

Foolhardy - #14

Just \$1 An Issue!

Foolhardy - A zine dedicated to the open discussion of any topic relating to the Diplomacy hobby. Published four to six times a year by **Douglas Kent, 57 Charnwood Road, New Providence, NJ 07974**. Also available on CompuServe [73567,1414] and Internet [doug.kent@llpb.com]. My fax number is (908) 464-0162. Postal subscriptions are \$1 an issue in the US and Canada, or \$2 an issue overseas. Trades are not always accepted, but if you're interested ask away - if I don't already get your zine I'll consider it. Letters can also be sent in ASCII or Word Perfect 5.0-6.0 format on 3 1/2" or 5 1.4" disks, or in ASCII format to either of my Email addresses. This zine should also be available on CompuServe, Internet, America on Line, and GENie.

Letters in this issue: Steve Smith, W. Andrew York, Brian Alden, John Caruso, Adrian Appleyard, Stven Carlberg, Harry C. Andruschak, Michael Frigge, Miguel Lambotte, David Hood.

The Concept:

I've been working to make Foolhardy more than just a discussion zine, but also a way of linking the various Diplomacy hobbies, from all the different countries and all the different mediums (email, play by mail, etc.) With that in mind, you'll find a new section in this issue.

This issue you'll find the first Email and International News section. This section plans to contain reports from newly-assigned Foolhardy Reporters, describing the happenings on CompuServe, America On Line, Internet, Cix, and GENie since issue #13. It should also contain reports from each national Dip community. If you see no report from the hobby you belong to, that probably means I haven't found a reporter from there yet. If you want the job, let me know!

(JOHN CARUSO) I liked it better when you stapled Foolhardy together and when you lived in Rahway. Guess they let you out of prison. I want to return to the "golden age" of staples.

[I couldn't find where I had packed my stapler, so last issue we had to go without. This time we return to your golden age.]

DipCon:

(W. ANDREW YORK) Reference Iain's comments about plane fares, it is quite odd here in San Antonio. I can fly to LA for about \$200; Frisco is \$258. However, if I want to go to the East Coast, DC is \$512, New York \$522 and Boston is \$575. Curiously, London is only \$649!! Once you get out of Continental's normal routes, rates just plain skyrocket (and the competition to Continental's rates are much heftier, Orlando on Co is \$249; the next best fair is \$479). These rates per our Sunday travel section in the newspaper (and when I've checked, have been accurate in the past).

(JOHN CARUSO) One must assume CALLite and Valujet airlines and Jeff Taylor are all in the southwest. I don't think those airlines go any further east than Texas, or any further north than Kansas. So how would the other 3/4 of the country get to the SW? "Scotti, beam me over."

Why does Jim Burgess feel NYC would be any more expensive than say Baltimore or SF? The biggest problem for NYC proper would be parking, not hotel/convention space. The hotel/convention space is no more expensive than in Baltimore. I just feel that NYC is not centrally located for the east. Philly-DC is. But again, that's my opinion. Then again, that also seems to be the opinion of the Origins brain trust. Since SPI left NY, as I understand it, NY has never been considered for an Origins site.

(MIGUEL LAMBOTTE) I would like to make a reaction to the sentence

of John Dodds published in Foolhardy #13 : "The French too, who have never had a very strong postal Hobby, now have a very active network of diplomacy tournaments."

Well, in fact French-speaking Hobby is much less developed than in USA, but there is 6 very old and active zines. In fact, the youngest French-speaking zine is Dipsomanie, also published in English (about 22 issues).

Vortigern is the oldest zine in France (about 160 issues), and is now publishing a full diplomatic game sold in all French stores : "La Foi et le Glaive" (Faith & Sword, based on religious conflicts in 600 - 800 PCN). I think it is a sign of vitality.

The second in age is mine : Mds! (= Mach die Spuhl!; yes it is a Belgian French-speaking zine) we are publishing our 91st issue in september. I am also in charge of the Belgian Variant Bank, with Jef Bryant. We are "specialized" in publication of translated variants, and we have also a lot of letters from our readers.

Vopalic published its 87th issue and is mainly based upon Diplomacy and variants, like Mds!

The 84th issue of Triumvirat is now released : it is the most "wargame-oriented" zine in France. Finally, Plie en Deux is the only Swiss-made zine, very funny and well-done (graphics, ideas, ...)

I think there is about 400 regular postal players in French-speaking Europe, and far more in face-to-face Diplomacy, but the one-day dippy players don't come to postal play.

A specificity of French-speaking Hobby is a great variety of games. The base is always Diplomacy, but players want other diplomatic games : postal versions of commercial games, new games, more detailed diplomatic variants (like Peace in our Time of P. Slade).

I believe too that our players like to play but not to talk; it is not specially our problem : I think all editors have this problem, but a concept like Foolhardy is almost impossible here in Europe. OK, there is the problem of language, but it is first a question of mentality.

In short, we can say French-speaking Hobby is well organized, but too concealed.

(DAVID HOOD) We had 90 at the Chapel Hill DipCon this year. Hopefully that means we can expect better turnout at the next few DipCons...but I doubt it. We've got to have more established Cons like DixieCon that can steadily build up attendance over a number of years.

Lack of New Zines:

(DAVID HOOD) There is another reason why game fees are a good idea - publishers tend to care more about their games when they have had the players ante up. The same is true for zines - those that are free or heavily

subsidized are generally the ones that become irregular or our burned out. I say charge what it costs you - that is the best way to remove money as an obstacle to good editorship and GMing.

The Future:

(STEVE SMITH) It seems like every time that I read some of the comments made by the dinosaurs in foolhardy I feel the urge to respond. I will try to say this as politely as possible but many of you don't know what you are talking about when you talk about pbem. There are a number of different services (America Online, Internet, delphi, compuserve etc...) Each is as different as Diplomacy World is from Cheesecake and Pontevedria. For those of you who don't use Compuserve don't assume that your email service is the same. CIS is much more of a community like a zine than the others.

On Compuserve where I hide out there are about 60 active players and about 10 gms. New games form about every two weeks and sometimes faster. There are currently 21 games being run on CIS. There are some games in which there are five or six nmrs before game end and there are some in which there are none. There are some games in which there are no new players and some in which there are two or three drops. In the last 5 years over 100 games have been played. Deadlines are every two weeks. Deadlines are Sunday with results out on Tuesday. In a typical game I exchange at least three message with each player each turn. Some players I exchange six or seven messages per turn. There are at least 100 messages each week which is our press.

I have played in pbm games and the reasons that I don't anymore are several: 1.) The message exchanged by the pbm crowd was almost non-existent in the games that I played in. 2.) With the exception of a couple of zines it is a very long time between moves and results. 3.) It is a hassle to get out a pen and paper, write a note, find a stamp and go out to the mailbox with little hope of getting a response. 4.) Playing pbm is little different than playing gunboat.

I play pbem because the play is more involved, the players are just as good as the old pbmers, it is easy, and it is faster. On cis we have a very hard time filling gunboat games.

I know that many of you consider anything faster than 3 or 4 weeks deadlines on a consistent basis to be turbofreakish. Fast is not bad when the forum allows it. Are people who play ftf turbofreaks because they have 15 or 30 minute deadlines. No. Pbmers are no different than pbmers. They just play to match the forum they are in. Since it is easy to have two week deadlines that is what we use.

{Well put, Steve. There seems to be a great mistrust, or at least misunderstanding, of pbem among some circles of pbmers...but not all of us, obviously.}

(DAVID HOOD) I agree with Stven that we need to get PBEM players to our cons. But how do we get the word out (besides the ways Jim Burgess and others are doing now. And is how we're doing it now adequate, or not?)

Attracting New Blood:

(BRIAN ALDEN): StvenC posted a copy of F#12 on AOL, and finally I have some time to add my two cents to some of the discussions here. I was gratified to see some of the "Old Guard" out and about. Having played PBM in the late 70's, I recognize a number of the commentators and other notables mentioned, shoot, I even played against "Bernie"!

As a recent returnee to Dipdom, I have found PBEM play to fit my lifestyle extremely well. PBM play is too slow for my taste, and the USPS doesn't follow you around to deliver your mail when work takes you on the road, which mine does frequently. All you need is a portable, a modem, and a modular phoneline, and you are "Live from New York".

For everybody knocking the PBEM "turbofreak" style of play, I strongly suggest you look into the games on America Online. Games are run by real refs, not Internet judges, and at least half of them have what I would consider press on par with PBM games. Sure, many games get plagued by dropouts, but I have never had to delay a game more than a few days to get a suitable replacement (and I have run at least 12 in the last two years). A group of AOL'ers have even developed a second tier of games for the more dedicated players, and the quality of play is improving all the time.

The hobby isn't dying, or even graying, it's just expanded into alternate mediums to fit the time. Come out and take a look!

(STVEN CARLBERG) Jim Burgess startled me with these remarks: "Isn't the point of Dipdom to expand your wings and connect to people all over the country and the world? Isn't the thing that attracts all of us that the people we meet are all too provincial most of the time, so we can get away from that in the hobby?"

Well, NO, Jim. For me, at least, that's not the point at all. I'm ALREADY connected to people all over the country and the world -- and while I do meet my share of provincial people, I know plenty of sophisticates, aesthetes, mighty thinkers, baseball fans, etc., already, too. I do enjoy many of the acquaintances I've struck up in this neck of the woods, but if I simply want to meet interesting people, believe me, there are a LOT of places I look before I look to Dipdom.

No, amazing as it must seem to you, Jim, for me, the point of Dipdom is that here I can play and talk about Diplomacy! This seems so obvious that I wonder why I even have to point it out. The game is the thing. There is nothing wrong with talking politics, or music, or art, or sport, or any other interest we might find we have in common. But the reason we have gathered here in the venues of Dipdom is that we have the game of Diplomacy in common. It does us no good to pretend otherwise.

(MICHAEL FRIGGE) One thing I find as a relatively new hobbyist (if one who has never played postally can even be a hobbyist), is that it is sort of hard to know how to get started. For example, how many zines does a "hobbyist" read regularly? Does reading Foolhardy, The Abyssinian Prince, and Gateway (all available in electronic media -- though I print them out for the actual reading of them) count? What if I never intend to play postally, is there still a reason to be reading zines? When does a novice hobbyist know enough to participate reasonably in a discussion of the issues? Do I have to be producing my own zine to even be recognized? If so, can it be distributed electronically only, or does that somehow bend the rules? Must I be contributing financially to be a member of the club? It just seems like I don't really understand the rules.

{I can only give you my opinion, as there are no "rules" written anywhere. As far as I am concerned, if you play Diplomacy by mail, my email, or face to face at any organized gathering (from a con to a housecon) then you are officially a member of Dipdom. Likewise, if you subscribe to at least one Dip zine or read at least one electronic zine or the rec.games.diplomacy forum (or participate on CIS, AOL, GENie or elsewhere), you are also a member of Dipdom.

When I did my last Census of the postal Diplomacy players, I also did a cross-reference of who gets which zines. I found that the

average postal player gets only 1 or 2 zines. If you are a publisher, you probably get 8 or more, but otherwise most Dipdom members don't have a great deal of participation. And, in my opinion, that's how it should be. Some die-hard maniacs like me, some people who play a lot or get a lot of zines, and then a slew of people who play in one or two games and come and go as they please.

As for being "known", you have now appeared in Foolhardy...is there any higher point of fame in Dipdom? I think not!}

Standby Players:

(HARRY C. ANDRUSCHAK) I fully agree with Mike Oliveri that the game should be held up one round, so that the new player/standby can send in a set of orders to negate the NMR. In the last Graustark, Turkey went from 3 centers to 2, simply because the 3 units were ordered to "hold" by the NMR rather than support each other.

But I also think that the new player/standby should, after reviewing the situation, and corresponding with the other players, be allowed to state that the position is indeed hopeless, and place the country in permanent Civil Disorder, as suggested by Stven Carlberg.

(BRIAN ALDEN) There has been a lot of talk in these pages on the effects of NMR's and how they can disrupt games in any medium. One of the things I have found to work in PEBM is to not allow a NMR in the first game year or two. If a player has 'gone south' on me in the opening stages, I seek out an immediate replacement and reset the deadline to allow time for new negotiations. It causes some headaches for players as they have to reevaluate their alliances, but at least the game's outcome is not being predetermined by the GM. After 1902, the alliance patterns are generally established and the players have settled into the game routine, so I lift the no NMR rule. My experiences GM'ing on AOL suggests if players get through 1902, they generally play out their positions to the end. As an additional safeguard, I also demand prelim moves for S01. If I haven't received them from a player by midway through the negotiating period, I replace the offender immediately to allow the new player a chance to fairly participate in the critical opening negotiations. It's a compromise, but I think the games play "better" this way.

(DAVID HOOD) I am one of those people who believe every position ought to be replaced, so long as a willing standby is available. There are people willing to standby for losing powers, myself included. I think that a Dip game is always better when the units are being ordered around then when they are not. Every PBM position has "play" in it, it's just some have more than others. CD just sucks.

New Diplomacy Flyer/Gamer's Guide:

(ADRIAN APPLEYARD) The new Gamers Guide is also sold in Australia. Michael Chau (a player and 'zine publisher) seems to be selling copies or organising the sale of copies or SOMETHING in Australia.

(DAVID HOOD) I am not suggesting that hobby input is not desirable when things like the Gamer's Guide are being done - I'm just saying that getting such input isn't practical without some centralized way of doing so.

It's a bit like determining US policy on Haiti by continuous plebiscite in local communities, done on different days, in different ways. No matter how hard you try, you can't get an accurate mandate on any given day. And, the monthly nature of zines means that a full lettercol discussion on

an issue takes several months. I'm all for "listening to the little guys" when it can actually be done in time to matter.

There was no such time available for the hobby flyer, and not really enough on the Guide either (since AH needed the broad brush strokes pretty quickly.)

Deluxe Diplomacy:

(ADRIAN APPLEYARD) Deluxe Diplomacy is available in Australia for a mere \$99.50 or so. Diplomacy Association of Australia members get 10% off by mail order (and everyone says "Federation" is a dirty word!) but \$90 is still damned expensive! All imported games have a pretty big price tag. Jedko prints a lot of Avalon Hill games here and that keeps the prices down, but I really don't like the idea of paying \$50 for Space Hulk, a game which I'm told is pretty good.

Novice Zines:

(STVEN CARLBERG) I'd like you to let people know in FOOLHARDY that I'm going to offer to GM Dip games for novice PBM players. I'll run the games by flyer for 50 cents per turn, with a \$5 NMR fee (refundable upon completion of the position). My definition of "novice" is hard and fast only on the point that players must never have won a Dip game by mail.

I'll serve as a source of information about PBM Dip to the players, preparing them at a reasonable price to participate in other zines without having to appear uninformed.

You probably know who the current novice contact service people are. With whom should I discuss getting this offer to players making their first contact with the PBM hobby?

{The five contacts on the flyer are Cal White, David Hood, John Caruso, Don Del Grande, and Gary Behnen. Are you going to be running these games in a zine by themselves, like Springboard in the UK?}

Pontevedria:

(W. ANDREW YORK) Regarding Jim Burgess's comments about Pont, I have sent him a list of subbers (all one has to do is ask!). Also, as I've been developing in the past two issues of RW, I'm going to have a Pont and a BNC column to cover things there.

(JOHN CARUSO) I want to thank W. Andrew York for sending me a copy of P.

Bringing in New Players:

(W. ANDREW YORK) A side comment, you state in the New Players topic, that you've "...brought in two people. My BOTHER <?> is one...". Is he really? <grin>.

(HARRY C. ANDRUSCHAK) I am here because of Stephen Dorneman. It is all his fault.

Gamer's Guide to Novices:

(JOHN CARUSO) I can see it now. A new breed of "Elitists" come along, write the thing and never ask for input. And none of the "Elitists" have played a postal game, yet all claim to be experts on the game. All

from one ftf game and reading the rules a zillion times.

Box Flyer:

(ADRIAN APPELYARD) Next time Paul Kenny plays against a player who was brought into the hobby by the flyer, he will have benefited. Next time a new 'zine is started up because of extra demand, his choice will widen, and he will have benefited. In fact, if any players start PBM Dip after reading the flyer he'll benefit. I think he means he hasn't benefited directly so what's the point.

Runestone Poll:

(JOHN CARUSO) Guess it's that time of year to kick this albatross around a little again. Now for my negative comments. It's inaccurate! So what. If it's fun for you, do it. If it's not, then don't participate.

You know, the number of subbers a zine has is not an indication of how good it is. Is a 60 subber zine better than a 20? What if the person with 20 only wants 29 subbers and turns away those over 20? No, how good a zine is is completely subjective, not objective. It's only good if you like it. If you don't like it, I suggest you don't pay to get it.

(STVEN CARLBERG) As for Don Del Grande's remark about polling for favorite zines, that "There's only one 'real' poll: a count of the paying customers," I appreciate the point he's making, but I disagree a bit in practice. Common sense suggests that a GM needs to avoid burnout, and that if he goes out and gets ALL the paying customers he can lay his hands on, the task is going to overwhelm him. I admit that I know a couple of exceptions, people who can apparently GM as many games as people sign up for and never break a sweat. (Our very own Maniac Douglas Kent is the prime example of this amazing ability.) But speaking for myself, I'm quite sure my practical limit as a GM is something under 10 games running at once. This sets my practical limit for paying customers at well under 70. (In fact, HOODWINK has maybe half that many, most of them playing in more than one game.) But having a top limit for number of paying customers does not give me a top limit on the quality of the job I can do as GM and publisher, after all.

Perhaps the "real" poll Don is looking for would be better approximated by the proportion of people who sign up for new games in a zine where they've already been playing for a while?

Dead, Dead, Dead:

(W. ANDREW YORK) Let's carry on that discussion about people who abbreviate their first name. There actually are a fair number in the hobby; however, most hide this fact by NOT even mentioning that they use their middle name. What are they hiding; what do they want to gain by denying the truth? Can it be that we that are PROUD of our first initial and announce it to the world are actually discriminated against!! How many people with first initials have actually had a WIN in a game -- compare that to the number of wins by people without a first initial. The conclusions are obvious, we ARE discriminated against. We need to have PDORA fund a scientific analysis of this and, when the clear conclusion is supported, a non-discriminatory law should be passed -- after all, we only deserve equal rights!!

(JOHN CARUSO) I too am tired of discussing the same old stuff, over and over. New blood, World (boring) DipCon, the Brits, polls, etc. I long for a new topic to dump opinions on.

Feuding:

(JOHN CARUSO) Whatever happened to the Linsey-CarusO wars of the mid-1980's to late 1980's? Beats me. But under the category of "Ripley's Believe it or Not", John Caruso asked to join Bruce Linsey's baseball league in 1993. BL said yes, and JC is now in his 2nd season there. There's hope for the world yet. Communism falls, Apartheid ends, Arab-Isrealies talk peace, Palestine gets independence, JC & BL co-exist. Anything is possible.

{Does this mean I should be expecting a check from Garret to sub to MP and sign up for a game there soon?}

For Next Time:

1. (from John Caruso) What do you think about feuding? Do you think it helps Dipdom's image, hurts it, or has no effect? And let's be honest here. If picking up a zine and seeing one person blast another entertains you, then say so.
2. What do you feel is a "regular" Dip game (in terms of the issuing of Boardman Numbers)?
3. What can/should be done to promote the use of Boardman and Miller numbers?
4. Now that the World DipCon charter was voted down, what's next?
5. Rex Martin, the Diplomacy hobby's biggest supporter at Avalon Hill, has left the company. How will this affect the hobby, if at all?
6. In the best of all worlds, what should be done with the Hobby Archives?

Next Foolhardy Deadline - October 23, 1994

Email Diplomacy Updates

America On Line (Brian Alden - alden2@aol.com) - (note: these comments are not made by anyone receiving a paycheck from AOL, nor have they been approved or rejected by them beforehand...)

Despite the angst expressed in these pages, the hobby isn't dying off, it's just spreading to other forms besides snail-mail. The PEBM world is growing and flourishing on AOL, and has been for a while. Currently there are 20+ games running, and new games start every week. There is a small cadre of capable GM's now being augmented by enthusiastic rookies, and we use the "old boy" network to help each other out on adjudication issues (e-mail really shines here!)

In early '94, a loose group of players and GM's formed a "Dip Club" on AOL to promote play (Stven - your help around then was greatly appreciated!) This group revised the online house rules, developed a GM checklist for starting games, and provided an overview on the mechanics and style of PEBM play. Latest count shows over 200 folks have downloaded the startup kit, and the response has been overwhelmingly positive. We are also in the process of launching a mini-zine (Cyber Diplomacy #1 should be out by the time F#14 hits the streets) devoted to PEBM play on AOL.

Sure, PEBM can be plagued from time to time with NMR's, for all the reasons discussed in earlier editions of Foolhardy, but the games seem to go on without a lot of grief, and the level of play is improving all the time. If you like real GM's, the lack of pressure for garnering rating points, and can take advantage of the myriad tricks e-mail bestows, this is a place to check out!

I didn't intend this to be a plug for AOL, but I do think PEBM play is a growth area for the hobby, and is more in tune with today's lifestyles. The pluses are quicker turns and instant mail turnaround from anywhere you can plug in a portable PC and modem. As I do a fair bit of business travel, this is a major advantage over the Postal Service. The negatives have been well documented before, NMR's and the seeming lack of community. NMR's are a pain, but I disagree with the lack of community. Just like postal zines (or anything else in life, for that matter), you get out only what you put in to something. The online community is growing up quickly, and I hope the larger hobby will reach out and encourage and support this segment.

Compuserve (Jerry Ritcey - 71572.503@compuserve.com) - Hi-ho, Jerry the Canuck here, to give you the latest goings on in the world of Diplomacy on CompuServe. In the CIS universe, the playing of Diplomacy takes place in the Play By Mail Games Forum (GO PBMGAMES). There are individual GM's for just about every game, and they all upload their game reports to one of two "main" e-zines TAD (The Armchair Diplomat, for standard games) and TED (The Eccentric Diplomat, for variants). The two main ezines are then placed in a library so players can download them at their leisure. The libraries also contain tips on how to play in this medium, articles on strategy et cetera. Currently there are 22 standard Dip games being played, and about 11 variants. Some of the variants include a Middle Earth-Tolkien type variant and "Crowded" Dip, using the standard map but with eleven players. Deadlines are usually two weeks for standard games and one week for gunboat variants. For more information on Dip on CompuServe write or email Jerry Ritcey. For more information on the Canada Goose, write the Canadian Wildlife Service.

GEnie (William Wible - wodan@genie.geis.com) - The Dip PBEM community on GEnie is alive and well. In August '94 we saw a good half a dozen games finish up, and several new ones start. The latter includes an anonymous black press game, two vanilla European games, and a loeb9 game. Recently we had great fun in a nuke variant game of our own devising, where each nation may build one nuke each Winter, but could never have more than home SCs. Nukes could be launched by a holding unit, and would obliterate any unit in a province, removing SC status, if any. If the total number of SCs dropped below 18, nuclear winter would set in and nobody would win.

The game finished in 1903. Nobody won.

GEnie Dip players had a great showing at Avaloncon '94. Will "Sandy" Wible won the tournament, Sean Smallman got fourth place, and "Web" Agnew matched his sixth place spot from '93. We're looking forward to matching wits against the PBM hobby, and everyone else who can make it, at DipCon during Avaloncon '95!

(Reports from Internet and Cix are expected in the future from reporters who have already been assigned).

International Diplomacy Updates

Austria (Robert Vargason) - What happened in Austria lately? The truth is: Slightly more than nothing. Summer strikes back! What the holidays give us on spare time the heat takes away. But it isn't only the heat. There is a certain kind of laziness which affects the whole Austrian scene. For example the last standard game of Diplomacy started in the biggest Austrian zine WIN had its 1901 spring turn in November 1993. But not all of us are sleeping. Besides a few ftf and gunboat games the events worth mentioning are that the first Nuclear Yuppie Evil Empire Diplomacy played in an Austrian zine ended this July and the waiting list for the first game of the shift-left variant has a few openings left. The greatest event this year in Austria draws nearer. On Sunday the second of October the qualification for the Austrian championship (which will probably take place on Monday the third) will be held not far away from Vienna in Leopoldsdorf. We all hope that this year more than only 12 guys (and perhaps a few girls) will participate. So long ...

Canada (Rob MacArthur - Compuserve 72400,2217) - Not much to report this first issue. The information I am providing is based on mostly the Canadian Diplomat. More to come as I get more info.

The Canadian Diplomat reports 12 Regular Games running, as well as 6 Gunboat. No cons going on that I am aware of.

I hope to be reporting on some other zines in the Canadian Diplomacy arena in the next issue.

{I will also add that Cal White is passing his zine Northern Flame on to his subzine publisher Robert Lesco.}

New Zealand (Brendan Whyte) - NZ has been very quiet so far in 1994. Damn the Consequences has appeared, messily mid year, and is now back to typed format, but player disinterest is forcing a rethink of its relocation strategy to Palmerston North as maybe not such a good thing, despite it there being able to claim status as the world's most southerly zine. NMR has also slipped in timeliness, the latest issue 2 months forthcoming, and the wait goes on...

There was a great general games convention at Auckland University in late January that attracted many players for all sorts of games. Dip and Machiavelli were present, and new players introduced to them, but the main attractions were the Warhammer and MTG games.

All in all, PBM Dip in NZ needs more work to tie together the small groups of players around the country. Promotion in Palmerston North met with little response, which dissuaded me from trying to get South Island players recruited. The core of Dip fanatics dwindles daily, but we soldier on...

Face to face seems to be a nonstarter at the Auckland Uni club, and as the old guard get jobs and move away, pbm increases its attraction to maintain contact with friends. Let us hope that this is a true representation of the phenomena...

This sounds depressing, and in a way it is, but gaming as a whole is strong, and Dip will never disappear as a facet of this. I guess NZ is too small to support a full Dip zine of any substance.

UK (Chris Tringham) - Hobby News Volume 2, No. 9 August 1994, by Chris Tringham, 10 Jubilee Court, London Road, Thornton Heath, Surrey CR7 6JL 081-683 2815 [Compuserve 100343,362] and John Dodds, 55 Leigham Vale, Streatham, London SW16 2JQ 081-677 3287 jdodds@cix.compulink.co.uk

MANORCON 12/WORLD DIP CON IV

Around 330 people attended World Dip Con, the same number as the previous WDC in this country, though with a marked increase in foreign visitors. A total of 94 players played the two or more rounds needed to qualify for the Diplomacy championship, and these are the top twenty:

Pos	Name	Country	Score	
1	Pascal	Montagna	France	128.91
2	Stephane	Gentric	France	121.46
3	Bruno-Andre	Giraudon	France	91.93
4	Bjorn	von Knorring	Sweden	88.03
5	Thomas	Franke	Germany	86.12
6	Vick	Hall		82.04
7	Xavier	Blanchot	France	80.93
8	Dan	Horning	Sweden	80.20
9	Roland	Isaksson	Sweden	77.97
10	Eric	Roche	Australia	77.44
11	Emmanuel	Lorge	France	74.75
12	Clement	Merville	France	74.02
13	Johnathan	Pollock		73.97
14	Thibault	Constans	France	73.45

15	Lex	Pater	Netherlands	71.33
16	Johannes	Nesser	Sweden	71.32
17	Simon	Bouton		68.35
18	Conor	Kostick	Ireland	67.52
19	Chris	Courtier		67.49
20	Nicolas	Pilartz	France	66.66

There were also players from Italy, Norway, Belgium and the United States.

The Saturday round was also the Team Tournament, and these are the results:

TEAM TOURNAMENT RESULTS

1st	Team Sweden	10th	Mad Policy
2nd	The Also-Rans	11th	Smodnoc "L"
3rd	Divines Toad	12th	Spring Offensive
4th	International Team	13th	Oxford
5th	Cambridge	14th	Springboard
6th	Trojan Horse	15th	Imperial Frog
7th	Maggie's Iron Knights	16th	Liverpool
8th	B.U.D.S. "A"	17th	Bean's Club
9th	Not Age of Reason		

The ID tournament was won by Mark Stretch, and the croquet by Stewart Cross.

Manorcon 1995 will be Friday 21 to Monday 24 July back at Birmingham University. Richard Walkerdine is retiring from the committee after ten years.

WORLD DIP CON - At the meeting of the World Dip Con society at Manorcon, the World Dip Con charter was not accepted, and an advisory vote was taken to continue with WDC and hold the next one in Paris. The Manorcon Committee has made no recommendation in respect of this vote.

The Federation Francais des Jeux de Diplomatie et de strategie (FFJDS) plan to stage the event in November 1995, and are currently soliciting views from the international hobby on the duration, number of rounds of Diplomacy, other games, etc. Write to FFJDS, 11 rue Moliere, F-75001 Paris.

ELECTRIC MONK - Andy and Madi Key have decided to fold, and are looking for new homes for their games (144 Perrinsfield, Lechlade, Gloucs GL7 3SE).

ON THE GAME - The first issue of On the Game, a new zine from Paul Cockayne (18 Henry Road; West Bridgeford; Nottingham; NG2 7NA) has been published. It will cost 60p an issue and will appear every 5-6 weeks.

TRINGCON - Organized by Alan Parr (6 Longfield Gardens, Tring, Herts HP23 4DN), this is a small informal event for up to thirty people on Saturday 24 September in Tring. To register, send a deposit of L2-L5 to Alan. The total cost will be under L10 (including lunch).

ESSEN GAMES FAIR - 20 to 23 October in Essen, Germany. The largest games event in the world, featuring Intergame, the European card and board game championship for teams of 4. More details from Friedhelm Mertz, Alberichstr, 15-17 Bonn, Germany (Phone +49 228 342273).

CAMBRIDGE GAMES FAYRE - Milton primary school, Cambridge, on Sunday 30 October from 9.30 a.m. Features the British Team Britannia Championship (L10 per team of four) and also a Magic: The Gathering O tournament (L2 each). Non-tournament players play L1 each. More details from Tony Hetherington, Cambridge Games Club, 59 Greenfields, Earith, Cambs, PE17 3QH

MidCon - Friday November 18 - Sunday November 20 at the Royal Angus Thistle Hotel, Birmingham. Room rates are L26 per person per night (sharing) or L32 (single). Registration is L8 until 31 August, after which it will rise to L10. Brian Williams, 30 Rydding Lane, Millfields Estate, West Bromwich, B71 2HA. (Compuserve: 100275,203)

Features the National Diplomacy Championship, remaining qualifying competitions for which are:

Saturday 3 September. LONDON Diplomacy Tournament at The Royal George, Evershot Street. Nr Euston Station. Contact: Vick Hall, 115a Offord Road, Islington, London, N1 (071 700 2008)

Saturday 10 September. Woodbury Diplomacy Tournament. Woodbury, Nr Exeter has been CANCELLED due to organiser Simon Cutforth being indisposed.

Saturday 17 September. YORKSHIRE Diplomacy Tournament at Leeds University. Contact: Iain Bowen, 5 Wiggington Terrace, York.
(email:alaric@harlech.demon.co.uk)

NORTH EAST Diplomacy Tournament. Probably in Durham. Contact Peter Sullivan, 55 Brunton Street, Darlington, Co Durham (email: peter@manorcon.demon.co.uk)

NORTH WEST Diplomacy Tournament. Probably in Liverpool/Manchester. Contact Malcolm Cornelius, 3 Greton Close, Longsight, Manchester, M13 0YR (100277,1422)

If anyone would like to organize an event in SCOTLAND. John Dodds would be happy to offer advice. plus one at Midcon itself, with events planned in NE and NW England. For details contact the national co-ordinator, John Dodds

Other Midcon events will include a quiz, a darts tournament, hobby discussion, a group Chinese meal, an entertainment of some sort on Saturday night, and plenty of space for playing games of all sorts.

MASTERCON 2/EURODIPCON 3 - The second Mastercon will also play host to EuroDipCon, an event that has previously taken place in Paris in October 1993 and Sweden in May 1994. The location is the Kings Head Hotel in Circenster, Gloucestershire, and the dates are Friday 24 to Sunday February 1995. Registration is L10 per person, with a special concessionary rate of L5 for non-UK residents, and hotel rooms are L23 per person per night sharing or L25 single.

To register, send L10 (or L5) to Shaun Derrick, 313 Woodway Lane, Walsgrave, Coventry CV2 2AP.

MANORCON 13 - Will take place at Birmingham University from Friday 21 to Monday 24 July. More details (prices, contact address etc., when we receive them).

United States (Me, for now) - The big news is the death of long-time player and publisher Fred Hyatt. Fred had a long list of accomplishments, including: former MNC, publisher of The Home Office during two stretches, designing the Colonia variant, and numerous face-to-face awards (including two "Best Italy" awards from AvalonCon, winner of CanCon, and more). Fred was also the top-ranked GM in the Runestone Poll this year, and the top-ranked player in the Marco Poll.

I have acquired all of the game information from The Home Office, and I am sending it off to the Orphan Service. I also have Fred's personal copies of all THO issues (from his second publishing stint) which I'm sending to the Archives.

(Additional reports are expected in the future, from reporters already signed up, covering Australia, South Africa, and Sweden).

Next Foolhardy Deadline - October 23, 1994