up the obvious (?). Wins are the number of rulebook wins.

I am not surprised that Russia is one of the 'quickest' winners, but I am surprised that Germany is slightly quicker (although the sample size is small). It comes as no surprise that Italy and Turkey bring up the rear in the rush to the winning post.

Table Four shows the distribution of rule-book wins with the year in which the game was won. This table clearly shows the 1908-1910 peak and the slow fall off afterward. It also visually shows that R is fast, AEFG are average, and IT are slow.

I would like to acknowledge the advice and help of Dan Shoham, shoham@ll.mit.edu and Dick Martin, rmartin@com.csc.starlab.itchy in writing this article. In particular Table Four was Dan's idea.

Mark Nelson is a well known British and Internet hobbyist who publishes The Mouth of Sauron.

Table Three: Average length of game for a win

Power	Wins	Mean	Standard Deviation
Austria	8	1909.50	3.63
England	13	1911.54	2.96
France	14	1911.57	4.52
Germany	0	1909.40	1.51
Italy	10	1912.30	3.74
Russia	17	1909.41	3.12
Turkey	10	1912.80	4.21

Table Four: Distribution of wins by year.

Wins by Power:	Aus:	Eng:	Fra:	Ger:	Ita:	Rus:	Tur:	ALL:
Year:								
1905						R		R
1906			F			R		FR
1907			F	G		R		FGR
1908	AAA	E		GG	I	RRRR R	T	AAAEFGIRR RRRT
1909	A	EEE	FF	G	I	RR		AEEFFGIR R
1910	A	EE	FF	GGG	I	R	TT	AEEFFGGGI RTT
1911		EE	F	G	I		TT	EEFGITT
1912				G	I	R	T	GIRT
1913		EE						EFFR
1914			F					F
1915		E					TT	ETT
1916								None
1917			F		I			FI
1918	A					R		AR
1919							T	T
1920					I			I
1921							T	T

The First Decade

by Stephen Agar

Little of what is in this article is original, I have merely tried to draw together information from the various sources I have to hand (which are listed at the end of the article), while the zine statistics in the boxes are culled from information compiled by Richard Walkerdine in June 1986. I think there is a value in periodically revisiting our roots, the turnover of players is sufficiently high that some of this material will be new to many. Although I have described this article as a commentary on the first decade of postal Diplomacy in the UK, to understand what follows it is necessary to go back to Brooklyn, New York in May 1963.

Although Conrad von Metzke attempted to start a postal Diplomacy game in 1962, he never got beyond mailing out a gamestart, so the accepted founder of the postal Diplomacy hobby was Dr. John Boardman. John's interests were primarily science fiction but in March 1963 in his sf fanzine *Knowable* he announced a willingness to start a game of Diplomacy. The game got underway in May (with only five players!) and *Graustark* the first ever postal Diplomacy zine was born. The hobby initially spread through SF fandom in the US, but was slow in the beginning with only nine more zines being started in the following two years, and with only 12 games between them (the usual practice being to have one game to each zine). Things took off in the US around 1966 when wargamers discovered postal Diplomacy and consequently 32 zines started in the 1966-67 period. The US hobby then received an even bigger boost when Games Research Inc. started to include a flyer in the Diplomacy box in 1970 (162 zines were launched in the US during 1971-73!). Meanwhile, things were stirring in England too...

The first postal Diplomacy game in the UK was started by Don Turnbull in his zine *Albion* in August 1969. Don was a wargamer by background, who never really took part in the mainstream postal Diplomacy hobby as it matured, though he did continue to run games in *Courier* for many many years. Independently SF fans in the UK started *War Bulletin* and it was not long before these two zines found each other and established the UK hobby. Diplomacy variants were first played by post in the UK in 1971 when *Courier* began a game of Abstraction and *War Bulletin* started a game of Diadochi. As

1971 ended there were only a mere 3 Diplomacy zines in the UK.

1972 was the classic year for the founding of the postal Diplomacy hobby in the UK, much of the stimulus for this activity arising one way or another from the efforts of Graeme Levin who founded both the BDC (British Diplomacy Club) and the professional magazine *Games & Puzzles* in May 1972.

In January 1972 Colin Hemming started *XL* while John Piggott founded the historic zine *Ethil the Frog*, which were both closely followed by Will Haven's *Bellicus* in March. Meanwhile the BDC initially ran games using Don Turnbull as GM, but later branched out by getting other new editors to run zines under its wing. One such zine was *Dolchstos* which Richard Sharp (who had been introduced to the hobby via *Games & Puzzles* in June) began in October 1972 to run BDC games once Don Turnbull felt he was running enough.

Of course in the very early days zines were very skimpy things indeed - *Mad Policy* did not reach the dizzy heights of 12 pages until issue 16, and 12 pages was quite long by the standards of the early 70s. In terms of numbers it was *Dolchstos* which really took off in a big way thanks to the influx of people through the BDC who entered the hobby as a result of the flyer. After only five issues *Dolchstos* was running 8 games (though only 4 pages long), whereas *Mad Policy* could only manage five games after 10 issues. Even at this early stage there was a degree of friction growing between the BDC zines and the "independents" (Eg. *Mad Policy* and *Ethil the Frog*) who regarded the BDC and later the NGC as far too insular (Levin even told Sharp off for just daring to mention *Ethil the Frog* in issue 5 of *Dolchstos*). Many years later Richard Sharp was to admit that the criticisms of the Independents were "largely justified" and that *Dolchstos* would not have survived six years if it had been independent.

Arguably BritDipCon which was held at Hartley Patterson's house in September 1972 and attended by every UK publisher at the time apart from Don Turnbull was the first real Diplomacy con, although it had originally been planned as the annual meeting of the Tolkien Society. By the end of 1972 Graeme Levin had metamorphosed the BDC into the NGC

(National Games Club) which took over the former's postal games by February 1973. During 1972 active Diplomacy zines had grown from 3 to 12.

The growth of the BDC/NGC was not entirely to everyone's satisfaction - Graeme Levin had managed to arrange for BDC flyers to be inserted in the Philmar Diplomacy sets, so the BDC/NGC (as opposed to the rest of the hobby) were receiving an enormous number of enquiries. Richard Sharp took over the running of the postal section of the NGC and founded the NGC Bulletin as the club's official house journal, but the non-NGC zines, or Independents, remained a distinct and separate part of the postal hobby. March 1973 saw the first ever fold of a Diplomacy zine, Colin Hemming's *XL* which ceased publication after 14 issues. Mid-1973 also saw the foundation of forerunner of the UKVB by Colin Bennett, with a mere dozen or so variants in stock. Another hobby institution was launched in November 1973 when Richard Walkerdine announced the Walkerdine Zine Poll, won by John Piggott's *Ethil the Frog* on a turnout of 14 votes! 1973 ended with 23 zines, 110 Diplomacy games in progress and 73 variants.

At the beginning of 1974 the worldwide hobby had finally grown too big for Conrad von Metzke to issue Boardman numbers for the all gamestarts, so Richard Walkerdine became the first UK Boardman Number custodian. Early 1974 also saw the beginnings of a debate which ran for many years over the merits or otherwise of hobby organizations. So far Richard Sharp had almost ran the NGC as a one man band and while it seemed effective as an organization, at least as far as the NGC zines were concerned, others in the hobby wanted an institution willing to promote hobby-wide services. With this in mind Hartley Patterson, John Piggott and Richard Walkerdine joined the American IDA (International Diplomacy Association) and proceeded to try and set up a UK branch, known as IDA/UK. This move widened the debate even further because even those who wanted a broader base to hobby services than those offered by the NGC didn't fancy being part of an American organization. The NGC responded by announcing it was to have an elected committee to run its various functions, hence widening its appeal, with the result that Richard Sharp was elected General Secretary, other posts going to Tony Ball, Peter Dean, Nicky Palmer, Jacques Parry, Mick Bullock, Steve Doubleday, Richard

Walkerdine (who was also Treasurer of the IDA/UK) and Les Pimley, some of who are still with us today.

With the formation of the IDA/UK interest in Britain was focused on the Calhamer Awards which were organized by the IDA in the States. Thanks to some electioneering, British zines were nominated in 9 of the 11 categories and duly went on to win all 9 awards. This feat was accomplished by the fact that 75 of the 400 or so active UK players had voted in the poll, as opposed to a mere 50 votes from the 2,000 or so active US players. The US promptly changed the rules.

By the end of 1974 the hobby had reached the level which it is more or less at today, with 29 active zines and 161 Diplomacy and 89 variant games in progress. 1974-75 saw a big interest in variants, helped by the success of variants in 1901 and all that and the zaniness of Jeremy Maiden in *He's Dead Jim!* As postal Diplomacy was still relatively new, budding variant designers weren't faced with today's problem that everything has already been done before.

Early in 1975 the NGC announced that they (in the shape of Norman Nathan) were organizing the first really big con, including a Diplomacy Championship, for June. The subsequent first ever National Diplomacy Championship was won by Richard Walkerdine who collected L15 and a six month subscription to Games & Puzzles. Around the same time other hobby services which exist in some form today were started - the IDA formed the ISE (International Subscription Exchange), and the IDA/UK also produced the first UK Novice Package called Obscurum per Obscurius and written by Craig Nye and Richard Walkerdine.

By the beginning of 1976 there had been two rival organizations co-existing in the Hobby for almost two years, with a third force of independent editors who were scornful of all organizations. Soon there were proposals to merge the IDA/UK into the NGC, but at the same time Will Haven (of *Bellicus* fame) helped launch the DipFed (Diplomacy Federation) which basically existed just to knock the NGC. Perhaps thankfully, the DipFed did not take off and by mid-1976 the IDA/UK was absorbed into the NGC, which then started to look very unwieldy and bureaucratic. It was about this time that I first became involved in postal Diplomacy, having been given the game as a Christmas present. Therefore, at the tender age of 15, I sent

off the NGC flyer therein and shortly after I received *Dolchsto* (which was massive and incomprehensible) and soon after that my first gamestart in NGC 184 which was carried by Greg Hawes's *Turn of the Screw*.

The launch of *Chimaera* by Clive Booth in the previous year had marked a new departure for Diplomacy zines in that Clive was the first successful zine editor to be willing to run other games apart from Diplomacy, though *Chimaera* maintained a strong Diplomacy element. In the 1976 Zine Poll *Chimaera* went straight in at No.1 and won the Poll the following year as well.

Throughout 1976-78 more zines (both established and new) embraced the idea of running games other than Diplomacy (eg. *Lemming Express*, *Leviathan*, *Albatross*, *Nitehawk*, *Sauce of the Nile*, *Herald*), the most popular games being Kingmaker, Rail Baron, Railway Rivals and En Garde! The appearance of what was seen by some to be trivial games was not universally well received, but all real insults were reserved for Soccerboss (a football management game which was the forerunner of United) which had appeared in several zines. Critics felt the game required little skill, depended on dice throws, contained little player interaction and led to long, boring and incomprehensible game reports. Throughout 1977 zines were full of letters either supporting Soccerboss or denigrating Soccerdross.

From my point of view 1977 was important because on 5 August 1977 I (age 16) produced issue 1 of *Pigmy* (which included a gamestart - never launch a zine without a gamestart). I chose the name because it was my intention to only run a single game, so I wanted a name which signified that it was a small zine. 4 weeks later I announced in issue 2 that Richard Walkerdine had decided to fold *Mad Policy* (to which I had been subscribing for some time). Folds were obviously in the air because within days *Turn of the Screw* also folded and I found my first Diplomacy game being transferred to the recently re-emerged *Ethil the Frog* where John Piggott was conducting a fierce feud with Eric Willis of *Leviathan*. Believe it or not I was quite happy with my 34th in the 1977 Zine Poll, which was of course won by *Dolchsto*.

It took until February 1978 to get my second gamestart (which included Steven Rennie who still plays in *Spring Offensive*), but even then it wasn't very fulfilling producing a zine only a couple of pages long, so in April 1978 with issue 11 I expanded *Pigmy* into a fully-fledged mimeo

zine. Unfortunately I timed this rather badly as early 1978 saw the birth of a new generation of zines such as *Megalomania* (Chris Tringham), *Pyrrhic Victory* (Mike Allaway) and *Whiskey Mac* (Paul Openshaw - another schoolboy editor). Looking back throughout my early issues I avoided contentious hobby subjects, but I did write a piece in issue 11 which praised Mick Bullock's proposals that he should be elected the new General Secretary of the NGC on a platform of more or less winding up the organization. Out would go all the committees etc. As it happened Mick's proposals and the fold of *Dolchsto* in early 1979 were the death-knell for the NGC. One hobby landmark was passed later in the year when Mick's 1901 and all that became the first UK mainstream Diplomacy zine to reach 100 issues (though it then promptly folded).

One feature of the 1977-78 period was the development of the notion of the "hardcore" which seemed to take hold because there were a minority of established editors from the early 70's who had been used to a very small tight-knit group of players with whom they met regularly at housecons up and down the country. By and large, in practice such housecons tend to be more by invitation than people just turning up, so as the hobby expanded and strangers started to edit zines, few of these newcomers (with the exception of Tringham) managed to penetrate the circle of friends which had developed. In the space of five years the hobby had developed a generation gap! EuroCon 1 in July 1977 was essentially a "hardcore" holiday and the perceived unwillingness of this group to mix with the others at PrestonDipCon in September 1978 did lead to accusations of elitism. In retrospect this was just a fuss about nothing, the older hobby members tended to be bored with Diplomacy per se and were more interested in drinking and poker (which I now find quite intelligible, whereas at 18 I didn't). Today the hardcore are alive and well and subscribing to *Dolchsto*.

To my knowledge there have been two professional publications in the UK of direct relevance to the hobby and, co-incidentally, they both appeared in 1978. The first was Lew Pulsipher's *Diplomacy Games and Variants* (L2.45) which was a selection of variants designed by Lew which ranged from the very simple to the ridiculously complex Song of the Night. The other and more important publication was *The Game of Diplomacy* by Richard Sharp (price a massive L7.50), but mandatory reading

for everyone who is fascinated by the game, crammed full with tactical advice and anecdotes. I remember that I couldn't afford £7.50, so I wrote to the publishers and asked for a review copy - to my amazement they obliged! Copies still turn up in second-hand bookshops, so keep on the look out.

1978 ended with the hobby in a state of flux. Rumors abounded that both *Ethil the Frog* and *Dolchsto* the elite of the old hardcore had folded while the monumental Griffin, a multi-games warehouse zine took the multi-games revolution to a degree never seen before (or since?).

The end of the decade was the end of an era as in March/April 1979 Richard Sharp and John Piggott finally acknowledged the inevitable and folded. Richard had been ill in 1978 and was going through a bitter divorce, John had discovered other interests in his life. The hobby suffered a bit because Richard had taken over the CGS from Iain Forsyth, yet the NGC wasn't functioning to introduce newcomers to the hobby properly (enquiries having been increased further by Richard's book) because of Richard's troubles. At the same time new zines were folding either for lack of support (Eg. *Queen's Lane Advertiser*, *Entente*) or because the editor lost interest very quickly (Eg. *Ferkin* (arguably the worst zine ever) and *The Fool Plays On*).

With Richard Sharp gone the NGC was no more (and the flyer in the box thus disappeared), while the PDA (Postal Diplomacy Association) which was set up by Malcolm Brown and Richard Hucknall to place adverts in national magazines survived a mere six months, only to die when Malcolm dropped out of the hobby. Pete Calcraft did suggest a reincarnation of some sort of organization towards the end of 1979 which came to nothing. The idea of hobby organizations had run its course. Even *Games & Puzzles* disappeared soon after.

Greatest Hits was the well-deserved winner of the 1979 Zine Poll with *Pigmy* a respectable 6th. As it happened *Pigmy* folded right at the end of 1979, the deadline for the never-to-appear issue 33 being 28th December 1979. All the games were transferred to the new zine *NMR!* which I'd reviewed in issue 32. My involvement in the hobby dragged on for another year (but that's another story).

Acknowledgements: *Mad Policy* No. 100, *Dolchsto* Nos. 70 & 100; *Greatest Hits* No. 115; various issues of *Pigmy*; *Here We Go Again* No.1.

Stephen Agar is DW's International Editor and publishes Spring Offensive, one of Britain's top zines.

Over the Top

by Brad Wilson

The Dip hobby took the latest step on its lengthy but seemingly inevitable road to suicide over Memorial Day weekend in Chapel Hill with the vote that awarded the 1995 DipCon to that corporate citadel of Turbophreakism, AvalonCon.

No one should be surprised, of course, because the vote took place at another temple of turbophreaks, DixieCon. With head turbophreak David Hood smoothly piloting the humorless, grimly seriously CADs (SADs would be more like it; I have never seen people smile less and have less visible fun at a game con than Carolina crowd) into line behind AvalonCon's Phreakish exclusionary philosophy while rejecting pluralism and fannishness, things that Hood and his fellow Phreaks, get in the way of a good game of Dip.

About the only group to benefit from

our taking our national Con to the (to listen to Jim Yerkey, 1995 DipCon boss) historic and centrally located site of Hunt Valley, Maryland, (its historic importance previously unknown to history buffs) will be our profiteering friends from Hartford Road. From the crowd that brought you \$40 Advanced Civ (a few cards basically) and \$55 Deluxe Diplomacy (complete with the heretofore unknown provinces of Burgandy and the Eastern Mediterranean Sea -- for \$55 a set you'd think they could shell out a few bucks for one lousy editor) comes AvalonCon. The registration fee of \$30 gets you the right to play in AH tournaments and the right to purchase a AH games. Nothing else. No auction, no dealer room, no flea markets, no seminars, no speakers, no movies, no tournaments other than AH games (despite what Yearkey, in a falsehood

filled speech at DixieCon, said, and he knows better), nothing!

Of course that is precisely what Hood and the TurboPhreaks want: nothing but games, games, GAMES! Woe be those who might enjoy sightseeing around the site (Hunt Valley's biggest draw is the skinheads that roam its mall) or maybe just having fun at an auction or dealer room. I have to admit that Don Greenwood's concept of a boardgame-only con has proven popular among the gaming set. But I think Greenwood's popularity is purchased at a high price. I have never seen an older crowd at a gamecon than at AvalonCon 1993. Take away the children of middle-aged gamers and I doubt that there were 10 people under the age of 18 there. This, too, pleases the TurboPhreaks (no goddamned novices to mess up our SERIOUS play!) but it does not bode well for the hobby (Dip and otherwise) as a whole.

The triumph of TurboPhreakism married to AH's profiteering hurts especially because there was a better option available: ORIGINS in Philadelphia. Instead of being run by and for the profits of a game company, DipCon would have been run by hobbyists with profits going to hobby services. Instead of a site accessible by cars, cars and only cars at a toney suburban resort with no on-site food (save a big-bucks Pizza Hut and a fancy sit-down restaurant), DipCon could have been at a state-of-the-art convention center easily accessible by all forms of transportation with all the attractions of one of the world's greatest cities within walking distance at an equal if not lower price. Instead having nothing to choose from but what the Lords of AH allow us, DipCon could have been offering many other tourneys, a Dip for Novices seminar (useless at AH-Con as there are no novices there), a diplomatic gaming review and so much more. Instead of being at a site where the night life is watching the fireflies flicker, DipCon could have been at a site where any taste could have been served after the gaming was complete. Origins has hosted the two biggest DipConss ever (1982, 83) and there was no reason to think that would not have done so again. Just think what a 150-member DipCon could have done for the hobby!

But that's not what the Turbophreaks want, and since the hobby is a Phreakfest these days what the Phreaks want they get.

I could point out that the chief villains of the piece -- Hood, a master operator and back-room politician, whose two-year plot to

deny the New York Game Board DipCon has proven successful. (Hey David, Mr. Fairness, how come people who entered the DipCon Society meeting after Tom Swider presented the Origins bid -- in other words, people who only heard Yerkey and not the NYGB -- were allowed to vote? Hmmm....) Yerkey, whose presentation dripped with lies and attacks on the NYGB bid, and came after he reneged on a promise to support the NYGB bid for DipCon (and as he went last the NYGB has no rebuttal.) Avalon Hill, which has never shown any interest in DipCon unless they can control it (witness Yerkey's statement that AH will only promote DipCon if they get it at AvalonCon). The tiresome but effective anti-Robert Sacks whisper campaign carried out by a veteran feuder -- Fred C. Davis Jr. -- but in the end the chief culprit is the Dip hobby itself, which has all but surrendered to TurboPhreakism.

It is clear that AvalonCon's brand of relentless gaming, to the exclusion of all else, is what the hobby -- at least the faction of it at DipCon -- wants. And that is so, so sad.

For to this veteran gamer, one of the prime attractions of playing games is the interchange of personalities, the developing of friendships, the fun in meeting new people and new friends. Game cons where nothing is done but playing seriously, very seriously 24 hours a day don't lend themselves to that sort of socializing. Had the cons been that way when I entered the hobby in the late 1970's I doubt very much I would have stayed.

You see, what we lose in the triumph of TurboPhreakism is that human equation that makes this hobby worth its salt. I was reliably told at DixieCon that if we dumped Robert Sacks we might win the vote. Well, sorry, Robert Sacks is our friend, and a mere game con is not worth one iota of a friend like Sacks, whose generosity and dedication to a hobby that despises him are nothing short of saintly. (And shame on Hood, by the way for refusing to let Sacks speak at the meeting about World DipCon. No one has ever been silenced at a hobby meeting run by Sacks, who let his bitterest enemies like Davis talk as much as they please. But who has the reputation for being an even handed hobby God and who is the arch-villain?) This column will always stand for the human factor for the broader sense of the hobby, and for fun, fannishness and friendship against Phreakdom.

I have no illusions about what this

means. I have no doubt that my name will be reviled in the Temple of Phreakdom and denounced as a feuder, a hobby enemy, a bad influence, and all the charges trotted out against those who dissent from hobby orthodoxy.

Well, so be it. I don't give two fleets what the Phreaks think of me, and I am tired of trying to be nice and friendly to Stven Carlberg (who walked away from his game at DixieCon's third round with two units left because he was getting crunched.) This column will name names; this column will say what has to be said; this column will never shirk from criticism. If that makes me the 90's version of Sacks as a pariah, fine. I will have fun in the hobby and at cons and in my zine. I will make friends and meet people while the Phreaks play for second place in a pick-up Civ game.

But I'll close on a gentler note. I had fun in Chapel Hill meeting new friends and hooking

up old ones, and on Saturday night I played in a Dip game that (once Carlberg's poor sportsmanship took a welcome hike) represented all the hobby can be. Mike Gonsalves, Melinda Holley, Brian Lorber, Rich Lorber, Rich Shipley, Jason Mathis, and I switched alliances, stabbed left and right, negotiated hard and played hard. At the same time, we had boatloads of fun and good humor. At the end I made new friends in Jason and Melinda (who'd I'd never met) and strengthened old friendships with the other three. That, my friends, is what the Diplomacy hobby should be all about and what it will most certainly not be about at DipCon in 1995.

See you in Philadelphia.

Brad Wilson is a hobby trouble maker and occasional publisher of the erudite Vertigo.

New Blood List

Manus Hand, 10722 Jordan Court, Parker, CO 80134 - e-mail: manus@evolving.com

CPT Michael W. Johnson, 5742-A Allison Avenue, Fort Knox, KY, 40121

Thaddeus Burgess, 6926 Belvedere Drive, Newport News, VA, 23607

Brian Lyons, 3104 SW 1st Ave, Gainesville, FL 32607

Kory Bockman, PO Box 5421, Virginia Beach, VA 23455-0421

John J. Corbett, PO Box 155, Preston Park, PA 18455-0155

Earl C. Amin, Lock Bag "R" 55720, Rahway, NJ 07065

Tarlach MacNaillais, 82-15 Britton Ave., #4M, Elmhurst, NY 11373

FC3 Drew Eisenhut D.L., Fox Division, USS Triploi (LPH - 10), FPO AP 96626-1645

Convention Listing

Sep 9-11 - ShoreCon; Monmouth Cty NJ. Info: Andrew Durston; 142 S St #9C; Red Bank, NJ 07701

Sep 15-18 - AndCon; Independence OH. Info: POB 3100; Kent OH 44240

Sep 16-18 - Calgary Gaming Con; Calgary ALB. Info: 207 Bernard Drive NW; Calgary Alberta T3K 2B6
CANADA

Sep 16-18 - Tacticon; Lakewood CO. Info: POB 440058; Aurora CO 80044

Sep 16-18 - Western Front Seminar; Lisle IL. Info: POB 604; Bloomington Hills MI 48304

Sep 17 - Yorkshire Dip Tournament; York ENGLAND. Info: 5 Wiggington Terrace; York ENGLAND

Sep 17-18 - Americon; Mullica Hill NJ. Info: POB 125; Mullica Hill NJ 08062

Sep 17-18 - Tricon; Florida Atlantic University. Info: John McConnell ??

Sep 23-24 - FoxCon; Elgin IL. Info: 636 Center; Elgin IL 60120

Sep 23-25 - SM/UppCon; Uppsala Sweden. Info: Björn von Knorring; 018-692025
 Sep 24 - TringCon; Tring ENGLAND. Info: 6 Longfield Gardens; Tring Herts HP23 4DN ENGLAND
 Oct 1-2 - Organized Kahn-Fusion; Enola PA. Info: 200 Third; New Cumberland PA 17070
 Oct 6-9 - ASL Oktoberfest, Youngstown OH. Info: POB 4114; Youngstown OH 44515
 Oct 7-9 - Hexacon; Greensboro NC. Info: POB 4, EUC; UNCG; Greensboro NC 27412
 Oct 20-23 - Essen Games Fair; Essen GERMANY. Info: Alberichstr, 15-17 Bonn GERMANY
 Oct 21-23 - Rudicon; Rochester NY. Info: 404 Kimball; Rochester NY 14623
 Oct 21-23 - Altanticon/Bay Games; College Park MD. Info: POB 91; Beltsville MD 20704
 Oct 21-23 - BorsCon; Bors Sweden. Info: Andreas Carlsson; 033-123159
 Oct 21-23 - Savannah Gaming Fest; Savannah GA. Info: 3211 Center; Thunderbolt GA 31404
 Oct 29-30 - Saints'Con; St Cloud MN. Info: 1404 12th St WE; St Cloud MN 56304
 Oct 30 - Cambridge Games Fayre; Cambridge ENGLAND. Info: 59 Greenfields; Earith Cambs PE17 3QH ENGLAND
 Nov 4-6 - U Con; Ann Arbor MI. Info: POB 4491; Ann Arbor MI 48106
 Nov 4-6 - Adventure GameFest, Portland OR. Info: 6517 NE Alberta; Portland OR 97218
 Nov 5-6 - MiniWars; Norwalk CA. Info: POB 701; Norwalk CA 90651
 Nov 5-6 - New Jersey ASL Open; Edison NJ. Info: 416 Pleasant; Piscataway NJ 08854
 Nov 10-13 - TNT; Laurel MD. Info: 9225 Fairlane; Laurel MD 20708
 Nov 11-13 - PentaCon; Fort Wayne IN. Info: 836 Himes; Huntington IN 46750
 Nov 18-20 - MidCon; Birmingham UK. Info: Brian Williams; 30 Rydding Lane; Millfield Estate; W Bromwich B71 2HA UK

---1995---

Jan 13-16 - Games University; Ontario CA. Info: POB 668; Upland CA 91785
 Jan 27-29 - RoundCon; Columbia SC. Info: POB 80018; Columbia SC 29225
 Feb 17-19 - GenghisCon; Denver CO. Info: POB 440058; Aurora CO 80044
 Feb 17-20 - OrcCon; Los Angeles CA. Info: POB 3849; Torrance CA 90510
 Feb 24-26 - EuroDipCon/MasterCon; Cirenster ENGLAND. Info: 313 Woodway; Walsgrave Coventry CV2 2AP ENGLAND
 Mar 3-5 - Cold Wars; Lancaster PA. Info: 902 Langley; Glen Burnie MD 21261
 Mar 3-5 - Egyptian Campaign; Carbondale IL. Info: Strategic Game Society; 3d Flr Student Ctr; Carbondale IL 62901
 Apr 21-23 - Son of Con-Troll; Houston TX. Info: POB 740969-1025; Houston TX 77274
 Apr 27-30 - CruiseCon; Bahamas. Info: 800-529-3976.
 Jul 21-24 - ManorCon; Birmingham ENGLAND. Info: ??
 Aug 3-6 - AvalonCon/DipCon; Hunt Valley MD. Info: TAHGC; 4517 Harford Rd; Baltimore MD 21214
 Nov ?? - WorldDipCon; FRANCE. Info: FFJDS; 11 rue Moliere, F-75001 Paris FRANCE

Pontevedria

(September 1994, Issue #47)

Edited by: W. Andrew York; PO Box 2307; Universal City, TX 78148 (210) 658-6066
 CIS: 73210,3053 InterNet: WANDREW@aol.com

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This is a listing of known openings in North American hobby zines which adjudicate Diplomacy, its variants and other play-by-mail games. The information is gleaned from primary sources not more than three months old. Either I have seen the publication listed, or have received notification from the publisher.

A listing below does not ensure that the openings are still available. Sometimes a game fills quickly or the publisher drops an opening due to lack of interest; other times, an opening may exist for several months. Also, you may want to add your name to a standby list -giving you a chance to get into a closed game. It is strongly suggested that you write the publisher for a sample of the publication before investing in a subscription (and send a few stamps to help cover his cost). This way you can ensure that the game hasn't filled and that the publication is of interest to you. You may want to try a variety of titles

to sample the diversity that the hobby has to offer.

Each entry has a code for WANA; the zine's name; publisher and address; last update; sub rate (in US); game openings and fees. A "?" indicates a guess. Missing info is unknown.

Subscription cost: \$1.00 & 10 SASE for 10 issues; or \$5.00/10. SAMPLE = 1 SASE

- =====
- abs Absolute! (Paul Kenny; 75 Maple; Collingswood NJ 08108) [Jul] {45 cents each}
DIP: Regular, Bourse, Nuclear Yuppie Evil Empire, Bhearna Baoghail
- aby The Abyssinian Prince (Jim Burgess; 100 Holden; Providence RI 02908) [Jul] {12/\$7.50}
DIP: Nuclear Yuppie Evil Empire (free)
- akr Akrasia (Phil Reynolds; 2896 Oak St; Sarasota FL 34237) [Aug] {\$8/12 issues}
DIP: Get Them Dots Now!, Woolworth 10-man
OTHER: Fictionary Dictionary, Snowball Fighting, Boot Hill, Fantasy Football
- ap The Appalachian General (Dave McCrumb; 3636 Oldtown; Shawsville VA 24162) [Aug] {\$5/yr?}
OTHER: United (1995 Season)
- ark ark (Eric Brosius; 41 Hayward St.; Milford MA 01757) [Jun] {\$5/10 issues}
OTHER: Railway Rivals (\$4), Eurorails (\$10)
- bd Bark of the Dawg (Krissi Linsey; 170 Forts Ferry; Latham NY 12210) [Jul] {\$1 ea}
DIP: Regular, Blind
OTHER: Campaign Trail, Empire Builder, Legend of Robin Hood (all \$5), McMulti (?)
- bg Batyville Gazette (Ralph Baty; 4551 Pauling; San Diego CA 92122) [Aug] {\$7/10 issues}
Standby Openings Only
- bue Blut und Eisen (Tom Butcher; 17402 Matinal #5322; San Diego CA 92127) [Aug] {free-71/issue}
DIP: Regular, Youngstown IV
OTHER: Machiavelli, Stellar Conquest, After the Holocaust, 1830, 1835, Consummate Railroad Game, Railroad Rivals
- boa Boast (Herb Barents; 17187 Wildemere; Detroit MI 48221) [Jul] {\$12/17 issues}
Dip: Regular (\$15)
- bts Boris the Spider (Paul Bolduc; 203 Devon; Ft Walton Beach FL 32547) [Aug] {\$9/12 issues}
DIP: Regular, Bourse OTHER: 1829, 1830, 1835, Kremlin, Mystic Wood, Down with the King, Dune, Titan, History of the World, Magic Realm, Circus Maximus, Liftoff, Merchant of Venus, Civilization, Kingmaker, The Stock Market Game
- cmp Call Me President (James K Goode; 211 Maplemere; Clarksville TN 37040) [Jun] {50 cents ea}
OTHER: Call Me President (\$15 for one/\$20 for two candidates - includes sub)
- cd The Canadian Diplomat (Bob Acheson; 15715 - 92nd Ave; Edmonton Alberta T5R 5C5 CANADA) [May] {\$1 ea}
DIP: Reg (\$4), Gunboat (\$4), Anarchy (\$1), Stonehenge (\$2)
- ccc Carolina Command & Commentary (Michael Lowrey; 6503-D Fourwind; Charlotte NC 28212) [Aug] {\$1 ea}
DIP: Regular, Gunboat (both \$5), 1499B (?)
OTHER: Destroyer Captain {free} United (\$5/\$8)
- cog Cogniscienti (Randy Cox; POB 1144; Clemson SC 29633) [Jun] {\$1 ea}
OTHERS: TV Wars, Axis and Allis, Freedom in the Galaxy, Kingmaker
- cos Costaguana (Conrad von Metzke; 4374 Donald; San Diego CA 92117) [Aug] {\$5.20/10 ish}
DIP: Regular (\$5), Black Hole Dip (free)
OTHERS: Facts in Five, Railway Rivals, Occasional Quiz
- cs Crimson Sky (Michael Gonsalves; 530 Treasure Lake; DuBois PA 15801) [Aug] {70 cents each}
DIP: Regular/British Rules (\$3), War in North America, Conflict in the Middle East, Age of Discovery
- dm Diplomag (Fred Davis; 3210-K Wheaton Way; Ellicott City MD 21043) [Jul] {\$5/6 issues}
DIP: **Coordinator for Mensa Diplomacy Games
- dru Dip "R" Us (Jack Jewart; 24508-38th Ave Ct E; Spanaway WA 98387) [Aug] {??}
DIP: Regular (\$5+\$2 NMR Fee - includes sub)
- dpy Dippy (Jim Benes; 417 S Stough; Hindale IL 60521) [Aug] {50 cents each}
No Current Openings
- emp Empire (John Boardman; 234 East 19th; Brooklyn NY 11226) [Aug] {\$10/9 issues}
OTHER: Britannia (\$20 - includes gamelong sub); Kingmaker

enc The Encounter (James K Goode; 211 Maplemere; Clarksville TN 37040) [Jun] {??}
 OTHER: Railway Rivals

gz The Gamers' 'Zine (Earl Whiskeyman; 27 Mark; Milford CT 06460) [Jul] {\$15/12 issue}
 DIP: Regular, Gunboat OTHER: Engarde (\$3 each)

gol -Gooll! (Don Del Grande; 142 Eliseo; Greenbrae CA 94904) [Aug] {\$8/year?}
 OTHER: United (1995 Season included in sub)

gs Graustark (John Boardman; 234 East 19th; Brooklyn NY 11226) [Aug] {\$10/9 issues}
 DIP: Regular (\$30 - includes gamelong sub)

hw Hoodwink (Steven Carlberg; 3024 Whispering Hills; Chamblee GA 30341) [Aug] {\$1 each}
 DIP: Regular, Gunboat (both \$5), Novice (50/turn + \$5 NMR)

isl I Still Live! (Keith Sesler; 11130 Burlington #321; Southgate MI 48195) [Aug] {\$3/10 issues}
 DIP: Regular, Bourse, Final Conflict

ic Inoculated City (Paul Glenn; 1130 W Northsore #3; Chicago IL 60626) [Jul] {35 cents each}
 Standbys Only

lc Lemon Curry (Don Del Grande; 142 Eliseo; Greenbrae CA 94904) [Jul] {65 cents each}
 Other: Kremlin

mliac Making Love in a Canoe (Brent McKee; 901 Ave T N; Saskatoon Saskatchewan S7L 3B9 CANADA) [Jul] {@\$1.25/issue}
 DIP: Regular (\$4), Gunboat (\$3), Speedboat (\$1)

mp Maniac's Paradise (Doug Kent; 57 Charnwood; New Providence NJ 07974) [Aug] {\$1.50}
 DIP: Regular, Narnian Wars (both \$5)
 OTHER: Ace of Aces, Machiavelli

mc (Marcel Carbonneau; 240 Iron #17; Vista CA 92083) [Jul]
 OTHER: Mystic Woods, Wizard's Quest, Risk, Speed Circuit, The Collector, 3rd Fleet, 6th Fleet, 7th Fleet (all at cost)

mm Metamorphosis (David Wang; POB 1564; Piscataway NJ 08854) [Jun] {\$9/yr or 75 cents each}
 DIP: Regular, Gunboat
 OTHER: Snowball Fighting, Dodgeball PBM, Lost Worlds, Gonzo Monopoly, Swashbuckler

nf Northern Flame (Robert Lesco; 49 Parkside; Brampton Ontario L6Y 2H1 CANADA) [Aug]
 {\$1 each}
 DIP: Regular? (\$5)

ots off-the-shelf (Tom Howell; POB 1450; Port Townsend WA 98368) [Aug] {\$1/issue}
 DIP: Regular (free)

os Orphan Son (Bob Hartwig; 6612 W 113th; Westminster CO 80020) [Jul] {50 cents/issue}
 DIP: Regular OTHER: Axis and Allies, Kingmaker

pl Perelandra (Pete Gaughan; 1236 Detroit #7; Concord CA 94520) [Aug] {\$10/10 issues}
 DIP: Regular (\$5); Gunboat (\$5) OTHER: Snowball Fighting

pr The Prince (Jim Meinel; POB 241645; Anchorage AK 99524) [Jun] {\$5/10 issues}
 DIP: Waiting Lists Only

rw Rambling WAY (W Andrew York; POB 2307; Universal City TX 78148) [Jul] {\$1 each}
 DIP: Regular, Gunboat, International (all \$3), Gunboat Fog of War, Youngstown IV (\$6 each),
 EMail (free)
 OTHER: Acquire (\$3), Empire Builder (\$6)

rbm Ramblings by Moonlight (Eric Ozog; POB 1138; Granite Falls WA 98282) [Aug] {\$1/issue}
 No Current Openings

reb Rebel (Melinda Holley; POB 2793; Huntington WV 25727) [Aug] {\$1 each}
 DIP: Regular (\$5)

rcrg River City Railroad Gazette (Michael Quist; 2875 Irving #24; Minneapolis MN 55408) [Aug] {50c}
 OTHER: Railway Rivals, 1830, 1835, 1929, 1953, Merchant of Venus, Silverton

sob S.O.B. (Chris Hassler; 11735 S Valley View #10; Whittier CA 90604) [Aug] {75 cents each}
 OTHER: New World (\$5), Machiavelli (\$5), Time Agent (\$?), Dune (?), Merchant of Venus (?)

tta The Tactful Assassin (Eric Young; 4784 Stepney, RR #2, C2; Armstrong BC V0E 1B0 CANADA)
 [Aug] {\$7.50/12 issues}
 DIP: Regular, Gunboat (all \$3/NMR fee)

ter Ter-ran (Steve Heinowski; 860 Colorado; Lorain OH 44052) [Jul] {free}

- DIP: Regular (\$5)
 ver Vertigo (Brad Wilson; POB 532; Paoli PA 19301) [Aug] {50 cents}
 DIP: Regular, Gunboat, Balkan Wars VI, Philadelphia
 NOTE - new subbers only if player/standby
 wf War Fair (Stephen Glasgow; 32009 Pendley; Willowick OH 44095) [Jul] {\$7 for 1994}
 DIP: Turnabout, War in North America, Bourse (both free)
 wibl Won if by Land (Jason Wilke; 2042 Dalton; Deltona FL 32725) [Aug] {\$6/yr}
 DIP: Regular, Scavenger Hunt, Black Hole I, Jason-1, Geophysical (all free)
 OTHER: Advanced Machiavelli (free)
 zs Zero Sum (Richard Weiss; 1480 Creekside #A316; Walnut Creek CA 94596) [Aug] {\$1/issue}
 DIP: Regular, Gunboat, Autocratic Dip

What's Available in North America (Subzine to Pontevedria)

Diplomacy:

Regular - abs, bd, bue, boa,
 bts, cd, ccc, cos, cs, dru, gz,
 gs, hw, isl, mliac, mp, mm,
 nf, ots, os, pl, rw, reb, tta,
 ter, ver, wibl, zs
 EMail - rw
 International - rw
 Mensa - dm
 Novice - hw

Diplomacy Variants:

Age of Discovery - cs
 Anarchy - cd
 Autocratic Dip - zs
 Balkan Wars VI - ver
 Bhearna Baoghail - abs
 Black Hole Dip - cos
 Black Hole I - wibl
 Blind - bd
 Bourse - abs, bts, isl, wf
 Conflict/Middle East - cs
 Final Conflict - isl
 Fog of War (Gunboat) - rw
 Geophysical - wibl
 Get Them Dots Now! - akr
 Gunboat - cd, ccc, gz, hw,
 mliac, mm, pl, rw, tta, ver, zs
 Jason 1 - wibl
 Narnian Wars - mp
 Nuclear Yuppie Evil
 Empire - abs, aby
 Philadelphia - ver
 Scavenger Hunt - wibl
 Speedboat - mliac
 Stonehenge - cd
 Turnabout - wf
 War in North America - cs,
 wf
 Woolworth 10-Man - akr

Youngstown IV - bue, rw
 1499B - ccc

Other Games:

Ace of Aces - mp
 Acquire - rw
 After the Holocaust - bue
 Axis and Allies - cog, os
 Boot Hill - akr
 Britannia - emp
 Call Me President - cmp
 Campaign Trail - bd
 Circus Maximus - bts
 Civilization - bts
 Collector, The - mc
 Consummate Railroad - bue
 Destroyer Captain - ccc
 Dodgeball PBM - mm
 Down with the King - bts
 Dune - bts, sob
 Empire Builder - bd, rw
 Engarde - gz
 Eurorails - ark
 Facts in Five - cos
 Fantasy Football - akr
 Fictionary Dictionary - akr
 Freedom in the Galaxy - cog
 History of the World - bts
 Kingmaker - bts, cog, emp,
 os
 Kremlin - bts, lc
 Legend of Robin Hood - bd
 Liftoff - bts
 Lost Worlds - mm
 Machiavelli - bue, mp, sob,
 wibl
 Magic Realm - bts
 McMulti - botd
 Merchant of Venus - bts,
 rcrg, sob

Monopoly, Gonzo - mm
 Mystic Woods - bts, mc
 New World - sob
 Railway Rivals - ark, bue,
 cos, enc, rcrg
 Risk - mc
 Scattergories! - rw
 Silverton - rcrg
 Snowball Fighting - akr, mm
 Snowball Fighting, Gb - pl
 Speed Circuit - mc
 Stellar Conquest - bue
 Stock Market Game - bts
 Swashbuckler - mm
 Time Agent - sob
 Titan - bts
 TV Wars - cog
 United - ap, ccc, gol
 Wizard's Quest - mc
 1829 - bts
 1830 - bue, bts, rcrg
 1835 - bue, bts, rcrg
 1929 - rcrg
 1953 - rcrg
 3rd Fleet - mc
 6th Fleet - mc
 7th Fleet - mc

1994 People's Diplomacy Organization Relief Auction

RULES

- 1 - The deadline for bids is October 17, 1994. Send all bids to: Douglas Kent at 57 Charnwood Road, New Providence, NJ 07974. Bids can also be emailed to me at doug.kent@llpb.com or 73567.1414@compuserve.com, but if you send them via Email be sure to include your postal address so I can get in touch with you both ways if need be.
- 2 - Anyone may participate in the bidding. All you have to do is submit a bid on an item (send no money now please). If you are the highest bidder the item will be yours, and you'll be notified when to send the money and how much. You may submit conditional bids on total amount to be spent, or if you win or lose another item. You can't submit conditionals that say to outbid the next highest bidder by an amount of money. This is only a one round auction, so plan wisely. Also, all bids will be secret.
- 3 - In case of tied bids, postmark will decide. If postmarks are the same, the auctioneer will flip a coin or roll a die to determine the winner. Tied bids are extremely rare.
- 4 - All items are postage paid or will have the postage figured into the minimum price if you are in North America. Bidders outside of North America **may** be asked to pay for part or all of shipping for larger items, at the donor's discretion.
- 5 - All donations collected will go to hobby services as decided upon by the PDORA Financial Committee. I will receive no money for the costs I incur. No one on the committee is eligible to receive any of the money either.
- 6 - Allow 4-6 weeks after the auction deadline for the item to get to you. The faster everybody gets their payments in to me, the faster I can have the items sent out to the successful bidders.
- 7 - Input is welcome and encouraged.
- 8 - Additional catalogues can be had for a SASE from me.
- 9 - Good luck and have fun.
- 10 - PDORA Financial Committee: Brent McKee, Jim Burgess, Don Del Grande, Steve Heinowski, Michael Lowrey.

<u>Item #</u>	<u>Description</u>
A-001	A 6-issue subscription to <u>Foolhardy</u> . \$3 minimum. 2 LOTS.
A-002	An 8-issue subscription to <u>Maniac's Paradise</u> . Only for those who do not currently receive <u>MP</u> . \$6 minimum. 3 LOTS.
A-003	A 4-issue subscription to <u>Diplomacy World</u> . \$5 minimum. 2 LOTS.
A-004	A £12 subscription to Iain Bowen's zine <u>Y Ddraig Goch</u> , which should be enough for 10 issues. \$10 minimum.
A-005	A 6-issue subscription to Brendan Whyte's <u>Damn the Consequences</u> . \$4 minimum.
A-006	An 8-issue subscription to <u>Carolina Command & Commentary</u> . \$4 minimum.
A-007	A one-year subscription to <u>Zero Sum</u> , where all game starts are free. \$14 value. \$5 minimum. 2 LOTS.
A-008	Six mailings (one every two months) listing Sci-Fi and Gaming Conventions. No minimum.
A-009	A 9-issue subscription to Tom Howell's <u>off-the-shelf</u> . \$4 minimum.
A-010	A one year subscription to <u>Rambling WAY</u> , plus a free gamestart. \$7 minimum.
A-011	A 15-issue subscription to <u>Aren't You the Guy Who Hit Me in the Eye</u> . This lot is open only to those who are not currently <u>Arnie</u> subscribers. \$7 minimum.
A-012	A one-year subscription to Melinda Holley's <u>Rebel</u> . \$3 minimum. 3 LOTS.

Item #	Description
A-013	A 10-issue subscription to <u>Vertigo</u> . No minimum for North Americans, \$15 minimum overseas.
A-014	Lifetime subscription to <u>Costaguana</u> . Considering Conrad's age, this is probably his lifetime, not yours. Includes free gamestart privileges at any time, and is transferable at will. \$5 minimum. 3 LOTS.
A-015	A 13-issue (1 year) subscription to Keith Sesler's <u>I Still Live!</u> \$1 minimum. 10 LOTS.
A-016	A 12-issue subscription to David Wang's <u>Metamorphosis</u> . \$3 minimum.
A-017	A 10-issue subscription to <u>Hoodwink</u> , plus a free gamestart. \$5 minimum.
B-001	<u>Dragons for Sale, Studies in Unreason</u> , by Robert E. Wheeler. This book gives brief reports on many myths, religious and otherwise, which have been inflicted on our civilization over the past 20 centuries. Includes an entire chapter on "Prophets of Doom," plus material on witchcraft, black magic and mass hysteria through the ages. \$5 minimum.
B-002	<u>The Elias Baseball Analyst</u> from 1985 to 1993 (nine books). Each book contains breakdown stats, tidbits and oddities on all major players from the previous year. Postage alone on these is expensive! \$40 minimum.
B-003	<u>Diplomacy World</u> anthology #1, Best of issues 1-39. \$15 minimum.
B-004	<u>Diplomacy World</u> anthology #2, Best of Mark Berch in issues 1-39. \$15 minimum.
B-005	<u>Diplomacy World</u> anthology #3, Best of Variants in issues 1-39. \$15 minimum.
B-006	<u>Diplomacy World</u> anthology #4, Best of Demo Games issues 1-39. \$15 minimum.
B-007	<u>Diplomacy World</u> anthology #7, Best of David Hood in issues 60-69. \$10 minimum.
B-008	<u>Diplomacy World</u> anthology #8, Complete <u>DW</u> issues 60-69 (2 parts). \$30 minimum.
C-001	Bard's Tale software adventure game by Electronic Arts. IBM version. \$3 minimum.
C-002	Marble Madness software arcade game by Electronic Arts. IBM version. \$3 minimum.
C-003	Starflight software space game by Electronic Arts. IBM version. \$3 minimum.
G-001	One booster pack of Magic cards, the Antiquities expansion set. \$5 minimum.
M-001	VHS video cassette of the HBO movie "Love Crimes". This is the R rated version starring Patrick Bergen and Sean Young.
M-002	A bunch of misc. foreign coins. No minimum. 2 LOTS.
M-003	An envelope of foreign stamps. No minimum. 2 LOTS.
M-004	A patch from the 12th Security Police Squadron (USAF). No minimum.
M-005	Call sheet from a "Star Trek: The Next Generation" episode. This is what they use to schedule the actors, equipment, shots, etc. for each day. No minimum.
M-006	10 pictures from Patrick Stewart's convention appearance in Plano, TX. No minimum.

<u>Item #</u>	<u>Description</u>
M-007	A single pair of hand-made boxer shorts. Winner will have to provide the size. No minimum.
M-008	Tom Howell will guide the winner of this lot on a hiking or backpacking trip in the Olympic Mountains. Tom will supply the consumables, but the winner will have to supply his or her own equipment, and will have to get out to Tom on their own. No minimum.
M-009	Personal horoscope as done by the marvelous Melinda Holley. She'll need your date, time, and place of birth. \$3 minimum. 3 LOTS.
M-010	A San Jose Sharks puck - used in an actual NHL pre-game practice and caught by Richard Weiss with his own hands. \$5 minimum.
M-011	Conrad von Metzke will write a feature length article for you on any subject you assign, for you to include in your zine. Maximum unpadded length to be 2000 words, or you may assign 2 or more shorter articles if preferred. Delivery within 30 days of assignment of topic. \$3 minimum.
M-012	A collection of 6 unopened classical CD's. Includes Mahler's 5th by the Berlin Phil., Shostakovich's 5th by Maazel and the Cleveland Orchestra, Mozart #38 and #39, and three more. \$15 minimum.
M-013	An original letter from Bruce Linsey sent during the Great Feud. Get this piece of Diplocana while you can! No minimum.
M-014	Your very own copy of the BNC game start records circa 1986 -- includes all game starts between 1977 and 1986, szine, GM, and the issue of Everything that has their results (as of 1986). \$1 minimum.
M-015	Copy of the summaries of hobby poll results from 1986, including the list of Runestone poll voters and comment from Gary Coughlan from Europa Express #53. \$1 minimum.
M-016	Ephemera from the desk of Conrad von Metzke, including three separate fold announcements for <u>Costaguana</u> (of what must be close to a hundred by now), the rules to Rather Silly Diplomacy, Conrad's thoughts on US and Mexican politics from 1988, and the (lack of a) future for postal Diplomacy without the infamous Bruce Geryk by the Bad Boy himself. \$1 minimum.
M-017	The "official Dip pillow case." Features a Boynton cartoon of a shark wearing sunglasses saying "Trust Me" over and over. \$10 minimum. 2 LOTS.
M-018	A plastic Coke cup from the 1991 All Star Game in Toronto. \$1 minimum. 2 LOTS.
O-001	Gamestart in a regular Dip game in <u>Rebel</u> . \$2 minimum. 3 LOTS.
O-002	Balkan Wars VI gamestart in <u>Vertigo/MGJ</u> . \$3 minimum. 6 LOTS.
O-003	Game opening in <u>Canadian Diplomat</u> , plus 10 issues of the zine. No minimum. 2 LOTS.
O-004	Diplomacy gamestart in <u>Costaguana</u> . Includes sub for the life of the game. No minimum. 7 LOTS.
O-005	A "Help Keep <u>RBM</u> from folding" free gamestart in <u>Ramblings by Moonlight</u> . Includes 50% off your sub fee for the life of the game. No minimum.
P-001	Pictures of Melinda Holley. Are these XXX photos, or the regular rated G types? Who knows for sure? Yowza. \$3 minimum. 3 LOTS.

<u>Item #</u>	<u>Description</u>
Z-001	4 issues of <u>The Amazing Pudding Magazine</u> . This was the official Pink Floyd Fan magazine, published in the UK, which recently folded after issue #60. There are issues 54-56 and 58.
Z-002	5 back issues of <u>Maniac's Paradise</u> , selected based on what is available at the time of the auction. I'll try to give you the largest issues I have on hand. \$4 minimum. 2 LOTS.
Z-003	<u>Gamesman</u> #9. Yet another copy of the last issue of this legendary zine by the late Don Miller. 64-page mimeo issue contains articles on Diplomacy, chess, and other games, plus a 10-page article on the accomplishments of the world's navies in the two World Wars. \$3 minimum.
Z-004	<u>Bushwacker</u> #222, the last full issue, August 1990. 26 pages, including 5 pages of "Bushwacker" comic strips from the 1940's. As a bonus, Fred is also throwing in a 12-page article, "Deutschland's Dreadnoughts" (in WW II) as a bonus. \$3 minimum.
Z-005	Ultimate Zine-Fan Mailing. A complete set of zine samples - one of everything in the <u>Zine Register</u> files, plus a copy of <u>ZR</u> #23, and a copy of <u>Factsheet Five</u> - the zine register of the entire zine universe. \$15 minimum.
Z-006	<u>Perelandra</u> #100 - the 44-page celebration issue, complete with color maps. No minimum. 3 LOTS.
Z-007	A sampling of issues of szines edited by Jim-Bob Burgess from 1986: <u>Yes, Virginia, there is a Santa Claus</u> #4, 5, 6, 8, 8 1/2; <u>The Boob Report</u> #18, 19, 24, 25; <u>You Can't Do That</u> #2; and an outtake from <u>The Abyssinian Prince</u> #2. \$2 minimum.
Z-008	Copies of Issues 13 and 14 of <u>The Inner Light</u> , published by the incomparable Keith Sherwood in 1986. Note that these are xerox copies of the originals. Issue 13 features winter partying in San Diego and issue 14 features summer partying in San Diego... of course. \$1 minimum.
Z-009	Copy of <u>The Chocolate Factory</u> #1 -- allegedly a production of Linda and Steve Courtemanche -- was it a fake? Read it determine for yourself. As a special bonus, pictures of Linda and Steve with the youngest postal player in hobby history, their son Robert. \$1 minimum.
Z-010	A copy of three issues of <u>Atrocity Exhibition</u> , edited by Bob Olsen, and featuring a brilliant NMR by Jim-Bob Burgess as well as the results of the election of Bob Olsen over Don Williams for President and "Star Wars, the Remake" (can Kathy really play Princess Leia?) from 1988. \$1 minimum.

Thanks for your support of PDORA

Diplomacy World Survey

This survey is intended to help guide the future direction of Diplomacy World so that it can better serve the hobby and the players. Any and all comments will be happily accepted, though not necessarily implemented. Also, if you see an idea for a column or feature that you would like to write -- let me know. I can always use the "new blood" in a writer!! Send the completed forms to: **Jack McHugh; 280 Sanford Rd; Upper Darby PA 19082**. All signed forms will be thrown together and one, randomly drawn person, will receive a free, two-issue, extension to their subscription.

Rate the following columns, features and areas of interest by circling a number. The scale is 1-5 with 1 being I'll always read/very helpful and 5 being I'll never read/useless. 0 will represent no opinion.

Special thanks to Andy York for putting this survey together.

Regular Columns:

- 0 1 2 3 4 5 Editor's Desk
- 0 1 2 3 4 5 Index
- 0 1 2 3 4 5 Staff Listing
- 0 1 2 3 4 5 Hobby Service/Custodian Listing
- 0 1 2 3 4 5 Convention Listings
- 0 1 2 3 4 5 New Blood Lists
- 0 1 2 3 4 5 Game Opening List/Pontevedria
- 0 1 2 3 4 5 International Hobby News (International Editor)
- 0 1 2 3 4 5 North American Hobby News (Domestic Editor)
- 0 1 2 3 4 5 EMail Hobby News (Electronic Mail Editor)
- 0 1 2 3 4 5 Club/Tournament News (Club/Tournament Editor)
- 0 1 2 3 4 5 Interviews (Interview Editor)
- 0 1 2 3 4 5 Letter Column

Types of Articles:

- 0 1 2 3 4 5 Strategy Articles (Strategy/Tactics Editor)
- 0 1 2 3 4 5 Tactical Articles (Strategy/Tactics Editor)
- 0 1 2 3 4 5 Variant Articles (Variant Editor)
- 0 1 2 3 4 5 Articles about Other PBM Games
- 0 1 2 3 4 5 Novice Articles (How to Start)
- 0 1 2 3 4 5 How to Conduct Diplomacy Articles
- 0 1 2 3 4 5 Play-by-Mail Articles
- 0 1 2 3 4 5 Face-to-Face Play Articles
- 0 1 2 3 4 5 Tournament Play Articles
- 0 1 2 3 4 5 Play-by-EMail Articles
- 0 1 2 3 4 5 Publishing (How to) Articles
- 0 1 2 3 4 5 Hints and Tips Articles (Play of Dip)
- 0 1 2 3 4 5 Hints and Tips Articles (Publishing)
- 0 1 2 3 4 5 Convention Reports
- 0 1 2 3 4 5 Statistical Articles
- 0 1 2 3 4 5 Product Reviews
- 0 1 2 3 4 5 Series Replays
- 0 1 2 3 4 5 "On-going" Demonstration Game
- 0 1 2 3 4 5 Hobby Related Fiction

Other Items:

- 0 1 2 3 4 5 "Classifieds" (Buy/Sell/Trade)
- 0 1 2 3 4 5 Product/Company Advertising
- 0 1 2 3 4 5 Convention Advertising

- 0 1 2 3 4 5 Game-Related Contests
- 0 1 2 3 4 5 Writing Contests
- 0 1 2 3 4 5 Quizzes
- 0 1 2 3 4 5 Artwork/Photographs
- 0 1 2 3 4 5 Cartoons
- 0 1 2 3 4 5 Crosswords

The following are going to give me an idea on how you, the readership, looks at Diplomacy World. A 1 means you agree completely with the statement, a 5 means you completely disagree with it. A 0 means that you have no opinion.

- 0 1 2 3 4 5 Diplomacy World (DW) is a great zine for novices
- 0 1 2 3 4 5 DW is a great zine for the average player
- 0 1 2 3 4 5 DW is a great zine for the expert player
- 0 1 2 3 4 5 DW is a great zine for the publisher
- 0 1 2 3 4 5 DW helps promote the hobby
- 0 1 2 3 4 5 I read DW immediately after I receive it
- 0 1 2 3 4 5 A quarterly schedule is just right for DW
- 0 1 2 3 4 5 The price of DW is too much
- 0 1 2 3 4 5 I would recommend DW to another Dip player

When I receive DW, I always read:

If I was DW editor, I would:

Other comments/suggestions:

Name: _____

Address: _____

EMail: _____

If you would your answers kept confidential please check here: ☐