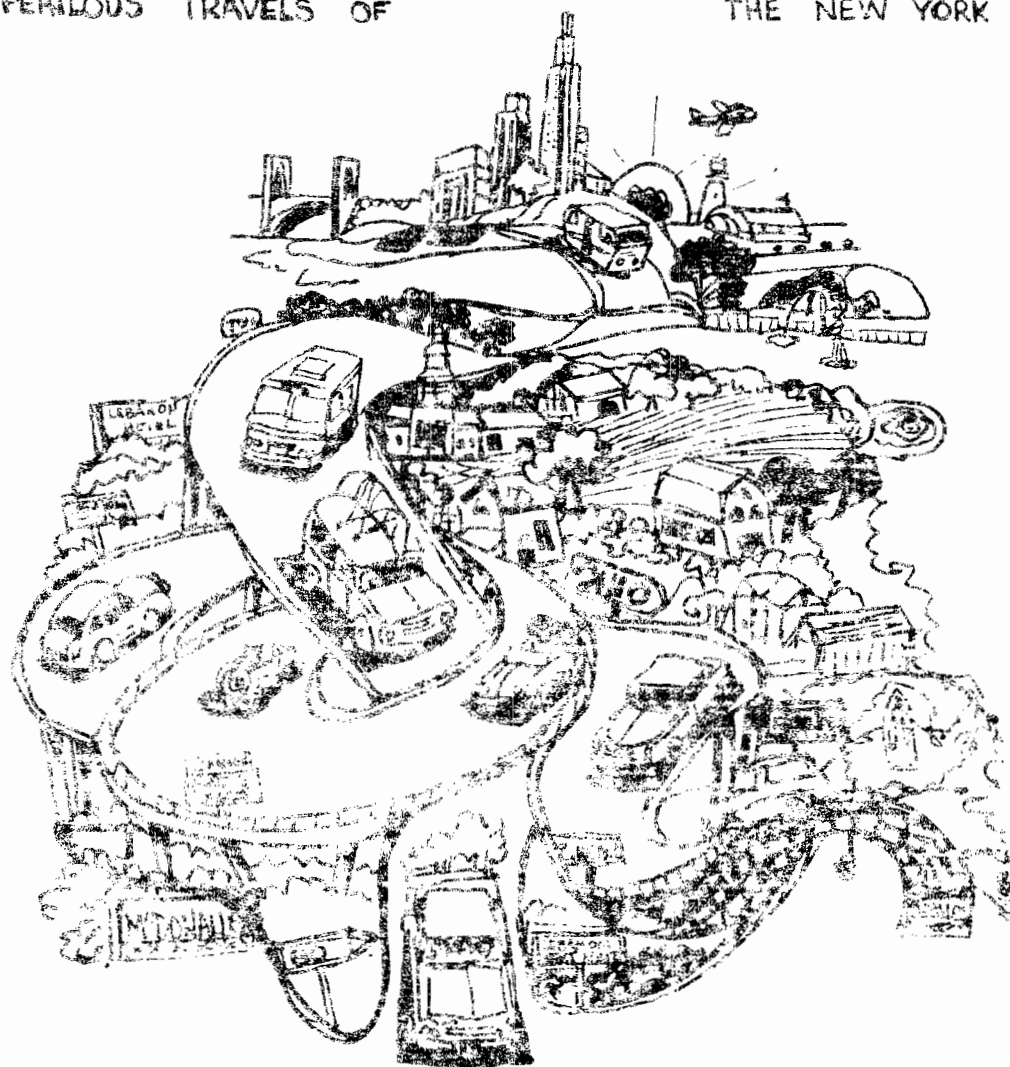


# DIPLOMACY WORLD

THE PERILOUS TRAVELS OF

THE NEW YORK CONSPIRACY



VOL. 2, NO. 3

FALL 1975

# DIPLMACY WORLD

Vol. II, No. 3

Fall 1975

DIPLMACY WORLD is a quarterly magazine on Diplomacy (R)\* which is edited by Walter Buchanan, R.R. #3, Box 324, Lebanon, Indiana 46052, telephone (317) 482-2824. It is owned by Games Research Inc. Its purpose is to present a broad overview of the postal Diplomacy hobby by printing articles on the Diplomacy scene and on good play, carrying the Hoosier Archives Demonstration Game with expert analysis, listing rating systems, publishing letters to the editor and listing game openings and zine news. In short, anything of a general interest to the Diplomacy community is fair game for DIPLMACY WORLD.

Subscriptions sell for \$4.00 a year (\$1 discount to IDA members if it's specifically requested). All six back issues in Volume I are available for 75¢ each, with Volume II back issues being \$1.25 each. (Indiana residents add 4% sales tax). This issue's paid pre-publication circulation: 310+.

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## I. D. A.

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

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

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

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

## FORWARD

In this issue you will find 3 enclosures, and I would like to urge you to make use of all of them. The purpose of the Beyerlein Player Poll is explained on p. 36 and Doug needs a lot of responses to get meaningful results. These will then be printed in the next issue.

Everyone even marginally interested in variants should fill out the 1975 Diplomacy Variant Survey and return it to Dave Kadlecck, who I'm sure will accept questionnaires until the end of October at least. Dave has put a lot of work into this survey, and I'm sure the variant end of the hobby will benefit.

The third enclosure, the Diplomacy Rating Service flyer, is for use by face-to-face CMS. Although there has arisen some controversy about this service, I am sure that the FTF end of the hobby can benefit by it as many FTF players would like to be rated too. Euz Eddy is running this service and I can vouch for his integrity. He is a CPA and a lifelong friend of Doug Beyerlein. I urge you to participate if interested.

With this issue I would like to introduce you to the newest member of our staff, Gary Behnen. Gary has volunteered to write a continuing column directed to the novice and his first article appears herein. We'd also like to thank Scott Rosenberg and Gil Neiger for the DIPCON VIII article. It was condensed from the originals in The Pocket Armenian and Cair Paravel, along with some editing by Carol.

For next issue we are soliciting more articles about any phase of Diplomacy. Our "morgue" is relatively low now since we asked that recent solicitations go to the 1975 IDA HANDBOOK. For anything you send, we'd greatly appreciate it if you'd send it typed 48 spaces to a line. And not even a period should extend beyond the 48 spaces as this throws everything off. You can't cheat the printer!

As for a deadline, we are going to try to get the next DW in the mail before we visit Carol's folks in Colorado for Christmas. The only thing that might prevent this is if I have to do my annual 2 weeks Naval Reserve training in November. In any case, I'd like to ask you to send any material for the next issue as soon as possible so we can get an early start. Of course news items should wait until early Dec.

Circulation is down slightly this issue. I think the size of the hobby may be plateauing for the moment and the quarterly schedule may be taking its toll, too. To alleviate this, I'd appreciate it if publishers would mention DW more often than just after it appears. And keep us informed of your zine activities, too, so that we may report them.

Lastly, if a red "X" appears below, this is your last issue. The following amount will pay you through mid-1976.



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# ROCOMORA CAPTURES HAZELRIGG!

by GIL NEIGER & SCOTT ROSENBERG

The New York Conspiracy first fully exposed itself to the gazes of outsiders at this year's DIPCON. Thirteen New Yorkers made the haul to Chicago in four groups. The largest consisted of Mike Rocamora (who drove), Howard Mahler, Nick Ulanov, Matt Diller, Me (Scott Rosenberg) and Myself (Gil Neiger). We went by rented car by way of Lebanon, IN. The second group was Edi Eirsan, Arnold Proujansky, Evan Jones and Greg Costikyan, taking Edi's car by way of Youngstown, Ohio. The next group was Ben Grossman and Bob Lipton, who took the train. Lastly, there was Stephen Tihor, who flew.

Our group was supposed to meet at the rent-a-car place at 7:00 on Thursday morning so that we could be on the road by 7:30. We left right after Howard showed up, at eight o'clock.

Things went smoothly enough at first, with no problems being encountered all the way through the end of New Jersey, except that no one but Rocamora noticed us going over the George Washington Bridge--he took us under it.

Once we got onto Interstate 80W, we began playing Dungeons & Dragons. Let me explain the seating arrangement: Mike was driving, Scott and Gil were in the death seats, sitting in the center and right front seats respectively (Gil was navigating!), Nick, Howard and Matt were sitting in the back (Matt by a window--that's important for later!). The D&D game went all right except for the fact that there were about 15 people in the party and Scott never quite knew what was going on. (You try running a D&D game in the car! SR) We finally defeated 3 15th-level characters in a row (except Nick, who was dead) and walked away loaded with treasure, including a Fighter's Crown.

The haul across Pennsylvania was a massive one, lasting several hours. We stopped once for gas and got some rotten candy at the same time. When we got into Ohio, we got sort of lost for a while, just south of Akron, as we had to somehow change from I-80W to I-71S (it looked like they intersected on the map, but they didn't). ((It sounds like you had one of the "great" AAA maps! CA))

It was late afternoon when we hit the flatlands of Indiana. Nick, Mike and Howard, who had all been there before, said we were in the highlands, as far as Indiana goes, and I guess it was true since we couldn't see Gary (visibility was limited to only about fifty miles). ((I just can't understand why people keep saying Indiana is flat--haven't any of you guys ever been in Kansas?! CA))

It was early evening when we hit Indianapolis. We stopped off on some strip to get food.

We ate at a MacDonalds, of course. The prices were considerably lower than they are in NY ((of course! CA)) and Diller ate too much (with hindsight we should say that anything would have been too much....)

Now, everything had been fine so far, except for that little incident south of Akron. However, we were bound for Walt Buchanan's house in Lebanon, and none of our maps were detailed enough to show us exactly how to get there. Fortunately Howard had been there before; Walt had moved since then, but just across the street. There were three exits off I-65N (which we got onto in Indianapolis) to Lebanon. Howard told us to take the second...or the third; he couldn't remember which! We got off at the second, and drove and drove and drove. We should point out that at about this time Matt Diller began throwing up out the window. We said to Howard, "Do you recognize this place?" He always said yes. Eventually he confessed that he recognized everything in Lebanon because last time he went there they had gotten lost!

Finally, we stopped at a gas station and asked the guy there if he knew where Walt Buchanan lived. Naturally he didn't. Mike then called up Carol (Walt's wife) and, after the appropriate laughter on her part, got directions. It was something about getting back onto the highway, going about fifty feet, and taking the third exit. We went back onto the highway and promptly passed the exit! We ended up traveling for an extra fifteen to twenty minutes because there wasn't another exit for miles. We finally found a nice-looking road that seemed to fit all specifications (Howard even recognized it!) so we sped down it, all saying how wonderful it was that we had finally found the road.

It ended in fifty feet, a dead end.

We finally got back onto the highway, going the other way. We figured that we would see a sign saying, "Lebanon: Three Exits," and we'd take the first. We did end up seeing a sign that said, "Lebanon: Four Exits." We gave up at this point in desperation and took the first exit.

We should point out that all this time Diller was throwing up and Howard was saying that he recognized everything.

We finally stopped at another gas station and Mike asked directions while Diller threw up (a little 12-year old kid asked him, "You been drinking?" to which he responded weakly, "No, just throwing up!"). The attendant didn't know Walt, but we knew that Walt lived on Something-rigg Road, and the guy suggested Hazelrigg and gave us directions to that.

Directions in hand, we went merrily on our

way, winding through the Indiana flatlands from small road to smaller cowpath. We found "Hazel Rigg Road" or "Hazel Ridge Road" or "Hazel Ring Ave." and took it, checking mail box numbers as we went. When we found one that said "Rural Route 3" we had a small celebration. ((Rural Route 3 is only 2 1/2 miles long...CA)) But we couldn't find box 224 or anything that sounded like Buchanan.

Meanwhile, Howard still recognized everything we passed. Come to find out, the year before, Howard had been all over Lebanon and recognized the whole town! ((Pd. Note: Last year the contractor of our house called wanting to know what color brick we wanted--he had to know that day before we left for the DIFCON. So, in our minibus, with John Boyer and Howard Mahler following in John's VW Bug, we drove up and down and around the streets of Lebanon, looking at brick houses--some houses we even drove by two or three times to compare them. Of course Howard recognized everything! CA))

After about a half hour of this, all the time wondering when our gas would run out, we stopped and Nick went up to a house and asked for directions. He disappeared into the house and didn't come out. We began to get slightly worried. Was Indiana really as bad as Duncan Smith said it was? Nick finally came out, though, with the news that we would meet Walt back at the other end of the road where we had been a half hour before hand! Anyway, we got back to the end of the road and followed Walt home, screaming "DUD!" out the window.

((Ed. Note: Two years ago when he was here before the DIFCON, Conrad von Metzke designed the Hazelrigg Variant, consisting of one supply center (a grain elevator), in honor of his great admiration for the small community of Hazelrigg after his bike ride to the grain elevator which is the center of the town. He finally figured out that Pockmora & Co. had gone through Hazelrigg. Obviously, Pockmora was only pretending to be lost--he was secretly out to capture Hazelrigg, thus winning the first game ever of the Hazelrigg Variant! CA))

As soon as we got to Walt's, we sent Matt to bed (he had nothing more to throw up) before we could get at the chili that was being served. Doug Beyerlein was already there (having flown in from Palo Alto--Marie had to work on Friday so she was unable to stop by Indiana) and he and Howard immediately began discussing some game they were in (1970EJ in Impassable). One would think that we would all immediately have gone to bed after a sixteen-hour drive.

We didn't. We all (except Carol and the kids) stayed up till at least 3 AM in the Archives, as Walter showed us Graustark #1 and all sorts of other goodies (Doug and Howard had fled in terror at the prospect of another Archives tour!). We listened to the New York Conspiracy Tapes (from the Pocket Armenian), read through

Veritas Vencit (Walt wants us to do another one) and Nick reminisced as he looked through old Pouch's. He would pick one out, saying, "This was one of our best issues," look through it, and say, "It wasn't really that good, actually."

We finally retired about 3:15, spending the night at Walt's parents' house (they were away). Mike and Nick joined us later on. Gil woke up promptly at 7:30, ten seconds before his alarm rang. He thought that this was due to his "superb internal clock," but actually it was just because John Boyer, who, with Lee Kendter and Bill McDonough, had arrived at about seven and gone around knocking on everyone's doors.

John and his gang stayed long enough to get their pictures taken with the rest of us by Carol, who in turn got her picture taken by Doug. Carol then served us a superb breakfast (actually, it wasn't that hot, but I don't want the DWA after me) (I'll get you for that!!! CA) ((not in my zine, you won't)) ((it's not in your zine now, cackle, cackle! CA)) We hung around Walt's for awhile while Doug took all sorts of crazy pictures (even one with Mike holding a knife at Gil's throat). We left about noon.

The trip to Chicago from Lebanon was relatively uneventful. The six of us drove in our car while Walt, Doug, ~~Bill~~ William Little Budy and ~~John~~ John ~~McDonough~~ Tiny Baby were driven by Carol in the minibus (Walt doesn't drive, you know, nor does he type, and the player on the top of TDA's Rating Survey is really a member of DWA).

When we got near the hotel (which we managed about 10 cars ahead of the Luchs & Co., thanks to Nick's expert guidance), we saw a battered, fire-worn sign that said "Midland Hotel" hanging over the street by nothing much more than the grace of God. We were certain we were going to end up in a shabby flophouse. As it turned out, the Midland, while no paragon of plushness, was adequately air-conditioned (a most important consideration in Chicago in August) and minimally uncomfortable.

Checking into the hotel was a snap, after we spent half an hour unloading the cars (including 10 boxes of Pampers, 2 pillows, 1 blue security blanket, and assorted other baby things). We then returned to the lobby (to meet people like Lek Lakorka) and then went up to the mezzanine where the convention was being held. The main room was sort of like a dealers' room, but the dealers were only on the perimeter of the room and the players could use the table in the center.

A lot of us Conspiracy people (Neiger, Diller, Grossman, Costikyn, Jones and Tihor, to be exact) were wearing our "Dud" shirts. These had our nicknames (Glam, Dil, Gross, Gust, etc.) emblazoned across the front, and had the word "DUD" across the back, with the letters "T. N. Y. C." above it (The New York Conspiracy). Scott and Nick had shirts also, but refrained

from wearing them. ((It should also be noted that Gil consistently wore mismatched socks. When someone pointed out his error, asking if he were color-blind, he looked sheepishly down at his mistake and "explained," "No, I did it on purpose so people could tell who I was." CA))

That evening, in Edi Birsan's room, prior to the IDA General Meeting, there was an IDA Council Meeting. Present were Edi Birsan (President), Walt Buchanan (V-P/Treasurer), Gil Neiger (Editor), Stephen Tihor (Membership Sec.) who was taping the meeting, John Boyer (Atlantic Regional Sec.), Robert Correll (Canadian Regional Sec.), Lew Pulsipher (Central Regional Sec.) who was taping the meeting, and Scott Rosenberg and Nick Ulanov (The Tud Brothers) who were not on the Council--they were merely loitering. All that was really decided at the Council meeting was what was to be discussed at the General Meeting.

The General Meeting that evening had an attendance of about 35-40 and went smoothly enough until Gordon Anderson, in the middle of discussion about next year's DIPCON site, calmly informed the group that he had applied for a trademark on the word DIPCON. The meeting was thrown into a state of shock. Edi summed things up when he stated that he personally felt that what Anderson had done was "disgusting" and that he was resigning from his games in El Conquistador. The rest of the meeting was taken up by discussions of varying degrees of interest/uninterest. The meeting only took one hour and fifty minutes!

After the meeting there was an overpopulated D&D game in Edi's room and a party in John Boyer's room that turned into a "no-negotiation" game of one of Pulsipher's LORD OF THE RINGS variants. The highlight of the game occurred when Lke (the correct Polish spelling for Lek) Iakofka nearly knocked Scott down because Scott took two of Lek's home centers by surprise.

After a brief sleep, the next day began, for most people, with the opening of the Diplomacy tournament, which wasn't really as big as it had been last year--only six boards. The tourney itself wasn't very interesting, but what happened in between was.

In between the rounds on Saturday, Scott ran a dungeon expedition...and what an expedition! Playing were Diller, Neiger, Mahler and Walker (Pat--no relation to Rod). Walt Buchanan asked to play since he'd never played before. So they took Walt along. He was a fighter.

Scott describes the game: "They found a secret panel. Howard opened it and suddenly the group found themselves with a charmed Howard who began defending the panel. So a magic-user charmed him back. Now, Walt, who had not read the rules and really didn't know that much about the game, said, 'I attack Howard with my sword.' I have a rule that if a person does something, well, questionable, I give him one chance; if he says twice he's going to do it, he does it. I

checked with Walt and he gave the order a second time to attack Howard. So he did and he killed Howard.

"The party explained things to Walt, and Gil resurrected Howard. They went on and, after some other events, they found another panel. Among other things, inside was a button. Howard pressed the button and a wyvern attacked. Gil, with his 8th-level sleep spell, put the damn thing to sleep and the party killed it. And--you guessed it: Walt says, 'I attack Howard with my sword' I checked again, 'Yes, I take my sword and attack Howard.' Once more Howard was dead....

"That evening, after the second round of Dippy was over, Walt approached me and said that he and his attorney, Matt Diller, would like to discuss his case regarding his alignment with me. I agreed, and for the fun of it, decided to run it in mock trial procedure. Matt, Walt and I walked over to a table. Nick Ulanov and Bob Lipton followed.

"I had fully intended to run this thing privately--it was between Walt and the GM (me). Nick and Bob, however, refused to go away when I told them to. So I declared that they would be fined 1,000 Gold Pieces for every word they uttered during the 'trial.' As a further ridiculously arbitrary and unfair condition, I declared that this money would have to be paid to Walt. I knew that these conditions were absurd --I meant to make them so unfair that Nick and Bob would leave. They, like fools, did not, and not only did they not leave, they talked so much that they ran up a 70,000 Gold Piece bill. And they blame it on me. Niii.

"Anyway, once I let them stay, the thing became public. Walt argued that he was just a dumb fighter. (Howard's character was named 'Wilber the Wise,' so Walt gave himself the appellation 'Walter the Dumb.') He argued that he had been brought up to place 'the good of the party' ahead of any other concern. Howard had endangered the party; Walt killed him--it was as simple as that.

"Throughout the proceedings Mahler was referred to not as 'Wilber the Wise' but as 'Wilbur the Dead.' Wilber the Dead gave his own testimony via a clerical Speak With Dead spell. After all this, the court made its decision that Walt would remain lawful, though marginally so, and the court appointed itself fiduciary over the money Nick and Bob owed Walt.

"After the trial we adjourned upstairs for more dungeoning. Stephen Tihor and I each ran an expedition. Mine was the worst collection of duds that I've ever run an expedition for--so, naturally, it bombed. Afterwards Mike Rocamora polymorphed Walt into a Beholder and Walt ran after Howard--again. Howard hired 1000 men and braced himself. About midway into the resolution of this battle, it was pointed out that Mike couldn't polymorph Walt! That ended that."



In the meantime Gil kept busy shuttling back and forth between the Calhamer Awards committee meeting and the D&D game, announcing to everyone he met, "Walt's killing Howard again!"

Scott, Stephen and Gil stayed up till about three that night with John Boyer and we think we have figured out a way to play D&D by mail--more on that in the future.

After another brief period of sleep, Sunday morning arrived along with the final tourney round, which saw Marie Beyerlein play as a substitute, stabbing a different person each turn. The final winners were Walter Blank and Bob Warrentburg, who tied for first, and Mike Rocamora, who came in third.

Walt tried to get Howard killed again in another expedition, and Bob Lipton finally threw a fireball at Walt and blew his ashes out to sea. Herb Barents showed up with his wife, Connie, and his 1½-year-old son, Owen. Gil bought a copy of D&D. TSR (the distributors of D&D) was also selling a \$25 game called "The Empire of the Petalthrone," which looked very tempting to Gil. Every time he felt like buying it, he'd go to Lew Pulsipher and ask, "Lew, should I get Petalthrone?" to which he'd reply, "No, unless it's for me," and steer him out of the room.

That afternoon we spent bidding farewell first to the Canadian crowd (Robert Correll, Harry Drews, Doug Ronson, Larry Doble, et al) and then the Lebanon crowd (Walt, Carol, Bill and John). Before they left the Con, the Dud Squad inducted the two Buchanan kids into the NY Conspiracy and taught them the appropriate passwords--dud, dud out, and duds it out. We even taught ~~Prince William~~ Little Buddy to say "Besh is a dud." When we tried to get him to say "Buch is a dud," he wouldn't. True Indiana stock, I guess. ((The Dud Squad also impressed the minibus into Conspiracy use, writing "Official NYC DUD-Mobile" all over the dusty sides.

((Incidentally, I should mention here that the NY Conspiracy has really blown its image. The members, particularly Gil, spent a great deal of their time at the DIPCON playing with Prince William and Prince John Douglas. Why, we even have a picture of the entire Dud Squad giving Prince John Douglas his afternoon juice, and pictures of Gil sitting in the middle of the tourney room floor helping Prince William put together his new Oscar the Grouch puzzle. What a bunch of softies!! CA))

Finally we said goodby to the California crowd--all two of them--the Beyerleins, and to Dave Johnson who had flown in from England.

That evening a bunch of us played a short game of D&D, during which no one got anything of any value, except John Boyer, who picked up a charmed thief. Bill McDonough, Lee Kendter, Nick Ulanov, Stephen Tihor and Arnold Proujansky all played Lew's WotR variant.

On the trip home (Monday morning), after a stop at a gas station we accidentally lost Edi's

car (and the people in it) when Edi believed us when we told him we were going back to Walt's to get Diller's toothbrush and he drove off without us. For about a half hour we also had Nick convinced that we had made a wrong turn and were headed back to Indiana. We also held a trial for Lipton (he killed Walt, remember?). We decided that Matt Diller (who had vomited out the car window onto Indiana land for about half the trip) should win the Duncan Smith Award this year for being most insulting to the state of Indiana. The rest of the trip was relatively uneventful, except that Gil actually got some sleep and Rocamora got lost as soon as we got back into the city. We arrived home around 3 AM with everything except our voices, which we'd lost in Chicago.

And now, a few quotes to close with:

Lek Lakofka (referring to the 1974IDA Presidential election, which he lost): "With Brooks and Pulsipher on the Council, I was the winner!"

Doug Beyerlein: "I'm giving the Boardman Numbers to Heuer."

Walt Buchanan: "Why don't you guys do another Veritas Vencit?"

Howard Mahler: "I recognize this place."

Doug Beyerlein: "If I win the tournament, I'll give the \$300 to IDA!"

Allan B. Calhamer (during the tournament): "Well, I'm not really sure of the rules; you'd better check the book."

Edi Birsan: "If I win the tournament, I'll give the \$300 to a legal fund to get the DIPCON name back from Anderson!"

Doug Beyerlein: "If I win the tournament, I'll give the \$300 to IDA and also give \$300 of my own money to a legal fund to get the DIPCON name back from Anderson!"

Edi Birsan: "I think he should win the tournament!"

Walt Buchanan: "I take my sword and kill Howard."

John Boyer (trying to figure out who Gil was): "Diller?....Rosenberg?....Ulanov?...."

Howard Mahler: "I recognize this place."

Walt Buchanan: "D&D is better than Diplomacy."

Ike Lakofka (referring to Gil's mismatched socks): "I think they're cute."

Mike Rocamora: "I should have taken that one supply center...."

Edi Birsan: "I should have stabbed Rein-sel!"

Lew Pulsipher (to Scott Rosenberg): "Oh, you're Nick Ulanov, right?"

Charles Reinsel (to Scott Rosenberg; Nick stabbed Charlie twice last year): "You stabbed me twice last year!"

Mike Rocamora: "Hey, can't I count Hazel-rigg as one more supply center?!"

William Buchanan: "Besh is a dud."

John Buchanan: "Ahh goo reed!"

Carol Ann Buchanan: "I quit!"

# ESTABLISHING A DIPLOMACY ZINE

by LEW PULSIPHER

The advice Dan Gorham gives in his article, "So You Want to be a Dippy Publisher," is essentially aimed at a very small minority of potential publishers: those who have considerable financial resources and who wish to establish a large zine which is at least partially a genzine. This article is directed at the majority of those who are thinking of publishing who want to extend their hobby activities in this direction without risking a lot of money and time. You must ask yourself two questions: (1) how shall I produce the zine and (2) how shall I promote the zine?

There are basically two inexpensive reproduction methods, ditto (spirit fluid) and mimeo (ink stencil). Ditto is usually purple or bluish (like Hoosier Archives) and mimeo is almost always black (like Impassable). Players overwhelmingly feel that mimeo is more legible than ditto, but it is much easier to draw and work with colors with ditto duplication, and ditto is slightly cheaper. On the other hand, a typing error is much easier to correct in mimeo than in ditto. There are limitations on the number of good copies that can be achieved with some ditto machines, but it is very unlikely that you will approach that limit.

Other methods are unsatisfactory. Professional printing (multilith, photo-offset, etc.) is much too expensive; if you can manage a very large print run (500) and if you can find a place that won't take 10 days to do the work, and if you want to try to get a tax break (a waste of time for the typical publisher), then you might be able to use offset. Of course, if you happen to know someone who gives dirt cheap offset prices, and who is reliable, then you might be able to use it if you're willing to charge somewhat more than the average price per page.

But remember, if you intend to GM any games (and most publishers do), then you must obtain an absolutely reliable printing source for at least two years. This means don't borrow from a school (unless you're a teacher with tenure), don't depend on a buddy who owns a machine (he might die or move away tomorrow), don't depend on free access to a photo-copier or other machine at work. Photo-copying is usually as expensive as professional printing. Hectograph, while initial outlay is cheap, is very messy and permits only very small print runs. Carbon copy is a convenient way to run games, but no one can

publish a zine using carbon copies. (Many of the "publishers" in Walt's list are actually carbon copy GM's.)

It ought to be possible to charge a reasonable subscription rate which covers all material costs. You cannot expect to be compensated for labor or for initial investment in machines. To a certain extent, an increase in circulation decreases cost per copy (average fixed costs for stencils/masters decreases). Five 10-page issues for \$1 is generally sufficient if you have a reasonable circulation (say 50) and buy materials in fair-size quantities, whether you use ditto or mimeo.

The second question is quite important now that there are so many zines and players. Direct mail promotion is prohibitively expensive. It may pay to send your zine to raw neos (i.e., persons just entering the hobby), but general free distribution doesn't return sufficiently. Send your zine to gaming friends, of course, and to publishers you know. Don't expect plugs from publishers who are not familiar with you. Why should a publisher risk his credibility with his readers by plugging someone who just may be out to collect game fees and then drop out of the hobby (it has happened)? You ought to know enough people from your own play to obtain players for your first game without a lot of general publicity. Remember, the more reliable your record as a player, the more likely people will be to trust you as a publisher.

Don't expect a lot of outside contributions. You have to be prepared to write your material yourself, or else to stick to game reports and press releases. A letter column helps stimulate comments and provides material once you get one going. In the first issue of the zine, don't simply announce that you have game openings. No experienced player will look twice at this sort of thing. Publish something of reasonable size (at least 4 pages) to show that you are at least capable of doing it once.

Don't be afraid to say why you think you will be a reliable publisher. If you have a good playing record (in terms of reliability, not number of wins), then say so. If you have GMed in another zine, or by carbon copy, by all means say so. If you've published a non-Diplomacy zine, say so. This information will stimulate the confidence of the potential player in your operation.

It is also a good idea to state from the beginning that you will limit the number of



games you will run--five or six is a reasonable limit for beyond that number GMing becomes a chore rather than a pleasure for the average person. A player is more likely to go with a publisher who seems to realize human limitations than with someone who appears to be the super-enthusiast (who is likely to burn out). It is always possible to change if you find that you are a Rod Walker or Mark Weidmark--but remember what happened to their games....

Finally, you ought to have one game filled before you begin publishing. This gives you a compelling reason to publish regularly, thus keeping other publishers aware of your zine and improving trading relations. A publisher who won't plug a novice may plug a zine which has appeared regularly for five or six issues. If you can't fill a game, then a very good method of starting is to pick up an orphaned game. Usually the players in the orphan can be expected to bear costs, so you don't lose anything. You acquire a "good name" for your civic-minded action as well.

There is a third question which I haven't mentioned before. That is, "should I publish at all?" Remember that publishing is a lot of work, and while it is sometimes fun, it is also a drain on your time and energy. It is not a picnic; it is a serious financial responsibility. Don't expect much from publishing. You'll still be a schmuck among others, but instead of one who's just strange enough to play Diplomacy by mail, you'll be a schmuck who's crazy enough to publish! Don't let those delusions of grandeur affect your judgment.

You must be willing to set aside a weekend every three or four weeks for the next two years --at least--for your zine. If you don't know what you'll be doing in a year or two, it would be better to stick with carbon copy GMing or GMing in another zine, which is much less work. If you're still in high school, you probably shouldn't consider publishing. The job requires greater "occupational" stability than most high school students can offer (and of course, that's true for many older people as well).

And what if you don't have a good playing record, and you don't know many people? Then you have no business publishing, and shouldn't even consider it. Wait until you've played postally for a couple of years, and if possible, GM some games (orphans, say) by carbon copy. Then you'll have a much better base from which to work, and you'll know much better whether you really want to publish or not.

If this seems harsh, just ask some experienced publishers about these things. ((Sigh... I'll be happy to tell you how much work publishing is...CA)) Usually they'll attempt to bring you down to earth just as I have. We're not worried about "competition," but we do want new publishers to begin with a realistic view of this aspect of the hobby.

## THE PASTICHE OPENING

by JOHN TORREY

Let's say you are Turkey in a brand-new Diplomacy game. Naturally, you've started exchanging letters with Austria, Russia and Italy, but as usual, it is hard to know what to believe. You don't want to commit yourself by attacking Russia on the first move (A Smy-Arm, F Ank-Bla), but you don't think you can trust him either (by moving F Ank-Con). Italy could surprise you with a Lepanto opening, but then again he might have a war with France. You'll probably go for the "normal" opening: A Con-Bul, A Smy-Con, F Ank-Bla.

The idea is to keep your options open and prevent an early disaster from Russia taking the Black Sea. This opening, however, reduces your options by locking that Ankara fleet out of the Aegean and Mediterranean. It is a big reason for the success of the Lepanto, because that fleet just has no access to the weak points Italy will hit first.

The Pastiche opening is designed to repair the flaws in the normal Turkish opening. Your first moves are: A Con-Bul, A Smy H (I), F Ank-Bla. Because that army in Smyrna has not moved, neither Russia nor Austria is directly threatened. Your fall Diplomacy can be conducted in an atmosphere free of stress. In the fall, you can order: A Bul H (or -Rum), F Ank (Bla)-Con, A Smy-Ank (or -Arm). Telling Russia that you'll order the A Bul-Rum (assuming you had bounced in the Black Sea) forces him to support his move to Rumania, thereby leaving the Black Sea vacant. The army in Smyrna moves to Armenia unless Russia is definitely friendly.

Now you have some real options. After the fall moves are published you should have seen enough to know whether to build your fleet in Smyrna--for a southern campaign or defense--or in Ankara--for an offensive on Russia. Either way, you'll have two fleets working together, something never possible with the "normal" opening.

The risk--that Russia and Austria will get together against your unsupported army in Bulgaria--is insignificant, at least in 1901. If Russia is in Rumania, then you are in the Black Sea; if not, then they have no supported attack. After 1901, you should have enough diplomatic bearings to hold your own. Of course, no opening in itself can save you if you have no allies and your neighbors launch a determined attack.

Few powers in Diplomacy have the possibility of choosing a major direction after 1901 while retaining relative freedom from attack. With the Pastiche opening, Turkey can have both.

# YOU ONLY DUD TWICE

BY ROD WALKER

CHAPTER II, SSSSsssssSSSssssssssssssssssssss....

Dogpatch Airlines lived up to Rodlie Dud-right's every expectation. The old biplane "Bee-Bee," which was the airline's flagship, had only two spaces for passengers, one of them mounted on the fusilage just in front of the tail assembly. O-O-Dud was virtually nauseous with relief to discover that he was the only passenger that trip. The flight to Santa Pasta was relatively uneventful. They flew at heights ranging from 3000 feet (when the engine was working) to 100 feet (when it wasn't). For a while a large stork with a gammy right wing and something wrapped in a blanket clutched in its beak hitched a ride, but it decamped somewhere near Grand Fenwick. There was also a pretty tense moment when they nearly collided with a doghouse being piloted by a rather peculiar beagle.

Eventually they came to earth...abruptly... only a few miles from the airport. The pilot had misjudged the height of a molehill. "These mountainous areas are treacherous," he wheezed, polishing his monocle and shoving it back up his nose. As they plowed in for a perfect Demolition Derby landing, they narrowly missed a quaint old gingerbread cottage. In the back yard a sweet old toothless hag was barbequing a couple of teeny-boppers over a slow fire. Rodlie Dudright decided not to ask any questions and to hoof it the rest of the way into Santa Pasta.

The Mosey Inn was not difficult to locate. Gaudy (and even bawdy) billboards were everywhere advertising "Samantha and Her Sexy Snakes" together with "Lawrence Welk and His Period Piece Orchestra." "Hmm...", thought O-O-Dud, "she ought to do her act with bubbles."

"Surprise!" proclaimed the very next billboard. "Samantha does her act with bubbles."

Slipping in the back entrance, Rodlie approached a dressing-room with a huge "S" inscribed on the door. Suddenly he was confronted by Lenda Lizzard herself, wearing a clever disguise (full beard, trench coat, and tin wedgies). Quickly he gave her the standard Secret Service Recognition Phrase. "I had one grunch but the eggplant over there," he stage-whispered.

"I never carry matches, but I have a lighter," she replied.

"The sun shines in Brooklyn."

"One to hold the bulb and four to turn the chair."

"Kyrie eleison."

"Please don't squeeze the Charmin."

"Don't you think that's enough of this nonsense?" he asked.

She stared at him intently. "That's not the next line."

"I know, but if we do the whole sequence, Carol will get bored and go to sleep and then we won't find out what happens next."

"Oh." She thought for a while. "Well," she continued, "I guess it's you, O-O-Dud. One can't be too careful in this place."

"OH...now...what's all this about Johann Eeshdud?"

"As you know, 0-0-Dud, Santa Pasta is ruled rather simultaneously by a number of people. There is the Doge Gauthier the Buck, who rules at the capital, Libation-on-the-Vermicelli. Then there is the Dowager Grand Duchess, Charlotte-Anna Buch von und zu Buck, who maintains her own court at Kauflappen. There is also Cardinal-Prince Ludwig Pulzifer Holierthanthau who dominates much of the countryside from his great fortress at Elutundeisen...are you following?"

"Zzzz...gronk...aa...mmm? What? Um, yes."

"Anyway, there are others, people who rule this or that part of Santa Pasta. One of them, Rodlie, is The beshpuppet, the chief of beshdud's Nine Nasties. We have to find out who he (or she) is before she (or he) becomes Doge of Santa Pasta!"

"Nine Nasties?"

"Yeah...you know...Boardud, Kovaldud, Verheidud, Schleichdud, Brendud, Dickmildud, Liptdud, Lipsdud, and Sackdud."

"Gee, Lenda, you sure are well-informed."

"All my snakes are equipped with micro-phones. Well, most of the Nasty Nine have been used for relatively innocuous Beshdud activities such as burning synagogues, sprinkling milk on Passover lambs, putting powdered pork rind in matzoh flour, defacing pictures of Golda Meir, and rigging Diplomacy games so Beshdud can win them. But one of them has taken the identity of one of the rulers of Santa Pasta, and we have to find out who. Or...whom?"

"Who? . . . Whom?"

"He whom, that's who. Or whom."

"Whom."

"Who."

"Whom."

"Who he?"

"That's the whole point, dudwit! Now get out there and hunt!!"

Next: Chapter III, Dudfinger.

# TELEPHONE GAMES

by JOHN LEEDER

(This article originally appeared in Arrakis #23, October 8, 1973 and appears here in substantially revised form with additions based on the author's further experiences.)

The "telephone" game (also referred to as a "local" game) is a game of Diplomacy played to a short deadline, usually one week per season, and composed of players who live in the same general area. In the main, the negotiations between players are carried on by telephone or face-to-face; the players' orders are conveyed to the Gamesmaster by phone or letter, and the GM's adjudications are sent to the players by mail.

A local game often begins with a wargaming club whose members cannot always be present at face-to-face meetings, so choose this form of play as an alternative or supplement to in-person play. Sometimes, too, a phone game is gotten up by a group of postal players who live in the same metropolitan area, and who want a fast game of postal-type play.

A local game combines some of the best features of postal and face-to-face play. It is fast--three times as fast as an average postal game--and thus there is less difficulty in maintaining player interest over the length of the game. Yet the game is much slower than in-person play, allowing time for the sort of leisurely contemplation that is often impossible in a game over-the-board. The element of press and propaganda, almost totally missing in FTF play, can be possible in a telephone game. The game develops quickly; sustained excitement is easier to develop than in a game whose moves take three weeks to pan out.

For the player, the potential problem is, not too obviously, the very speed of the game and ease of negotiation. When players can pick up a phone and call each other almost any time, negotiations tend to run hot and heavy. The terse and succinct diplomatic note is replaced by the half-hour phone call; personality and intangible appeal play as large a role as rational consideration of mutual advantages. Besides which, people simply tend to say more by phone than in a letter. As a consequence, the diplomatic end of the game can become very time consuming. In my own experience GMing local games I've known several players to resign simply because the volume of negotiation became overwhelming.

Another problem, for both players and GM, is, surprisingly enough, a tendency to have a large number of missed moves. I'm not sure of the reasons for this, but I've noticed it in other people's local games as well as those I've GMed. Perhaps the tendency can be put down to

the extra degree of constancy required of players with a deadline every week rather than every three weeks. Not all players are ready, or able, to organize their lifestyle around a Diplomacy deadline every week. It could be, too, that local games are often organized around a nucleus of a few postal players and a number of FTF players to round out the game; FTF players aren't used to the amount of organization needed to get moves in on time every week. (It should be said, though, that it's not always the postal players who are on time and the FTF players who miss! It's perhaps as much a matter of personal temperament as prior experience.)

How to minimize move misses? The GM should make sure that all the players have a bit of coaching beforehand in what's entailed in playing the game on one-week deadlines. He should avoid putting obvious duds into positions just to get the game filled. He should not start the game without a supply of standby players on tap. (A game recently begun in the Toronto area suffered no less than three NMRs in Spring 1901!) Lastly, a technique I've recently put into practice in the local game I'm currently GMing: I simply phone any players whose orders are missing at the deadline, and count an NMR only if I am unable to reach them. Although such action flies in the face of accepted traditions of regular postal Diplomacy, it does have the dual advantage of reducing move misses (thus making for a more entertaining and competitive game) and giving the GM a little more flexibility in his phone schedule, an important point which will be dealt with at more length below.

The role of the GM in a phone game is vital. Without a GM who can keep things running smoothly, the game will founder. This is even truer than in postal play, because the game moves three times as fast, so there are three times as many chances for the GM to foul up. The GM should, if at all possible, have his own printing equipment, so that he can get the results mailed immediately after the deadline. Any delays shortchange the players by depriving them of vital negotiation time, and in a season of such short duration, speed is essential if normal communication is to be maintained. Too, the GM must be prepared to make himself available at a given time each week to take orders. He must be prepared, even more than the players, to structure a portion of his spare time around the game. Especially early in the game, when there are seven sets of orders to be taken, the GM will be practically chained to his phone at deadline time each week. A stable schedule is essential.

The latter problem can be partly circumvented by urging the players to send orders by mail rather than phone, as much as possible. This has a threefold benefit--it eases the GM's phone burden at deadline time, it makes it easier for the other players to contact the GM by

phone, and it stimulates the writing of press (something practically impossible by phone, unless the GM is prepared to get writer's cramp taking dictation over the phone).

Of course it's not always desirable for players to use the mails for their orders, delivery times being what they are. The players can't usually sacrifice their negotiation time in order to mail material a couple of days before the deadline. As well, it's simply more trouble (besides more costly, if you're ready to quibble about the price of envelopes and stamps) to mail things rather than pick up the phone. So, while it would be of some advantage for players to use the mails as much as possible, the GM shouldn't get overly frustrated if they don't.

I've dwelt a bit on the possible pitfalls of playing Diplomacy on one-week deadlines. However, these pitfalls can be avoided. Get yourself seven avid and well-coached players, a couple of reliable standbys, and a competent and responsible gamesmaster who knows the possible foulups in advance and is prepared to head them off before they happen, and you've got all the ingredients to have an enjoyable experience with "telephone" Diplomacy.

## N.A.D.P.S. NO. 2

### PART 2

by LEW PULSIPHER

A Face-to-Face Rating? I have recently been considering the trend toward more FTF play as more opponents are available, and the relative stagnation in growth of the postal hobby. What can we offer to people to get them interested in postal Diplomacy when they already have FTF opponents? One answer is variants. Another answer is glory, ego--that is, ratings. I have already proposed the following system to the IDA Council in somewhat abbreviated form. I have no idea how they will react to it. I imagine that if a number of people can be found to take care of it, IDA will support it. If not IDA, perhaps some other organization or individual will take up the idea.

At any rate, what I proposed was a rating system for FTF play only. The rating would cover a calendar year, with a new one to start each year (good month to start would be February or October). This means that new players will be attracted to the system because they will not have to overcome huge leads as people do in many postal systems. One year ought to be enough for participants to play 6 games or whatever is considered enough to give a valid rating. At the beginning of the year and throughout the first half, players who wish to be rated would be asked to register with one of the curators. A registration fee would be required both to indicate serious interest and to support administrative costs, primarily publication of two zines. Fifty cents would be enough.

The first publication, going to all participants, would indicate who was registered for the benefit of those looking for enough registered players to play a game which would count. The second publication would give final ratings. NO interim ratings would be revealed, to encourage competition and to discourage gang-ups on rating leaders. It might create difficulties for players already registered to permit others to register after the initial publication, but on the other hand it would not be satisfactory to force people to wait a year to register for the next rating--six months would be enough.

An alternative would be to have two ratings series running at once, starting six months apart. Players would be permitted to

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register only in one of the two, so that one game could contribute to different rating series. One rating would end its year every 6 months, so that the wait for a new player to sign up in one or the other of the ratings would not be long.

In order to be counted, a game would have to either be part of a recognized tournament at a convention, or it would have to meet fairly strict criteria so that packing and collusion could be avoided. As for recognition, this could come from the curators. Probably they would require submission of game results as a condition for recognition. I think at least 4-5 conventions each year run tournaments, with 2-3 games played by each person in each one, and this would provide good base material. (It might even give players the incentive to stick it out in a tournament they no longer have a chance to win, since resignations and dropouts would be treated pretty severely.)

As for the criteria if the game is not part of a tournament, I tentatively suggest the following: (1) At least 5 of the 7 players must be registered (it might be found impractical to require this many--perhaps only 4). (2) Only 1 game per quarter year could be rated in which three players are the same, that is, if three people (one or more of whom are registered) get together and decide to push the rating of one of their number, at best they can get 4 games rated in this manner; this also prevents a huge influx of scores from one active group of local players, collusion or not. (3) Five (or perhaps 4) players would be required to sign the results, which would be sent to the curator for that region. (4) The only results required would be placing of each player and listing replacements, if any. It would be desired, however, that a complete center chart be submitted so that the data could be used by statistics fans. (5) Every game which is eligible to be rated must be rated (unless players agree not to beforehand?); this is to prevent 5 registered players from playing with two unregistered ones and rating only those games in which the two unregistered ones do very poorly, throwing out those games where the unregistered players do very well. (6) An additional possible limitation would be to permit no more than one game per month to be rated, excluding recognized tournaments.

What rating system would be used? First, it would have to be an average system; second, one that could be used only with bare results without center charts; third, one that could be easily used and understood. The obvious choice is the Averaged Calhamer Point Count. Another good choice (having the virtue of no previous use) would be the rating I described above based on survey results. I suggest one very important addition, no matter which system is used--RATE VARIANTS.

Though some variants are very strange and it would be undesirable to include them, many require as much or more skill and effort as standard Diplomacy. FTF variant play is not uncommon. Many years ago Don Miller maintained a Calhamer Point Count Rating which included variants as well as standard Dippy, but he did not discriminate between ratable and non-ratable (especially very unbalanced) variants. While it would be difficult for ratingsmasters to go back to try to pick up variants now, it would not be difficult to add variants in a new FTF rating. In fact, for clarity, it would be desirable to specify at the beginning of the year exactly which variants would be counted.

Dippy and Wargames. I have been trying to convince some people for quite a while that for most Dip-players, Diplomacy is only one good game among many, not "the only game." The data from NADPS #1 helped show that, and here is some more. First, Diplomacy is considered a very good game: "Diplomacy is the best game I have ever played": 41 agree strongly, 47 somewhat, 24 neutral, 33 disagree somewhat, 23 strongly, 1 unfamiliar (huh?). Of course, not all of the disagreement originates with wargames--card games must also be included.

But consider. 130 of 167 (83%) of respondents have played an Avalon Hill or SPI wargame and a few may have played wargames only of the smaller companies. 87 regularly read the largest circulation wargame magazine (Strategy and Tactics). Altogether 104 regularly read at least one wargaming zine. That is 61% of the most active segment of Diplomacy fandom. I am sure that there are many people who consider themselves wargamers who play only a few postal Dipgames, and who consequently did not believe it worthwhile to reply to the survey. See also the figures for time spent on wargaming and Dip on page 32 of DIPLOMACY WORLD II, No. 2.

Organizations. "The hobby would be better off if The Diplomacy Association did not exist." 17 agree strongly, 16 agree somewhat, 57 neutral, 22 disagree somewhat, 33 disagree strongly, 23 unfamiliar. Same question but for International Diplomacy Association: 5 agree strongly, 5 somewhat, 37 neutral, 44 disagree somewhat, 64 strongly, 12 unfamiliar. I at first looked for some differences in the opinions of New Yorkers, Californians, and (in the opinion of IDA) from those who answered disagree strongly to the TDA question. It was not easy to keep track of and I gave up when I found no apparent trends. I suspect that, in this response group, support for organizations in themselves is pretty strong, no matter which organization you are talking about. It is reasonable that the people most interested in the hobby (that is, those most likely to reply to the NADPS) are also interested in hobby organizations. Of course, there is a great difference



between TDA, which is a private organization primarily interested in helping its own members, and the mass-membership IDA which tends to support hobby-wide projects more often.

I also asked: "A hobby-wide organization must be administered by elected officers": 51 agreed strongly, 37 somewhat, 38 neutral, 31 disagree somewhat, 9 strongly, 4 unfamiliar. Of the various clubs which are involved in the hobby, only IDA has elections. I think what is much more important than elections is that capable people can participate in the government (not guaranteed by elections as present IDA practice shows) and that members can throw out officers they find inadequate for whatever reason (not possible in practice in any club at present--only officers have any real power to can other officers).

I assume that most of those who read Diplomacy Review are IDA members. The 80 who do include more than half of all North American members of IDA.

Administrative Questions. This is a hodgepodge category. Let's take degree questions first. "The rulebook is clear and concise": 23 agree strongly, 65 somewhat, 19 neutral, 40 disagree somewhat, 19 strongly, 4 unfamiliar. I am surprised at the disagreement. The rulebook has been revised once and is much more clear than before; it is MUCH more clear than the average wargame rulebook. There are virtually no rule questions which ever come up in play that are not clearly ruled upon.

"Gamefees are generally too high": 6

	0-5	6-10	11-20	20+	GMs
GM	12 (22%)	7 (30%)	5 (24%)	2 (20%)	9 (23%)
Players	29 (55%)	12 (52%)	12 (57%)	6 (60%)	24 (62%)
Both	13	4	4	2	6

I didn't give "both" as an alternative, but many wrote it in. This omission was deliberate, because I wanted to force players to choose one or the other. Naturally both GM and players have rights and duties, but in a dispute, I think the players have the greater right to determine what will happen to the game (after all, they're paying for it, and more).

In the results of NADPS #1, I discussed a possible GM group, membership in which would be an indication of reliability, though it would not involve actual game guarantees. In the next

	Yes, but don't know what limit or varies with person
0-5	23 (35%)
6-10	16 (42%)
11-20	7 (21%)
20+	4 (15%)

I will not again go through the arguments in favor of establishing some kind of objective limit for identification of possible problems. I stand foursquare for letting people use their own judgement; but I want to help reduce their

agree strongly, 22 somewhat, 45 neutral, 51 disagree somewhat, 36 strongly, 3 unfamiliar.

"Unordered units should not be eliminated when dislodged in order to minimize the effects of missed moves on postal play": 46 agree strongly, 45 somewhat, 16 neutral, 24 disagree somewhat, 32 strongly, 5 unfamiliar. I understand that a dispute over this recently took place on the west coast. I strongly agree with the majority. It is stupid to worship the rules to the extent of screwing up a postal game, when postal games were not foreseen in the original rules and largely if not totally ignored in the revised set (since postal fans make up only a very small portion of those who buy the game). Why let a missed move louse up the game any more than it has to? And why cripple a replacement when you can just as easily let him retreat the unit as part of his first move? This is another argument against the use of "prophetics" which require a player to list all possible retreats with his moves, and an argument in favor of those who require moves to be made conditional on retreats (a procedure which is easier on players anyway).

I asked, "who 'owns' the postal game?" I divided replies by my four categories, to see if the more experienced players, who are familiar with the kinds of problems that can come up, would differ from the less experienced ones who would be more likely to see the gamesmaster as a kind of hero or "Ghod of Diplomacy." I tried to separate out publishers but failed to do so in some cases, I think.

issue of DIPLOMACY WORLD was a little article by me, "Listening Post," which suggested that a listing of GMS/publishers who overstep certain objective limits of involvement in the hobby ought to be printed periodically in hobby zines in order to make players aware that such persons are more susceptible to burnouts, on the average, than others. The article was about 6 months old when printed, and I no longer entirely agree with the limits I suggested. I asked in the survey, "Should a GM limit himself in the number of games he runs--if yes, how many?"

Yes, with median limit	No
28--7	15 (23%)
19--7-8	3 (8%)
21--8	5 (15%)
15--7	7 (27%)

ignorance of what they might be getting into. I also want to see if public pressure on GMS, publishers, and zines, not coercion by any organization, can persuade those who are overinvolved



to alter their ways.

Thus, I have introduced the following resolution into the IDA Council. "The IDA Council strongly recommends to all postal players that they avoid joining any new games under a GM, zine, or publisher that runs more than 6 uninsured/unguaranteed games or 9 insured/guaranteed games. For those with less than one year experience, the Council recommends a limit of 4 uninsured/unguaranteed games or 6 insured/guaranteed games. Any GM, zine, or publisher that opens a new game above these limits is acting irresponsibly. This is because (1) a large number of games contributes to the possibility of drop-out of the GM, zine, or publisher through

	0-5	6-10	11-20	20+
GMs	10 (14%)	14 (36%)	16 (44%)	14 (56%)
Pubbers	9 (13%)	14 (36%)	13 (36%)	10 (40%)

The percentages refer to the total number of respondents in each experience category. Mean age of publishers was 22.89, median 22-3; mean of GMs who aren't publishers is 22.33, median 21.

Variants. Degree question: "Variants contribute to my enjoyment of the hobby"; 56 agree strongly, 43 somewhat, 28 neutral, 11 disagree somewhat, 13 strongly, 13 unfamiliar. I must say that I am very pleased. Variants have come a long way in North America since 1972, when Dick Vedder and I were the only people who really cared about them.

I mentioned in connection with the FTF rating that variants are one thing that can be used to attract FTF players to the hobby. Several people already have been introduced to Diplomacy itself through variants, or never became active players until they discovered a variant which particularly struck their fancy. I suspect that there are many people who become bored with standard Diplomacy and drop out of the hobby who

overwork, (2) just as important, in those cases where a drop-out occurs, for whatever reason, those that have a large number of games help create a chaos in which other GMs, zines, and publishers can become overburdened with orphan games and players are forced to undergo long delays before their games are restarted, if they are at all. The latter problem contributes to the hobby drop-out rate. The IDA further hopes that all IDA publishers will frequently print this recommendation and that they will urge players to do as it suggests."

I recorded the number of GMs and publishers (the latter excluding carbon copy and guest GMs).

would remain if they could find a few variants which offered new opportunities not found in the standard game. Unfortunately, it is difficult to obtain information about variants unless you go looking--even the columns in DIPLOMACY WORLD are not adequate.

I asked whether people have played a Dipvariant. 0-5 game--33 (47% of that group), 6-10 games--25 (64%), 11-20--29 (81%), 20+--23 (92%), total 110 (64%). As one might expect, the more experienced players are more often variant players, and the most experienced ones, the ones who haven't become bored to the point of dropping out, almost all have played variants.

I asked people to name their three favorite Dipvariants. The listing below does not include games mentioned only once. In a few cases, I have combined versions which are related but may have considerable differences, because some people did not specify which version they meant. The first number is for those who have played FTF, the second for those who haven't.

Youngstown Variant 33-22	Anarchy 2-7	Black Hole (3 vers.) 11-4
Middle Earth V 4-7	Michigan 7-0	Militarism III 1-4
1721 (2 vers.) 6-2	1885 2-1	Lord of the Rings (2 vers.) 5-3
Jihad (2 vers.) 4-2	Colonia 3-1	Scotice Scripti III 3-2
Atlantica (2 vers.) 3-1	Slobbovia 3-0	Diadochi (4 vers.) 2-0
Variants of the Chods 2-0	Dalarna II 2-1	Napoleon's Europe 4-0
Coyne-Hubbard 1-1	1600 2-0	Imperialism VIII 1-1
Westphalia (2 vers.) 4-0	Economic IV? 1-1	Imperialism VII 2-1
Lunatic (3 vers.) 2-0	1648 0-2	Biodiplomacy 3-0
HyperEc (many vers.) 2-0	Intimate 2-0	Imperialism IX (2 vers.) 2-0
War of the Roses 2-0	Kriegsmarine 2-0	North American 2-0
Middle Earth IV 1-3	Schizodip 2-0	Abstraction 0-3
Mordor vs the World (4 vers.) 1-1		Downfall... 5-1

Conventions. "I go to conventions to..." play in tournies--43, play non-tourney games--24, socialize--54, other: negotiate meeting, observe, run Diftournies, play variants; remainder didn't go.

"Do you prefer one national or several regional DipCons per year?" National 27, regional 73, both 16. The last alternative is a write-in.

Of course, that is what will probably happen. I would like to see regional DipCons springing up which can take turns handling the North American DipCon.

At present there is considerable discussion about how the site of the DipCon ought to be selected if more than one group is interested in

holding it. I summarize here an article forthcoming in Impassable. I suggest adopting a modified version of the method used by science fiction fans.

A committee (presumably appointed by the IDA) would supervise what would amount to an election by persons interested enough to contribute money toward the con (say, \$1). Money remaining after expenses of running the voting process would be given to the convention organizers at the convention. The first committee would be responsible for setting up guidelines to determine whether a group bidding for the site would be considered reliable enough to be placed on the ballot--for example, one-man shows would be frowned upon. Otherwise, it would be the advertising and campaigns of the various competing groups and the reputation of the persons involved which would probably determine which group won the vote. Final votes would be due about late March.

I also asked what month is best for a Dip-Con. June--30, July--26, August--34, September--7, December--4, others--0-2 each. The period from June 15 to August 20, when everyone is out of school, is the only practical time for a Dip-Con. I see no imperative reason to hold it in August as it has been in the past.

Calhamer Awards. I asked a number of questions about the Calhamer Awards to determine how they ought to be reformed, if at all. "The Calhamer Awards (CA) contribute to my enjoyment of the hobby." 9 agree strongly, 28 agree somewhat, 50 neutral, 32 disagree somewhat, 27 strongly, 22 unfamiliar. "The Calhamer Awards should be abolished." 12 agree strongly, 13 somewhat, 56 neutral, 29 disagree somewhat, 31 strongly, 24 unfamiliar. Though only 25 can be found against the CA, only 60 out of 171 can be found to defend them. Obviously people are very dissatisfied with the past performance of the CA but feel that something can be done to improve them rather than ditch them altogether.

"If the CA are not abolished, there ought to be separate awards for North America and overseas." 25 agree strongly, 41 somewhat, 41 neutral, 15 disagree somewhat, 24 strongly, 21 unfamiliar. Some people continue to want to buck forces stronger than we can do anything about. With the very small number of zines which pass across the sea, how can we compare or even, most of us, be aware of what is going on in the other segment of the hobby?

"A self-perpetuating (by co-optation) panel of experts should choose the CA recipients." 6 agree strongly, 12 somewhat, 55 neutral, 26 disagree somewhat, 37 strongly, 29 unfamiliar. "A panel of experts elected by players should choose the CA winners." 16 agree strongly, 36 somewhat, 54 neutral, 20 disagree somewhat, 14 strongly, 26 unfamiliar. It's been shown time and again that most average players don't know enough, aren't knowledgeable enough to be able

to select winners. Yet it is pretty apparent that people don't like the idea of not participating at any level.

I suggest that a panel be elected in a vote of the hobbyists involved (North America--the British to do it whatever way they like). Most players will be able to vote for, say, 5 people whose judgement they trust/agree with. People will also be asked to suggest nominees. The panel will do the actual nominations and final voting (using Australian ballot). There are, of course, many minor details that must be changed, such as permitting persons the opportunity to remove themselves from the ballot if they so desire. The categories need some revisions, too. I hope that such things will be accomplished by the IDA CA Committee.

Miscellaneous. "Name the three most important people in the hobby (in order)." I assigned 3 points for first, 2 for second, 1 for third. I am listing only those who received at least 10 points. After that, the next largest number was 7. In the list, point total is followed by the number of people who named the person.

W. Buchanan	168-68	R. Walker	26½-18
D. Beyerlein	129½-60	J. Beshara	17-10
E. Birsan	73½-38	G. Warden	16-9
A. Calhamer	61-26	C. von Metzke	14½-8
L. Pulsipher	34-18	G. Neiger	10-7
J. Boyer	30-15	J. Leeder	10-4
J. Boardman	29-15		

Many people did not answer this, often because they felt unqualified to.

I did not ask this question as an ego booster for anyone. I wanted to "test" a hypothesis, that people would either name the only Big Name Fan they knew or they would name people according to their functions or jobs. It wasn't hard to anticipate that Buchanan, whose function is DW editor/publisher and who is identified almost exclusively with DW, and Beyerlein, as BNC, would be named most often. I wanted three names in order to see who would be selected after these two went by. The choice in this case depended on what official function (if any) one thought was important. Birsan was named because he is IDA President. A few chose the IDA editor (Neiger) or the TDA Chairman of the Board (Beshara). Yet others faced with this choice named Calhamer or no one at all.

Another factor that naturally affected choice was how one defined "important." I deliberately left the term undefined, again to see, by looking at who was selected, what kinds of things hobbyists considered important. Three definitions come to mind (roughly). One, the most important are those least likely to be replaced in a hobby function. For example, how many people are willing and able to be DW editor or BNC? A second definition might be, the most important are those whose removal without re-

placement would most hurt the hobby. A third definition would be that the ones whose contributions are the most valuable--more valuable than those of others--are the most important. This was probably my unconscious definition. I chose Buchanan, Boyer, Neiger.

Degree questions: "The hobby would be better off if DIPLOMACY WORLD did not exist," 6 agree strongly, 4 somewhat, 16 neutral, 47 disagree somewhat, 63 strongly, 12 unfamiliar. At first I looked for a trend among publisher respondents, but I gave up when they seemed to be spread in the same manner as others. "Games Research Inc. ownership of DIPLOMACY WORLD is good for the hobby." 17 agree strongly, 35 somewhat, 75 neutral, 13 disagree somewhat, 11 strongly, 17 unfamiliar.

Future of NADPS. I assume that the Eyerlein Player Poll will appear again this summer; I understand there is another effort afoot to sabotage it (there was one unpublicized effort last time). There may be a variant survey forthcoming from California, and Thomas Galloway's SF&F variant survey is an ongoing project. I know of two people who have vague plans to do surveys of the characteristics (good and bad) of hobby zines. A survey for GMS only, asking about their methods in crucial areas of disagreement such as draw-vote procedures might be useful.

An obvious subject for a survey is a more in-depth look at playing characteristics than I've attempted in the NADPS. One of the great advantages of a general survey like this one is that there is something on it to interest almost everyone so that they'll be willing to answer some uninteresting questions as well as the interesting ones. For most purposes, the more responses you can get from the relatively uninterested, the more accurate your results will be.

Someone suggested that more responses would be obtained if a prize were offered. This is fine when financial backing is available, but I already spent quite a bit on this and I don't wish to spend a lot more. Ideally, support of GRI and of major organizations ought to be obtained so that prizes could be offered for respondents and for publishers who print the form, and so that people would be urged to participate. If there is ever another NADPS I will try to obtain some external support.

Diplomacy and Women. Recently I've read a discussion by both sexes concerning the reasons why wargamers are so seldom female. The same question can be asked of Diplomacy. There is only one female player with as many as two wins, and the two NADPS together have received only 2% of their response from women. Why the lack of interest in our game?

First, let's throw out the stupid delusion that "women are of inferior intelligence." My view is that differences of nature between the two sexes are very limited. The only ones de-

finitely proved to be differences of nature are physiological, of reproductive systems and size (and possibly muscular development). I cannot accept the reason advanced by one woman that wargames are an expression of a territorial imperative instinct in man which somehow doesn't affect women. One man suggested that interest in playing wargames stems from the attraction of the glory of war and of the hunt. This may influence a small (and immature?) minority of wargamers, but I seriously doubt that this has much to do with playing Diplomacy. Even if it does, this is a consequence of nurture, of the way men are brought up, not an "instinct" or some such rot.

I think most people play Diplomacy at least in part because they like to compete. This is not true for everyone, of course. Also, it is clear that women, even many women who get around to playing Dippy, are not particularly interested in this kind of competition. This may be partly a matter of nature but is largely because of difference in nurture. As for the former, women are generally smaller than men and consequently they are forced to find some means other than brute physical aggression to accomplish their ends. This could just as well be presented as a reason why women ought to be interested in board games, since the physical attributes of the players don't affect the game (except under unusual circumstances, of course...). On the other hand, the actual presentation is of brute military force, which women might generally have learned to avoid.

The second, and far more convincing reason, is that women have been taught and in many quarters are still being taught that open competition, especially anything smacking of aggression, is unladylike and ought to be avoided, while men are taught just the opposite. This "teaching" takes place not only in the home, but wherever the person goes. This is changing (look at high school and college sports, for example), but at this time, most women have been affected by the older style of upbringing. They learn not to be interested in competition such as we indulge in in Dippy.

They also learn, in some cases, to avoid using their heads as much as possible because this is supposed to be unattractive or useless. Those women who can't overcome this teaching are certainly not going to wish to play a game as cerebral as Diplomacy, whether they feel like competing or not. Many men are also taught that mental competition is somehow unmasculine or inferior, and you seldom see these types playing Dippy. I have listed the "play dumb" reason in a subsidiary position because even women who have overcome this teaching or who were fortunate enough not to be subjected to it in the home, are seldom interested in playing Diplomacy. The teaching against competition is far more important.

# HOOSIER ARCHIVES DEMONSTRATION GAME

## THE ROSE AMONG THE THORNS GAME -- 1975A

Reprinted from HA #170 - 175

CAN LABORKOID BE TAMED?  
Winter 1904/Spring 1905

AUSTRIA: (W04: E A Vie, A Eud) A Ven-Pie, A Tyr S A Ven-Pie, A Kie-Eer /r/ (Ruh, d),  
(Lakofka) A Vie-Eoh, A Gal-Sil, A Eud-Gal, A Eul H, A Ser S A Eul, A Nap-Tun, F Ion C  
A Nap-Tun, F Gre S F Ion

ENGLAND: (W04: B F Edi, A Lon) F Nwy H, F Edi-Cly, A Lon-Pic, F Eng C A Lon-Pic,  
(Rocamora) F Bel S A Lon-Pic, F Por-Mid

FRANCE: (W04: R F Ere) F Mid-Wes, A Par-Eur  
(Holcombe)

GERMANY: (Au04: A Mos R Liv; W04: R F Swe) F Den-Kie, F Hol S F Den-Kie, A Bur-Mun,  
(Brooks) A Eer S A Bur-Mun, A Liv-Mos, A StP S A Liv-Mos

ITALY: (Au04: F Gre R Aeg) F Spa(sc) S ENGLISH F Por-Mid, A Mar-Pie, F Aeg S TURKISH  
(Birsan) A Con-Eul

RUSSIA: (W04: R F Bar, A Rum) A Ukr-War, A Mos S A Ukr-War /r/ (Ukr, d), F Sev-Bla  
(Pitsch)

TURKEY: A Con-Eul, F Ank-Bla, F Eas S ITALIAN F Aeg  
(Beyerlein,  
Marie)

ROCAMORA RAT BREAKS OUT!  
Fall/Winter 1905

AUSTRIA: (Su05: A Kie R Ruh) A Eoh-Mun, A Ruh S A Eoh-Mun, A Tyr S A Eoh-Mun, A Sil-Pru,  
(Lakofka) A Gal-Sil, A Pie S FRENCH A Bur-Mar, A Tun H, F Gre S F Ion, F Ion H, A Eul S  
ITALIAN F Aeg-Con (nso), A Ser S A Eul. Owns: Eud, Tri, Vie, Eul, Gre, Ser, Nap,  
Rom, Ven, Mun, ~~W04~~, Tun (11). Constant.

ENGLAND: F Nwy-Swe, F Cly-Nat, F Bel S GERMAN F Hol, A Pic-Par, F Eng-Ere, F Mid-Spa(nc).  
(Rocamora) Owns: Edi, Liv, Lon, Bel, Nwy, ~~Por~~, Ere, Par, Swe (8). Builds A Liv, A Lon.

FRANCE: A Bur-Mar, F Wes-Spa(sc). Owns: ~~Ere~~, ~~Por~~, Mar (1). Removes A Mar.  
(Holcombe)

GERMANY: F Kie-Eal, A Mun-Kie, F Hol S A Mun-Kie, A Eer S A Mun-Kie, A StP S A Mos, A Mos H.  
(Brooks) Owns: Eer, Hol, Den, StP, ~~W04~~, ~~W04~~, Kie, Mos (6). Constant.

ITALY: F Spa(sc)-Por, A Mar-Spa /r/ (Gas, d), F Aeg S TURKISH F Eas-Ion (nso). Owns:  
(Birsan) Spa, ~~Mar~~, ~~Tun~~, Por (2). (Au05: A Mar R Gas) Removes A Gas.

RUSSIA: (Su05: A Mos R Ukr) A Ukr-Mos, A War S A Ukr-Mos, F Sev-Bla. Owns: Sev, Rum,  
(Pitsch) ~~Mos~~, War (3). Constant.

TURKEY: F Ank-Bla, A Con-Eul, F Eas S ITALIAN F Aeg. Owns: Ank, Con, Smy (3). Constant.  
(Beyerlein,  
Marie)

SWIEBURG (An Evening with the Beyerleins):  
A few weeks ago while on vacation in California  
I had the extreme pleasure to visit with the  
well-known, now married Beyerleins. Being a  
gentleman, I telephoned to make sure that my ar-  
rival would cause no inconvenience.  
"Hello." It was Mr. Beyerlein.  
"Hi, Doug. This is Rich Swies from Chica-  
go. How you doin'?"  
"Fine. What did you want?"

Long uncomfortable pause....  
"Errr...well...you see, Doug, I'm p-passing  
through Palo Alto on ah...ah...little vacation,  
you see, and I th-thought it might be nice if I  
ah...stopped by to see you and Marie. If it's  
no bother, that is?"  
"Yes, it might be," replied Doug. ("It  
might be..." Might be what? I thought--nice or  
a bother?) "Tonight's a bad night though.  
Marie's not home. Make it tomorrow--7:30. Ok?  
OK! Bye!"

The next night at 7:30, Marie answered the door. She was barefoot, wearing only tight jeans and a loose top. Only? That was obvious, thanks to the transparency of Doug's old, half-unbuttoned shirt. Her hair seemed darker and she had never looked better.

"Hellloooo, Rich," she cooed as she tried to sit on my lap while I was still standing.

"ERR...HI...Marie...a...Doug's not home. I hope!" Regretably, Douglas was now pounding down the stairs. Marie pried herself off of me, pushed me on the couch while she sat in a chair on the other side of the room. Doug entered and the three of us began an enjoyable chat: mainly telling hundreds of racy Labofkoid stories. In spite of the approaching late hour, I was kept from falling asleep by Marie who kept winking at

me. Once she blew me a kiss! Now, I knew she was up to something; then she made her move.

"Dougie, sweetie, why don't you get each of us a beer. I'm parched." As soon as Dougie-sweetie had dutifully trudged into the kitchen, Marie sprinted to where I sat and lept on top of me. "You know, Richie-poo, I have always greatly admired you."

"Gee thanks, Marie, but don't you think...I mean...Dougie-sweetie...Doug is just in the other room."

"Yes, Richard, darling, I think, but Douglas doesn't. It will take him five minutes to find the refrigerator and another five minutes to figure out how many beers to bring."

Sure enough--ten minutes later...

"Marie, honey, how many?" called Doug from

#### LABOFKOID INCHES FORWARD

Spring 1906

AUSTRIA: (Lakofka)	A Mun-Ber, A Sil S A Mun-Ber, A Pru S A Mun-Ber, <u>A Ruh-Kie</u> , A Tyr-Mun, A Pie-Mar, A Tun-Spa, A Bul H, A Ser S A Bul, F Ion H, F Gre S F Ion
ENGLAND: (Rocamora)	F Swe-Nwy, A Liv-Gas, F Nat C A Liv-Gas, F Mid C A Liv-Gas, A Lon H, F Bre-Eng, A Par-Bur, <u>F Bel S GERMAN A Kie-Hol</u> (nso)
FRANCE: (Holcombe)	F Wes C AUSTRIAN A Tun-Spa
GERMANY: (Erooks)	F Hol S A Kie, F Bal S A Kie, <u>A Ber-Mun</u> /a/, A Kie S A Ber-Mun, A StP S A Mos, A Mos H
ITALY: (Birsan)	<u>F Por-Spa(sc)</u> , <u>F Aeg S TURKISH A Con-Bul</u>
RUSSIA: (Pitsch)	A War S AUSTRIAN A Pru, <u>A Ukr-Mos</u> , <u>F Sev-Ela</u>
TURKEY: (Beyerlein, Marie)	<u>F Ank-bla</u> , <u>A Con-bul</u> , F Eas S ITALIAN F Aeg

#### ROCAMORA RAT INFESTS CONTINENT

Fall/Winter 1906

AUSTRIA: (Lakofka)	A Pru S A Ber, A Ber H, A Sil S A Mun, A Ruh-Bur, A Mun S A Ruh-Bur, A Mar S <u>FRENCH F Wes-Spa(sc)</u> /(R Pie), A Tun H, F Gre S F Ion, F Ion H, A Ser S A Bul, A Bul H. Owns: Bud, Tri, Vie, Bul, Gre, Ser, Nap, Rom, Ven, Tun, Mun, <u>ber</u> (12). Builds F Tri.
ENGLAND: (Rocamora)	F Nat-Nwg, F Nwy-Nth, F Bel S GERMAN F Hol, A Lon-Pic, F Eng C A Lon-Pic, A Bur- Mar, A Gas S A Bur-Mar, F Mid S ITALIAN F Por-Spa(sc). Owns: Edi, Liv, Lon, Bel, Nwy, Swe, Bre, Par, <u>Mar</u> (9). Builds A Lon.
FRANCE: (Holcombe)	<u>F Wes-Tun</u> . Owns: <del>Nat</del> (0). Removes F Wes. OUT.
GERMANY: (Erooks)	A Kie H, F Hol S A Kie, F Bal S A Kie, A Mos H, A StP S A Mos. Owns: Kie, Hol, Den, Mos, StP, <del>Nat</del> (5). Constant.
ITALY: (Birsan)	<u>F Por-Spa(sc)</u> , <u>F Aeg S TURKISH A Con-Bul</u> . Owns: Por, Spa (2). Constant.
RUSSIA: (Pitsch)	<u>A War-Mos</u> , A Ukr S A War-Mos, <u>F Sev-Ela</u> . Owns: Sev, War, Rum (3). Constant.
TURKEY: (Beyerlein, Marie)	<u>F Ank-Ela</u> , <u>A Con-bul</u> , F Eas S ITALIAN F Aeg. Owns: Ank, Con, Smy (3). Constant.

inside the refrigerator.

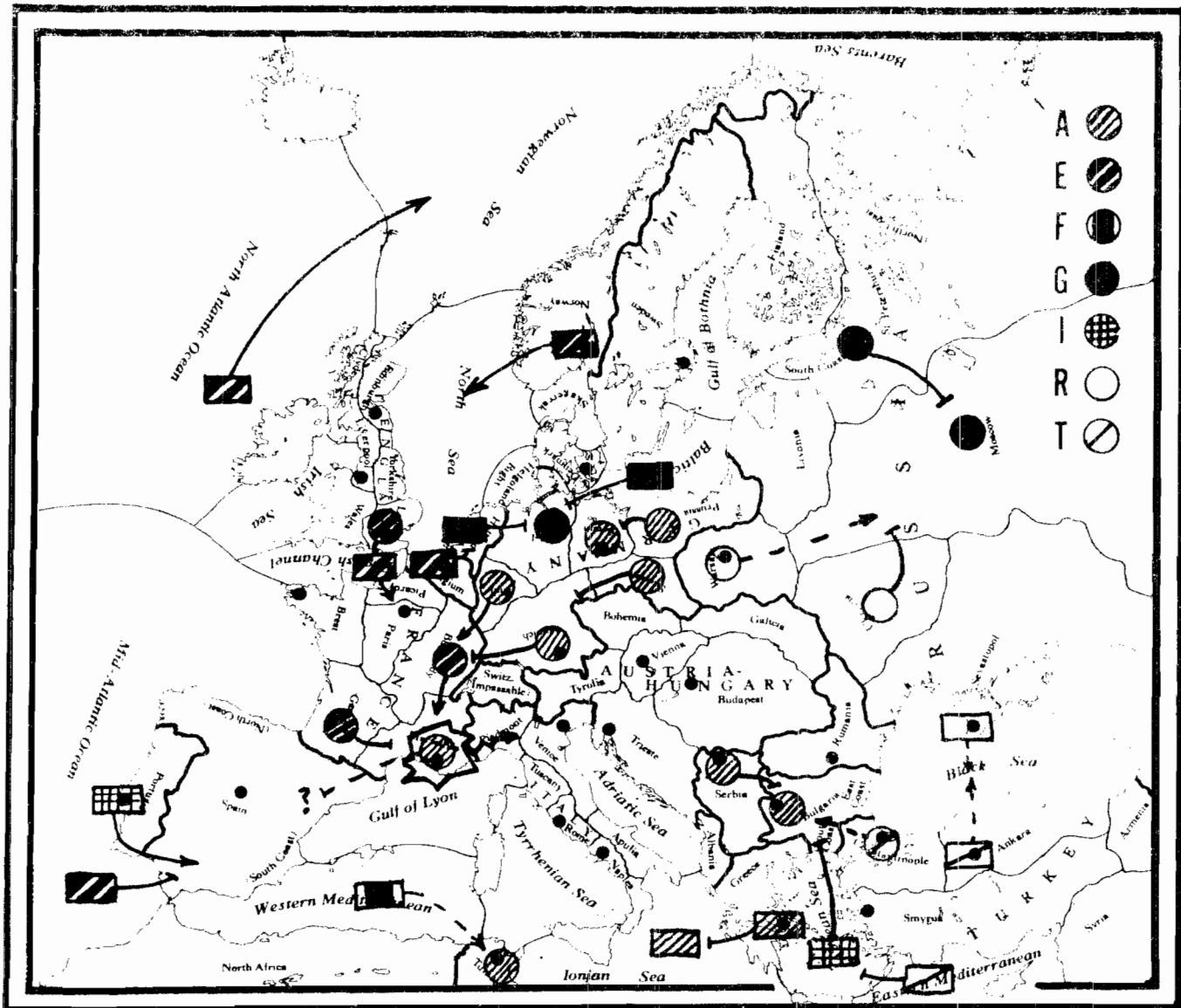
"Three, Dougie-sweetheart," yelled Marie. As her fingers walked up my chest, she whispered, "You know, Richard, The Diplomacy Convention is very soon and I would really be veeerrrrryy grateful if I won another trophy this year..."

So that was it! I was shocked: how could sweet, innocent, untainted Marie exchange her "favors" for a high finish in a Diplomacy tournament! "Marie," I began, "Diplomacy is sacred. ("Jesus, Mary, and Calhauer," I recited so as not to succumb to temptation.) I will not tam-

per with a fair tourney for a few tawdry, transitory, insignificant, unsatisfactory, second-rate pleasures of the flesh. But, I hope...that this doesn't mean that we can't...you know...anyway."

"HA! With you? NEVER!" she screeched as she fled back to her own chair. Doug walked in with four cans of beer and the only thing she said for the rest of the evening was "DON'T PUT THE BEER CANS ON THE COFFEE TABLE!!! YOU'LL LEAVE RINGS!!!" She reminded me of Broderick Crawford.

## FALL 1906



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

was given didn't move in the way indicated by the support order, i.e., NSO in the moves. A "bomb-blast" around a unit shows the unit was dislodged. If a retreat is possible and it is known at the time the map is being drawn, it would be noted by a jagged line in the direction of the retreat.)



# ANALYSIS

by Eric Verheiden

1905-06 saw the battle lines harden as the war clearly developed into a struggle between Lakofka and his French and Russian puppets and Rocamora and his German, Italian and Turkish puppets. (Germany devolved into puppet status as the all-out Austrian offensive against Brooks took Munich, Berlin and the last of Brooks' offensive capabilities.)

For Lakofka, a crucial decision came in the winter of 1904 with the choice of his 2 builds. Lakofka knew that eventually he'd have to build fleets to stop the coming English offensive into the Med. Despite this, he chose to build armies, which enabled him to smash Germany, but also increased his already serious overextension to an appalling degree. He was probably hoping for some quick builds before matters got out of hand. Unfortunately, it didn't quite turn out that way. Rocamora chose to forego a quick and probably unsound push into the Med in favor of consolidating the western position in France and Germany. The net result was to deny Lakofka his crucially needed fleets; his fleet build at the end of 1906 was only at the expense of his French ally and the fleet lost was positioned far more effectively than the fleet gained.

So what now for Lakofka? Unless he has a deal with Rocamora to divide up the west (unlikely, since it's bad for England), Lakofka's winning chances are probably over. Rocamora will undoubtedly begin pouring fleets into the Med and this will cost Lakofka as he is forced to pull back to defend himself. His drawing chances, though, are far from over. The key is Ms Beyerlein's Turkey. If she remains hostile to Austria too long, Rocamora could plow through Austria's lines and come within striking distance of a win himself. It's only a matter of time before they both realize this and come to an understanding. At this point, Italy becomes expendable to everyone. C'est la vie, Edi.

Rocamora's problems are naturally the opposite of Lakofka's. The opening of the Med presents him with a golden opportunity. But he must take maximum advantage of it now before it slips away. Further, he must also be careful to preserve his position in France at the same time. One guess about his immediate tactical plans might be EF Nwg-Nwy (to support GA StP when Moscow falls), EF Nth C EA Lon-Fel (S by GF Hol), EF Mid-Wes, EF Eng-Mid, EF Fel-Eng. This helps him accomplish all of his objectives and explains his curious Fall 1906 moves.

As far as the tactics of the Mediterranean campaign are concerned, Rocamora should pass up the immediate attack on Tunis in favor of more substantial tactical advantages by moving imme-

diately into Italy and clearing the way for more fleets to move in behind. Good moves to accomplish this would be the moves suggested above along with IF Spa(sc)-Lyo, with options for the latter to give support into Piedmont or the Tyrrhenian. Whether greed will overcome logic in this instance, though, is hard to say.

Rocamora faces something of a dilemma in this instance. If he pushes as hard as he really should to punch through the Austrian lines, he might scare Ms Beyerlein into defecting to Lakofka. On the other hand, if he doesn't, she may defect anyway, seeing the handwriting on the wall, and then he'll be in even worse shape. So Rocamora may as well throw everything into the Mediterranean offensive and hope for the best.

As suggested above, Marie may be the decisive factor in the future course of the game. If she remains with Rocamora, Austria and Russia will eventually crumble. However, it's hard to see how she could overcome Rocamora's long lead in the best of circumstances and, with Lakofka retaining the option of deciding which way his centers would fall, it's a safe bet that circumstances would be far from the best. So she should defect sooner or later. In exchange, she can demand and get some concessions (eg, Bulgaria), but not too many lest Lakofka suspect she's only trying to increase her share of the Austrian pie. After disposing of the troublesome IF Aeg (Edi'd never consent to a deal with Lakofka, nor is there much he could realistically be offered in any event), she should then be content to sit in her corner and wait for the draw. She should get it as the risks entailed in dumping her would not be worth the small gain (five ways to four ways) involved.

Edi Hirsan probably has the bleakest position of anyone still in the game. As long as his units are of use to someone, he'll be kept in the game. When they're no longer useful, he will be taken out. About all he can do is try to get Lakofka and accept his fate when it comes.

Don Pitsch's fate is pretty much tied in with Lakofka's. If Lakofka goes, he goes. If Lakofka draws, he should draw. The Russian front seems curiously quiet for the time being; however, this is because no one has units to spare from more important battles elsewhere. If other fronts quiet down, Russia could heat up. About the only change expected is that at some point (perhaps as early as S07), Lakofka should put an army into Livonia to cut the support of GA StP and thereby allow Moscow to be retaken. The additional build will be helpful but, at the moment at least, does not appear crucial.

As for Steve Brooks, he has little choice but to try to hold on to what is left of his holdings. If a draw comes (or if Rocamora goes for the win), he might be taken out, depending on circumstances.

On the whole, then, the game still looks drawish, though one never can tell....

# STARS AND BARS

BY ROD WALKER

If a rating system does anything, it is supposed to tell you who the strong players are. No rating system can do this infallibly, however. One of the best players the hobby has ever seen, if not the best ever, was John Smythe. He does not appear high in the ratings simply because John lost interest in the hobby at times and let his games languish. There is no way I know of to measure the potential of a player when he is giving a game everything he has.

The best way, at least for the "big names" in the hobby, would be for them to play games against each other and see what happens. Some of the best players, such as Walt Buchanan, Edi Birsan, and Len Lakofka (and several others, but I don't have room for a complete list) do just that. At least one of the names near the top of all lists refuses to play against any of the well-known players, so it's hard to judge how good he might really be.

Still, within these limitations, names which appear in the higher levels of several rating systems probably are fairly formidable opponents. The question is, are some ratings more valid than others?

Of course, without a doubt. Systems which take into account wins only, or give massive credit to a win, are distorted. They do not look at a player's total performance. Strong players do not always win, but they normally do well. The players who win most consistently may be considered the strongest players of all, but why should the strong players who don't win much be left out? If you want a rating system to tell you who the best players are, do you really want such key omissions?

Case in point: Mark Tonnson has never won a game. He has drawn some, and on the Averaged Calhamer Point Count, he is 46th in a field of 87 players. But on Stars & Bars, which rates total performance, he is 8th in a field of 96... because he consistently does well in his games. It is silly not to rank him as one of the best players in the hobby.

How does S&B work? The score of a player is computed as follows: in each game he is

rated for, he received points.

1. Victory: 18 points.  
2. Survival or resignation after 1901: 1 point for each supply center held at the end of the game or the end of the game-year in which he resigned.

3. Elimination or dropped: 0 points.

A player is rated in a game if:

1. He was the original player and did not resign in 1901.

2. He was the replacement player and played for 50% or more of the total seasons the entire game lasted, or if he dropped at any time.

A player is not rated in a game if:

1. He resigned in 1901.

2. He was a replacement and did not play a majority of the game's seasons (this does not apply if he dropped).

3. He won or drew and entered as a replacement with 13 or more centers.

The total points accumulated are divided by the total games being rated. This total is divided by 18 and multiplied by 1000 (the division is carried to 4 places), giving us the Rating Average Rating System. A perfect score (a victory in each game) would be 1000.



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I try to rate every person who is active in the hobby in any way (as a player, publisher, or whatever) and who have completed 5 or more ratable games. If I have left out an active player or included an inactive one, I would like to know.

If anyone wishes to know how his score was computed, I will send him a list of the games used and their scores upon request. Each such request must be accompanied by a stamped, self-addressed envelope. I cannot undertake to answer otherwise. (Rod Walker, 1273 Crest Drive, Encinitas, CA 92024)

Rating Base: SRE/22 plus 1965V; 1966E-F, K, X-Y, EM; 1967AY; 1968BK, CG; 1969AE, ED; 1970 C, L, Y-Z, AL-AM, AR-AS; 1971U, CJ-DO, DR; 1972K.

In the columns below, most headings are self-explanatory. Abbreviations are: Pl, ordinal place on the list; W, wins; #G/Pts, number of games rated/total points accumulated; STARS, total points divided by total games. Non-North American players are indicated. \* indicates player not on the ACPCHL.

Pl	EARS	Name	TOP BOARD	W	#G/Pts	STARS
1	958.3	Walt Buchanan		6	8/138	17.250
2	882.7	Mike Rocamora		6	9/143	15.889
3	759.2	John Boyer		3	6/82	13.667
4	755.6	Don Pitsch		3	5/68	13.600
5	754.6	Randy Eytwerk		5	12/163	13.583
6	731.4	Lee Childs		3	6/79	13.167
7	680.5	Tom Eller		6	12/147	12.250

#### THE MADDENING HERD

8	666.7	Mark Tonneson		0	6/72	12.000
9	660.4	John Beshara		4	9/107	11.889
10	584.4	Doug Beyerlein		11	25/263	10.520
11	574.0	Bruce Kindig		2	9/93	10.333
12	566.7	David Lagerson		1	5/51	10.200
12	566.7	Richard Sharp (UK)		2	5/51	10.200
14	535.7	Eric Verheiden		2	14/135	9.642
15	527.7	David Johnson (UK)		3	8/76	9.500
16	524.3	Lew Pulsipher		4	16/151	9.437
17	522.2	Ron Kelly		5	25/235	9.400
18	518.5	John Stevens		1	6/56	9.333
19	511.1	Doug Hollingsworth		1	5/46	9.200
20	500.0	Mick Bullock (UK)		1	5/45	9.000
20	500.0	Joel Klein		1	7/63	9.000
22	490.1	Edi Birsan		11	62/547	8.822
23	488.9	Elliot Lipson		2	10/88	8.800
24	481.4	James Fish		1	6/52	8.667
24	481.4	Clay McCuiston		2	6/52	8.667
26	472.2	Tim Tilson		4	12/102	8.500
27	462.9	R. Walkerdine (UK)		1	6/50	8.333
27	462.9	Monte Zelazny		3	12/100	8.333
29	457.7	Rod Walker		1	21/173	8.238
30	444.0	Harvey Lindauer		1	6/48	8.000
30	444.0	Arn Vagts*		0	6/48	8.000
32	427.8	Don Horton		2	10/77	7.700
33	422.2	Rick Brooks		2	10/76	7.600
34	411.1	Bruce Chin		1	5/37	7.400
35	402.3	John Smythe		8	29/210	7.241

36	401.9	Steve Brooks		4	17/123	7.235
37	398.9	Andrew Waldie (UK)		2	12/79	7.182
38	393.9	Gene Prosnitz		5	22/156	7.090
39	376.5	Jeff Power		4	13/122	6.778
40	366.7	Eob Lipton*		0	5/33	6.600
41	359.2	Andy Phillips		4	30/194	6.467
42	357.1	John Piggott (UK)		2	14/90	6.429
43	355.6	Geoff Corker (UK)		1	5/32	6.400
43	355.6	Dave Davies*		0	5/32	6.400
45	347.9	Hal Naus		2	38/238	6.263
46	344.4	Walter Blank		0	5/31	6.200
47	344.0	Len Lakofka		4	26/161	6.192
48	333.3	Eob Lamb*		0	5/30	6.000
49	314.8	Dave Scott*		0	6/34	5.667
50	296.2	Bill Osmanson		1	18/96	5.333
51	291.6	John DePrisco		1	8/42	5.250
52	288.9	Jeff Oliver (UK)		1	5/26	5.200
53	287.0	Arnold Proujansky*		0	6/31	5.167
53	287.0	Eob Ward		2	18/93	5.167
55	284.7	John Leeder*		0	8/41	5.125
56	283.3	Ed Halle		1	10/51	5.100
57	279.9	Larry Peery		2	26/131	5.038
58	274.5	Andy Davidson (UK)		1	17/84	4.941
59	262.3	John Hendry*		0	18/85	4.722
60	261.9	Leo Early		1	7/33	4.714
61	255.6	Harry Drews*		0	5/23	4.600
62	253.9	Herb Barents		0	14/64	4.571
63	252.5	Blair Cusack		2	11/50	4.545
64	250.0	Pete Rosamilia		1	10/45	4.500
65	246.0	Eurt Labelle		1	7/31	4.429
66	244.0	Mike Beavers*		0	5/22	4.400
67	232.3	Richard Swies		1	11/46	4.182
68	230.7	Jeff Key		1	13/54	4.154
69	230.1	D. Brackman (AUS)*		0	7/29	4.143
69	230.1	Douglas Dick*		0	7/29	4.143
71	229.1	Stan Wrobel		1	8/33	4.125
72	222.2	Ron Gorski*		0	5/20	4.000
72	222.2	John Meadon (UK)*		0	6/24	4.000
74	212.9	Bill Drakert*		0	6/23	3.833
75	194.4	Sid Cochran*		0	12/42	3.500
76	180.5	Wayne Lanham*		0	8/26	3.250
77	174.6	Tony Pandin*		0	7/22	3.143
78	172.2	Brad Payne		1	10/31	3.100
79	157.9	Charlie Reinsel		2	38/108	2.842
80	152.7	Mike Childers*		0	8/22	2.750
81	141.0	Les Pimley (UK)*		0	13/33	2.538
82	123.4	C.A. ("Red") Beam*		0	9/20	2.222
83	114.1	Greg Warden*		0	18/37	2.056
84	111.1	John Carroll*		0	5/10	2.000
85	103.1	Gary Gehrke*		0	7/13	1.857
86	100.0	Chic Hilliker		1	10/18	1.800
87	88.9	John O'Rourke*		0	5/8	1.600
88	91.3	Steve Cartier*		0	28/41	1.464
89	77.8	Brian Yare (UK)*		0	5/7	1.400

#### THE GEMIGNANI BOARD

90	74.1	Margaret Gemignani*		0	36/48	1.333
90	74.1	Rick Stuart*		0	6/8	1.333
92	71.4	Greg Dority*		0	7/9	1.286
93	61.4	Larry Fong*		0	19/21	1.105
94	4.2	Mike Sherrad*		0	8/6	0.750
95	3.5	Chris Schleicher*		0	11/7	0.636
96	2.5	John Lettice (UK)*		0	9/4	0.444

# RATINGS GAME

by ROD WALKER

Diplomacy itself is the primary concern of Diplomacy players. Over the years, however, subgames have developed which in some ways overshadow Allan Calhamer's original creation. Such subgames as "Press Release," "Feud," and "Bourse" probably need no introduction to the reader.

The reader must surely also know about yet another subgame: "Rating." There are a good many players whose egos are stroked all over the place by being "up" in the ratings, and often they attach far more importance to ratings than they could possibly deserve. Such players will frequently play games with an eye for the ratings; some will even play the ratings themselves.

One salient example will serve to illustrate my point. The Beyerlein Player Poll is a hobby-wide vote as to who the best players are. It is a subjective gauge of reputation rather than an objective gauge of game results. Doug Beyerlein notes of the last BPP conducted, "I received a number of photocopied ballots from people I had never heard of. Later I was able to obtain a photocopy of a memo from John Beshara (head of TDA) which states, and I quote: '...re the current BEYERLEIN PLAYER POLL. Get as many FIRST PLACE votes for me as you can. Don't vote for anyone else that is in contention. H U S - T L E.'" That's playing the "Ratings" Game rather hard.

Perhaps unnecessarily hard. The names of four San Diego players appeared with surprising consistency in the BPP: Conrad von Metzke, Larry Peery, Hal Naus, and Rod Walker. A glance at the more objective rating systems shows that none of the 4 wins very much. Even so, all 4 enjoy a wide-spread reputation as formidable opponents.

Some of this seeming anomaly is probably due to the fact that all four are, or have been, active publishers with fairly large readerships. But that isn't all of it...if it were, you'd have seen John Boardman's name in the BPP.

If I may be a little less than modest, let me assert that part of the explanation lies in the fact that the San Diego Four are also pretty good Diplomacy players. So how come they don't win more? The answer is, none of us cares very much about winning. It's the game that we find fascinating. Hal Naus will talk endlessly and enthusiastically about the tactics and strategy in games he's been in...games he's been creamed in as much as games he's done well in...and even about games he wasn't in. Larry Peery was far more interested in the personalities in his games than he ever was in the games themselves. Conrad von Metzke was more interested in being a doppelganger than a winner. I loved the press more than anything else. So each of us devoted

our energies primarily to something besides winning...it was something pretty typical of how the game has always been played in San Diego.

That's the soft and fluffy side of the hobby. The other side is that Diplomacy, just as bridge and chess and other games, has its own school of sharks. There is no way to discourage these people; they are out for blood, not fun, and they mean to get it. But while we can't get them out of a hobby which is made less enjoyable for the rest of us by their presence in it, we don't have to make it easy on them.

"Rating" is their game, and one of their chief weapons in that game is the "easy win"...stepping into a "won game" as a replacement player and in a few game-years racking up the "victory" they were guaranteed when they came in. I see no reason to encourage the sharks in this way.

The remedy is simple. Make sure that such automatic victories don't get posted to the rating systems...or at least, don't get posted to the rating systems that have any integrity.

One general rule in use in several rating systems is that a player is not rated for a game as a replacement if he played in it for fewer than 3 game-years. That is partial protection against Dipsharks, but not enough. Complete protection would be a rule that only the original players are counted in any given game. That, however, is not fair to the many replacement players who really play the game and are not merely out after a guaranteed "victory."

Accordingly, I have adopted a new requirement in my own ratings which I now recommend for hobby-wide usage (recognizing, of course, that some ratings are so designed that this set of criteria could not apply, in whole or in part). I require that whatever the original player does in the game be counted for (or against) him. Additionally, the performance of a replacement player is counted for (or against) him if he played a given number of seasons equal to or greater than 1/2 of the total number of seasons the game lasted. However, the game will not be counted if the player took over the position with 13 or more units on the board and subsequently won or drew.

In other words, if a player wants credit for a win or draw as a replacement player he has got to play for at least half the game and he has to take over a position in which the odds are not already stacked in his favor.

Of course, it is still possible for a Dipshark to win games under these circumstances and thus have them counted in the ratings. If he is a good player, he should certainly get credit for those games he has won honestly. It is the "quickie" victories, the dishonest wins, we want to keep out of the ratings.

As for the rest, let the Dipsharks play "Rating" if they wish. I'd rather play Diplomacy; wouldn't you?

# NEWS FROM BRIXTON

BY PETER BIRKS

Most of you will have noticed, well, some of you will have noticed, well, Walt will have noticed ((well, would you believe I was the one who noticed?! CA)) that the title is different from the last contribution. This is because I felt like changing it, and if you can't understand its brilliant subtlety, that's your hard luck, so there.

But, you may ask, with more than a little justification, what is happening in Britain? Presuming that somebody out there is reading this, the answer is, "not much." The NGC elections have come and gone, John Piggott has taken over as tyrannical despot of British Diplomacy, and as such produces the new NGC official house "organ," in the guise of Victor Loderum, known to its friends as Toad. (Some of the more aged members of the hobby will remember that John Piggott once produced a zine called Ethil The Frog, hence the nickname of his new effort). Dochstoss is still produced by Richard Sharp, and both copies go out to NGC members for a combined price of 25p. Its circulation is now up to 385, which, I would think, makes it the highest circulating zine in the world (beaten again, Yanks!).

Folding zines are Filibuster, which will be two months dead by the time you read this, and perhaps Shelob's Lair, which, due to infrequency, may well have its games re-located. Zines that persist in spite of all attempts at assassination are Mad Policy, which just celebrated its third birthday with a recipe for Crottled Greeps (reprinted from K. 35, remember that?), and 1901 and All That, which hit the newstands (well, my front doormat) with its fiftieth issue in quite devastating style. Congrats are due to Richard Walkerdine and Mick Bullock on their sterling efforts in the Dippyazine hobby. (That's a thought. Is a "sterling" effort a compliment in this day and age? \$2 to £1, it's a disgrace!)

One of the games catching on at our Dippycons is, curiously enough, that great American pastime, poker. There is a regular group now that never plays Diplomacy any more, just poker. The record pot was \$750.00, which was split high-low, although the average is a lot lower than that. I'm happy to say that I took half of that 750 dollar pot on a full-house. In case there are any poker buffs out there, the game was three-card substitution, not a game for the weak-hearted.

Those of you who noticed that my column did

not appear last issue, all 3 of you, can thank the USPS. The letter simply failed to arrive, and my checking phonecall to Walt (phoning Lebanon, Indiana from London, England is quite an experience!) was a couple of days too late to do anything about it. Sorry.

A visitor to England last summer, that is, in July, was the trans-Atlantic Crinklecrud himself, Terry Knowles. He attended Chericon II (cf. Richard Walkerdine & Insanity) and played very many silly English games and a few silly American ones, including Speed Circuit and Formula One. He went over to Europe a little bemused, I think, at the idiots who make up the postal hobby in Britain.

Since this is supposed to be a Diplomacy column, it might be prudent to talk about Diplomacy, and to cease this soporific patter. The latest Who's Where, a genzine from Mick Bullock which appears irregularly as a subzine to 1901 and All That, reported that there were 432 people playing postal Diplomacy in Britain, in 30 zines, at an average of 3.11 games each (that's like each family having 2.4 children. It must be horrible to play in only .11 of a Diplomacy game). 207 people are in only one game, while only 29 people are in more than 10 games. This decrease in the number of people in a large number of games can be attributed, I'm sure, to the increases in postage costs, which have increased over 100% in less than two years, and another increase is on the way! First class postage will cost around 16¢ before the year is out....

IDA/UK is struggling on, with Richard Walkerdine (God, that name again!) proudly claiming that "membership has now reached 40" and adding the obvious aside that more members are needed. I've a funny feeling that the IDA sub to the British region might turn out to be a non-returnable deposit. Me? I'm going to write to John Beshara and set up TDA/UK. I shall be Fuhrer, and we will dominate British Diplomacy within 6 months! You hear me, John? I will not, of course, use elections. After all, elections are against TDA's principles, aren't they, John? Sorry, John, only a joke!

Well, having a soft heart and the rest of the page to fill, I'll explain the title. Brixton is the London equivalent to Harlem, and I happen to live in it. To compound my problems, I'm white! It's also a pun on Hartley Patterson's "News From Bree," (I think). Well, that's all. God bless the "Spirit of '76," may it fly forever....



# VARIANT DESIGN

by LEW PULSIPHER

Fred Davis has designed many conservative variants, including GERMANY VS. THE WORLD, 1885, ABSTRACTION, and two versions of ATLANTICA. The following article and variant are reprinted with Fred's permission from his Bushwacker, Vol. III, #13, December 1974.

This is an interesting case of an idea being independently developed by different people. When Fred originally printed this, he thought it was a new concept. In fact, there were three versions of ECONOMIC DIPLOMACY by various people which served as the basis for Don Miller's HYPERECONOMIC DIPLOMACY, a much more complex game using a new board. There might also have been a few other games mixed into the picture as well. Fred worked backward from HYPEREC without knowing about the simpler games. ECONOMIC IV is also not the first variant in which a supply-credit value is given to every province. This was done in my INTERSTELLAR DIPLOMACY I in 1971 and in ID III in 1973, using ECONOMIC III as a base in the same way Fred used HYPEREC (i.e., not really too much).

## ECONOMIC DIPLOMACY: A VALUE FOR EVERY PROVINCE

by Fred Davis

One of the things which has been overlooked in most Diplomacy variants is that in reality all of the provinces are of some economic value. (The "United States" variant recognized this by having every state a supply center, but this still ignores the difference in value between, say, California and Nevada.) In France, the idea of all of the eggs being in the Paris, Brest and Marseilles baskets is ridiculous. Brittany proper is one of the poorest districts in France, whereas the area called "Picardy" contains some of the most important industrial areas. Ignoring the importance of the Ruhr in Germany or Piedmont (Milan, Turin) in Italy are other examples of geographic reality sacrificed for playability. Even a godforsaken area like Albania is of some value. The supply center concept is useful as areas where armies and fleets have to built, but they do not need to represent the entire economic strength of the country.

There should also be some recognition of the fact that fleets are more costly to build than armies. In the real world of 1914, fleets had become so expensive that of the 7 powers herein represented, only England and Germany had built large navies.

Therefore, I propose a variant called "Economic Diplomacy," in which every province has an established value expressed in terms of so many points or credits per year. The cost of maintaining armies and fleets is expressed as so many points per unit per year. Thus, the loss of any province will have an effect on a power's economic (and hence, military) strength. There is a variant called "Hypereconomic Diplomacy" which goes into tremendous detail on such matters. My version is much simpler, as befits my lazy mentality. After all, if it turns into work, it's no longer fun.

In the simplest version of this variant, as presented here, all provinces have values of between 1 and 4 points per year. Using a slight modification of the standard board (3 split provinces, 3 additional passable provinces and one new sea space), here are the rules: (Article resumes after the rules, with a breakdown of initial Annual Income and initial Annual Costs on a country-by-country basis.)

### Economic Diplomacy IV

Rules created December, 1974.

The 1971 Rulebook will apply, except as follows:

1. Most supply centers plus Burgundy, Piedmont, Ukraine and Yorkshire have values of 3 points (or credits) per year. Most other provinces have values of 2. (See complete list in Appendix). Total annual income from all provinces is 156 points.
2. London and Ruhr have values of 4 points. Ankara and Tunis have values of only 2.
3. Albania, Apulia, Armenia, Archangel and Sicily have values of one point each.
4. The initial annual income of the seven Great Powers is: Russia - 20 credits; England and Germany - 17; Austria, France and Italy - 16; Turkey - 13. As of Winter 1900, the standard Diplomacy builds are made, and each Power is also allocated 3 credits to its Treasury.
5. All income is received at the end of each fall turn, and all costs paid on the winter turn. If a Power's net worth is insufficient to pay the costs of all the units owned, some units must be removed unless the Power can obtain a loan, gift or subsidy from another player. Players can build only up to the limits of their Treasury, and fractions cannot support units. Loans, gifts and extortions can be obtained only from other players. There is no "bank" to borrow from.
6. Fleets cost 5 credits each per year. Armies cost 4 credits each, except that the first 4 Turkish armies cost only 3 credits each.
7. Each Power pays the cost in advance for the following year. The 1901 units are consider-



ed already paid for at the start of the game. The bills which fall due in Winter 1901 are for the year 1902, including the cost of those units built in Winter 01. There is no additional cost for the actual building.

8. Income from all provinces goes to their owners at the end of the fall turn, using the same criteria for ownership as that used for control of SCs (i.e., spring raid does not affect ownership or income).

9. Units may only be built in the supply centers of the home countries.

10. Powers may loan credits or make gifts to each other at any time. Credits may also be used to bribe or reward other Powers, or to pay indemnities. Credits not spent on any one turn may be saved in the Treasury to be used on a future turn.

11. The GM will indicate the new worth of each Power at the end of each fall move. ("Net worth" = income from provinces + credits remaining in Treasury + whatever funds may be loaned or given to a Power).

a. The GM will indicate where a Power has insufficient net worth to support the number of its units on the board. Since builds are optional, he will not comment on them, except to note if all home SCs are occupied.

b. Players have until the winter adjustment deadlines to come up with additional funds from other Powers to keep its units on the board. Therefore, the winter turn is most important, and will always be conducted separately.

c. To report a loan or gift, both the giving and receiving Powers must indicate the extent of same in their orders (i.e., "Russia" 3 credits loaned to Turkey." "Turkey: 3 credits received from Russia (loan)."). If the two orders do not agree, the credit transfer is not effective.

d. In the winter adjustments, the GM will indicate whenever additional outside funds have enabled a Power to have more units on the board than were scheduled in the fall report. However, he is not obligated to report the source of this additional income, unless both parties specifically request it.

e. Each Power's net worth will again be published with the winter adjustments.

12. One Power may call for the repayment of a loan from another Power immediately. In this case, the GM is the "banker" in that any such request will be automatically honored at the end of a fall move.

13. The Treasury of each Power is in the capital province in 1900. Thereafter, it may be moved to any other province controlled by the Power on any spring or fall move. If a Treasury is in a province that falls into enemy hands, it is lost to the other Power on either a spring or fall move. Said Treasury is immediately associated with the gaining Power's Treasury. The na-

tion losing its Treasury must designate a new province as the seat of its Treasury on the next move. The locations of all Treasuries shall be published in the game reports, and players should keep track of them. A player may not split his Treasury into more than one province.

14. A Power in civil disorder will continue to earn income from those areas under its control to pay for its standing armies and fleets, and the GM will see that its debts are paid to the best of its ability.

15. The victory criterion is 80 points of income per year from provinces owned (one-half plus one of all points). Any two players may form an alliance victory with a total of 108 points (equivalent to 24 SCs under old method).

16. Three provinces, Spain, St. Petersburg, and Trieste, are divided into two spaces:

a. Spain is divided into North Coast and South Coast, each with a value of two.

b. St. Petersburg is divided into St. Pete (a SC) with a value of 3, and Archangel with a value of 1. However, Russia may build fleets in Archangel.

c. Trieste is divided into Croatia, an ordinary province, and Zara, a SC, each with a value of 2. In Winter 1900, Austria builds a fleet in Zara.

17. Additional passable areas are Ireland (2 pts.), Persia (2), and Sicily (1). There is also a new sea space called "Southern Med." Persia is a home province of Turkey for income purposes. It touches Syria, Armenia, and Sevastopol. (Purists may consider this province to be a combination of Persia and Mesopotamia.) Sicily is part of Italy for income purposes. Ireland is independent. Southern Med borders on the Ionian Sea, Eastern Med, and Syria, but not on Tunis.

18. Armies may move and support between Naples and Sicily without convoy. This does not affect fleet movements between the Ionian and Tyrrhenian Seas, as this is a "4-point meet."

APPENDIX: Values of the Provinces: 4-point provinces (2): London, Ruhr; 3-point provinces (33): All SCs not otherwise mentioned plus Burgundy, Piedmont, Ukraine, Yorkshire; 2-point provinces (23): Clyde, Wales, Gascony, Picardy, Prussia, Silesia, Tuscany, Bohemia, Croatia, Galacia, Tyrolia, Zara, Finland, Livonia, Ankara, Persia, Syria, Ireland, North Africa, Spain (nc), Spain (sc), Tunis; 1-point provinces: Albania, Apulia, Armenia, Archangel, Sicily.

This game can be played on a standard board by just drawing a few lines dividing Spain, St. Pete, and Trieste in half ("Zara" is the southern half of the old Trieste). You should also draw a line between the "p" and "l" in the word "Diplomacy" to indicate the boundary between Persia and the other Turkish provinces. There's room on a conference map for the Southern Med space. If playing on the big board, a piece of cardboard can be attached there.

	<u>Initial Annual Income (115 cr.)</u>	<u>Initial Unit Costs</u>	<u>Surplus*</u>
England	(1 x 4, 3 x 3, 2 x 2) = 17	14 (2 F, 1 A)	3
Germany	(1 x 4, 3 x 3, 2 x 2) = 17	13 (1 F, 2 A)	4
France	(4 x 3, 2 x 2) = 16	13 (1 F, 2 A)	3
Austria	(2 x 3, 5 x 2) = 16	13 (1 F, 2 A)	3
Italy	(4 x 3, 1 x 2, 2 x 1) = 16	13 (1 F, 2 A)	3
Turkey	(2 x 3, 3 x 2, 1 x 1) = 13	11 (1 F, 2 A)	2
Russia	(5 x 3, 2 x 2, 1 x 1) = 20	10 (2 F, 2 A)	2

\*Plus 3 credits each in Treasury as of Winter 1900.

This gives England and Germany a slightly higher initial income than the other regular Powers. Since England will have to build more fleets than anyone else, she is really not as wealthy as it appears. Germany is in the best financial position--a reflection of her early and thorough preparation for war. Turkey is the poor man of the game, another reflection of reality. Only the initial cheapness of her armies enables her to take the field. Russia's armed forces are also placing her on the verge of bankruptcy, an accurate assessment of the times. Austria and Italy should have been rated one point behind France in wealth, but then they might have been too weak for game purposes. As France will have easier pickings in Iberia, something had to be done to give Italy and Austria a break. The Italian player should note that while his traditional build of Tunis has been downgraded, he can now get points for taking North Africa. Also, the creation of Croatia protects his rear with Austria, and vice-versa. It's Turkey that has proved to be too strong, and Italy and Austria which are too weak, in the records of postal games played to completion. That may not be true here.

There are only 41 neutral points. These consist of 10 orthodox SC @ 3 points each, 5 spaces at 2, and Albania at one. This is a smaller proportion of external wealth than in the standard game or in most variants, so it's obvious that most of the struggles will be over home provinces.

115 points plus 41 yields a grand total of 156 credits per year. If all put to use, this would permit the raising of 39 armies or 30 fleets (ignoring the Turkish differential). If you add those figures and divide by two, you come up with the familiar figure of 34 units (all right, 34.5, but you can't have half a unit on the board). There will never be quite that many units on the board due to the presence of fractions and the probable hoarding of credits for skulduggery.

Anyone familiar with European history or geography will recognize the importance of such "ordinary" spaces as the Ruhr, Ukraine, and Yorkshire as the reason for their elevation to a higher point value. As for Ankara, the city by that name didn't even exist in 1900. The entire province was extremely backward except for the port cities of Sinope and Trabzon. And Ar-

menia? Well, you've heard the term "starving Armenians." The Great Massacre of 1897 had reduced the living standards in that province to somewhat below that of Lower Slobbovia.

In a few cases, economic reality has been partially allayed for playability. In France, for example, there is really no difference in economic value between Picardy and Burgundy. However, with the German 4-point Ruhr in an exposed position, it was felt necessary to make Burgundy worth 3 points to equalize matters.

The division of Spain is in recognition that the country is too important to be relegated to a single 3-point province. Also, the division of Spain and St. Petersburg leaves Bulgaria as the only two-coasted province, thereby eliminating some technical headaches from the game. Persia-Mesopotamia is needed to augment Turkey's income and to permit more maneuvering in that part of the world. I'm also rather pleased that after all of this juggling, I came up with figures which yield an annual income comparable to that furnished (in terms of standing armies and fleets) by the 34 supply centers of the standard game.

It will be interesting to see whether this assigning of a value to every land space on the board will affect tactics. In any event, if playtesting should disclose some flaws in the weights assigned to each Power, adjustments can be made without having to make any further map alterations. One could simply alter the values of certain provinces to secure a balance. By the way, if you use conference maps to play the game, all you have to do is write the numerical value of each province right in its space, and everything will be perfectly clear.

I also calculated a more sophisticated system in which province values ranged from 10 points for London down to two for backwater areas. However, I decided that my original 4-point idea was sufficient for game purposes. The assigning of values to provinces on a realistic basis on a 10-point scale would make a painless geography/economics lesson in a classroom environment. Let me know if anybody uses it.

I am grateful to Tas Ryrie for the idea for this variant.

\* \* \* \* \*

I also asked Fred why he charged more for a fleet than for an army. His reply: "I consider that for a fleet to have the necessary occupying power to control a seacoast province, it would

have to have more men and material than an equivalent army. If fleets only battled for sea spaces and convoyed and supported armies, I would agree that they should cost the same or less than armies, but in Dippy we have endowed them with a substantial Marine and landing support arm. That is why I'm charging more for fleets than armies...Using a more or less standard map of Europe, the tendency is to have more armies than fleets anyway, except for England. This is why England is given more income, since it is the only power which will have to raise a lot of fleets. Of course, if this idea doesn't work, we'll revise the rules by creating EC DIP-PY V."

## SWORD & SORCERY DIPLOMACY

by Scott Rich

1. All the 1971 rules of Diplomacy apply, except as modified below.
2. The standard Diplomacy board is used, but nothing prohibits other boards.
3. There are 3 additional playing pieces: K (King), H (Heroic heir), W (Wizard coven, never mind the female connotations of "coven").
4. K, H, W move over land or with a fleet. Without a fleet and in water, they drown. Standoffs only apply to armies and fleets; if a K, H, W is ordered to a space, it will get there unless an enemy A or F is sitting in the space. If ordered to a sea space and no friendly fleet shows up to keep them afloat, then their move fails and they remain on land. If: H3 Ion-Tyr, F Ion-Aeg, F Lyo-Tyr and an enemy W1 Tus-1F Lyo(M); then the H3 retreats from Ion or drowns.
5. The game is set up in the winter of the year 0. Each player receives a number of armies and fleets equal to the number of SC (supply centers) he starts with, to be placed on his home SC. In addition, all players receive one K, one H, and one W, also to start on his home SC.
6. Any number of K, H, W may occupy the same space, with or without an army or fleet. The only limit is one army or one fleet per space.
7. K, H, W must always be retreated, by the GM if necessary.
8. Any number of H, W plus one A or one F may be built on a SC.
9. The game begins with moves in the spring of the year 1--the 1st year of the reign of King John, etc.
10. K, H, W may not capture SC, only armies and fleets may do so; also, they may not be supported.
11. The KING:
  - a. Each player may have only one or zero K at all times.
  - b. If a player begins a spring or fall move with no K (A, spell h, DUEL), then all his armies and fleets automatically hold.

- c. The K may not be built, may only be replaced by converting an H.
  - d. The K requires no SC.
12. The Heroic Heir and the KING:
- a. An H or K may move/hold/support with an army or fleet (HA, HF, KA, KF) as an army or fleet with one support from the K or H (i.e., a double unit).
  - b. Only one H or K may "lead" any one army or fleet (although rule 6 permits other H and K to be in the same space).
  - c. The H or K of a double unit is considered part of the A or F such that the "leader" stays with its units (ignore 3rd sentence of rule 4).
  - d. If the K has been lost, any ONE H may "convert" to K. The convert order succeeds if the H is not forced to retreat; the H may not "lead."
13. The Heroic Heir:
- a. Any number of H may be built, all to be numbered (and perhaps named) such that several H in the same space may be told apart.
  - b. The number of SC required is:  $H - 1 = SC$ ; the player thereby may have one free H at all times.
  - c. A SC used to supply an extra H (or an extra W) may not be used to supply anything else.
14. Wizard Covens:
- a. Any number of W may be built, all to be numbered (and perhaps named).
  - b. The number of SC required is:  $W - 1 = SC$ ; the player therefore may have one free W at all times.
  - c. During every spring and fall move season, a W may do one of the following: move, cast one spell, or do nothing.
  - d. Spells may only be cast upon/into adjacent spaces (including the W's own space). Certain spells are designed to affect units ordered to move; all such units must begin their move adjacent to or with the W; they may move out of range of the W, however.
  - e. Spells cannot be cancelled, except through magical means--retreating or dying does not cancel a W's spell.
  - f. Spells table: spell letter/name of spell/what it can effect/results and comments with an example. The GM may delete/add spells if allowed.
    - (a) The Spellcreator (the GM) adds one spell from this list to the spell-list of the player. (W2 Pru-a( )). See options 1 through 4.
    - (b) The Misty Fortress (A, F ordered to Hold) adds one extra support to the A, F for that turn. (W2 Pru-bA War (H), A War-hold). (H) = holds.
    - (c) The Dragon's Teeth (A, F ordered to move) adds one extra support to the move of the A, F for that turn. (W2 Pru-ca Liv (M), A Liv-Mos). (M) = moves.
    - (d) The Second Wind (all, ordered to

move) unit may move one extra space, the second after all normal moves have taken place; the space must be open and the first part of the move must have succeeded. May be cast upon a double unit (12.a). Unit may not hold nor support. (W2 Pru-dA Liv (M)(M), A Liv-Mos-Sev).

(e) The Sower of Teeth (A, F ordered to support) unit give one extra support. (W2 Pru-eA Pru (S), A Pru (S) A Mun-Ber, A Mun-Ber). (S) = supports.

(f) Weirspell (A&F, H&W, ordered to hold, A&F must be in coastal space) converts one A to F, F to A, H to W, or W to H. (W2 Pru-fA Pru (H), A Pru-hold).

(g) The Greatship (F ordered to convoy) enables a F to perform one extra convoy operation in the same move as if it were two fleets, but the F still defends as one fleet + any supports. (W1 Lon-gF Nth (C), F Nth (C) A Edi-Den & HA Lon-Bel; A Edi-Den; HA Lon-Bel). (C) = convoys.

(h) The Violent Cloud (any one K, H, W ordered to move) the K, H, W end up wherever the W sends them. (W4 Lon-hH1 Yor-Nat (drowns), H1 Yor-Lon; #1 hero was moving, but he ended up drowning in the North Atlantic. But, if a friendly fleet ended up in the Nat, the H1 is saved; and if an enemy fleet ended up in the Nat, the H1 would be retreated off to Cly or Liv or a friendly fleet. And if W3 Cly-rNat, then the h spell fails and H1 Yor-Lon.)

(i) Sleeping Beauty (all, ordered to move) changes the unit's move order into a hold order (effects double units). (W1 Lon-iF Nth (M), F Nth-Edi).

(j) Swampfever (A, F ordered to support) changes support order into a hold order (effects double units). (W3 Lon-jF Eng (S), F Eng (S) A Wal-Lon, A Wal-Lon).

(k) The Northwind (F ordered to convoy) disrupts one convoy operation using that fleet. (W2 Lon-kF Nth (C), F Nth (C) A Den-Nwy, A Den-Nwy).

(l) The Timeless Winter (another's home SC) prevents any builds in any ONE SC that the W is close enough to cast the spell into. Cast in fall, effective in winter (and just that winter). (W1 Pru-lWar, No builds in Warsaw permitted).

(m) The Quick Winter (any SC) cast in fall, effective in winter. Owning player cannot use that SC for supply purposes for that winter. Does not effect builds. (W1 Den-mSwe).

(n) Fear of the Dark (A, F ordered to hold) even if led and supported, the A, F may be dislodged by one A or F. (W3 Par-nH2A Bur (H), A Mar-Bur; H2A Bur-H).

(o) Feeble-minded (H, converting (12.d)) if the H was going to convert, then the H remains a H. (W1 Bul-oH3 Con-convert, H3 Con-convert).

(p) The Spell of Thorn and Bramble (land space) space becomes impassable for that

turn, such that: units already in the space can stay or move/support out, but nothing may move/support into the space. (W1 Par-pBur, A Bur-Par, W4 Mos-hH2 War-Bur, H2 War-Ukr). No effects on supply nor builds.

(q) The Stormbringer (sea space) much the same as spell p. (W1 Gre-qIon, F Ion (C) A Tun-Nap, A Tun-Nap).

(r) Negation (any space) except for other negation spells, no spells may work in that space. When cast upon a wizard's own space he is magically guarded. When cast either on an enemy wizard or on the space the enemy wizard is casting his spell on/into, it cancels the enemy spell(s) (14.e). The Negation Spell can cancel any numbers of non-negation spells (including the spells of friendly wizards).

(s) Cast upon the Winds (any W casting a spell) allows a W to cast his spell one space further in distance. (W1 Lon-sw2 Lon, W2 Lon-rNwy). 2s:three spaces.

#### 15. Order Writing:

a. KINGS and Heirs: K Pru-War (if alone or not leading), H2A Pru-War (#2 heir is leading an army from Prussia to Warsaw).

b. Wizard Covens: W2 Pru-nA War (H), #2 wizard is casting the Fear of the Dark upon an army in Warsaw; if the army is not ordered to hold, then the spell fails. The W does not have to know the exact orders of the unit he is casting the spell upon: an (H) for holds, (M) for moves, (S) for supports, (C) for convoys.

16. Multi-spell effects: Guidelines in case of several spells:

a. If a unit is ordered to move, then only spells c, d, h, i can affect it. All other spells immediately fail (i.e., A Pru-War; W1 War-iA Pru (M), W2 War-fA Pru (H)--result: A Pru; W1's i spell succeeded and the army held, but W2's f spell did NOT change the A into a F since the A was NOT initially ordered to hold, although the A ended up with a hold order).

b. If a unit is ordered to support, then only spells e, j can affect it.

c. If a unit is ordered to hold, then only spells b, f, n can affect it.

d. If a fleet is ordered to convoy, then only spells g, k can affect it; for normal purposes a convoying fleet is considered to be holding, but not for magical effects.

e. A converting H can only be affected by spell o.

f. Spells affecting spaces: l, m, p, q, r; most of these indirectly affect units.

g. Details:

2c, then +2 supports.

2d, then can move three spaces.

2h, if not to the same space, then both spells fail.

2i = i.

c + d, unit is supported through both parts of its move.

c + h, affect different types of units.

c + i, a hold at +1 supports.  
 a + h, neither spell works, unless on an A, F, then h spell fails.  
 d + i, both spells fail, such that only the first part of the move succeeds.  
 h + i, both spells fail, such that the unit can carry out a normal move.  
 2e, +2 supports.  
 2j = j.  
 e + j, both spells fail, such that the unit gives only its normal support.  
 2b, +2 supports.  
 2f, unit doesn't change; 3f = f.  
 2n = n.  
 b + f, or f + n, both spells work.  
 b + n, or b + n + f, only the b spell works.  
 2b + n, only one b spell works.  
 2g, 3 convoy operations possible.  
 2k = k.  
 g + k, both spells fail, such that only the first convoy listed by the F works.  
 c + d + i, counts as one c spell only.

17. Convoys: any number of K, H, W may be convoyed from the same space to the same space (with or without an army). (KWLH3 Lon-Bel, F Nth (C) KWLH3 Lon-Eel).

18. K, H, W of one player may enter the same space of another's A, F. K, H may lead another's A, F. Both players involved must send written agreements to the GM. If agreements fail to come through, then all K, H, W must be retreated off another's A, F or not move in with the A, F.

#### 19. DUELS:

a. K, H, W of any player may duel any other player's K, H, W if they end their moves in the same space; this is in addition to any moving/spellcasting.

b. There must be no army nor fleet in the space to spoil the fun.

c. At least one of the fighters must order DUEL: H2 Pru-War DUEL Russian W3, H2; the German #2 hero attempts to move to Warsaw and duel the #3 Russian wizard (if available), and failing that, the #2 hero (or others).

d. If there is a duel, ALL fighters are annihilated; if two H move into a space and order DUEL on the same W, then both Hs and the W are killed.

e. Duels ordered in fail do not extend into winter, nor may units be built with duel orders (in case K, H, W are sitting on uncaptured home SC).

20. To win, a player must have 21 units on the board, including K, H, W; this is using the regular board. Otherwise, a majority (18) plus 3 (for free units).

#### OPTIONS.

1. All W are built able to cast exactly one spell--the Spellcreator. Thereafter, every time a certain W casts spell a, one additional spell of the W's (player's) choice is added to

the spell list of that W, such that the W may thereafter cast his "new" spell.

2. One spell list is maintained common to ALL Ws of a player. If a player loses all his Ws, then his spell list reverts back to spell a.

3. If the Spellcreator is not used, all Ws are built able to cast ALL spells.

4. With option 1 or 2: spell lists are built up in secret--known only to the player and the GM. (W2 Pru-a( )), instead of (W2 Pru-a(f))

5. No wizards are used.

6. No separate hero-type Kings are used. Start with one H and one W.

7. The wizard-king: M for Mage. The mage is considered to work as a wizard and not a hero under the King rules. With this option, a player may build either a M or a K at start, and convert either a H into a K or a W into a M. Spell o now works on both H and W.

8. P for Prophet (like in Jihad): a King who is both hero and wizard--may "lead," cast spell, move or do nothing in a move season. If used with option 7, the P should require one SC. To create or replace a P: "convert" a W & H in the same space at the same time (using the W's spell list for option 1), or a K and a W, or a M and a H. Spell o then works on both Ks and Ms.

9. Barbarian army and Pirate fleet (B/P):

a. During any winter, a player may use 2 SC to build either one B army or one P fleet (in his own color). B/P units require 2 SC for supply and count as one unit for victory purposes.

b. B/P units may be built anywhere on the board under the following conditions: after the regular builds are put on the board, B/P units are placed, except when they would be on or adjacent to any non-B/P unit, or if there would be more than one B/P unit on the same space.

c. If you are short one SC and are removing a B/P unit, then you may NOT build a regular unit with the extra SC gained in that winter.

d. B/P units do not require a King, such that rule 11.b does not apply.

10. No duels permitted.

11. Only P, K, H permitted to order duels.

DYING EARTH references (DE was designed by Lewis Pulsipher): spells in FTF setup using option 4: each player gets one envelope (if using option 1, then as many envelopes as wizards), and a number of 3 x 5 cards or the like. On the envelope the player writes his country name (and the name/number of the wizard). Everytime spell a is cast, the player secretly writes the letter and the name of the new spell on a card and adds it to the envelope. When casting a spell, the player removes the card bearing the letter/name of the spell to prove that his wizard can cast the spell. Envelopes are to be kept in plain sight of all players.



# VARIANT INFORMATION

This section will be very brief this time since I am struggling through preliminaries.

After doing a fine job of getting the collection together, Dan Gallagher has passed the North American Variant Bank to Dave Kadlec, Box 802, University of Santa Clara, Santa Clara, CA 95053. Dave will soon publish an issue of NAVE reports.

The Miller Number Custodian, Robert Sacks, is in the process of moving to a location not yet known. He can be temporarily reached at 4861 Broadway, Apt. 5-V, New York, NY 10034.

Ray Heuer, 102-42 Jamaica Ave., Richmond Hill, NY 11418, is chief of the Orphan Variants Project. If you are playing in a variant that may be orphaned, write him. By the way, he also needs replacements for games in his zine, Carn Dum.

I am looking for someone from Britain to review British variants as they are published.

As always, I appreciate the cooperation of the various variant publishers, and I only wish more would help out. It is difficult to try to

obtain all rules published in North America, let alone the rest of the world, yet these columns are intended to help collectors as well as the average variant fan.

Rod Zaccalini, 23 Toluca Estates, N. Hollywood, CA 91602, is starting a new zine and will have openings for my GLOBE VARIANT (in DIPLOMACY WORLD II, 1). He will probably reprint the rules. I've never heard of Rod, so I can't recommend or disrecommend his efforts.

Scott Rich, 1640E 1140N, Logan, Utah 84321 will run a game of a prototype version of my DYING EARTH and one game of his SWORD & SORCERY, printed in this issue, for a \$1 deposit plus sub (\$1/6 if run in Son of the Dog, probably 10¢ each if run by carbon copy). Scott has been a GM for over a year of a complex fantasy game, so I'm sure he'll be able to handle Dippy.

Dave Kadlec is distributing a variant survey. He has already put considerable work into it (including at least two drafts mailed out for comments) and I urge everyone to participate.

## VARIANT DESCRIPTIONS

SCACCHOMACY or FISH'S DELIGHT by Dave Kadlec is so far out that I nearly debated with myself about whether it is really a Dipvariant or not. The game is played on a chessboard with chess pieces. Players are pawns, rooks, kings, queens, bishops, and knights (both colors under one player) and a player for each color who can order several units of the other players. Units move as in chess but can only capture when supported--captured (technically dislodged and annihilated) units may be rebuilt if the original owning player has enough supply centers. Centers are in the beginning spaces of all pieces (not pawns) and in the four center squares. The rules are unclear as to whether all pieces move at once or only those of one color. The balance in this game must inevitably be pretty poor. I think it is useful more as a curiosity than as a game for serious ("blood") players. Rules are 20¢ from the designer at 1447 Sierra Creek Way, San Jose, CA 95132.

COLONIA by Fred Hyatt is one of the most massive variants I have ever seen. Eight players (E, A, F, R, Portugal, Spain, Netherlands, and Ottoman Empire) each begin with six units on the world map. There are 188 land spaces, 81 sea spaces, and 121 supply centers! Victory criterion is 50, but even at that I can't imagine a game going to completion except through temporary insanity. It is popular with some groups, however, and there are a couple of games open though none filled so far. The map (drawn

by Mike Lind now, though there is an older version) is very attractive photocopy, 10 8½-x-11 sheets. There are a few rule changes, none major--special and island supply centers that are only 6 of the total. There are 14 sheets to be photocopied altogether, so this one is expensive. I don't know how much postage would be, so I can't give the exact price. Hyatt's address is 400 State St., Brooklyn, NY 11217. It is also available from the Variant Bank for about the same price, I think.

The following three variants are available from John Leeder, 4910 20A St. SW, Calgary, Alberta, Canada T2T 5A6. I don't know exact prices.

PLENTLOCK II by John Leeder abstractly depicts the "French and Indian Wars" in eastern North America. The 17 x 11 map (two colors ditto) covers Newfoundland to most of Michigan and Virginia almost to Hudson Bay. There are four Indian players, who can use any space as a supply center except lakes and ocean, and two European players (F and E) who must settle areas in order to build new centers. Europeans may build double armies; Indians may cross water as though it were land so long as they don't stay in winter. Europeans may build fleets in inland waters once they establish centers there; they may also build forts which permit units to spend the winter in non-supply spaces. The Europeans may also use a "smallpox factor"! Finally, a joint victory of one Indian and one European power,



not inferior to individual victory, is possible. This game was playtested in an earlier version (never published?) but balance is always very hard to achieve when players have such different capabilities.

GESTA DANORUM I by Leeder depicts Norse and Danish invasions of Britain in the ninth century. Players are Norse, Danes, Picts, Northumbria, Mercia, Wales, East Angles, and Wessex. The first two place fleets in sea spaces on the edge of the board (which shows Britain and surrounding water). Other players each start with three armies. Aside from the at-sea set-up (with off-board centers initially supplying the fleets), the only big rule addition is The Great Army, a triple-strength army which is placed and moved randomly. TGA may be bribed by sacrifice of a center so that it will go away from one's own territory. The map is 17 x 11 (two sheets), ditto with typed province names. There are versions for less than eight players, and the four-player version, at least, has been played before. In fact, I suspect that the four-player version is a more even game than the version for eight.

THE BAWTINHIMER EIGHT-PLAYER VARIANT by Bob Bawtinheimer uses the same area and rules as standard Dip, with Spain the extra player. 16 new spaces (5 of them centers) are added. The addition of a new country changes strategy considerably, of course; France becomes one of the inner Central Powers, in effect. Russia is also reduced to three centers, perhaps to compensate because the west has another power to contend with and therefore can exert less pressure on Russia than in the standard game. The map is 1 ditto page. This is BB's second published variant, the first being GUELPH.

CARTHAGE is the British name for SIOBBOVIA. A different name is used because the CARTHAGE players will alter the rules (now the same as those of SIOBBOVIA) as the game goes along. SIOB has been mentioned here before, so I'll only say that this is THE variant for press nuts, a perpetual press and prestige war which no one can win militarily because he must assign sub-rulers to most of his centers and units. CARTHAGE was published with War Bulletin by Hartley Patterson, Finches, 7 Cambridge Rd., Beaconsfield, Bucks, England.

PELOPONNESIAN DIPLOMACY I by Dennis Klein is an extremely unbalanced variant. Players are Attica, Thrace, Argolis, Thessaly, Laconia, Arcadia, Boetia, and Macedon, each beginning with two or three units. The configuration, combined with the unbalanced initial strength, gives some players very little chance to survive. But this assumes that a major rule is thrown out--if it is not, then only Attica and Laconia really have a chance to win the game. This rule states that the "two opposing leagues (of four countries each) must work together under the leadership of Athens and Sparta for the first three years of

the game." Since each year includes three move-seasons, this means that the other players must do what they're told for nine moves. Obviously their positions will be untenable, if they exist at all, at the end of this period. They may still have many units, but they will be at the mercy of their leader countries, who will be able to set up for a stab or coercion. Of course, this rule may not mean that whatever the leader says goes--but if it doesn't, then it must mean nothing, because there is no incentive to cooperate with your leader--you have to be forced. I happen to know that this game was a school project, but this does not excuse its publication without the slightest mention that it is so heavily unbalanced, and project or not, it's a pretty bad game.

There is one interesting idea here, wheat supply depots or areas. In effect, there are two sets of supply centers, one normal and one for wheat. Units can be built only by virtue of ownership of supply centers, but they can be maintained only at half strength unless sufficient wheat areas are owned. This idea could easily be adapted to represent oil supplies in a World War II or modern scenario. There are 28 supply centers. PD I is available for 35¢ (ditto, 4-page map) from the NA Variant Bank.

(9/15/75) Someone asked how far behind I work on variant descriptions. I submit them in time for the next DIPLOMACY WORLD following the variant's publication, but Walt has final say on when something gets printed, and descriptions have suffered accordingly.

UTTER CHAOS by Scott Rosenberg, 40¢ (in The Predawn Leftist No. 4 and 5) from Ben Grossman, 29 East 9th St., #9, New York, NY 10003. (May also be available in Urf Durfal #1, see below.) The title is not a poor description. This is a fun game, not a serious game, combining many simple variant rules using the standard board, such as black holes, splitting provinces, changes from land to sea and vice versa, reversal of supply center status, anarchy (optional), duds (or more intelligibly, spaces from which a unit is randomly transported), white holes, squash, forever war, stonewall--shoo. The 2½ page rules describe all these aberrations. Openings in TPL (as of 8/27), \$1 plus sub (\$2/10).

DIPLOMAFIA, by Evan Jones, was published in Urf Durfal (no number, but I think #3), 20¢ from Greg Costikyan, 1675 York Ave., New York, NY 10028. This is a complex and original variant depicting conflicts among 5 mafia families on Manhattan Island. There are no armies or fleets--just short and long range units. Players may invest in various rackets (bookies, narcotics, etc.) with payoffs varying with a die roll (I suggest the same die roll for all players, to reduce the luck somewhat). Money can be used to buy political pressure units, which give a support one time only. No openings I know of.

# PDT REPORT

by JOHN BAKER

This is a special report to the readers of DIPLOMACY WORLD from the Administrator of the 1975-76 Postal Diplomacy Tournament. Although publishers are urged to reprint most PDT material, this will be partly out of date by the time it will appear, so reprint the carbon copy PDT Progress Reports instead. If you have not been receiving them and wish to trade, just let me know. I am sorry, but publishers only (not enough copies for everybody), and no "back issues" will be available, but the Reports will be reprinted by several publishers, including John Boyer, 117 Garland Dr., Carlisle, PA 17013, and you might contact him.

First, a word about the history of the PDT. Admittedly, prior to now, all attempts at running large postal tournaments have been failures. The record for these is held by Dan Evans, the first large-scale organizer, who abandoned over 30 games in a single shot. The prizes, which were donated from around the country, and the entry fees were not returned. Later organizers tended to follow the same pattern. (The readers will be glad to know that I am quite aware of what I am getting into, and am taking steps against anything like that happening, including having the money on deposit in the International Subscription Exchange.)

The format for this particular tournament was first suggested in a letter to the editor by Paul Boymel, which was printed in DIPLOMACY WORLD I, 1. Nothing came of this at the time, in spite of Boymel offering to be the record keeper, presumably because no umpire stepped forward. I read of this when re-reading some old copies of DW and was struck by the idea. I wrote to John Boyer asking if anything had ever come of it and, realizing that if anything had ever come of it, it couldn't have been more than an abortive attempt, offered to be both umpire and record keeper in such a tournament.

John's response was neutral, but I decided to start it nevertheless. I wrote to a few other people in the hobby, asking for advice and support, and their replies ranged from mildly favorable to strongly favorable. Some of these (John Boyer, Edi Birsan, Allan B. Calhamer) pointed out problems and made suggestions which tended to be extremely helpful and most of which were incorporated into the rules.

I got Jim Bumpas to print the rules in Prometheus #1, a one-shot zine published specifically for that purpose. Copies were sent to all the publishers whose addresses I could find (and later the ones whose addresses I couldn't find, using the "Archives Publishers Survey"), and the PDT was on the road. The thing hasn't been published very long as I write this, so there hasn't been time for much feedback, but what

there has been has been unanimously favorable.

Perhaps I should give a description of myself also. I am 16, and have been in the hobby since March 1974. I am in about 20 games, including standby positions and three variants. None of these has yet ended, but several are due to end soon (as I write this). I am also a guest gamesmaster for Jim Bumpas' Liberterrean.

Now, back to the tournament. At present, 5 gamesmasters have indicated that they would like to run a tournament game. Since some of these openings would be filled by time of publication of this issue of DIPLOMACY WORLD, and I will probably learn of other openings, I will not list the PDT openings here, though they are listed in the carbon copy PDT Progress Reports. For more information, see a recent Report or this issue's "News of the Realm."

I have a couple of rules clarifications (not changes). First, all games must be entered in the PDT when the country positions are assigned. Thus, it is not possible for a single player in a game nearly over to enter his game in the tournament in December. The rules do not specifically forbid entering a game in the tournament after the game has started, but the prohibition is implied.

Second, although the rules say that all first-round games not already over are ended on 12/31/76, they do not make it clear that this is for tournament rating purposes only. The games do continue in their normal fashion. I hope that this rule has not caused any confusion.

For those tournaments GMs who are not members of any Dippy organization, but need insurance for the tourney, I recommend IDA insurance as it is cheap and dependable and you do not have to be an IDA member to use it. To obtain it, simply send \$1.00 and player listings (with addresses) to Edi Birsan, 35-35 75th St., #302, Jackson Heights, NY 11372.

I cannot use foreign money or checks. Instead, use International Money Orders or the International Subscription Exchange. The New York end of the ISE is Edi Birsan, while the British end is Dave Johnson, "Savaní," Gorelands Lane, Chalfont St. Giles, Bucks., United Kingdom HP8 4HQ.

Gamesmasters, please let me know when you plan to open a tournament game--this lets me plug you and I begin sending you the cc Progress Reports. You do not have to begin trading until the tournament game is begun. If you are not in the PDT and I do not already subscribe to your zine and you want to receive the Reports, you must trade.

At present, that about covers it, except that I would like to remind players that most plugs for PDT game openings may not mention the

\$1.00 entry fee for tournament game positions. However, this must be paid for participation in the tournament.

John M. Baker, General Delivery, Gradyville, KY 42742.

#### 1975-76 POSTAL DIPLOMACY TOURNAMENT RULES AND PROCEDURES

The following is a condensed version of the 1975-76 Postal Diplomacy Tournament (PDT) Rules and Procedures. They are sufficiently complete for playing purposes, but anyone GMing a PDT game will need a complete version, available for 25¢ from Jim Lumpas, 948 Loraine, Los Altos, CA 94022.

This will be the basic format of the PDT: There will be 3 rounds, the first 2 being for elimination. The top 7x players in the first round will play on x boards in the second round --x to be determined by the number of entrants (but not more than 7). The top 7 players in the second round will play in the third round game. From this game will be chosen the 1st, 2nd, 3rd, and 4th best players. Games started until December 31, 1975 are eligible for inclusion in the PDT.

I am, and will be, the PDT Administrator.

There will be a \$1.00 entry fee for players. Note that this is merely an entry fee, in addition to the regular gamefees. The players will send this to their GM, who will forward it to me. This will be used exclusively to buy trophies and for the prize fund. The prize fund will be divided as follows: champion, 40%; 2nd place, 30%, 3rd place, 20%, 4th place, 10%. It will be kept on deposit at the ISE.

Eliminations and the victory will be by scoring systems. These will be voted on by the players as they enter the PDT. The GM will then forward the votes along with the entry fees. Here are the systems:

A. Calhamer points.

B. Calhamer points divided by country averages.



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We also publish a monthly newsletter called WARGAMER'S INFORMATION. This magazine (printed offset, not mimeo or ditto) contains information about wargaming conventions, clubs, new game releases, game reviews, opponents wanted ads, and many other items of general interest to the wargamer. This vital source of information is only \$2 for 12 issues, or \$4 for 25 issues.

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C. Each player receives 2 points for each player (out of the other 6 in the game) he beats and 1 for each he ties with.

D. Each player gets points equal to his SCs. A win always counts 18.

E. Supply centers divided by country averages.

F. Based on NADPS #1. Outcome strengths divided by 140. See DIPLOMACY WORLD I, 6, pp. 6-7.

G. First through 7th places receive points equal to their places. (Low scores are best with F and G.)

The PDT is independent of any organization and is open to all English-speaking persons.

A PDT entrant can enter only 1 first-round PDT game.

Entering the tourney means that a player agrees to participate in the 2nd and 3rd rounds, should he qualify, and pay the necessary gamefees.

All first-round games not over by December 31, 1976 will be ended then, for tournament purposes only, and whoever has the most centers will be reckoned the winners of those games.

The rules are frozen and may not be abrogated in any manner.



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"starbase." Play face to face or by mail. Highly rated in S&T magazine. Game with maps & charts for 4 players--\$5. Game with extra maps & charts for 4 additional players --\$7.50. Postpaid.

**IMPERIALISM:** a game of fleet & armies, of colonization and exploration, of pirates, storms, and sudden changes of fortune. Simulates the age of sail when heroes discovered new worlds and exploited them for the benefit of the homeland. For 3 to 8 players, this game is one you can probably get your non-war-gaming friends to play. Received a good review from Sid Sackson in S&T #46. Includes a plastic-laminated board, die-cut counters, and a die. \$9.50 postpaid.

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# DIPLOMACY, THE MAIN INGREDIENT

by GARY BEHNEN

Throughout the hobby it is a common concept that to do well in Diplomacy one must possess many attributes. It is also thought that the one most important attribute of a successful player is his diplomatic approach.

Now there are numerous opinions as to what constitutes a successful diplomat. This article will discuss a few of those opinions. Obviously it would be extremely difficult to perfect and use all the attributes, but the more attributes a player can cultivate, the more successful he will become.

There are basic fundamentals one must possess to be a successful diplomat. Because of space limitations, I shall be discussing what, in my opinion, are several of the more important basic fundamentals.

To begin, the game is called Postal Diplomacy because the majority of correspondence is transmitted via mail. To achieve success, one must be energetic enough to send letters. One can not be a successful diplomat if he doesn't correspond.

Everyone should be capable of using a dictionary. When someone receives a letter that has numerous, obvious spelling errors, he is almost forced to think the sender is a boob. Obviously everyone makes mistakes, but to take just that small amount of time to look up a word will benefit you immensely as it leaves a better impression.

What's the use of sending a letter if it is illegible? I myself admit to having some of the sloppiest penmanship in the hobby. For those of you that can write clearly and legibly, there is no need to type. However, for those of us cursed with illegible scrawl, I suggest the use of a typewriter or legible printing, thus making your letters readable.

When writing, keep a relevant frame to your letter. If your colleague proposes a plan, don't respond with how beautiful the weather is. Your letters may consist of more than proposals and counterproposals, however, but you should not have the main body of your letter composed of irrelevant material.

The suggestions above are basic. They are the tools of the trade. There are always exceptions, but the vast majority of successful diplomats have mastered these basic fundamentals.

When one has mastered the use of diplomatic tools, then he can go on and apply them to techniques. These techniques, or finer points, are what usually determine the success or failure of the diplomat. I shall touch on just a few of the points.

When someone takes the time to send a legi-

ble letter with some relevancy, it's just common courtesy to respond. But, it is often the case that the letter is forgotten or ignored. A response could be classified as a basic fundamental, but since many players don't respond, for inexplicable reasons, it is better classified as a finer point.

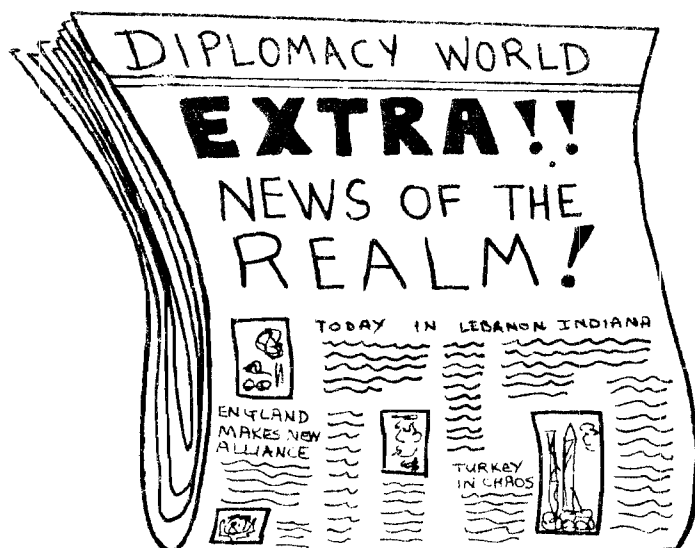
Due to time, social obligations, prison sentences, etc., players can not always be adequately active. If you do have the time, it is advisable that you commence correspondence with every player in the game. If you do this, you are setting up possible diplomatic ties for the middle and end game. In this opening correspondence one does not have to propose pacts, lie, or deceive other players. You may want to set up an information exchange. Basically you just want them to know you exist so they can comfortably contact you.

A large portion of your diplomatic endeavors will be working on mutually beneficial exchanges at the smallest possible cost to you. That is achieved by proposing pacts and applying diplomacy. Your method and enthusiasm in presenting these pacts are where technique comes in.

All techniques are different and everyone will create their own, but there are a few things that can totally destroy your efforts. For instance, you can't expect something for nothing. If you ask for support without being willing to do something in return, it is probable that your proposal will be turned down or betrayed. There are countless mutually beneficial proposals that can be presented, but basically one tries to propose a reasonable pact or plan that has a high degree of acceptability. You can add some personal touches, such as burning the midnight oil looking for key moves and passing your findings along in your letters.

In order to achieve any satisfaction as a postal Diplomacy player, one must develop a diplomatic approach that proves successful. There are those who advocate representing yourself in your correspondence as a high-grade woren so as to divert attention to more intelligent and therefore more dangerous players. However, anyone considering this deception should realize that there are many players who do not wish to ally with an incompetent and in fact would be tempted to attack such a player to take advantage of his apparent incompetence.

What I have attempted to achieve with this article is to highlight what I consider a few essential fundamentals to diplomatic success, which in my observations are too frequently forgotten and/or neglected.



1. **EVERYTHING.** Doug & Marie Beyerlein (240 Hawthorne, Apt. F, Palo Alto, CA 94301) are the hobby's Boardman Number Co-Custodians and as such assign a boardman Number to every non-variant postal Diplomacy game. Part of their job is editing this statistical zine that contains a list of newly assigned games as well as supply center charts and other data on completed games. Every serious player should have it. The publisher is John Weswig and you can get a 10-issue sub by sending \$4 to "Chintimini Enterprises," 2115 NW Elder St., Corvallis, OR 97330. A sample can be had for 25¢ and a SSAE.

2. **CEPHEIDS.** This is IDA's novice zine and as such introduces newcomers into the hobby. If you are a novice, you can get a free copy by writing Joel Klein (62-60 99th St., Apt. 1220, Rego Park, NY 11374) and simply asking.

3. **GO 'E' NA.** Game Openings 'E' North America is patterned after the British idea of providing a current list of game openings. The list is maintained by Stephen Tihor, 122 Henry Hall, Princeton University, Princeton, NJ 08540. It is available free for a SSAE. I would like to urge all pubbers to keep Stephen up-to-date on your game openings so he can provide better service for your players.

4. **POSTAL DIPLOMACY TOURNAMENT.** For a general description, see the article on p. 34. The publishers on p. 39 who have openings in the PDT are: Peter Berggren, Jim Bumpas, Russell Fox, Laurence J. P. Gillespie, John Gross, and Roger Oliver.

5. **DIPLOMACY CENSUS.** Stephen Tihor (address above) is now at work on up-dating this IDA project which tries to list the names and addresses of all active postal Diplomacy players. I would like to urge all publishers to send a copy of your current mailing list to Stephen.

6. **1974 IDA HANDBOOK.** John Boyer (117 Garland Dr., Carlisle, PA 17013) still has a few

copies left of last year's Diplomacy handbook. The information provided therein is not dated by this year's handbook and gives a great rundown on the hobby and how to play postal Diplomacy. Cost for this 88-page booklet is only \$3.00 (\$2 for IDA members).

7. **1975 IDA HANDBOOK.** Edi Birsan (35-35 75th St., Apt. 302, Jackson Hgts., NY 11372) is distributing this year's Diplomacy handbook. It is available from him for \$2.50 (\$2 for IDA members). Scott Rosenberg did an excellent job in editing this year's handbook, and for the first time it's composed of entirely original material and has an offset cover. Highly recommended.

8. **INTERNATIONAL SUBSCRIPTION EXCHANGE.** Edi Birsan (address above) is the North America representative of this IDA service, the purpose of which is to save the cost of an international money order for players who want to play and subscribe to overseas zines. For details, send Edi a SSAE.

9. **HOBBY-WIDE JOBS.** All the above involve hobby-wide services that tie our hobby together. If you would like to help in any particular project, why not write the person involved? Or if you have an idea for a new project, you might write the IDA President, Edi Birsan.

10. **DIPCON VIII DIPLOMACY TOURNAMENT.** The DipCon Tournament this year was a little disappointing in that only 6 boards were assembled for play. Nevertheless, all fun. The final standings for this 3-round tournament as tabulated by Allan Calhmer are as follows:



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lows (first 3 boards):

1-2	Walter Blank	16 $\frac{1}{2}$	11-12	John Mighton	13
1-2	Bob Wartenburg	16 $\frac{1}{2}$	13-14	Bob Correll	12 $\frac{1}{2}$
3	Mike Rocamora	16	13-14	Edi Birsan	12 $\frac{1}{2}$
4-5	Don Rittel	15 $\frac{1}{2}$	15	Howard Mahler	12
4-5	Chuck Berry	15 $\frac{1}{2}$	16-17	Gene Giltner	11 $\frac{1}{2}$
6-9	Donald Pitsch	14	16-17	Rich Swies	11 $\frac{1}{2}$
6-9	Harry Drews	14	18-20	Dennis Klein	11
6-9	Steve McLendon	14	18-20	Tim Flentye	11
6-9	Chas. Reinsel	14	18-20	Doug Ronson	11
10	Bob Sergeant	13 $\frac{1}{2}$	21-22	D. Beyerlein	10 $\frac{1}{2}$
11-12	Len Lakofka	13	21-22	S. Rosenberg	10 $\frac{1}{2}$

11. ORIGINS I. It is interesting to note that the Diplomacy Tournament at Origins I in Baltimore assembled 12 boards, ie, twice as many as the DIPCON VIII tourney. This tournament, which was run by Edi Birsan & Mike Rocamora and won by Rob Fanelli, was the largest FTF Diplomacy tournament ever held. ORIGINS I was a tremendous success too, drawing some 2000 wargamers. Considering this, and the fact that a DipCon has never been held on the east coast, it might be wise to think about having DIPCON IX in conjunction with ORIGINS II next year.

12. SPECULUM. Dave Kadlecsek (1447 Sierra

Creek Way, San Jose, CA 95132) has the answer to the lack of news frequency since DW has gone quarterly. Dave trades with over 40 top zines in the hobby and gives you up-to-date information on them in this tri-weekly zine. Subs are 10/\$2 and in addition, Dave has openings in a regular international Diplomacy game for only \$3. A rare bargain.

13. BEYERLEIN PLAYER POLL NO. 8. Doug Beyerlein has asked me to print this about the enclosed EPP. "I conceived the idea of a player poll a number of years ago as a means by which the postal Diplomacy public could express their views of who the best currently-active players are in the hobby. Once a year I run this poll and at this time I'm distributing ballots for the 8th poll through DW and other interested zines. It's my hope that all will participate.

"In the past I have asked each participant to rate their choice of the 1st through 14th best player. This should not be a popularity contest, but a strict evaluation of players of which you have knowledge from either playing against, watching, or reputation. If it is still difficult to choose 14 top players, select them in terms of the 14 players you would least like to play against if you wanted an easy win."

14. GAMES & PUZZLES NO. 37-40. The first 4 installments of Allan L. Calhaver's new series on Diplomacy have appeared in this professional British gaming magazine. This makes it a must for Diplomacy players. Subs to this monthly 52-page magazine are \$11.40 surface, \$20 air/year. Write Circulation Manager, GAMES & PUZZLES, 11 Tottenham Ct. Rd., London W1A 4XF, England.

15. STRATEGIC SATIRE. Charles Doehrer (PO Box 1832, Chicago, IL 60690) has begun this new interesting "discussion quarterly." An interesting cross section of Diplomacy and wargaming was carried in the 1st issue. Subs are 4/\$1.25.

16. THE STRATEGIC REVIEW. As you will note after reading Gil and Scott's article on DIPCON VIII, I became hooked on Dungeons & Dragons at Chicago this year. D&D is really a fascinating FTF fantasy game, and you can get the latest info on it by subbing to this TSR quarterly zine. Subs are 4/\$1.50 to: TSR, PO Box 756, Lake Geneva, WI 53147.

17. POLITESME. Bruce Schlickbernd (6194 E. 6th St., Long Beach, CA 90803) publishes the zine on hobby politics. So if you are interested in the political end of the hobby, a 10/\$2 sub is a bargain.

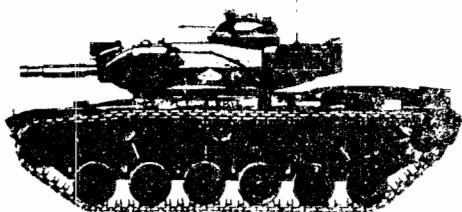
18. IMPASSABLE. John Boyer (address above) publishes, in the opinion of many, the premier gamezine in the hobby. Although there are no openings at the present time, a 12/\$2.00 sub (w/ \$1.00 for newbloods) will get you a lot of interesting information about the hobby.

19. THE DIPLOMAT. Rod Walker (1273 Crest Dr., Encinitas, CA 92024) took over this zine for Eric just some time ago. The current game is finishing and Rod wants to start a new regu-

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lar one as well as his new 2001 variant. A \$2 starting fee gives you a rare chance to play under one of the hobby's all-time great GMS.

20. DIMAN. Brad Hessel (15 Oak Ave., Tarrytown, NY 10591) is carrying on in fine old-time style with his gamezine. His interesting discussions remind one of the "good old days of postal Diplomacy." Subs are 15¢/issue and one game is still open at \$6. Recommended.

21. THE RIGOT. David Staples (PO Box 651, West Fargo, ND 58078) as some of you may remember, suffered tragedy on January 11, 1974 when his house burned down. Needless to say, his Diplomacy collection went up in smoke, too. He would now like to buy back originals of any of his pubs prior to that date. Please let him know if you can help. Incidentally, I'm interested in acquiring The Rigot #24-28 for the Archives myself.

22. TURNABOUT. Peter Berggren (Davistown Schoolhouse Rd., Orford, NH 03777) turns out the

most professional-looking gamezine in the hobby. It is done offset and the last issue came out with the superb idea of actually photographing zine covers in the zine plug section. A 8/\$2.00 sub is a great buy and \$2 more gets you a game.

23. LOAST. Herb Earents (1142 S. 96th, RR 4, Zeeland, MI 49464) has started his 5th year of a perfect tri-weekly publishing record. This makes his current game openings a bargain not to be passed up. Cost is a 17/\$3.00 sub maintenance plus a \$3.00 (\$2 refundable) deposit.

24. THE PODUNK NEWS. Bob Hartwig (5030 N. 109th St., Longmont, CO 80501) urgently needs standbys for his gamezine. One of the available positions has 8 centers! All Bob asks is that you send a 15/\$2.00 sub, or 20¢ per issue.

25. QUENDI KHAZAD DUM. William Clumm (RR 1, Amesville, OH 45711) has openings available in this small gamezine of his for maintenance of a 9/\$2 sub plus \$2.00 and a \$1.00 refundable deposit.

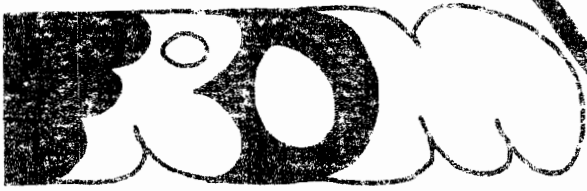


The following is believed to be a complete chronological list (pubbing time) of publishers who have game openings in regular Diplomacy in North America as of 29 September 1975. If you are interested, I would recommend that you send any one of them a SSAE and ask for a sample gamezine copy so you can get an idea of what zine you'd like to play in. An "\*" denotes a 3-month pubbing break.

1. Rod Walker, 1273 Crest Drive, Encinitas, California 92024 (9 yrs.)\*
2. Len Lakokfia, 644 West Briar Place, Chicago, Illinois 60657 (6½ yrs.)
3. Chris Schleicher, PO Box 907F, Wheeling, Illinois 60090 (5½ yrs.)\*
4. Herb Earents, R. R. #4, 1142 S. 96th Avenue, Zeeland, Michigan 49464 (4 yrs.)
5. Jim Benes, 417 South Stough, Hinsdale, Illinois 60521 (3 yrs.)
6. John Leeder, 208 Haysboro Crescent SW, Calgary, Alberta, Canada T2V 3G3 (3 yrs.)
7. Howard Johnson, T-409 Penrose Hall, Deseret Towers, Provo, Utah 84601 (2½ yrs.)
8. Robert Lipton, Box 1962, Lafayette College, Easton, Pennsylvania 18042 (2½ yrs.)
9. Jim Bumpas, 948 Loraine Avenue, Los Altos, California 94022 (1½ yrs.)
10. Richard Loomis (Flying Buffalo, Inc.), PO Box 1467, Scottsdale, AZ 85252 (1¼ yrs.)
11. Steve Solomon, 17240 Lake View Drive, Morgan Hill, California 95037 (1¼ yrs.)
12. Dave Kadlecsek, 1447 Sierra Creek Way, San Jose, California 95132 (1 yr.)
13. Randolph Smyth, 249 First Avenue, Ottawa, Ontario, Canada K1S 2G5 (1 yr.)
14. Mike Homeier, 238 N. Bowling Green Way, Los Angeles, California 90049 (1 yr.)
15. Peter Berggren, Davistown Schoolhouse Road, Orford, New Hampshire 03777 (1 yr.)
16. Tony Watson, 201 Minnesota, Las Vegas, Nevada 89107 (1 yr.)
17. David Head, Box 1231, Huntsville, Ontario, Canada POA 1K0 (½ yr.)
18. Laurence J.P. Gillespie, 23 Robert Allen Drive, Halifax, N.S., Canada (½ yr.)
19. David Truman, 50 Stephanie Street, #1510, Toronto, Ontario, Canada M5T 1b3 (½ yr.)
20. Ernie Demanelis, 106 Wilson Avenue, Morgantown, West Virginia 26505 (½ yr.)
21. Russell Fox, 5160 Donna Avenue, Tarzana, California 91356 (½ yr.)
22. Roger Oliver, 67 Franklin Road, Denville, New Jersey 07834 (½ yr.)
23. Ben Grossman, 29 East 9th Street, #9, New York, New York 10003 (¼ yr.)
24. John Gross, 32 Gordon Road, Willowdale, Ontario, Canada M2P 1E1 (¼ yr.)
25. Brad E. Hessel, 15 Oak Avenue, Tarrytown, New York 10591 (¼ yr.)
26. Fred Brenner, 2821 West 12th Street, Brooklyn, New York 11224 (¼ yr.)
27. William A. Clumm, R. R. #1, Amesville, Ohio 45711 (0)
28. Robert Goldman, 200 Old Army Road, Scarsdale, New York 10583 (0)
29. Carl Adamec, 528-A Mary Donlon Hall, Ithaca, New York 14853 (0)
30. Adam Gruen, 470 North Street, Harrison, New York 10528 (0)
31. Charlie Spiegel, 4517 Springfield Avenue, Philadelphia, Pennsylvania 19143 (0)
32. Jeremy Paulson, Apt. C-19, 63-60 98th Street, Rego Park, New York 11374 (0)

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