

DIPLOMACY WORLD PAST THE AGE OF FORTY:

A SPECIAL REPORT

Most of DW's readers haven't had to face the realities that one confronts when one celebrates---if that is the right word---one's fortieth birthday. They're lucky. But facing forty is something we all have to face up to sooner or later. For DW it was a particularly difficult one. In fact, we almost didn't make it at all. Still, with a little help from our friends, we pulled through the physical, emotional, and mental anguish quite nicely, thanx you! Hopefully, turning forty marked DW's entering into middle age, if not maturity. And with middle age we find ourselves facing a whole new set of problems, many of them medical in nature.

Thus it is only fitting that DW's first ever theme issue should be devoted to the problems, mostly medical, one confronts at the age of forty. We hope others will learn from our mistakes and that our experiences, even if told allegorically, can pull others through this trying time. Included in this special section are seven articles dealing with seven problems confronting Diplomacy players and members of the Diplomacy hobby: The Plu, Burn Out, Stress, Gestalt Diplomacy, Conflict, Necromancy, and Diploholism. Some of our treatments are serious and some are humorous. The medical information in them, especially the articles on The Plu, Stress, and Conflict, is correct. I believe you'll find them all interesting. I hope you'll find them useful.

The Plu is the subject of a special medical bulletin from the Department of Family Experimentation, University of St. Peerigrad Medical Center. The Plu is a special threat to Dippy hobby members at this time and this report tells you what to expect and what you can do about it.

Melinda Ann Holley, one of the most active players and game masters in the hobby today, writes about burn out..., the most common medical problem facing Dippy players today.

Stress in Diplomacy talks about one of the leading causes of burn out, stress. Stress is something we all have to deal with. Here's how. Included is a self test to see if stress is secretly bothering you.

Gestalt Diplomacy discusses some of the Freudian aspects of Diplomacy and human inter-relations across the Diplomacy board, as seen by Rod Walker.

Conflict in Diplomacy: What's Good About It, What's Bad About It examines one of the greatest threats to the hobby today, feuding, in terms even a pacifist would understand.

One of the hobby's most esoteric diseases, Necromancy, is discussed in Necromancy in Phulooshyngg, a fictitious account of a real mythological event that really happened, at least according to Klar-Kashton himself.

Finally, we face the reality of Diploholism in a humorous treatment of what is, in reality, a very real problem for a lot of people in the hobby. Just ask me, I'm one.

We hope you enjoy this special theme section of DW. If you do please let us know. If you have ideas for future themes send them along. Elsewhere in this issue we'll tell you what the theme for our next special will be. And special thanx to Melinda Ann Holley, Rod Walker, Mike Maston, the people at Kaiser Permanente, Health Management Center, the Harvard Negotiation Project, and the San Diego Blood Bank for their contributions.

THE PLU AND PLU SEASON

Department of Family Experimentation,
University of St. Peerigrad Medical Center

During the winter con months there is a marked increase in the number of people who get sick with the plu. The peak occurs in January and February.

The plu is characterized by feverishness, headache, bodyaches, muscle and back aches, joint aches, runny or stuff nose, tiredness and lack of energy, delusions of grandeur, peerinoia, foot in mouth syndrome. Frequently there is sore throat, hoarse voice, cough, nausea, vomiting, verbal diarrhea, and abdominal cramps, as well as seeing black dots before one's eyes.

The plu is caused by wicked little green meanies out to get you. The machotacochocho virus causes the plu, but several other viruses cause the plu syndrome, this is, the same symptoms as the plu. Viruses are alike in that they multiply inside the Dippy hobby, whereas bacteria multiply outside the hobby. Viruses are constantly changing, leading to new strains of viruses all the time. This is why each year a new "plu shot" must be made. The plu shot is made from killed viruses from strains that have newly appeared and spread in the hobby. It may protect you against that particular strain of virus, but not against the thousands of other strains that exist.

The hobby and players fight viral infections by building antibodies against the specific viral strain. This takes several game years. The plu shot stimulates the body to build antibodies on all home supply centers, thus causing only a fleeting case of plu, and since the virus is dead, it cannot multiply inside you, sort of a permanent case of the NMRS.

Antibodies are of no help against viral infections, since they work on bacteria which multiply outside the hobby. Again, antibodies are of no use in fighting the plu. Asocial blood types and homebodies should not indulge.

Most of the time the plu runs its course in 4 to 7 game years. This, however, may leave you weak, feeling unoccupied, and susceptible to another infection caused by another virus strain. Sometimes the virus will move into the chest causing a deep cough or "peerisitis." A bronchial pneumonia or "dippy pneumonia" may develop if the virus gets past the bronchial tubes into the Dippy heartland regions of the inferior powers. Antibodies are of no value in pneumonia caused by viruses.

The best thing to do for the plu is avoid Dippy altogether. You may need to stay away from the game or hobby for a few to several years. Risky games of Rail Baron, or Dungeons and Dragons will help to keep the fever down and help reduce the body and headaches associated with the plu. Nuclear War, Aggrevation, and Parchessi may also help in moderate doses. Monopoly, Chess, Tripoly, and Pinochle are common cures suitable only for common people. Strip Poker, Dr. Ruth's Game of Trivial Sex, and S&M Bingo should only be played in a climate controlled atmosphere.

Limit yourself to lots of clear fluids such as Brandy, B&B, Benedictine, and Grand Marnier. Avoid milk and milk products since they make diarrhea worse. The fluids will help replace precious bodily fluids lost during play, fore or aft. It is very important to keep cool and dry. Arrid and Pampers are the official ...

BURN OUT

by Melinda Ann Holley

(Introductory Note: I'm glad Melinda has studied this topic, because if she ever suffers burn out, dozens of her GMs are going to have nervous breakdowns trying to find standbys. Not to mention the strain on the orphan services who would then be looking for at least 10 GMs for the games that she is running in REBEL. kb)

So who better to write about the infamous Diplomacy disease of burn out than someone who's playing in 40+ games and GMing an additional 9?

Burn out can occur for several reasons. I think the most common reasons are: (1) Personal non-Dip demands on your time; (2) Game delays; (3) Monotony; and (4) Ego.

I personally don't hold that quantity of games alone will cause burn out. I think the quality of games is more of a determining factor.

Non-Dip life (such as job, school, family, etc.) can make tremendous demands on your so-called spare time. Diplomacy then becomes a chore and a further drain on your time and energy when you have precious little left. Burn out will then occur (especially if you're not doing well in the games).

Game delays can easily cause disillusionment with the game itself. Interest wanes and you have trouble keeping involved. If, after 3 months, you've yet to see the results of the Fall 1901 moves, interest is going to plummet. The game has to be kept moving.

Monotony. Don't play all your games in only 1 or 2 zines (no matter how excellent the zine or GMing). Don't play the same 1 or 2 countries either. Playing the same country in the same zine with the same people will get boring. (Another reason to avoid this is that your style of play will get very familiar to the other players and you won't last long anyway.)

Ego can tell you "Handling 5 games is no problem; 8 should be easy." Ego can tell you "Handling 10 games is a snap; go for 15." Ego can (and will) tell you "Go ahead and sign up for more games." In my own personal opinion, the sole function of one's ego is to land one in hot water.

There is no magic number of how many games are too many to handle. Each individual has a difference tolerance level (for lack of a better term). Each individual has different non-Dip demands on his/her time. Each individual has made a different type of commitment to the hobby. Play in as many games as is comfortable for you; not what some one else is doing. One word of caution: Don't sign up for too many at one time. Grow gradually and give yourself a chance to discover just how many games is comfortable for you. (Of course, seeing how many times my name was listed in the last issue of EVERYTHING, I'm a fine one to preach slow growth, aren't I?)

If you feel a burn out coming on, take the time to discover why. Is it non-Dip demands on your time? Game delays? Monotony? Ego?

If the problem is game delays, don't give up on the game itself. I truly believe that 98 $\frac{1}{2}$ % of the games are run on schedule. If you've been unlucky enough to land in the remaining 1 $\frac{1}{2}$ %, find another GM (one with a reputation for prompt game results) and try again. Also remember that a GM has a non-DIP life just as players do.

If it's monotony, get into a new zine playing a new country. Press is a great way to avoid monotony. For all the ribbing it takes, the so-called "Golden Age" press goes a long way toward avoiding boredom. Try writing press in a story-form using the other players. That should keep their interest peaked.

If it's ego, give it a swift kick and swallow your pride. Decide how many games you can comfortably handle and which ones you want to keep. Get in touch with the GMs of the games you want to resign from and explain why you are bowing out. Don't be crass and just NMR out.

If it's non-DIP demands on your time, there's not much you can do except to figure out how many games you want to keep and which ones they are. Again, don't just NMR out.

NMRs change the whole facet of the game. It can easily spoil the game for everyone. If it becomes necessary to resign from a game, have enough consideration for the other players to resign and explain why. Diplomacy players understand burn out. NMRing out with no explanation is unfair to both the other players and the GM. It could also cost you an alliance in the next game.

BURN OUT: THERE IS AN ALTERNATIVE

Melinda's article is a very important one both because of what it says and because of the subject it discusses. Burn out is a major problem in the hobby today, as it has been for years. Unfortunately, hobby members wait until it is too late to do anything about it---they just burn out and are gone. There are alternatives: (1) The Hobby Ombudsman Services for handling interpersonal disputes such as player/gamesmaster, or publisher/subscriber disputes provides an impartial arbitration service. For information contact: John Caruso, 29-10 164th St., Flushing, NY 11358; (2) Aski Loki offers Ann Landers type advice for the hobby newcomer especially. Questions are answered quickly and privately. If Loki doesn't have the answer he'll find it. Send questions, in a sealed, stamped envelope to Ask Loki, c/o DW, Box 8416, San Diego, CA 92102. These services are fine but they have one major draw-back; they involve paper. A lot of people suffering from burn out are allergic to putting things on paper. I would like to propose that the hobby set up a telephone hot line service for burn out victims who just want a shoulder to cry on. The mechanics are no different than other hot lines but I would propose 2 people in each time zone, one a hobby old timer and one a novice or recent novice who are willing to listen and, if asked, give some advice. It might not make a big difference but it might make the difference that counts. Anyone interested in setting up such a project? Let me know. If one 'zine, or one player, or one friendship is saved it would be worth the small cost. Think about it, especially the next time you need somebody to talk to about a hobby problem that you can't discuss with your next door neighbor.

STRESS IN DIPLOMACY:

IS IT EATING AT YOU?

by Larry Peery

Melinda Ann Holley discussed the problem of "burn out" in Diplomacy. Another, equally important, problem is stress in Diplomacy. Here's a report:

At the IDS National Diplomacy Conference in Truth or Consequences, New Mexico, held this past holiday season, many of the delegates had the opportunity to listen to and meet with Dr. Sigismund Freud, president of the Diplomacy Stress Management Center, Inc., Male, the Maldives. Dr. Freud gave a very interesting, informative presentation entitled: "Managing Stress in Diplomacy."

Dr. Freud detailed extensively the many ways stressful situations can affect individuals in the hobby. He noted that many factors can induce stress. Experts have determined that some of the most frequent hobby factors include: A lack of hobby security, a lack of praise for a job well done, and lack of respect or insensitivity from fellow hobby members.

Stress, in and of itself, may not be harmful, but no two people respond the same way in similar situations. In fact, it is estimated that 70% to 80% of our illnesses are caused by stress or by stress-related problems. Stress can eat away at people. In order to prevent this, potential victims are encouraged to seek happier, more positive stimuli, acquaintances and circumstances.

Identify the Problem

The first step an individual needs to take is to define stress and know its sources. Secondly, he or she must acknowledge that they might be over-stressed and do something about it.

Slow Things Down

Many hobby members in the Diplomacy world today, irrespective of their positions have their adrenalin going all the time, never giving their bodies or minds the chance to wind down. Experts suggest that it is, therefore, very important to each individual to take time out and relax for at least an hour each day prior to going to sleep. This gives the nervous system and adrenalin production an opportunity to reach a slower pace and helps a person sleep more peacefully at night.

Stress can take a toll on many of us. It's suspected as a primary cause of player turn over within many zines. Stress can be responsible for increased player drop out rates, alcoholism, drug abuse, and other symptoms of stress-related mental health problems such as hamster abuse and post office exhibitionism.

Due to many effects of stress, gamesmasters and publishers have become more aware of this problem and what it can do to the player and to morale within the Diplomacy environment.

They know, for example, that just a few of the factors which induce stress in the Diplomacy world are:

- *Boredom with the game.
- *Under reward or overqualification for a hobby position.
- *Working overtime in order to meet deadlines.
- *Working nights and sleeping during the day.

Boredom with the game, or hobby, often occurs when the player's position becomes stagnant, or his hobby function becomes routine. Often this brings about feelings of diminished self-worth and a lack of appreciation for personal accomplishments. Eventually, the player or hobby functionary becomes frustrated with his/her role and starts looking for a new hobby.

Many players complain that working on hobby activities at night disrupts their sleeping habits (e.g. Christmas Eve eve calls at 0400 from Belgium!), with the result that they eventually "burn out." Shiftwork also disrupts the normal family and social life of the player, further heightening the stress.

Studies have shown that exercise is one of the best ways for an individual to relax. Lifting 45 cases of Diplomacy zines and moving them from one spot to another is the equivalent to shoveling a ton of horse manure from spot A to spot B. Licking \$150 worth of 1¢ stamps is the equivalent to talking on the phone for 6 hours.

Diaphragmatic breathing and progressive relaxation techniques can also help.

Regular sex is also important. A role in the hay can alay most hobby frustrations. Irregular sex is also OK, you just need more of it. Kinky sex is also acceptable but only for variant Diplomacy players.

It is also recommended that people quit smoking, reduce consumption of alcohol and caffeine and decrease their sugar and salt intakes in order to help reduce chemically induced stress.

Experts by no means feel that all stress is bad for an individual.

Actually, studies have shown that particular individuals strive for hobby activities that revolve around stressful situations. But extreme amounts of stress can be detrimental to the human body, especially over a long period of time. It is this stress and our reaction to it that the experts say we should take the time to understand and counter.

HOW DO YOU SCORE STRESS WISE??

The following stress test, developed by experts, can help you determine whether or not you are suffering from undue pressure or unusual levels of actual stress.

Think of what has happened to you in the past year as you read through the test. Jot down the point values for events that apply to you, then add up your score.

<u>HOBBY /LIFE EVENT</u>	<u>POINT VALUE</u>	<u>YOUR SCORE</u>
1. Zine fold	100	_____
2. Feud (Major)	100	_____
3. Burn out (Total)	100	_____
4. Zine Delay	50	_____
5. Game Elimination	50	_____
6. Feud (Minor)	50	_____
7. PBM Game Resignation	50	_____

8. PBEM Game fold	50	_____
9. Phone bill over \$100	50	_____
10. Printing bill over \$200	50	_____
11. Low Runestone Poll score	40	_____
12. PBM game stab	40	_____
13. Thrown out of a game	40	_____
14. Playing difficulties	40	_____
15. Change in hobby interests	35	_____
16. Hours per week spent on Dip over 10	35	_____
17. Low Peeripoll score	30	_____
18. Con/Tournament elimination	25	_____
19. Game NMR	20	_____
20. FTF stab	20	_____
21. Change in hobby role	20	_____
22. Trouble with GM	20	_____
23. Mutual sub cancelled	15	_____
24. Trouble with allies	10	_____
25. Change in zines	10	_____
26. Change in GMs	10	_____
27. DIPCON attendance	5	_____
28. Other Con attendance	5	_____
29. Only own plastic pieces set	5	_____
30. Didn't get DW on time	5	_____

All of these events, good and bad, exact a penalty in the form of stress. And depending on how much stress you encounter, your health could be affected. The preceding test was developed by psychologists and Dippy experts to help predict (and perhaps prevent) physical problems that can result from too much change---and stress---in your life.

If your total for the year is under 150, you probably won't have any adverse reaction. A score of 150-199 indicates a "mild" problem, with a 37% chance you will feel the impact of stress with physical symptoms. From 200-299, you qualify as having a "moderate" problem with a 51% chance of experiencing a change in your health. And a score of higher than 300 could really threaten your well-being.

Appreciation to Health Management Center, Inc. and its president, Dr. Janis S. DiMonaco, Ph.D., for advice and technical help.

STRESS: THE SILENT KILLER, THERE ARE ALTERNATIVES

I know about stress, I'm one of the 25 million Americans who regularly take medication to cope with it. And then there are the millions more who find their stress release in a bottle or a recreational pill of some sort. They are all trying to cope with stress. There are ways of dealing with it that won't hurt you as much as stress itself. (1) If it is a one time thing write a letter to the person or cause of it. Say everything you really want to say. Let it all hang out. Then file it away for a month. Pull it out and laugh about it. If the problem still hurts consider another cure. (2) Change your venue. If PBM or FTF or Con/Tournament Dip bothers you try a different version of the game. Just a change may do you good. (3) Take a sabbathical and wash away some of the old dirt! You'll feel better.

GESTALT DIPLOMACY

by Elkin C. O'G. Darrow

This article concerns a major barrier to the best diplomacy in Diplomacy. Most players (if not nearly all of them) seem to develop a sort of tunnel vision. They narrow their concerns to the portions of the board nearest them. Articles on the game in DIPLOMACY WORLD and elsewhere tend to encourage this narrow viewpoint by concentrating on military-tactical considerations, such as openings. These are entirely useful things but we need to consider more thoroughly how our diplomacy early in the game will influence our own later progress.

Diplomacy is, or should be, a gestalt game. Every portion of the board is equally important to each player at all times. Most players ignore that fact; or they may even feel the statement is not really true. Even players who recognize may not be able to act on it. When Diplomacy is played in-person, time constraints mitigate against elaborate or sophisticated planning and negotiations. The tunnel vision is forced, and a player must see first to his own immediate survival and growth. In fact long-range planning may be a dangerous boomerang in over-the-board play. For instance, if France is seen negotiating with Russia, that will fan the flames of suspicion in England and Germany, even if France's objective is only to get Russia to attack Turkey (in the hope of eliminating a major Mediterranean rival in the mid-game situation).

By-mail games are not so subject to the disadvantages of limited time and misinterpretations based on who's talking with whom. It is toward these games that my remarks are primarily directed.

I begin by discussing the general proposition already stated: that every portion of the board is equally important to every player. The initial strategy of a player necessarily implies a choice of follow-on strategies. Let's say, for instance, that England's first objective is to eliminate France in alliance with Germany. The implied choice of follow-on strategies would revolve around Germany, then. One---continued alliance; support of Germany against Russia and a major thrust beyond France into the Mediterranean. Two---an attack on Germany, probably in alliance with Russia.

I will agree with anyone who says that setting future plans in cement is foolish. One needs to be flexible and change even over-all strategy to fit the flux and tide of a game situation. However, that is not to say one shouldn't have any future plans at all. In the circumstance of England as described above, the player should have a good idea what his choice is likely to be...and should act on that probable choice.

Let's say the choice is continuing the alliance with Germany. What should England think about right off? That Mediterranean thrust, of course! The history of postal games suggests that England's most deadly competitor in that area is likely to be Turkey. In terms of this tentative strategic plan, therefore, it is important to weaken Turkey; which in turn means convincing Russia (most of all), Austria, and/or Italy to attack Turkey. Immediately, right at the beginning of the game, England's attention is

(or should be) drawn to the exact opposite corner of the board, as far away from the home islands as it can get. It is precisely this far-away corner that is inevitably vital to English diplomacy. If England needs a strong Russia to create an easy mid-game target, then Turkey is again an important consideration. From England's point of view, there is really no evading the question of Turkey; and if that is true of England, how much more must it be true of the other Great Powers, none of whom is any further away? Conversely, if Turkey is that crucial, how much more crucial must be all the other Powers, each of which is closer to England than Turkey is.

This is the gestalt of Diplomacy. All the Great Powers' actions are important to the deep plans of each player. Contacts and understandings with even the most distant other Powers are vital as the game progresses; and success in the end-game may very well depend on one's words and deeds in the beginning.

Now, gentle (ha!) reader, you are no doubt saying to yourself (or ought to be), "That's all very well, but what do I say?" Aye, there's the rub. You probably can't use that ultimate bar bon mot, "Do you come here often?" (Well, it might work at a convention...) Many gambits and devices will no doubt occur to the fertile imagination, the devious mind. I can suggest a few, anyway, to get the creative juices flowing. ||

1. Getting to Know You. Even if you can conceive of nothing specifically related to the game itself to discuss, there is nothing wrong with a friendly, chatty correspondence. An atmosphere of camaraderie may net some important diplomatic concessions later on. Assumed friendship can cloud many an astute diplomatic mind, not to mention a lot of rather foolish ones; check out Woodrow Wilson some time.

2. Do You Hear What I Hear? Asking a given player about other players often elicits some very interesting responses. You might ask about a move that player made: "Italy's move to Tyrolia really surprised me. What do you suppose he's up to?" Or you might make a statement about something you know: "Have you heard from Russia? I've written him twice but no reply." (This need not be true, of course; it's probably better if it isn't). Or, "Has France been bugging you about Russia? He's really egging me to go after St. Petersburg." (This too is better off untrue; the last thing you want to give Turkey is any information that is really useful.) If you can get a dialogue going with Turkey, trading chitchat and tidbits about the game, this makes you his confidant. He might ultimately volunteer some really important information...or in the end he may let you gain diplomatic advantage. That is, unless he is playing you for a sucker, too.

3. Help! Asking for advice is another good way to build camaraderie and also to learn things to your advantage. England could, for instance, write to Turkey to ask advice as to whether he should ally. He'd need some excuse; oh, like, "He's made a very attractive offer, but I keep getting this feeling I shouldn't trust him. What do you think?" If Turkey's advice falls in with the plans England has already made, so much the better. In a while, Turkey might even get the impression England is his puppet...which will make England, in the end, all the more dangerous. If Turkey's advice is not what England proposes to do, he can always praise Turkey and peg his actual actions on something Turkey said which put the problem in a while new perspective. England will have to be damn creative but, heck, isn't that

**THE STATE
OF THE
HOBBY
1985**

A REPORT

THE STATE OF THE HOBBY 1985: A REPORT

by Larry Peery

Introduction

Like most good ideas several people talked and wrote about doing a "state of the hobby" report on Diplomacy for some years---some even suggested on an annual basis---but nobody actually did anything about it until I decided, almost at the last moment, to try and include such a report in this issue of DW. My own ideas, and those of Mark Berch among others, led me to solicit a brief status report from each hobby member who was a custodian, project official, or even a hyperactive publisher. Even though time was short many responded and their individual reports are reflected in this report and have been deposited in The Archives. I hope next year will bring an even bigger response and, if possible, perhaps an even more informative report.

For many of you who are well informed what appears in this Report is old news. Bear with us. Those who depend on DW as their primary source of information about the hobby may find this Report informative. At least I hope so. I also hope that all of you will find in this Report a fresh, more positive perspective on some of the events that happened in our hobby during 1985.

If this Reports read, God forbid, like some State of the Union, State, or City messages that we've all read; or it seems too superficial, or too optimistic, or too idealistic to you; then keep in mind, as you read it, that my purpose in presenting it to you is not only to inform but to motivate you to take action on behalf of DIPLOMACY WORLD and the hobby in general. As Ron "Murd'ring Ministers" Brown wrote, "you are a master of the hard sell."

This year's report is basically mine and I assume full responsibility for its contents. My perspective is that of a hobby old timer, observing things from sunny southern California, who spends far too much time on Diplomacy affairs. As many of you know in addition to DIPLOMACY WORLD I am also responsible for my own zine, XENOGOGIC, the hobby telephone book/de facto Census, THE BLACK AND BLUE BOOK (although Mike Maston does most of the work on that project), the International Diplomacy Hall of Fame, the Miller, Walker, and Koning Awards administration; hosting the annual PEERICON and BEEHOTOVENCONs; and, as custodian of the Diplomacy Archives I have some 45 cases---containing well over 22,500 Diplomacy 'zines in our garage. For other details see the article on "Diploholism" in the special report. I mention all these things only to show that I have some knowledge, in a superficial way, of what is going on in the hobby, both bad and good. While I have tried to be objective and factual in this Report; I have not hesitated to make value judgments where they are called for. A spade is a spade; whether it is Hearts or Pinochle you are playing. I have not written this Report for mainstream hobby members, they already have their minds made up about past events. My hope is that this Report will, in some small measure, inform the DW family members as to what is going on in the hobby.

Unfortunately, if you rely on much of the hobby press you have probably only read about the bad in the hobby this past year. I do not intend to dwell on it here. My somewhat idealistic solution to the hobby's current problems is a generous dose of that old Protestant Work Ethic. I figure if you keep these people busy doing positive things for the hobby they won't have time for less constructive pursuits.

A simple plan from a simple person.

Theme

I am here to tell you that 1985 was a very good year for the hobby. Else where you will see a brief report on what the editors of DW felt were the ten most important events to happen in the hobby in 1985. I hope this will become another tradition for each January issue of DW. Magazines and newspapers all over do this kind of thing each year and I feel it serves a useful purpose. It helps focus attention on things that might otherwise escape our view and it puts things into perspective, something we all too often lack in a hobby where the average lifetime of a player is 3 years and a zine only a year more. Consequently we miss seeing the broad picture as it flashes by and colors become more important than black and white issues. That is another reason for this report, to let you know what was going on in 1985. Again, for some a yawn, but for some, perhaps,

a bit of enlightenment in a dark period. Here we attempt to catch up on what happened in 1985 and make up the gap, as it were, for what DW did not cover last year. A difficult task but not an impossible one, especially if people look beyond their own special interests to the welfare of the hobby, and DW, as a whole.

And so, come with me as we briefly examine what has been happening around us.

Who

Us? Who are we? Last year's BBB listed some 1,066 individuals, publications, and services active in the North American Diplomacy hobby, and it was a far from complete list. I expect this year's edition will continue previous growth trends and contain close to 1,500 entries, and that will still be a far from complete list. But, slowly, we are finding each other; whether we are FTF, Convention/Tournament, PBM, PBEM, or Computer Diplomacy players. Naturally the most players are in the big population states like California, New York, and Texas, but there are also small but dynamic centers of the hobby in other areas. Locating these people and bringing them into the hobby's mainstream should be a major goal of everyone in the hobby in 1986. Those of you who have requested a copy of PONTEVEDRIA, ZIAMVIA, or BARATARIA will be shocked when you see the next issues. They will be huge. The number of people who have written to A-H, Walt Buchanan, Rod Walker or myself about Diplomacy---just because of the game flyer, the GENERAL, or other sources---is booming. Frankly, I am very concerned that the postal hobby will be able to handle them all in an efficient manner. Else where I hope to have a proposal in that regard.

Where

We are, as I pointed out, everywhere; especially in the big states. But for publications like DW and many of the hobby service projects, the important people are the individuals scattered throughout North America who do not live in major Diplomacy centers. These individuals do not belong to active local groups that provide them with a FTF, or even a dependable PBM Diplomacy outlet. They depend on us to connect them to the Diplomacy "hobby." That is a responsibility I take very seriously and I believe the hobby should as well. Fortunately, the number of FTF Dippy events continues to grow and provides many opportunities for local and regional events. If Dippy players know about them. The 1984 DIPCON in Texas was a boom to that area, and the 1985 DIPCON in Seattle was one of the best run tournaments in years, or so people who were there tell me. The 1986 event in Virginia promises to be a memorable one, as well.

A strong hobby must begin with strong local and regional groups. It can't work the other way. The purpose of the hobby mainstream must be to provide support in the form of information, services, and leadership by example to these local and regional groups. Needless to say, it must be positive in nature.

What

The Diplomacy hobby consists of players, magazines, and services/projects. The players are there, ready and waiting. The status of our publishing arm is a bit weaker. There were a number of folds (e.g. DOGS OF WAR, EREHWON, EFGIART, GIVE ME A WEAPON, RAGING MAIN, COAT OF ARMS among them) last year that cost the hobby some fine zines. But that has always been the case. What is regrettable is that there have been relatively few zines, whether game zines or genzines, appearing. Traditionally new players have flocked to new zines and they have grown together. 1986 will present us with a unique challenge, many players wanting and waiting to enter the hobby and few new zines to handle them. I understand the hesitancy of hobby members to begin a new zine. It is a difficult, time consuming, and expensive commitment; and the chances for lasting success are small. There are far more reasons why one shouldn't; then why one should start a Diplomacy magazine today. Surely I don't need to list them. Still, perhaps solutions can be found. Fewer zines, regional zines, group efforts, guest gamesmasters to run PBM games, are all possible partial solutions. The play of the game is one challenge, the challenge of the printed page is another. Fortunately, the hobby has always been able to accommodate both.

The state of the hobby's services/projects is, as always, in a state of flux. Diplomacy is not a static hobby. That is one certainty. But 1985 provided a situation where many of the hobby's services/projects lacked strong direction and support. Performing most hobby services/projects has always been hard work. Carrying out these jobs, combined with the strains caused by the hobby's fragmented character at the moment, has made usually difficult jobs almost impossible. Even the most fundamental services/projects have been affected. The BNC needs help and is pestered by hobby gadflys. The MNC office, one of the most innocuous in the hobby, is surrounded by a controversy of Herculean proportions. Ombudsmen are involved in feuds, rather than resolving them. Game opening lists are torn about by ego conflicts among Titans and mice among men, and the beneficiaries of the services suffer the consequences. Still, most services/projects have survived and people are volunteering to fill the gaps created as people leave their jobs. Even during The Feud, it's business as usual in the hobby. One trend which I think is regrettable is the development of competitive and duplicative services/projects---at a lower level of performance---which has happened in the past year. Normally, competition is a sign of healthy growth but, in this case... Superficially such developments would appear to benefit the hobby member and yet, in reality, they rarely do.

Not everything is bad, of course, and there are other, positive, examples to point to. The 1985 BBB replaced a not very complete Census, the Zine Register appears to be moving back into regular operation, MASTERSOF DECEIT provided one of the most interesting views of the game & hobby in a long time, the International Subscription Exchange provided Diplomacy with a means of dealing with international high finance, Fred Davis, Jr. took physical control of the hobby variant bank, Jim Burgess and Keith Sherwood did a fine job with the Orphan Bank (e.g. U.S. Orphans Service), and others went right on doing what they do best: John Boardman put out his 500th issue of GRAUSTARK, Jim Bumpas went over the 200 mark with LIBERTERRANEAN, VOICE OF DOOM smothered the 100 mark with pages and pages and pages, and quality zines like EUROPA EXPRESS and MAGUS passed the 50 mark with no fuss and no muss. Basically it boils down to this. If you are a pessimist, you'll remember 1985 as the Year of the Feud. If you are an optimist, you'll remember 1985 as the Year of DW. The choice is yours.

How

How are we doing? I said above that 1985 was a very good year for the hobby. What has happened with DW is proof of that. But in addition there are other things that have happened that helped make 1985 a very good---or at least a very exciting---year.

The 1985 DIPCON, while not as large as some recent events, went off very well and those who attended sang the praises of its organizers. It showed that a successful DIPCON could be hosted in a non-mainstream hobby area.

The 1985 RUNESTONE POLL. What can I write about it that hasn't been written already? Unfortunately, personalities have been allowed to hide the fact that the 1985 RP was a polling success and a technological triumph in statistical analysis. Unfortunately, many people do not realize that polls are not NRO photographs conveying an infallible picture of reality, but paintings (often in the Impressionist or Modern style) showing an artist's interpretation of a reality that even he doesn't understand completely. And, of course, there are always the critics. But artists do not create for the critics, they create for themselves. Other polls were also successful last year and, by and large, the hobby's best publications were recognized, by someone, as the best.

The 1985 Awards projects went very well with record voter participation and many fine nominations in what some thought would be a lackluster year. Bob Olsen received the Don Miller Memorial Award for service to the hobby and Bruce Linsey got the Rod Walker Award for literary achievement. In 1986 we'll have new recipients and a new award, the John Koning Memorial Award for outstanding play of Diplomacy of any kind; as well as a new series of elections for induction into the International Diplomacy Hall of Fame.

FTF, Tournament/Convention Dippy activities continued to grow and develop during 1985. I only attended one out of town event this past year, CON THE BARBARIAN II in Santa Barbara---but what a con it was! Three games and three winners put on a display of some of the best FTF play I've ever seen. Even more enjoyable was the fact that that event was conducted in a spirit of goodwill and friendship. And from Seattle, to Toronto, to New York, to Virginia, and even in Texas the same thing was happening all year long. Providing more and better services to these local and regional FTF events is a key to expanding the

FTF, Tournament/Convention, and PBM Dippy hobby.

Some of the other things that added something special to 1985 were THE CREAM SHALL RISE, Bruce Linsey's report on the 1985 RUNESTONE POLL (And speaking as a pollster whose experience dates back some 20 years, I will say that Bruce did a remarkable job.); which came back to back with his 100th issue of VOICE OF DOOM and the article that won Bruce the 1985 Rod Walker Award. Bob Olsen, who received the 1985 Don Miller Memorial Award, and some others, indeed many others including the hobby's resident Hamster expert, Woody Arnawoodian, put together a delightful little booklet called MASTERS OF DECEIT; which contained some of the best writing about the game and the hobby in a long time.

But Diplomacy is a postal hobby and postal implies the written word. There were some fine publications produced in 1985 as well. Although the hobby census died after two years of neglect it was replaced by something of even more practical use, THE BLACK AND BLUE BOOK, the hobby's first real telephone directory. It was a superb achievement by Mike Maston, a true labor of love, for love's sake, by a person who doesn't even like to play postal Diplomacy. Even more importantly, perhaps, it showed what a computer could be made to do to benefit the hobby---even a relatively simple one like a Commodore 64. Many, many publishers have taken the computer, any computer, and added it to their hobby weaponry. The number of computer generated 'zines in 1985 approached the number of non-computer zines. Mark Coldiron's MACABRE, Dave Kleiman's THE DIPLOMAT, Jeff Richmond's FROBOZZ, and Earle Whiskeyman's Jr.'s GAME'S ZINE are examples of the new approach to the game and hobby. On the other hand, Conrad von Metzke, the patriarch of the San Diego Diplomacy scene, revived---for the umpteenth time---his zine COSTAGUANA and the mere possibility of a headline, BRUCKER'S NOTES ON BLOCKS AND BACH, sent shivers down the ear lobes of any serious Diplomacy dilatente. The BNC reports and records were computerized and, with a bit of luck, next year we'll be able to report that the Diplomacy Archives Index has also been computerized. As long as it doesn't eliminate the special human connection that makes our hobby so special, the computer can provide many, many services to us. Unfortunately, too often 1985 saw people use machines and devices---from computers, to telephone answering machines, to word processors,---to hide behind.

And all the usual hobby services and projects went on about their business, inspite of many trials and tribulations. Not exactly exciting or headline making news, perhaps, but still a sign that the hobby was in good health. People feuded, but did it with gusto---real gusto! Fortunately, the hobby's consumption of feudal lager was down. There was change and turmoil at DW, just like there was in the hobby, but things seemed to be headed in a better direction as the year ended. The Canadian zines, always a bellweather for the hobby, suggested we were headed into a new period of creativity. Fakes, and especially that one, showed that the real thing could be less interesting then the imitation, and everyone wondered if Bruce would follow through on his dream and produce a fake of the ENCYCLOPEDIA AMERICANA. In a sort of reverse Lend-Lease the British Diplomacy hobby sent Simon Billenness over to take charge of the ZINE REGISTER and he immediately announced it would be a quarterly publication.

It was, over all, a year of contradictions. Rod Walker ''dropped out'' of the hobby and immediately began writing articles for DW, looking for new projects, and generally making a pest of himself in the hobby. Bravo! It was a time for change and change there was.

When

Time is a factor in Diplomacy; a single year of postal play takes a calendar year of real time; a FTF game goes on for 16 hours and ends in a 5 way stalemate/draw; a zine celebrates 20 years of publication; and a hobby member looks back on twenty years of activity and prepares for twenty more. Page counts in a zine hit triple digits so frequently as to be below comment. Still, a year is a year and there is only so much one can do in that amount of time. Or is there?

It has always been my philosophy that when one must make choices between doing this and that in the hobby the first things to go are the negative ones; which probably explains why I am sitting here---in my sixtieth hour in five days of work on this issue---typing this Report. I feel it is a positive project that may be of some use. Choosing to do this instead of something else is a decision I had to make, just as everyone in the hobby

has to choose whether to do this or that. My hope, of course, is that in 1986 more people will choose to do more positive things for the hobby.

1985 was not a perfect year for the hobby and I doubt if 1986 will be one either. However, there was a great deal of good accomplished last year. Unfortunately, a disproportionate amount of the hobby's resources and attention went to negative ends. I felt last year that the number of people actively involved in such pursuits was a small minority in the hobby but I had no evidence of that. Now I do. The number of people involved in such activities represents less than 5% of DW's circulation and that's about how much of my attention they will get in the coming year. DW will give them even less; not because their activities are not important but because others demand our attention more.

Summary

Over all, and in the long run, I believe 1985 will be remembered as a good year for the Diplomacy hobby, even as a very good year by those who look for the good things around us. Now, please, bear with me as I discuss some of our plans for the coming year which, with good luck, will be a very, very good year for DIPLOMACY WORLD and the hobby.

Theme

My goal and it is one I believe that the DW staff and family shares, is that 1986 will be a year of growth for DW and, even more so, for the hobby as a whole. I hope to use DW as a tool to achieve that growth. Here's how.

I am here to tell you that 1986 can be a very good year for the hobby and DIPLOMACY WORLD if we continue to work together. Everything depends on us, collectively and individually. The program I outline is nothing more than an outline until you---we, working together---make it a reality. But here is my idea of what I hope we will be able to do with DIPLOMACY WORLD in the coming year. Making that hope a reality is a job that will take all of our efforts.

Together, a Year of Outreach is what I have in mind. DIPLOMACY WORLD will extend an outreach to the Diplomacy hobby, as we know it; and the hobby will extend an outreach to the Diplomacy playing community around us. At the moment DIPLOMACY WORLD reaches, directly, only about 15% of the active FTF/PBM/Con/Tour hobby and less than 1% of those who play Diplomacy socially or casually. I believe we can do better. No, I don't envision DW as a zine with a circulation of 7 million, but I would like to see us expand our contacts in the major hobby areas, in areas where there are no active FTF groups, and among Diplomacy players overseas. If we want to, I believe we can. Here's what I hope we can do in the coming year:

- 1) DIPLOMACY WORLD: 4 issues on time of the quarterly zine and such other special publications as the publisher/editor believe beneficial and financially possible.
- 2) ANTHOLOGY Vol. II and III: to appear in the spring and fall, one to consist of the Diplomacy writings of Mark Berch and one to consist of Diplomacy variants, primarily from Lew Pulsipher.
- 3) REPRINT SERIES: The fine-tuning and regular availability of this service to the hobby at large.
- 4) SPECIAL PUBLICATIONS: Such as an up-dated BBB to promote inter-hobby contact among all types of Diplomacy players.
- 5) SUB-ZINES BACK ON TRACK: Getting PONTEVEDRIA, ZIAMVIA, and BARATARIA back on schedule.
- 6) FILL OUT STAFF VACANCIES: We need to fill out the staff vacancies that now exist and add a few positions to achieve our goals.
- 7) HOBBY OUT REACH: Reach out and touch some one in the hobby, and/or the gaming world, who plays Diplomacy but doesn't get DW.

None of this is going to happen overnight, especially given DW's recent track record. But in the next year I believe we can not only restore DW to its previous circulation level but also expand the hobby at large.

D.W. Regional Editions January 1986



*

WELCOME!!

This issue introduces the first of what I hope will become a regular DW feature, the regional editions. These regional editions are intended to get the latest and most important information on the game and hobby to those who want it most, local hobby members.

At the moment we have six hobby regions, including one vacant position which I need a volunteer to fill. In time I hope there will be more. Each region is an arbitrary area consisting of all kinds of Dippy players and hobby members in that region. The regional editor for each region is charged with collecting and disseminating information about the game and hobby in that area. Some of the regional editors publish their own zines. Some do not. But each is active in face to face, con, tournament, and postal Diplomacy & snows, or should know, what's going on in their area.

Each regional editor has four key jobs:

(1) To collect information about Dippy events in their area; (2) To get that information out to Dippy hobby members in their region; (3) To get that information to DW for distribution to the hobby as a whole; and (4) To respond to inquiries from Dippy players within their regions, or refer them to a better information source.

It sounds like an easy job but it won't be. It can be a very important one if 1986 turns out to be the year of growth I anticipate. These six individuals are our point men, a persons, from DW to hobby, and hobby to gamer contacts. These first regional editions were prepared without any special instructions from me. I wanted to see what each regional editor would do on their own. What you have is a fair cross section of the hobby: news of the national DIPCON; news of PBM publications in Canada; a report on a major local con; and a bit of a hodge-podge.

Regional editions are, at the moment, an experiment. It is up to you to decide if you want them and if you do want them, what you want

in them. The best way to do that is to get in touch with your regional editor. Offer to be a local point of contact for them. If each DW family member does that we will have a true hobby-wide network in North America. Let them know if you like the idea of regional editions and, if you do, what you want them to contain--and provide the info you want. They, these editions, are simply a tool to promote communications among hobby members and DW family members in a given area.

For a while we'll be experimenting to see how this project goes. If they do the job; they'll continue. If not; then they'll go.

My goal, in the next year or so, is to see the regional editions become strong enough that they can be spun off from DW and become separate sub-zines in their own right. I think that's possible. It is up to you to show us that it is necessary and desirable.

So what's a regional edition for? Good question. Unfortunately, I have no pat answers. It's up to you to determine what your regional edition does. I envision them as mini-editions of DW's news sections, only as seen through a higher power microscope. DW gives the big picture, the regional editions focus on the regional one: FTF, con/tournaments, PBM, PBEM, telephone, computer Dippy; zines, personalities; you name it. It can be as simple or as complex as you want it to be. We've given you a whole new playground to romp around in. Now let's see what you do with it.

This first edition is going to all DW subbers. Future editions will go to subbers in the region in which each edition is concerned. Copies of all the regional editions will be available, probably for a couple of stamps.

THE WEST

This is Daf Langley and here is a rundown of what's going on in the western part of Dipdom.

MAGUS has just started a Diplomacy World Support game. All of the game fees collected (plus a gamefee from the GM Steve Langley) were sent to DIPLOMACY WORLD to help out financially. The line up includes John Huestis as Austria, Tom Hurst as England, Bill Quinn as France, Melinda Ann Holley as Germany, Dennis Walker in Italy, Don Williams as Russia, and Mark Fassio as the Turkey! All six of these fine players paid \$15.00 to play in this game. A heartfelt thanx go to each and every one of you from the DW staff.

I will be running the Freshman Zine Poll this year. Steve ran it last year, but disqualifies himself this year because he has a zine in the poll. I will be using the same program he did, but I will keep all votes confidential from him. I'm sure I can do a good job with the poll and that no problems will occur. If you have a freshman zine, please let me know at 2296 Eden Roc Ln., #1, Sacramento, CA 95825. The poll is for zines and subzines that started publication on or after 1 January, 1985.

DafCon 1985/1986

DafCon 85/86 was held the weekend of 3 January. In attendance were Ron Spitzer & Jay Shufeldt from the L.A. area, Don Williams from Redlands, Dennis Walker from Atwater, Carol and Edi Birsan from Concord, and various local players: John Huestis, Clark Reynolds,

Gli Stati Uniti Occidentale



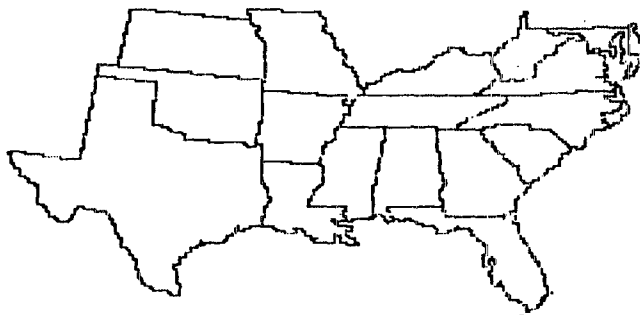
Mark and Mike Twitty, Jim Bjornson, Mark Keller and Chris Carrier. Attendance was lower this year than last, but the gaming was still lively. Kingmaker and Diplomacy being the major games played &

Scruples being the new game tried out. (We tried to introduce at least one new game each DafCon). The Scruples game led to some interesting discussion and new insights into the people who were playing it. It is a good game for a large group. Our group numbered from 5 to 8 people playing at one time.

The DafCon chili was excellent this year as evidenced by the fact that there was none of it left after Sunday. We still have three or four bags of chips left. As is usual at DafCon, the gaming went on until the wee hours of the morning with the Kingmaker going until 4 one morning and 5 the next. Not being a fanatic myself, I actually got some sleep during the weekend. We got calls from Peter Gaughan (who missed his first DafCon this year), Kathy Byrne and George Graessle, Mike Ehli, Terry Tallman, Gary Coughlan, John Crow, and Bruce McIntyre.

Even though there weren't many people there, we had a great time and enjoyed meeting old and new friends. It is nice

Gli Stati Uniti Meridionale



to have face to face get-togethers in the hobby so that people can see what a wide variety of people are attracted to our game. It is also a good feeling to introduce novices and new gamers to the Dip hobby.

That's about all out here in the West this month. Take care and see you next time.

THE SOUTH

J.R. Baker, 3150 Meadow Ln., Dickinson, TX 77539 (713-337-4110) was the first regional editor to send in his copy for this edition. And guess whose copy I can't find? Sigh, I looked for it for hours and I just can't locate it. If and when I do, I'll send a copy out to regional members or include it with the next mailing. Sorry, J.R.

WHAT'S A REGION, ANYWAY?

I've been around long enough to know that as soon as you start dividing the hobby into any kind of group, even something as vague as a region you are going to start getting flack. Just ask anyone who has ever worked on a DIPCON Administration Committee.

The regions I have selected are based on one criteria, and one criteria alone; that's the way the "The Newsroom" software program we are using does it. If you don't like it, fine; so

Gli Stati Uniti Settentrionali



buy us a better software program. In the meantime we'll use these. Actually they aren't too bad.

CANADA, although it only has 7% of DW's readers, gets two regions just because it is so big.

Our 1% Overseas readers have no region. Yet. As soon as I find the right person in the right spot, we'll have one.

The EASTERN region includes about 22% of DW's readers and is centered in Massachusetts and New York, just as you would expect. Or would you?

The SOUTHERN region is our biggest, with 30% of DW's readers. This is slightly tilted because it includes both the major hobby centers in MD/VA/DC and the one in Texas.

The CENTRAL region, which as yet has no regional editor, includes 21% of DW's readers.

The WESTERN region includes only 19% of DW's readers but one state alone, California includes almost 15% of DW's mailing list.

None of this is fixed forever, of course. We hope to add more regions as time goes on and get more subscribers. Some regions will split and some may even combine, as circumstances dictate. The purpose of all this, need I say it, to promote strong local and regional interest in the hobby but not at the expense of the hobby as a whole. Again, it's all up to you to let us know what you want.

Gli Stati Uniti Orientale



THE EAST

Ken Peel, 9808 First Ave., #T-2, Silver Spring, MD 20910 (301-495-2799) is the East Coast regional editor. Nit-pickers will note that according to the above map Ken doesn't even live in the eastern region. He lives in the southern region. Since no one else from the eastern region volunteered for the job, Ken got it. Perhaps if another volunteer from that area steps forward, we'll split the southern region into two parts, one centered on Texas and one on the Virginia/DC/MD area; that would be more logical.

In the meantime Ken is serving not only as our eastern regional editor but also as our DIPCON contact source. His report appears in MEGALOSAURESSE.

DIPCON 1986 is only some four months away and I hope many of you will be able to attend. The Los Angeles Jewish Mafia, led by Ron Spitzer and Jay Shufeldt; those hobby tournament gad-flies; will represent the west in every game played, I'm sure. I hope to be there myself, bringing new records of verbosity and pomposity to the east. Now is the time to start planning if you want to be there. And why wouldn't you want to be there, pray tell?

INPUT & OUTPUT

These regional editions are designed for your use to promote your local and regional FTF or postal events related to Dippy. Send your info to your regional editor, who will pass it on to the appropriate zine staff member. Eventually the regional editors will have copies of their regional mailing lists so that they can directly contact regional members and distribute your info. Or that's the plan.

EASTERN CANADA

Welcome to the first edition of the "new" DIPLOMACY WORLD's Regional Edition for eastern Canada. The purpose of this newsletter is to spread information on any topic concerning Diplomacy; including conventions, clubs, groups, opponents wanted, personalities, zines, game openings, parties, etc. If you have any info on any of these topics that you would like included in this newsletter, just send it to me and I'll see that it gets into DW. Think of it as free advertising.

I must emphasize that this concept will only work if everyone out there makes it work. I can't read minds, so I will need your help in spreading the Diplomacy info around.

I would also like to invite anyone who feels so inclined to send an article or three to Kathy Byrne. DW is always looking for new articles on any subject pertaining to Diplomacy or its variants.

What we hope to do with this newsletter is to help Dippers in eastern Canada keep in touch with each other and what is going on in our part of North America.

That's enough about the newsletter. Let's get on with this issues' information.

Dippers in southern Ontario might want to get in touch with Chris Greaves. Chris and Alan Stewart are in charge of a group of face-to-face players who meet about once a month to battle it out. The group usually meets on a Saturday from 1100 to 1800. Lunch is either provided or sent out for. Newcomers and out-of-towners are welcome. You can reach Chris at home at (416-694-2711) or at work at (416-364-5361), or at 13 Winston Ave., Scarborough, Ontario, CANADA M1N 1W2.

Any other clubs or groups out there?

For those looking for postal competition there is NO FIXED ADDRESS, put out by Steve Hutton. This zine was ranked first among active zines in the 1985 Runestone Poll. Send a SASE for info on sub rates to: Steve Hutton, 704 Brant St., London, Ontario, CANADA N5Y 3N1. Another fine zine is SLEEPLESS KNIGHTS, published by Dave Carter, 118 Horsham Ave., Willowdale, Ont., CANADA M2N 1Z9.

That's all for now. Remember, without you DW is nothing. Let's show them what Canadian Dippers are capable of: J.C. Hodgins, Box 450, Sharon, Ontario, CANADA LOG 1V0.

WESTERN CANADA

The western regional editor is Bruce McIntyre, 6191 Winch St., Burnaby, B.C. V5B 2L4, CANADA (604-299-2382).

Unfortunately, I have no input from Bruce for this issue. Perhaps nothing happens in western Canada during the winter. I do know that Vancouver is getting ready to host a really big show this year in which British Columbia will exhibit their best for the rest of the west. Perhaps Bruce is working on a Diplomacy demonstration for that.

Or perhaps he's writing an appropriate work to celebrate the rebirth of DW. How about a Fanfare for the Uncommon Man?

AND BEYOND

At the moment we don't have enough overseas subbers to justify either a European or an Asian region. I hope that will change and as soon as we do, and a suitable volunteer is drafted to do the job, we'll add them to our group.

I've got a long list of Diplomacy players in overseas areas who have written to DW and we know, because of Gary Coughlan's work with EUROPA EXPRESS, that there are active Dippy groups all over Europe.

THAT'S ALL FOLKS

That's it for this time. Be sure to drop me a line and let me know what you think of the regional editions concept and a line to your own regional editor if you have any info or suggestions for them. Next time it is up to you!

DIPLOMACY WORLD REGIONAL EDITIONS are a supplement to DIPLOMACY WORLD which appears quarterly and is published by IDS, Box 8416, San Diego, CA 92102. A sample issue is \$4.00 (US funds only), mailed first class. For complete info on all DW/IDS publications send a SASE to the above address.

Megalosauresse

Megalosauresse is an occasional bulletin of the Diplomacy World
eastern regional editor (that's me, Ken Peel), and may be found
migrating hither and thither--but mostly hither--as an insert
serving the east coast Diplomatic community. January, 1986.

Issue #1

Greetings!

Ah, Megalosauresse: what a marvelously mephitic manifestation. I pondered over the name for minutes on end, and, believe it or not, there are actually some allusions that it means to conjure. It rolls off the tongue, leaps into the air, and crashes spectacularly to the ground. Yes, Megalosauresse. It sings for me too. Next issue, we'll peek into some of the mysteries of the name, but if anyone wishes to speculate on its source and meaning, let's hear it. If there is something in the ball park or particularly good, I'll print it in the next issue and reveal the secret prize awaiting.

This modest publication can pretty much become whatever east coast dipsters wish it to be. Well, pretty much, as I'll be the person that actually decides what gets splashed on paper. And that being the case, perhaps I can get you to bear up under a little autobiographical diplosketch. I live at the address below, and while many of you old timers might recognize the locale of Silver Spring (no relation, I assure you), how many of you know that SS is a suburb of Washington, D.C. which, if incorporated would be the second largest city in Maryland? C'mon, let's see some hands. So when I think of east coast dipping, I think of the Atlantic states (including West Virginia) as far south as Virginia, possibly even including North Carolina. I can reveal that here, because the southern regional editor, J.R. Baker, won't see this insert, and won't know about the audacious migration of lumbering Megalosaurae so far south of the Mason-Dixon line--until it is too late! I might accept Ohio temporarily, given the vacancy in the midwest regional editorship, but beyond that I draw the line. A ~~terrible~~ megaloped such as I just doesn't do the midwest. Someone is going to have to wake up one of the Mad Lads.

As many of you know from the article I co-wrote in DW #39, I am publisher of the local Baltimore-Washington gaming 'zine, Politesse, the journal of the Washington Area Retinue of (Tacitly) Highly-Organized Gamesters. I serve as the ideologically-correct Provisional Premier of WARTHOG, pending ever-imminent elections. If interested in local gaming opportunities in the Baltimore-Washington area, drop me a line. This year, I am also on the DipCon Administrative Committee. Any of you who don't know, let me speak a little louder: DipCon, the annual national Diplomacy tournament, will be held this year within the megaloid natural habitat! Fredricksburg, Virginia, to be exact, hosted by the finest Diplomacy-only convention in the country, MaryCon, with which (ehem) I have had the pleasure to be associated in the past. Okay, got that? I'll have more on that later. Oh, what the heck. Why not now?

DipCon/MaryCon:

DipCon/MaryCon '86 will be held this year on the campus of Mary Washington College in Fredricksburg, Virginia (about an hour south of Washington, D.C.). The most convenient airport will be Washington National, where one can catch ground transportation every hour to Fredricksburg. MaryCon will be providing a shuttle service to the campus once you arrive in Fredricksburg. DipCon/MaryCon is scheduled

For announcements of upcoming events, reviews of past events, and the scoop on east coast Diplomacy publications and happenings of all kinds, please send information to me, Ken Peel, at 8708 First Ave., #T-2; Silver Spring, MD 20910. Tel.# (301) 495-2799. I just hate headers that don't finish out the bottom line, don't you too?

from Friday, May 30 through Sunday, June 1. Members of the DipCon Administrative Committee are Pete Gaughan (chairman and publisher of the committee newsletter), Greg Ellis, and me. Since I am doing much of the local liaison with MaryCon officials, feel free to contact me about matters such as registration information, costs, transportation, accomodations, etc. Accomodations and meals will be provided on the MWC campus in a package deal for those who are interested (as in the past virtually everyone has been). And while we're on the subject of MaryCon, I might also mention...

miniMaryCon:

miniMaryCon is an informal weekend of variant dipping, to be held the weekend after the Superbowl. That should place MMC the first weekend of February, if my calculations are correct, so if you are interested, act fast! The place will be (you guessed it) Mary Washington College in Fredricksburg, Virginia, and the game will be the fine global variant, World Diplomacy, designed by Mark Stegeman. Informal accomodations for out-of-towners may be available. If you are interested, give me a call. In charge will be Dick Warner, but I can't seem to find his telephone number right now.

Holiday Cons:

The deadline for DW #41 came too soon to get reviews of the east coast holiday house cons (I was unable to attend any this year). I would be pleased to publish a con review or two next issue. Such gatherings provide the opportunity for dipsters to get to know each other better, socialize, and game around the clock.

* * *

Where do we go from here??

Oh, there's lots we can do, and I mean "we" not in the royal sense, for input from within the region is what will make this thing fly. There are three primary foci of activity: postal, face-to-face, and tournament/convention. I subscribe or trade for most eastern Diplomacy 'zines. Anyone in the region who doesn't have me on their distribution list, send me an issue and we can set something up. If you aren't interested in expanding trades (for Politesse), I'll subscribe. Simple as that.

There is much we can do on the grass roots level as well. For instance, we can put together a registry of dipsters who need dipsters. If you want to put together a FTF game, drop me your name, address and telephone number near the DW deadline (the next one is the beginning of April), and I'll publish it. Or if you are near the Baltimore-Washington area and don't want to wait until April, I can probably help you out directly through the contacts I know in the area.

There are also a good number of conventions and tournaments on the east coast featuring Diplomacy. Off the top of my head, I know of one in Virginia (MaryCon), one in Maryland (AtlantiCon), two in New Jersey (forget their names), and one in New York at the U.S. Military Academy (which is either just past or is just coming up). Anyone who knows about an upcoming con, please give me as much notice as possible. Remember the publishing schedule of DW: mid-January, mid-April, mid-July, and mid-October. I'll need the info by at least the beginning of each of those months to get it in this newsletter to pass it on to Larry. Getting information to both Larry and me directly about events in the eastern region couldn't hurt.

So, let's get this thing going, okay? And until next issue, remember the sage words of Chancellor Otto von Bismark: "No one can imagine without actual knowledge, all the foolishness and quackery that pass for diplomacy!"

-k-21

THE 1986 REPRINT SERIES/DIPLOMACY WORLD ANTHOLOGY VOLUME ONE UPDATE

First the bad news for you. All available copies of the 1986 Reprint Series, priced at \$75.00, are sold out. Those sales provided sufficient income for DW to finance the cost of printing our in house needs for copies of the RS and enough surplus to help cover the initial costs of printing the Anthology Volume One. Several other individuals have inquired about getting copies of the Reprint Series. I will accept pre-publication reservations for the next printing. You do not need to send any money at this time. When a definite date for the re-printing is established you will be billed and payment will be required before delivery of your order. In the meantime those who ordered copies of the initial reprinting are being invited to join with J.C. Hodgins on the Reprint Series commentary project which, hopefully, will be done next year. This project calls for the production of a series of commentaries on materials in the RS to help novices and others find items they need and which will help them. By the way, for the curious the first printing of the RS ran to 660 originals, the biggest single printing project in Diplomacy history.

Second the good news for you. Copies of the DIPLOMACY WORLD ANTHOLOGY, Vol. I are still available although they are going fast. A third of all copies were sold prior to publication and by the time you read this almost half of the total first printing will be sold. So, if you want a copy you'd better order it soon. Here's the info:

DIPLOMACY WORLD ANTHOLOGY

Volume One

Edited by Larry Peery

This is a historic collection of articles and other selections about Allan B. Calhamer's classic game DIPLOMACY---articles that have appeared in the first 39 issues of DIPLOMACY WORLD, the hobby's flagship and premier publication over a span of more than ten years. The roster of authors is a distinguished one, including such hobby notables as: Mark Berch, Doug Beyerlein, Edi Birsan, Walt Buchanan, Allan B. Calhamer, Fred Davis, Jr., Scott Marley, Lew Pulsipher, Eric Verheiden, Conrad von Metzke and Rod Walker. In all some 39 authors contributed 67 selections to this ANTHOLOGY.

Equally diverse is the array of subjects and styles presented. Fiction and poetry, Computers and Diplomacy, Demonstration Games, Reviews of books about the game, Gamesmastering and Publishing, Humor, Openings, Playing style and negotiation techniques, Strategy, Tactics, Variants, and much more are all included. The ANTHOLOGY includes three complete variant games with rules and maps: Lew Pulsipher's GLOBAL VARIANT, Robert Cline's classic NINE MAN DIPLOMACY VARIANT, and Tom Swider's FINAL CONFLICT III; Fred Davis's Jr.'s A DIPLOMACY CHRONOLOGY, and perhaps the two best articles ever written about DIPLOMACY: ARE YOU A MASTER DIPLOMATIST? by Nicky Palmer and THE SLEAZIEST PLAYER OF ALL TIME! - SHEP ROSE by Mark Berch. The ANTHOLOGY is profusely illustrated with cartoons, maps, and reproductions of some of the best cover art from the first 39 issues of DIPLOMACY WORLD. A complete Table of Contents cross-references the ANTHOLOGY to the REPRINT SERIES and two appendices include info on the first 39 issues of DIPLOMACY WORLD and lists all the selections made by DW's previous publishers and editors, including those not appearing in this collection.

The editor of this volume, Larry Peery, is the sixth publisher of DIPLOMACY WORLD; in addition to being publisher and editor of his own Diplomacy publication, XENOGOGIC, which was founded in 1967; director of the Institute for Diplomatic Studies, founded in 1971; author of AN INTRODUCTION TO THE STRATEGY AND TACTICS OF POSTAL DIPLOMACY; and founder of the INTERNATIONAL DIPLOMACY HALL OF FAME. Contributing editors included previous DIPLOMACY WORLD publishers and editors: Walt Buchanan, the founder and first publisher of DW; Conrad von Metzke, Rod Walker, and Kathy Byrne, current General Editor of the magazine. Each contributor picked his or her own favorites and items that they felt represented the best and most important materials to appear in DIPLOMACY WORLD's first 39 issues.

Volume One is printed on book paper, legal size, with comb binding, and a heavy weight cover. Printing was done from the originals and this is a facsimile edition. When your friends ask you what Diplomacy is all about; this is the book you will show them to answer their question.

Copies are \$10.00, postpaid (book rate) in North America. Surface mail will be paid overseas. Airmail overseas is \$6.00 extra. All prices are in U.S. dollars.

Third the even better news ahead. Appearing this spring will be Volume II of the Anthology. This volume will be devoted to the writings of Mark Berch. It will include all of Mark's many contributions to DIPLOMACY WORLD over the past years---a variety of subjects and styles unequalled by any other DW contributor. These will be reprinted facsimile. In addition Mark will have the opportunity to go over his previous writings and comment on them, making changes, etc. And, who knows, perhaps even a few new writings from Mark's creative imagination. No definite price or publication date yet but reservations are being accepted. Copies will be compatible with Volume One, of course.

And appearing this fall will be Volume III of the Anthology. That volume will include the vast repertory of DW's variant games and articles about variant games by such experts as Mark Berch, Fred Davis, Jr., and Lew Pulsipher. The featured highlight of the volume will be a complete reprinting of all the variants that have appeared in past issues of DW, over two score of them, with maps and rules. One edition will be compatible with the other volumes of the series but if interest warrants and the money is available I would like to do a real "art book" edition of this volume, complete with full size map inserts, etc. That's going to be an expensive project and it will be definitely be a limited edition. I have no idea what the final cost will be. I do know the page count for this volume will be greater than that of volume one. Put this one down at the top of your Christmas list for this year and let me know if you want to reserve a copy. I have a feeling that this one is going to be something really special.

Available, of course, is the INDEX AND MENU DIPLOMACY WORLD, the complete index of all the first 39 issues of DW with lists by subject, author, and issue number. Individual copies are \$2.00. It includes details on how to order back copies and reprints from the REPRINT SERIES.

Now, for the first time, a priceless resource is available to you.

TAKE ADVANTAGE OF IT

/1/
DIPLOMACY

HOBBY

FACTS

1986

* The DIPLOMACY HOBBY FACTS, 1986 is intended to provide a
* brief list of the hobby's key components and sources of
* further information on various aspects of the hobby and
* game of Diplomacy. Diplomacy is Allan B. Calhamer's
* classic game and is marketed by The Avalon Hill Game Co.,
* Baltimore, MD. Copies are available for a SASE from
* DIPLOMACY WORLD, Box 8416, San Diego, CA 92102.

The North American Diplomacy hobby is based on a series of services, organizations, awards, projects, and publications that link its members everywhere, no matter what their special interest may be. The following information is current to 1 January 1986 but is subject to change at any time. Here we provide only the name of the service or publication, the name of the person to contact for more information, an address and telephone number if available, and a brief description of what it provides. More information, current prices, and availability inquire.

The Services

BOARDMAN NUMBER CUSTODIAN. Bill Quinn, 301 Conroe Dr., Conroe, TX (409-756-6867), 77301. The BNC assigns Boardman Numbers to new postal sections of regular Diplomacy in North America. Statistics on new and completed games are reported in the quarterly BNCzine EVERYTHING (subs are \$5, Issues are at cost, about \$1 each). The BNC also determines whether a postal game includes irregularities which render it potentially unrateable in various rating systems. Inquiries or allegations regarding a game which may be "irregular" should be sent to Bill. Bill is also looking for one or more volunteers to help with the BNC workload. If interested, give him a call.

MILLER NUMBER CUSTODIAN. Lee Kendter, Sr., 4347 Benner St., Philadelphia, PA, 19135 (215-xxx-xxxx). Assigns Miller Numbers to new variant postal games and reports statistics on new and completed games in ALPHA & OMEGA (subs are \$5, issues are at cost, about 30¢ each). The question of "irregularity" does not arise with variant games, but if a neutral opinion regarding a game problem is desired, refer it to Lee.

U.S. ORPHAN SERVICE. If your postal game has been abandoned by your GM, or it is being mishandled in such a way that it might as well be abandoned, contact the USOS, c/o Jim Burgess, 100 Holden St., (3rd left), Providence, R.I., 02908 (401-351-0287). Jim is also looking for a co-director to help with the workload. Players in Canadian games should inquire of one of the Canadian regional editors to find out who is handling their games. The orphan services will help you find a new home for your abandoned or abused game.

OMBUDSMAN SERVICES. If you have a dispute you'd like resolved, and need help, contact the Ombudsman Service System, c/o John Caruso, 29-10 164th St., Flushing, NY, 11358 (718-353-9695). John maintains a list of hobby individuals (some more qualified than others) who are willing to serve as intermediaries in hobby disputes. Contact John and he will help you find an ombudsman for your dispute.

GAME OPENINGS. Openings for postal games in North America are listed in our publication PONTEVEDRIA, published quarterly but updated continuously between issues. For a copy any time send your request (with a SASE, if you can) to Larry Peery, Box 8416, San Diego, CA 92102. For openings in postal variant games (and also other Diplomacy-like games), ask for a copy of BARATARIA. And, for publishers or gamesmasters looking for players, ask for a copy of ZIAMVIA. If you are looking for players for a PBM Diplomacy game please contact Gary Coughlan, 4614 Martha Cole Ln., Memphis, TN 38118 (901-362-7206).

Another source of game opening information is KNOWN GAME OPENINGS, Robert Sacks, 4861 Broadway, 5-V, New York, NY 10034, which is also available for a SASE.

INTERNATIONAL SUBSCRIPTION EXCHANGE. This service will help you subscribe to overseas Dipzines without currency exchange problems. It is run by Steve Knight, 11905 Winterthur Ln., #103, Reston, VA 22091 (703-860-3746) in the USA. Write to Steve for details on how the ISE works.

The Organizations

The 1986 DIPCON SOCIETY will host this year's DIPCON on May 30-1 June at Mary Washington College, in Fredericksburg, VA (about 60 miles SE of Washington, D.C.) in conjunction with their annual MARYCON. For further info contact: Ken Peel, 8708 First Ave., #T-2, Silver Spring, MD 20910 (301-495-2799). DIPCON is the hobby's oldest and most prestigious FTF tournament and convention and an east coast event always draws a big crowd.

AMERICAN MENSA POSTAL DIPLOMACY SPECIAL INTEREST GROUP. Under chairman Fred Davis, Jr. (1427 Clairidge Rd., Baltimore, MD 21207), the Mensa PBM Dippy SIG provides a variety of services and a special newsletter, DIPLOMAG, to Mensa Dippy fans.

The Awards

The Diplomacy hobby currently sponsors five major awards: the International Diplomacy Hall of Fame, in which members are inducted following semi-annual elections by a nominations and elections committee based on their hobby career achievements; the Don Miller Memorial Award for outstanding service to the hobby is decided by vote of the hobby's membership; the Rod Walker Award for literary excellence is given by the hobby each year for outstanding literary accomplishment; the John Koning Memorial Award is new this year and it is for outstanding play of Diplomacy of any kind and the recipient will again be selected by vote of the hobby. The Dot Happy Award is presented to any hobby publisher whose zine has folded in the previous year in a responsible manner.

For more information, send for a copy of DIPLOMACY LAURELS, Larry Peery, Box 8416, San Diego, CA 92102 (619-295-6248).

The Projects

NORTH AMERICAN VARIANT BANK. Fred Davis, Jr., 1427 Clairidge Rd., Baltimore, MD, 21207 is presently compiling a new NAVB catalogue and getting the complete NAVB into order. Copies of specific variants, of which there are hundreds and hundreds, and a copy of the new 1986 catalogue should be available from Fred in late February. Inquire for details.

THE ARCHIVES. This is the largest collection of Diplomacy magazines and hobby memorabilia in the world and currently fills some 45 cases and contains over 22,500 magazines from the earliest days of the hobby to day. Donations of sets of zines or personal archives are always welcome and should be sent to the current custodian, Larry Peery, Box 8416, San Diego, CA 92102. I'm also looking for some one who has the time and interest to take over this collection and put it to use. If you are interested, call!

THE CENSUS. The hobby has traditionally sponsored a Census of its members each year. Although the position is currently vacant much of the same information appears in the BBB. See below. In the meantime, perhaps some one will come forward to take the job.

NOVICE PACKAGE PROJECTS. There are currently three packages of information designed for novice hobby members and Diplomacy players. Each has its good and bad points. I suggest you check them all out. You'll learn something from each of them.

SUPERNOVA. This is a generous collection of articles about the game and hobby and is available from Bruce Linsey, 73 Ashuelot St., #3, Dalton, MA 01226 (\$1 each).

DIPLOMACY INTRODUCTORY PUBLICATION. Is published by John Caruso, 29-10 164th St., Flushing, NY 11358 and provides a different perspective on the hobby. Inquire.

MASTERS OF DECEIT is available from Woody Arnawoodian, 602 Hemlock Ave., Lansdale, PA 19446 and includes a generous selection of essays on different aspects of the game and hobby. A copy is \$2 (I think).

Again, these publications are specifically designed for the novice player and hobby newcomer. I urge you to check them out.

The Publications

DIPLOMACY DIGEST. The published literature of Diplomacy is vast. Most of it is out of print. Mark Berch, 492 Naylor Pl., Alexandria, VA 22304, publishes DIPLOMACY DIGEST, which specializes in reprinting materials from older zines which may be of use and interest to current players and hobby members. A variety of reprints, including some special issues are available. Subs are \$4 for 10 issues and many back issues are available.

1986 ZINE REGISTER. Simon Billenness, 61A Park Ave., Albany, NY, 12202 is producing the 1986 edition of the ZR, a listing of postal Diplomacy 'zines and services throughout North America. A copy is \$1.50. In addition the ZR will become a quarterly publication and available on trade for other hobby publications. Simon will also be handling an American edition of the Zine Bank, an English tradition, that supplies bulk copies of zines to new hobby members. A good way to get a sample of a lot of different Dippy zines in a hurry.

1985 BLACK AND BLUE BOOK lists over 1,066 hobby members, publications, and services in a 120+ page hobby directory/telephone book covering all of North America. The unique format includes an alphabetical, ZIP Code, and telephone Area Code sorting system for ease in finding hobby members. \$5.00 from Larry Peery, Box 8416, San Diego, CA 92102.

DIPLOMACY WORLD. If you are reading this you have probably heard about the hobby's flagship publication but if you haven't seen one lately you are in for a real surprise. For a copy of the latest issue, by first class mail, send \$4 (US) to Larry Peery, Box 8416, San Diego, CA 92102.

THE CREAM SHALL RISE. The results of the 1985 Runestone Poll are detailed in this publication of Bruce Linsey, 73 Ashuelot St., #3, Dalton, MA 01226 which is available for \$2 (\$1 if you voted in the 1985 RP). Whatever you think of the results of last year's RP this publication is a fascinating example of the polling art.

DIPLOMACY WORLD ANTHOLOGY, Vol. I. This is a selection of the best articles from the first 39 issues of DW as chosen by its previous editors. It includes some 60+ selections of all types of articles and includes 3 complete variant games, all reprinted in facsimile edition on book quality paper with a professional comb binding. \$10.00, postpaid.

Introducing DIPLOMACY HOBBY FACTS, 1986

DHF is intended to serve two purposes: (1) To list all the information that normally appears in DW but which few people really read; and (2) To provide a single, concise source of the essential information on the hobby in its most up-to-date form for those who inquire about the game or hobby through DW.

I plan to distribute copies with each issue of DW and to those who inquire of us.

It will be updated whenever a new printing is needed or if there are a lot of changes in its listings.

Anyone involved in hobby services, organizations, publications, awards, or projects of general interest is invited to submit their info for publication. If we don't know about it, we can't include it. Normal deadlines for inclusion will be the same as for DW (e.g. 4/1, 7/1, 10/1 1986).

If you'd like to include copies in your own mailings or distribute them at FTF events let me know ahead of time and I'll try to get you extra copies or a master to use. I hope the next edition will be computer generated.

Additions & Deletions

XENOGOGIC XXTH ANNIVERSARY ESSAY CONTEST

The Institute for Diplomatic Studies is proud to announce a special essay contest to celebrate the twentieth anniversary of XENOGOGIC.

Three essays will be selected for prizes.

Anyone is eligible to enter and win. First prize wins \$100, a plaque, a complete collection of IDS Diplomacy publications, and all expenses paid at PEERICON VI. First Honorable Mention wins \$50, a plaque, and all expenses paid at PEERICON VI. Second Honorable Mention wins \$25, a plaque, and all expenses paid at PEERICON VI. From the Avalon Hill Game Company comes a donation to the prize fund of three of their games for the winning essay, and one each for the two runner ups. In addition Avalon Hill will purchase for publication in The GENERAL, at their regular rates, the winning essay and, perhaps, the two runner ups; providing all graphics and maps as needed.

Additional prizes may be awarded. In case of ties duplicate or divided prizes may be awarded. Winning essays will be published in the special XXth anniversary issue of XENOGOGIC.

The topic of the essay must relate to the game of DIPLOMACY. Essays may relate to face to face play, postal play, convention/tournament play, play by electronic mail play, computer play, or other forms of the game. Essays may be fiction, hobby oriented, strategical, tactical, or diplomatic.

Essays will be judged by the Editorial Board of the Institute and a distinguished panel of hobby and game authorities.

Entry Rules

1. Essays must be original, must not exceed 4,000 words, and must not have been previously published. An exact word count must appear on the title page.
2. All entries should be directed to: XENOGOGIC XXth ANNIVERSARY ESSAY CONTEST, Publisher, Institute for Diplomatic Studies, Box 8416, San Diego, CA 92102, U.S.A.
3. The name of the author shall not appear on the essay. Each author shall assign a motto in addition to a title of the essay. This motto shall appear (a) on the title page of the essay, with the title. In lieu of the author's name, and (b) by itself on the outside of an accompanying sealed envelope containing the name and address of the essayist, the title of the essay, and the motto. This envelope will not be opened until the Editorial Board has made its selections.
4. Entries must be received on or before 1 May 1986.
5. The awards will be presented to the winning essayists at PEERICON VI. Letters notifying the award winners will be mailed on or about 1 July 1986, and the unsuccessful essays will be returned to the authors on that date.
6. All essays must be typewritten, double-spaced, on paper approximately 8 1/2 by 11 inches. Submit two complete copies. Maps and illustrations are optional but must be mounted on separate sheets from the text, numbered, and be in black and white.
7. The winning and honorable mention essays will be published in the special XXth anniversary issue of XENOGOGIC, and the winning essay will be published in The GENERAL. Essays not awarded a prize may be selected for publication in the magazine. The writers of such selected essays will be compensated at the rate established for purchased articles.
8. An essay entered in this contest should be analytical and or interpretive, not merely an exposition, a personal narrative, or a report. Caution: DO NOT EXCEED FOUR THOUSAND WORDS.

Deadline: 1 May 1986.

8/15/85

To All DIPLOMACY Hobby Members:

It was in the fall of 1964 that XENOGOGIC first appeared. In its first incarnation it was a high school newspaper column. I remember it well. I spent the first semester explaining to my 3,000 high school classmates what "XENOGOGIC" meant. Do you know? If you do the chances are that you are a real hobby old fart. If you don't, you'll have to wait until next year to find out. The second semester XENOGOGIC became a lively feature of the school's editorial page. So lively, in fact, that twice in that semester the school paper was banned from the interschool distribution network because of the column's contents. Still, vindication was sweet and XENOGOGIC was honored that year as one of the best high school columns in the county. Normally such columns die in the wake of graduation but, in the Spring of 1967, XENOGOGIC returned as a new creation, this time as a postal DIPLOMACY magazine. The basic idea was the same: to tell it like it was and have a good time doing so. For five years XENOGOGIC was a major factor in the postal DIPLOMACY hobby. Then it underwent a third transformation, becoming a gaming and simulations journal devoted to the most sophisticated political-military wargaming. Articles appeared in the journal by authors such as Lyndon Johnson, Margaret Chase Smith, Herman Kahn, Henry Kissinger, Gerard C. Smith, Vladimir Semenov, Lincoln Bloomfield, and others. For a period of two years every gaming and simulations authority in the country read, or wrote for, XENOGOGIC. For one brief shining moment the fantasy world of gaming and the real world of diplomacy were merged.

Vietnam. Watergate. And seven years of silence for XENOGOGIC.

But in 1981 XENOGOGIC returned and, to the bewilderment of many again became a postal DIPLOMACY magazine. Most of you know the story since then. Next year XENOGOGIC will mark its XXth anniversary with a special issue. And, as you all know, when I call something special you know it is going to be "special."

Here we are only interested in one aspect of that very special issue, the XENOGOGIC XXTH ANNIVERSARY ESSAY CONTEST. The purpose of the contest is simple: (1) to provide some original high quality materials for our special issue about The Game; (2) to encourage new writers in the hobby to try their hand at writing pertaining to The Game; and (3) to get our minds and pens off The Feud and onto a more positive subject, The Game.

The Avalon Hill Game Company has been very generous in responding to my request for donations to the prize fund. I hope other hobby publishers and gaming fans will follow their example. Ideally I would like to create a prize pool so tempting that no one can resist entering.

The rules sound complex. They aren't. They have three main purposes: (1) to protect the identity of the essay writers; (2) to encourage original, positive and substantive entries; and (3) to make it possible for the judges to do their work efficiently and quickly. So, abide by them.

The rules do not mean that an entry must be a reworking of S.E. Morrison's History of U.S. Naval Operations in WWII or On War. They can be short. They can be entertaining. But they must be original and they should be profound. Profound meaning that in another twenty years I won't hesitate in reprinting them.

This essay contest is for the whole postal DIPLOMACY hobby and anyone else who plays DIPLOMACY. No mention of it will be made in The GENERAL until after the deadline so you don't have to worry about competition from the general wargaming community (so to speak) or the wargaming hobby at large. This one is for us. I told Rex Martin that there was a lot of untapped DIPLOMACY material out there. Don't make a liar out of me. To make this a successful competition I need the cooperation of the hobby's publishers and players. I ask publishers to reprint the official announcement and rules over the next six months and, if possible, perhaps to donate something to the prize fund. I ask the hobby's players to spread the word among all kinds of Dippy players, everywhere. This is not just a contest for PBM Dippy players but also for PTF players, convention/tournament players, and all the

And make no mistake about it, the two go hand in hand. The well being of DW is linked to that of the hobby as a whole; and vice versa. But passive medicine isn't going to cure DW's problems---or those of the hobby at large. We need to pursue active measures to expand the hobby. The Raffle, the Telethon, and the Support Games are all designed to make money for DW---to finance what we need to do---but, equally important, these activities are designed to give you, the members of the DW family a way of positively participating in the DW family and hobby at large. I am not now and I probably never will be satisfied with DW's current status. I believe we can do better. When I read about the results of a DIPCON tournament championship on the front page of the NEW YORK TIMES; then I'll be satisfied. In the meantime there is much to do.

We need to expand DW's contacts with the hobby and expand the hobby. To do either, or both, costs money, and we must raise that money. My goal is to raise \$1,000 for the specific purpose of promoting DIPLOMACY WORLD among the hobby and the hobby among game players at large during 1986. That sounds like a lot and it is, but it is really just a drop in the bucket. A hobby wide mailing in North America, a major mailing overseas, and an ad here or there would eat it up. It's expensive but it is necessary if we want to expand the hobby. At the same time we need to take advantage of two other assets we have: (1) The existing PBM Diplomacy network; and the (2) Avalon Hill network; to promote the game. Those are our most logical means of expansion.

Let me be clear about something; when I talk about expansion I am not talking about numerical growth merely for the sake of numerical growth; I am talking about expansion to serve the needs of those who already play or want to play the game of Diplomacy and would, if they could, participate in the hobby. I'm not talking about empire building, I'm talking about the common courtesy of responding to a telephone or mail inquiry about the game, because no one else can or will.

A day does not go by that I don't get a letter or a phone call inquiring about Diplomacy from some one, some where. I have a backlog of hundreds of such letters that date back to last Spring! These are people who have written from all over North America, Europe, and beyond, asking about DIPLOMACY WORLD and the hobby in general. They want to play the game and they want information. This is the herd I am warning our PBM publishers to expect. But to me it is a tremendous challenge for all of us and one that should drive the negative aspects of the hobby into the gutters where they belong. If, maybe, we all work together we can handle this influx of new blood. We will need massive quantities of SUPERNOVA, MASTERS OF DECEIT, DIP; many, many PBM game openings under competent gamesmasters; and zines to publish the results; the custodians will be over-whelmed with the influx of data---and in the meantime all some people want to do is sit around and mutter, "On page 3, paragraph 5, in January of 1976 so-and-so said I had gray hair....I don't have gray hair; I'm bald."

We have saved DIPLOMACY WORLD. Correction: Over one hundred of you have donated well over \$4,000 to save DIPLOMACY WORLD. I have the challenge and privilege of sitting here and telling you that it is not enough. We do indeed need to do more. Now the challenge is not to do it for us but to do it for the hobby. I have spent close to 50 hours in the last 5 days preparing this issue of DIPLOMACY WORLD, including 10 hours today, and I'm still not done with it. All in all it has gone very well. I hope you'll be pleased with the results when you receive them. If you are perhaps you'll be willing to do a bit more. Only this time it won't be for DIPLOMACY WORLD; it will be for the hobby. You've been generous with your money and now I'm asking you you be generous with your time. I am asking each of you to do something rather remarkable, I think. In fact, it is an idea that had not even occurred to me when I started typing this Report, but as Ken Peel, Mike Maston, Kathy Byrne, Rod Walker, Walt Buchanan, and others will tell you many of my best ideas don't get off the ground until page ... of Peeribleah. As I look at the stacks of letters awaiting my attention I realize that I can't possibly handle that flow of mail. To do so would bankrupt DIPLOMACY WORLD. But it is to DIPLOMACY WORLD that these people are writing.

MI CASA, SU CASA

What I propose is very simple; nothing less than a massive BIG BROTHER/BIG SISTER program for the hobby.

Do I have to explain it?

You, as a participating hobby member can send me a dollar or two (stamps preferred) or a cash donation. The cash will go to the publishers of SUPERNOVA, MoD, and DIP for copies of their publications and perhaps some of the other hobby publications designed for novices. The stamps will go to cover a special mailing to these people sending them basic information on the hobby, the game, and DW, and your name as a point of contact.

Instead of a formal response or a mass produced form letter each person inquiring will get some basic, down to earth information, and a real live human being to reach out and touch. I wrote, somewhere, to some one, that I considered every DW subber an ambassador for DW. Here's the first proof of it.

If you look back and remember---if you can---I'm sure you appreciated a personal response to your first inquiry about Diplomacy. Now, with all these inquiries we need to make a special effort to make sure that these people get a personal message from the hobby.

I know, I know, it's a strange request and totally off the wall, without logical justification, and no doubt not cost effective, etc. etc. but, well, it goes with the job of being DIPLOMACY WORLD publisher, etc.

So, give it some thought and see what you think. I hope you'll extend to these new people that special hospitality that Diplomacy players are known for.

Again, I say, let's turn a challenge into a celebration.

Conclusion

I have tried in this Report to not only give you some idea of what happened in the hobby during 1985, but also to give you some indication of where I hope to see DIPLOMACY WORLD and the hobby at large go in 1986. I realize some of my ideas may seem a bit strange to you and if you decide that you would be more comfortable elsewhere in the hobby; whether you are a publisher, gamesmaster, custodian, player, etc., be sure that DW remains open to you as a means of communication with the hobby. Mi Casa, Su Casa is a very personal thing around here.

I hadn't intended to turn this Report into a crusade for a new hobby project but those of you familiar with Peeribleah are probably used to it. In the meantime I'm the one facing those stacks of letters and inquiries.

1985 was a very good year for the hobby and Diplomacy World, inspite of our problems.

1986 should be even better.

Footnote

The following organizations or individuals provided information for this Report: Hobby Reprint Service/Diplomacy Digest, US Orphans Service, 1986 DIPCON Committee, North American Variant Bank, MENSA PBM Diplomacy SIG, Known Game Openings, Bob Olsen for Ministers of Defeat, 1986 Zine Register, Diplomacy World, Black and Blue Book, The Archives, and hobby awards organizations.

None of the above organizations, etc. are responsible for the contents of this Report. Their individual comments and reports have been deposited in The Archives.

Hobby organizations and services not mentioned above are encouraged to submit brief reports on their activities during 1985 for inclusion with the above materials.

Send such materials to 1985 Annual Report, c/o Larry Peery, Box 8416, San Diego, CA 92102.

THE MOST SIGNIFICANT EVENTS IN THE DIPLOMACY HOBBY IN 1985
AS CHOSEN BY MEMBERS OF THE DIPLOMACY WORLD STAFF

The good, the bad, and the routine dominated this year's selection of last year's major hobby stories. We'll tell you about it, but first some background on this project came to be.

It is a common practice among news magazines and newspapers to review the previous year's events each January and select a few of the "most important" stories of that year for their readers. The papers like to do it because it always sells a few extra copies, editors like to do it because they get to remind their readers how brilliant their predictions and analysis of the previous year was, and the readers enjoy it because it gives them a brief summary of the major stories of the previous year---so they don't feel so bad about all those long boring news stories they didn't read while looking for the funnies, sports, and obituaries.

Why should DIPLOMACY WORLD be different from other news magazines and newspapers? Telling the news is one thing, reporting it is another, interpreting it and analyzing it is something else again, and putting it into an understandable perspective is the most difficult job of all. Perhaps in the coming year DIPLOMACY WORLD can do more of the latter and less of the former.

Anyway, while reading some of the newspaper reports on last year's major stories it struck me that the Diplomacy world and DIPLOMACY WORLD each year is also filled with many important stories, more so then the average hobbyist can keep track of or put into perspective. Perhaps, I thought, we could try and sift through them and place them into somekind of perspective for our readers.

Naturally it is a biased selection because of the people making the choices. That's inevitable in any project like this. How do you think the staff of the Washington Post felt during the days of the Pentagon Papers or Watergate? Still, the editors of DW are as well qualified as anyone in the hobby to make the choices and better qualified then most. It isn't a popularity contest, after all. No awards or honors are at stack. It is merely the informed opinion of some exceptionally well informed people.

Nor am I going to tell you wish DW staff members participated in this project, that would only detract from their collective opinions. Instead, accept my assurances, if you will, that they represent a broad enough spectrum of the Diplomacy world and DW staff to cover the hobby's major interest groups. Sure, each of their individual perspectives is somewhat flawed (half the people participating in this survey wear corrective lenses) but their collective perception is probably very accurate. Imperfections and perfections have a way of balancing each other out, or so I believe.

Anyway, here is our collective wisdom, if that's the right word; and, perhaps, God forbid, a bit of wit about last year's major events. I've already been told that my voting system stinks, that the choices should be made by the whole hobby, and that it is too pro-DW---whatever that means---; and all these are from the respondents. Be that as it may perhaps it will stimulate your thinking about last year and influence your actions in the coming year. Remember, we'll be looking at you, kid.

Surprise of surprises, three positive stories dominated this year's voting. Each one of them representing something worthwhile going on in the hobby. Can you guess what they were?

1. The DIPLOMACY WORLD Story

The DW Story was the number one choice of the DW staff and it was the only story mentioned by every respondent to our poll. It was also the only story to be named either number one or number two choice by every respondent. From the way the respondents phrased it, I think their selection of this story was less DW jingoism than a reflection of their delight in being able to pick a positive story for the number one slot.

2. The Special Hobby Publications of 1985

A variety of the hobby's special publications last year were mentioned individually or collectively. These included the BBB, Zine Register, Masters of Deceit, the Anthology, and the Reprint Series. They got a lot of the middle level votes and were mentioned by about half the respondents.

3. DIPCON XVIII

The number three story was the story of DIPCON XVIII in Seattle, hosted by Terry Tallman on behalf of a local gaming group. The small town hosts made good and from all reports put on a very successful tournament and event.

4. The 1985 Runestone Poll Story

The Runestone Poll of 1985, as conducted by Bruce Linsey, and the controversy before, during, and afterwards was the number four story of 1985 and was mentioned by all but one respondent, receiving choices ranging from number four to number eight.

5. The Feud

Various specific elements and the generic label of The Feud was mentioned by about half of the respondents and got this story a number one vote, one of only three stories to do so (DW Story and DIPCON XVIII were the other two).

6. The Canadian Renaissance

The resurgence of the Dippy publishing hobby in Canada was noted by half the respondents and it received mid level votes. Among the zines mentioned were: NO FIXED ADDRESS, EXCELSIOR, CANADIAN DIPLOMAT, and PRAXIS. The first two were especially well received by voters in the polls last year.

7. Major Zines Fold

The folding of COAT OF ARMS, DOGS OF WAR, EREHWON, EFGIART, GIVE ME A WEAPON, NORTH STEALTH, WEST GEORGE, and RAGING MAIN were also mentioned by several respondents and given low marks. For a change most of the folds were responsibly handled.

8. Hobby Services Change Hands

1985 saw many of the hobby's major services in a period of transition with the Variant Bank going to Fred Davis, Jr., the Orphan Games Project to Keith Sherwood and Jim Burgess, the MAGUS Poll to Burgess, the Freshman Poll to Daf Langley, the Zine Register to Simon Billenness, the hobby Archives to Larry Peery, and a revitalized International Subscription Exchange from Steve Knight. These changes, individually and collectively, were mentioned by several respondents.

9. & 10. Odds and Ends

The above eight stories were all mentioned by more than one respondent. Individual respondents also mentioned the following stories: The fake issue of DW by Bruce Linsey, the publication of GRAUSTARK #500, MARYCON III, DAFCON III, the first rating system for stand-bys, the DRAGON'S LAIR going quarterly, Terry Tallman leaving the hobby, and the boom in Diplomacy game sales in Libya. All in all 1985 was a very interesting year.



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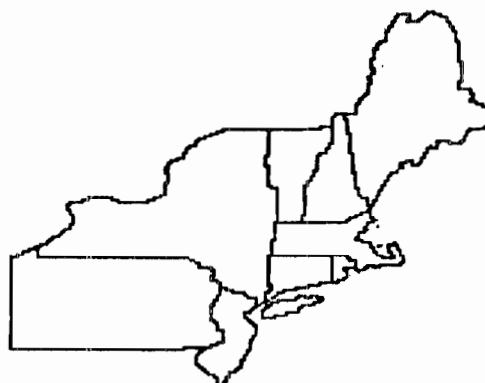
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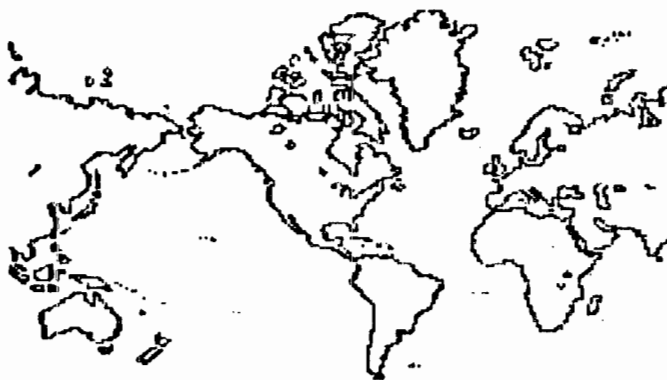


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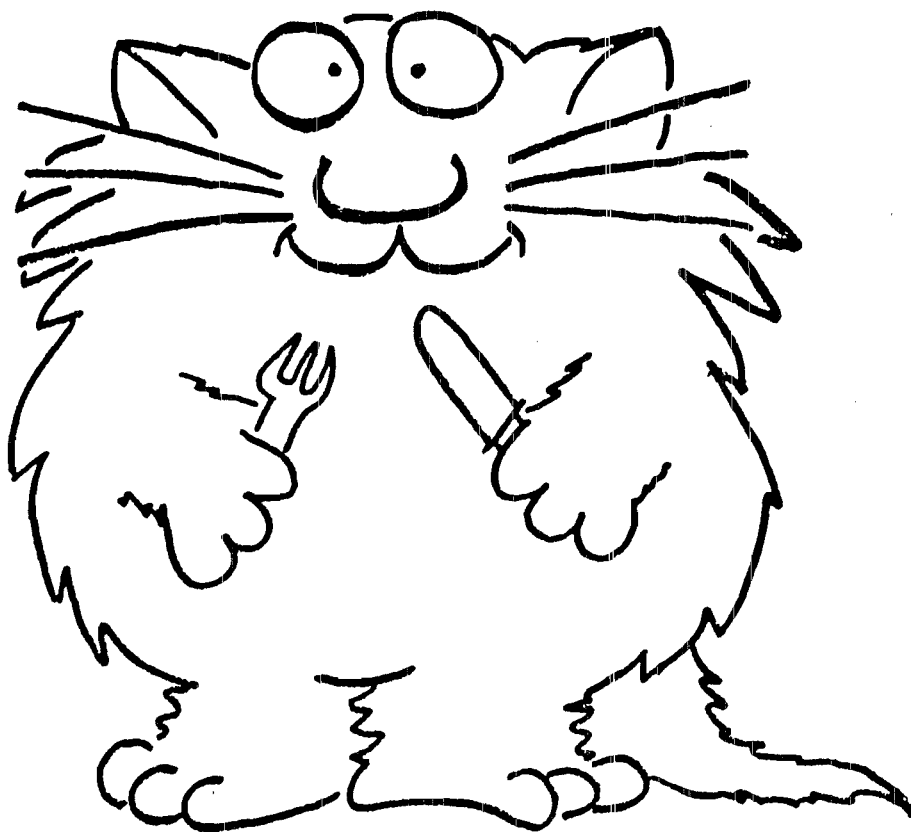
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what's Diplomacy all about? If every player in the game thinks you are hanging on every word of their sage advice, they will be that much more reluctant to attack you. Ego-messaging is great diplomacy!

4. Shall We Dance? Offering a distant player a long-term late-in-the-game alliance is always a ploy to consider. This is a far more committing stance. The others above are relatively neutral, although emotionally binding diplomatic ploys, but he, if you make specific proposals you will be under some constraint to live up to them (especially if your bluff is called too early in the game). Your best bet, if possible, is to suggest an alliance without going into specifics; reach an understanding without definite commitment.

Exactly how you deal with distant players will depend on your assessment of them, and on your creative imagination. But it is vital that you must deal with them, the sooner the better. The diplomacy of Diplomacy should never be purely a local matter.

FOOD FOR THOUGHT



CONFLICT IN DIPLOMACY:

WHAT'S GOOD ABOUT IT, WHAT'S BAD ABOUT IT

by Larry Peery

The following article was not specifically written about conflict in either DIPLOMACY, the hobby, or Diplomacy, the game; as you will soon see. However, I believe that the lessons learned in "real life" can be applied to DIPLOMACY, just as I believe that lessons learned in "Diplomacy" can be applied to real life. In fact, the lessons are usually the same in both cases; it is just more pleasant to learn about life's "hard-knocks across a Dippy board instead of in a dark alley somewhere in Siracusa, Sicily. So, I've taken this article and adapted it, with permission, in the hopes that it may cause us all to think again about this most important subject in the hobby and game of Diplomacy.

I have made no attempt to fill this article with either general or personal examples about conflict in DIPLOMACY or Diplomacy. The hobby press and our own careers are filled with examples. I challenge you to find the relevant examples in your own life.

Conflict! While most of us would rather avoid it, the fact is that we are surrounded by conflict.

Conflict is universal, inevitable---and as old as humankind. It begins when your needs, wants, values and ideas clash with the needs and values of others.

- *Should this supply center belong to you or to me?
- *Should this convention be held here or there?
- *Should this magazine print a retraction or not?
- *Should I...? *Should you...? *Should we...? And on and on...

The word "conflict" comes from the Latin "conflictus", meaning striking together. In this striking together there is potential for progress as well as disaster, for growth as well as hostility.

In and of itself, conflict isn't the problem. It becomes a problem when it is rooted in selfishness ("I want what I want when I want it.") rather than in an effort to find ways of working out differences together.

It is inordinate concern for self that leads to the bickering, resentment and even the death of love and mutual respect that is so often the byproduct of conflict.

But conflict is not all bad, something to be avoided at all costs. Even those we hold up as models of pacifist behaviour: Jesus, Ghandi, Martin Luther King, Jr., and others didn't shun conflict. Indeed, they were often surrounded by it, challenging even the established order that protected them.

What's good about conflict...

Picture a life devoid of challenges, or differences of opinion, or opposing ideas, or a variety of goals---a life without conflict.

Things would be pretty dull.

An argument, a disagreement, a conflict between individuals or groups can be a positive experience when it...

*Motivates you to draw on your untapped abilities and develop new skills.

*Encourages you to find new ways to deal with problems.

*Stimulates your interest in community and world affairs (e.g. the game and the hobby).

*Forces you to clarify your views or reexamine your positions.

*Promotes personal growth.

*Clears the air and brings you closer to others.

...and what's bad about it

As good, and even healthy, as conflict can often be, it can also cause a lot of pain. Left unresolved or handled poorly, it can...

*Result in hurt or bad feelings.

*Intensify anger or dissatisfaction.

*Cause excess stress.

*Spill over from your hobby activities to your family life, your job, or vice versa.

*Create rifts between people.

*Escalate from relatively minor incidents to major problems.

*Lead to physical violence and even war (e.g. The Feud)

The difficulties and even dangers inherent in unresolved conflicts make it a "must" to find creative and amicable ways to manage everyday grievances.

When everyone's a winner

It feels good to settle a conflict so that everyone wins.

Roger Fisher and William Ury suggest a positive way of dealing with disagreements in their book "GETTING TO YES---NEGOTIATING AGREEMENT WITHOUT GIVING IN," (Penguin Books, New York: 1981, \$5.95) written for the Harvard Negotiation Project.

Called "principled negotiation," it works, they believe, whether you're negotiating a family dispute, a contract, a peace settlement, or a division of black dots.

Consider these ideas:

*Cool down the emotions. In separating the people from the problem, ideally, you'll argue about the problem and not attack others or their motives.

*Identify the real issue. Focus on the underlying interests, not just the stated positions.

*Be imaginative. Together, look for options. Come up with a wide range of possible solutions to benefit all.

*Be objective. Depending on the situation, agreements can be reached using "objective criteria" such as fair market value, moral standards, scientific judgment and precedent.

In settling conflicts, the aim ought to be to:

*Avoid a contest of wills. "We'll go for Belgium now or I won't ally with you!"

*Avoid breaking up relationships. Hobby members who stop communicating because the "resolution" of their dispute left everyone feeling resentful are a common example. Try for a compromise.

*Avoid timid compliance. In order to preserve a relationship, one person makes all the concessions.

What's your style?

When faced with disputes, differences, conflicts---how do you deal with them? Avoid them? Compete with the other person? Accommodate? Compromise? Collaborate?

Actually, it's okay to use any of these styles depending on the situation. Marlene Wilson in "SURVIVAL SKILLS FOR MANAGERS" says, "The key word is flexibility."

Completely avoiding problems usually doesn't work, although on the job people will sometimes try to avoid direct confrontation. However, Marilyn Moats Kennedy, a consultant and author, believes it might be better to face the issue head on.

Nevertheless, she says, "You'll get better results talking privately over coffee or outside the workplace than standing in the hall, loudly arguing your position."

Here are some don'ts to think about if you want to make it more likely that people will at least consider your side:

- *Don't put others down.
- *Don't yell (orally or on paper).
- *Don't practice one-upmanship.
- *Don't make the other feel foolish.

Perhaps it was best put, "Do unto others as you would have them do to you."

Things to try

*Talk to the other person. Be sure no one is being misquoted or misinterpreted.

*See the conflict as a joint problem. The aim is to tackle a troublesome issue---not each other.

*Collect information---as much as you need from all available sources.

*Note areas of agreement---even if they're minor it's better to establish early on that you can agree.

*Avoid the attitude that something is "only emotional." Feelings count.

*List alternative solutions.

*Understand basic needs. Try to settle differences in a way that respects the needs we all have for safety, security, love, knowledge, a sense of belonging, esteem, etc.

*Be concerned with the common good.

*Seek the help of a neutral party when embroiled in a heated conflict, but remember that people are more likely to stick to a solution they had a hand in creating.

Some workable ideas

California physicist Jim Campbell, a defense worker, believes it's important "to get people to see each other as real human beings with feelings, friends, and family."

He brings together in discussion groups both nuclear-arms workers and arms protestors.

"I want them to accept each other as believing different things. Then, with that attitude of trust, we can discuss very hard issues," he says.

Mediation is used to help resolve conflicts.

In Port Townsend, Washington, mediator George Yount helped residents agree on a location for a new ferry terminal.

One of the first steps in the process was to interview many residents, identify the factions, and see if enough people were sufficiently tired of fighting to be ready to build a ferry landing somewhere.

"Part of mediation," says Yount, "means letting people express their anger or frustration, at least up to a point. Without relieving those pressures, there can be no agreement."

In St. Louis, neighbors no longer have to go to court when disputes arise over blaring radios, noisy dogs, utility cutoffs, parking spaces and so on. Instead, they can go to the Neighborhood Dispute Center.

At the center people meet in a non-adversarial and informal setting where trained mediators help them find their own solutions.

Peggy Krash, executive director of the center, says: "It isn't necessary to sue someone in order to resolve a dispute. With a kind of basic willingness to talk with one another and to explore alternatives, it may be possible to come out of the situation much happier."

The basic requirement

Basic to all successful conflict management is the willingness and the ability to communicate. When you are willing and able to express your thoughts and feelings---and to hear others express theirs---you've taken a big step.

A good listener won't interrupt unless it's to clarify a point being made; shows genuine interest; realizes there is such a thing as nonverbal communication; tries to slip into the shoes of others to see issues from their perspective.

But being able to express your feelings is important, too. However, in negotiating your differences you're not trying to win points in a debate or to outdo the other person. Use what are called "I" statements: not, "You made me angry," but "I feel angry when..."

In trying to settle differences, keep in mind that the "other side" is a real person with real feelings, concerns, needs, and views---someone made in much the same way as you and deserving of equal respect.

You're unique. So is the other person. Although we have much in common, much can divide us. However, differences don't have to sever friendships, break up alliances, divide hobby members, or start feuds. While not all conflicts can be settled (on some issues you'll never see "eye-to-eye"), mutual respect is always possible.

Dialogue: The Better Way

If you come at me with your fists doubled, I think I can promise you that mine will double...but if you come to me and say: "Let us sit down and take counsel together, and if we differ, understand why it is that we differ" we will find that we are not so far apart after all, that the points on which we agree are many---if we only have the patience and the candor and the desire to get together, we will get together.

Woodrow Wilson

NECROMANCY IN PHULOOSHYNGG

told by Klar-Kashton himself

A Stygian night was falling on the withered hills of N'hyorqq when the wizard Brooxllyn-Dzee drew near to the fabled city of Phulooshyngg. A frigid wind, as of the deathly breath of mummies, blew down from the lifeless remains of ancient mountains, plucking at the wizard's cloak as long-dead finger bones might pluck madly and blindly at funereal wrappings after aeons of undead sleep. Fierce stars, staring in demonic hatred, pierced the darkening vault above, yet shed no light capable of illuminating the cryptic gloom that enshrouded the path Brooxllyn-Dzee trod. A howling, as of wolves, assailed the western air. Knowing the true source of that insatiably hungry keening, the wizard cast about him a spell of sovereign protection as he sped tippy-toe toward his goal.

Abruptly, the darkly sinister walls of Phulooshyngg rose before him. The gate thereof was illumined by ghastly guttering torches, fed by a fuel whose nature he preferred not to guess. Their fitful glare was, even so, sufficient to limn the slime-bedecked surfaces and the horrific runes incised into walls and lintels. Against the swiftly darkening southern sky, behind the walls fairly crawling with creepitude, the necromancer Brooxllyn-Dzee could descry the obscenely lumpish and twisted towers of the city itself. Phulooshyngg! Hideous empress of this strange eastern land, the city had stood for uncounted aeons, its origins lost in the morass of ancient time, a time when (so Brooxllyn-Dzee) had learned from ancient forbidden manuscripts writ in flaming letters on parchment made from the skins of flayed undocumented aliens)...a time when, he repeated to himself, a virgin might not be able to walk about unmolested, but at least it would be by something more or less human. Nowadays, virgins shack up with gorgons and texans and all sorts of scum, he thought. Not with necromancers, though, he thought, ruefully.

As he approached the loathsome gates, they parted with a screeching yowl, hurling themselves back against the inner walls and slamming hideously against their surfaces. The necromancer made haste to get himself inside the cavernous entrance to Phulooshyngg before one of the outlandish denizens outside the city could hurl itself upon him from the rear. Not that the denizens inside the city are that much better, he mused thoughtfully. In fact, this could be really dangerous, he thought musingly. As thus he stood rapt in contemplation, the clangorous gates slammed shut. Instantly it was revealed to Brooxllyn-Dzee that he had already escaped a possibly hideous doom. For there, on his right, pulped to jelly by the force of the gate's opening, was a dread petitioner, her horrid knitting-needles in her tomb-white hair, waiting only to leap spide-like upon him and prise a signature from his unwilling fingers. And there, on his left, was the similarly mashed body of a (horrors!) lawyer, a truly bespectacled creature of darkness, a familiar of the Demon of Mindless Verbosity, the dread Hilmerhentung. Already my presence is known, thought Brooxllyn-Dzee; I must make haste.

Now it happens that the necromancer Brooxllyn-Dzee had travelled thus far from his usual haunts, unto the fabled city of Phulooshyngg, so that he might join in the secret and forbidden rite of Diplomacy, for which a mystic number of seven persons is required, for he had learned from his familiars

that the particular scheduled rite still lacked but one of the requisite participants. It was his hope to pose as an acolyte, and for that purpose disguised himself by enjoining an intricate rite involving curdled adder's venom, dried basilisk blood, eye of newt, tongue of toad, eyeglasses, false nose, and fake mustache. The last three ingredients worked particularly well, lending to his otherwise sallow features an aspect like unto that of the longlost God of Secret Words and Wife-Betting, Grrau-Tschomahx.

Swiftly, and by secret ways indicated on a map written in bloody hieroglyphs on parchment made from the skins of telephone solicitors, he perambulated to his destination. It was a humble-seeming abode on the outside, dripping the usual plasma and ichor, but on the inside he knew it to be a frenziedly litten domain of unwholesome pleasures. He knocked an arcane and secret knock upon a door simply crawling with potent ciphers and obscene representations of nymphs, shepherds, and culligenmen. Creakingly, as a soul in uttermost torment, the door shuddered open. There, backdropped and shadow-lit by errie lights in flickering demon orbs, stood a female (she has to be female, thought the necromancer; she's wearing lipstick) in housecoat and bunny slippers. "Grrau-Tshomahx," the apparition exclaimed, "what are you doing here?"

"I just got back from shooting elephants in Alabama. We hunt 'em there because the Tuscaloosa. It was exciting. I even shot an elephant in my pajamas. What he was doing in my pajamas, I don't..."

"Shut up and get in here. We're just going to start the game and we need a seventh."

Success! leered Brooxllyn-Dzee to himself. I'm going to get to play. He leered even more to himself when he drew England.

Then the Greeter at the Doorway drew Turkey. As she gloated exultantly, he recognized her as the priestess Qa-Thee-Buhnn, whose fame in the rites of Diplomacy was spread even to the far-distant, almost mythical, lands of Qa-la-Furnya and Teejay. If I am to win, he thought, it must be by swift, decisive strokes of my dagger or all is lost.

Even so, the rite did not begin well. Immediately Brooxllyn-Dzee found himself sore beset by France and Germany, and even Russia had made unfriendly noises before committing most of his forces against the dread priestess. Now they shall know my power, thought Brooxllyn-Dzee. Taking Germany privily aside on the pretext of negotiating perhaps a surrender, he proceeded to find a small, distant, curtained alcove far from the sacred shrine of Diplomacy. There, diverting Germany's attention with the palpable fiction that his buskin was untied, the necromancer stabbed the hapless celebrant to the heart with a dagger tipped with the most deadly venom of the flower which grows only athwart corroded chicken-wire in the ruins of demon-haunted necropoli: the black sweat-pea. His victim expired instantly and lay in a curiously contorted attitude of soulless death on the alcove floor.

Now, Brooxllyn-Dzee was not only a necromancer, but a master necromancer at that. Not for him the pentacles, boiling cauldrons, and elaborate rituals of lesser and inferior practitioners of his art. A simple philtre poured in at each nostril, and a sovereign word of reanimatory power were sufficient

to bring the corpse back to a shambling, drooling semblance of life. Since the corpse in this case was the High Priest Djahnqar Uusoh, nobody would notice any difference.

As the reanimated corpse made inarticulate, strangling noises, Brooxllyn-Dzee whispered commands into his ear. "You must attack France. France is your enemy. I am your friend. You will want to help me, and I will overcome your enemies. Do you understand and obey?"

"Yup," grunted the mindless zombie.

His vile deed of massacre and resurrection accomplished, Brooxllyn-Dzee returned with his new puppet to the rite. Their subsequent joint attack on France stunned the assembled companage of hierophants. French resistance was spirited, so that a season later, the necromancer lured the French player to a convenient web-strewn closet and repeated his dire ritual of death and revival. The almost sonambulant lich put up no further fight and England garnered mickle spoils in victory. It was then necessary to zombitize the Russian player, and then the Italian, in order to collect further gains, and bring the English empire to within a hair of victory, at 17 centers.

Alas, the Turkish empire, with fierce war and cunning diplomacy, had also grown to 17 centers---and it loomed that the necromancer might be denied his final victory. His lichly slaves lay listlessly about the floor and he faced the legendary Qa-Thee-Buhnn alone, secure in the possession of his envenom'd stiletto and his lordly necromantic powers.

"My dear Sultana," he ventured. "It appears that we are deadlocked at this rite. Let us retire to some privy place, away from these lackeys and losers, and see if we may jointly arrange some meet solution to our confrontation."

"Gladly, my puissant lord," quoth she, and they departed for a shadowy nook in the far reaches of the fane in which the rite took place.

There, entering, they stood and faced each other. Seizing upon a clever ruse so that she might present her back for his poison'd blade, the necromancer cried aloud, "Hold! Whose form is that behind you?" Aha, now! he thought as she turned to look.

But even as Brooxllyn-Dzee drew his terrible weapon for the last time, it seemed to him that the slender back of the priestess grew and lumped large in the gloom. He hesitated a moment, uncertain. Then she turned to face him, and walked hugely toward where he stood. He drew back, and as she advanced, a shaft of light, as it chanced from another room, illumined her features, rising from the waist. He saw, in his terror, only glimpses of cruel and ragged claws, drooling empurpled wattles, scales and tufts of hair and yet not hair, and a gaping maw, slimed with ichor and flecks of luminescent rot, as the being leaned her tusking teeth toward his throat. "Fool of a mortal! Did you not know that the Priestess of Phulooshyngg is the most notable lamia in the universe?" Her voice rumbled in inhuman depths as she spoke. And, as she ripped apart his trembling throat and face, he heard from her the last words he would ever hear on this mortal plane. "They don't call me Bloodsucker for nothing."

Clark Ashton Smith was a fantasy writer who really wrote more or less like that. You should look up his stuff some time; it's simply ghastly fun. H. P. Lovecraft, a friend of Smith's, once mentioned in one of his stories an Atlantean priest named Klar-Kashton, as an in-joke pun on Smith's name. Actually, though, this ridiculous travesty is by our own Rod Walker, who almost sometimes writes more or less like that. Any resemblance between characters in this story and any real persons (or others), living or dead (or otherwise) is probably just what you thought it was.

BLOOD-SUCKING: FACT OR FICTION

Treated humorously Necromancy is a humorous subject. We've all enjoyed a good Dracula movie now and again. But what about as a serious subject? I recently read an article in a journal that talked about a hotel that the government of Rumania had built in Transylvania in an old ex-Draculean castle in the hopes of attracting tourists and their much-needed dollars. It took 7 years to build the hotel of some 35 rooms or so and the average per night occupancy rate was in the low 30 percent range. Hardly acceptable in a capitalistic society based on free enterprise. And yet in a socialist society it was perfectly acceptable. Consider the blood-sucking aspects of that.

Blood-sucking implies drawing the life giving source out of a living being. When that definition is used the term "blood-sucker" suddenly becomes very applicable to the Diplomacy hobby and game. I'll leave it to each of you to provide your own examples.

In years gone by the San Diego Blood Bank was more than willing to accept my blood donations and often they called me and asked me to come in and make a special donation. I always did, if I could, gladly because I thought I was helping another person. Then, one day I found out that the reason the Blood Bank wanted my blood was not to use it for another person but that they could exchange it/sell it for an equivalent of fourteen units of other blood because my blood had some special antibodies or whatever they are called that demanded a premium price. In fact, I learned that if I wanted to sell my blood I could earn about two thousand dollars a year, tax free, that way! Wow!!! I'm a walking gold mine. Today, of course, no blood bank wants my blood. Actually they probably would take it and, after discovering that it doesn't have that virus in it, they would sell it on the open market. I'm sure they wouldn't risk using it themselves for fear of lawsuits, etc. etc.

Even blood is big business today. The San Diego Blood Bank handles some 400,000 units a year at an average charge of \$65 per unit. I'm sure Dracula would be proud, even if his castle sits empty at night.

What all this has to do with Diplomacy is a subject I leave for you to think about. Perhaps nothing. Perhaps everything.

DIPLOHOLISM

by Larry Peery

Few people in or out of the hobby or game of Diplomacy will admit that they have or do suffer from Diploholism. It is the unspoken about "killer" that stalks among us taking novices and hobby old farts alike as its victims. Unlike Burn Out, Stress, Conflict, and even Necromancy, Diploholism is a silent killer because its victim is also its perpetrator---it is the ultimate self-stab.

The Diploholic appears to be normal, at least by hobby standards. He or she plays in an average number of games, at least 30; publishes at least one major and a half-dozen minor 'zines; runs at least one hobby service organization or project; attends every possible local and regional Dippy event; appears at DIPCON every year; and swears that Dippy doesn't take more than 1% of his free time, and that he doesn't spend more than \$100 a year on the hobby.

The surface manifestations may be true but the real, hidden truth is another story. A true Diploholic spends at least 20% of his time on the hobby and his games; and easily spends several thousands of dollars a year on the hobby or game. Given a choice between his parents' fiftieth wedding anniversary, his 20th high school reunion, or attending a DIPCON in Pocatello Falls, he'll go for the DIPCON every time. His games, publications, and projects are but the surface manifestations of his commitment to his passion, which is also his disease---which is also his untrollable addiction to Diplomacy. He plays, he writes, he publishes, and all the rest---but all are focused on the game. He also sleeps, dreams, and eats the hobby. Neither drugs, sex, nor rock 'n roll can divert him from his chosen perversion. For better or worse he has given his entire life to Diplomacy. He is the real Diploholic.

Is there a cure? Alas, no.

At best he or she can hope for brief periods of remission, known medically as Diplomania interruptus, and commonly as burn out. During these periods, ranging from a few weeks to several years, the Diploholic's life takes on a somewhat normal appearance. But these periods become fewer and shorter until finally the Diploholic is trapped forever.

A number of quack cures, marketed under such trade names as Dungeons and Dragons, Trivial Pursuit, Rail Baron, etc. appear from time to time but none have been proven to help the real Diploholic. Even such common household remedies as bridge, pinochle, and chess only have a limited impact.

Even physical isolation under medical supervision won't solve the problem, it merely delays its inevitable reappearance as soon as the victim is returned to normal society.

So what can a confirmed Diploholic do? It really is simple: Eat, Drink, and Play Diplomacy for tomorrow you may be stabbed!!