

# Foolhardy - #15

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, 6151 Royaltown Drive, Dallas, TX 75230**. Also available on CompuServe [73567,1414] and Internet [doug.kent@llpb.com]. My fax number is (214) 750-5892. 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. **Any portion of this zine may be reprinted as long as credit is given to the contributor and Foolhardy. I encourage publishers to reprint the international and email news sections.**

## All Subbers and Traders - Please Note My New Address and Fax Number!!

Letters in this issue: Stephen Agar, W. Andrew York, John Caruso, Harry Andruschak, Pete Gaughan, Paul Kenny, Chris Carrier, David Hood, Mark Nelson, plus the official Foolhardy hobby reporters.

### The Concept:

(STEPHEN AGAR) If you want to make Foolhardy truly international (a great idea) you will have to put US Hobby News in the International News section for all us foreigners. Otherwise you will merely be producing an international zine for people in the US, rather than an international zine for the whole email community. Despite skepticism, in the UK John Dodds and Chris Tringham's Hobby News has worked well, ensuring that reliable information is disseminated painlessly. It's availability on disk or email has meant that some editors use the information (because they don't have to type it themselves) whereas they would not otherwise have done so. If you can develop Foolhardy to have hobby news from around the world and give standing permission for other editors to download and use the information, you may help spawn international news in zines the world over, which must be a Good Thing.

*{I was hoping to get someone other than me to handle the US news, but no one came forward. Next issue if I have to do it I'll be more thorough. At your suggestion, I've added reprint permission in the masthead comments.}*

(JOHN CARUSO) I don't know what everyone else feels about your "new editors", but I think it was a cheap way by you to keep the zine 8 pages. If people aren't participating, maybe the topics are dull or played out. Correct me if I'm wrong, but I thought the concept of Foolhardy was to discuss issues at hand in Dipdom (and to have staples in each issue). Wouldn't editorial updates be better suited for Diplomacy World? Where is that dinosaur anyway? I've noticed participation in Foolhardy is dropping off. No doubt you're getting fewer Brad Wilson and Jack McHugh letters, David Hood writes 4 sentences and John Caruso sends in one-liners. Nothing against Email updates. I just don't feel Foolhardy is the place for them. My opinion of course.

*{Well, John, first of all this zine, as stated above, is dedicated to the discussion of any topic relating to the Diplomacy hobby. I would have to categorize those reports as relating to the hobby, wouldn't you? Personally, I enjoyed them, and if not for some*

*email problems we would have seen reports from Cix, South Africa, Australia, and Sweden last issue as well! I've tried to make an effort with Foolhardy to further ties between each respective hobby, and this seems a natural way to do just that.}*

(PAUL KENNY) Jim Burgess may like Brit TV shows, but the shows always seem to give the villains, bad guys or fools Irish names. That ruins it for me. Condemning whole races of a people because of their birth. Now I can see how Europeans can throw live people into burning ovens so easily.

### Abbreviations:

(JOHN CARUSO) I think I like this new topic and the concept of abbreviating names. Therefore, from now on, I plan to use only my initials as X Andrew York does. Just call me JC.

*{I think we should abbreviate everything. It saves wear on printer ribbons. Hey John, FU-Q!}*

### DipCon:

(JOHN CARUSO) I found out - ValuJet flies from Philly to Florida. Pilot's name is Captain Value. No frills, no flight attendants, no copilot and cheaper fares. They even have a cross-eyes plane painted on the side of their jets.

(PETE GAUGHAN) Michel Lambotte coins an apt phrase when he says that French players "like to play but not to talk." Although he meant they don't have much chat in their zines, it's apparent (from their time-limit SC-count tournaments and their prearranged alliances at World DipCon) that the French prefer not to negotiate either, which puts their definition of 'play' in doubt.

(PAUL KENNY) Wow! Way to go French! Who would have thought. So, when is DipCon coming to Philadelphia?

As for what John Caruso was saying about distances, I WOULD go as far north as NYC, but it is not really centrally located. I would go to Baltimore, but not DC. But why not a place that is easy to get to and a little in the coast, say Pittsburgh?

Pittsburgh would make an excellent choice: good transit, a rail hub, a road hub, the PA Turnpike runs past it, as does many interstates, and one of the biggest international airports in the United States of America, and the costs in Western Pennsylvania is very cheap. Also, Pittsburgh is about as far west as I can afford to travel.

(MARK NELSON) I agree with David Hood that consideration should be given to email publicity for conventions (but don't expect too great a response!). 'Getting the word' out is quite easy provided that con organizers are willing to provide ascii documentation to email contacts. Ideally a committee member would have email so they can answer questions.

Having discussed the topic of convention publicity with Jack McHugh I believe that several recent Dipcon committee's have made little, or no, attempt to publicize their convention outside of the postal hobby. CanCon has made little (no) attempt to contact University Diplomacy Socs --- there used to be a Dip soc on the Scarborough campus where CanCon is held... but did they know about the convention?

Email publicity is useful, but don't forget more traditional sources.

Publicity at the University level for UK conventions has been particularly bad. In the case of ManorCon this is not unexpected since Andy! Bate! is the man responsible...

#### **Diplomacy in France:**

(STEPHEN AGAR) I thought it amusing that Miguel Lambotte took issue with John Dodds's comment that "the French have never had a very strong postal Hobby" by citing a mere six zine, two of which are Belgian anyway. On the UK or USA model you would expect a community of 400 postal players to support 12-15 zines (the UK with approx. 900 players supports around 32 zines). Admittedly the French do have a strong FtF hobby, but they play the game to such short time limits (10 minutes a season and winner determined by 1906 is not uncommon) that the game is really quite different to the way it is played in the UK or USA.

I guess a hobby like this develops in each country a little different - even between the UK and USA there are marked differences. Historically speaking, in the UK warehouse zines for Regular Diplomacy and variants have been practically unknown, whereas they have always seemed to me to be more the norm in the US, though oddly enough warehouse zines for other games are quite common in the UK. Diplomacy in the UK seems to attract a lot of people whose reason for publishing goes a lot deeper than running postal games. The idea mooted by Stven Carlberg of running novice games by flyer would be condemned out of hand over here. You surely want novices to become involved in the hobby community, rather than just receiving a game report. If you are going to do that sort of thing (and I think it is a bad idea in principle to segregate novices - most people in the hobby only ever play a couple of games PBM, so you are banishing many novices to a game report for half their hobby careers) then Springboard is a far better example of how to do it.

#### **Lack of New Zines:**

(STEPHEN AGAR) I have been criticized in the UK recently for

putting off potential publishers by producing a product which sets too high a standard (in terms of frequency, content and appearance). No doubt Pete Gaughan and your self could be similarly criticized. I (think there is some truth in the accusation that zines produced by people who also count computers as one of their hobbies, can put off publishers who wouldn't know the meaning of WYSIWYG. The imminent death of stencil duplicating is going to mean that photocopying is the only practical way of producing a zine. The imminent death of the typewriter means that word processing is going to become the norm more and more. This in turn means that those who do not feel comfortable with the newish technology will be discouraged from producing a zine, with the result that the hobby will be dominated by people who are either computer buffs or who use a word processor at work. In short we will become even more professional middle class than we already are. Yuk!

*{True..but anyone who saw the first two issues of MP will quickly realize that I have nothing against zines that are disgustingly sloppy and ugly.}*

(PAUL KENNY) It is getting very expensive to photocopy zines anymore. I will hate K-Mart forever for taking over Office Warehouse and raising photocopying from 2.5 cents to 8 cents. Back to Staples (6 cents/page). Shop at Wal-Mart!

#### **The Future:**

(STEPHEN AGAR) I spend a reasonable amount of time on email and have dip into rec.games.dip and CompuServe when the fancy takes me. I think it will be a great pity if they take enough players from the PBM scene to kill it, because the PBEM crowd are just too concerned with playing Diplomacy rather than anything else. As you know I uploaded a zine to CompuServe filled with articles and variants and got precisely one email of comment (which was a mere 6 lines long). The PBM hobby needs the Steve Smiths of this world to help make PBM zines viable, but as yet the PBEM hobby has not developed the sort of fandom culture that I like so much about postal Diplomacy. It may come if (a) more people have access to email and (b) technology moves on to allow us to upload and download attractive DTP zines rather than just boring text files.

As I approach middle age and a family I think the sedate pace of PBM will become more attractive to me, not less. The Steve Smiths and Brian Aldens to whom speed is all important seem to be more common in the USA than the UK, which may explain my comment earlier that more zines in the USA have been devoted to the quick turnaround warehouse format, rather than the chat and news approach. Personally, the idea of 2-week deadlines (or even weekly deadline - perish the thought) fills me with total horror - I just couldn't keep up!

*{I don't blame you! I was sorry to see your CIS project go down in flames, but it is true that most people on CIS are more interested in the playing game, rather than talking about it. We do have a community sense, but not as tight as the pbm community.}*

*Hopefully, as pbm publishers become more involved in the email world, we will find that a significant number of email players will join the pbm community when a) the turnarounds*

become too fast or, b) they lose Internet access, as often happens to college students.

*That's probably a big reason here in the US for a stagnant hobby - it used to be that many new publishers were college students. These days those college students get involved in Internet during the college years, and don't cross over to pbm for a few years...if ever.}*

(HARRY ANDRUSCHAK) I note and approve of all the arguments on PBM Dip versus PBEM Dip. Alas, I do not have a home computer system, hence no access to those on-line services. Heck, I don't even have a TV set.

I suppose PBM games take longer, but hasn't the younger set heard of the word "patience"? I play in ICCF (International Correspondence Chess Federation) and the games there are always allotted 3-4 years to run, and frequently have extensions added. My longest current chess game is 3 1/2 years, with a player in Seychelles.

(PAUL KENNY) I tried to log on to Delphi, but the Diplomacy there has died. So, now I am trying to get on Internet Diplomacy, but so far the judge hasn't answered my mail. I have heard from David Kovar, and now I am waiting to receive his reply on what I am doing wrong to get on. New notes: I have tried to get on Internet Diplomacy, but no luck. It is just not worth the hassle. So, I will continue to just play in postal games. Hate to seem untechnical, but its not worth my (limited) time.

E-mail is good for communication, but it really sucks for diplomacy and I hate it. So there. But the e-mail really did come in handy when I have to rehouse orphans, so I really love it. I'm sorry I ever logged on to e-mail. I'm really glad I have e-mail.

#### World DipCon Charter:

(JOHN CARUSO) It was voted down? Break out the bubbly! Time to celebrate. Celebrate, celebrate, dance to the music!

(PETE GAUGHAN) What's next is, we all sit and wait for the French to pass 'their' charter. We look at whether their charter is fair to the rest of the world, then hold WDC VI at DipCon the following year. If we can live with the 1995 Charter, we use it, but I suspect it will be unreasonable for non-Europeans and we'll just call DipCon "World DipCon" every three or four years, just as cities announce a "World's Fair" without asking permission.

(CHRIS CARRIER) Now that it's been voted down, try again. Make sure that R.E.S. the Evil One is not on any WDC Charter committee.

I've always favored a three-zone, six-year-long rotation for WDC, with the entire planet divided into three longitudinal regions as follows: Region I: 26 W to 94 E. (Europe, Africa), Region II: 26 W to 146 W. (the Americas), Region III: 146 W to 94 E. (Australia, Asia).

WDC would reside for two years in each region, and could be held twice, in each successive region in successive years. It would conform to the pattern we already have (Region I 1988 and 1994-95, Region II 1990 and 1996, Region III 1992). It also provides that when countries get Dip hobbies large enough to hold WDC, they already are in the rotation. 26 W is chosen as the

trans-atlantic boundary line for historical reasons: in 1940-1 the US declared that the Western Hemisphere, for purposes of conveying supplies to the British war effort before the US got into the war, began at 26 W, and British convoy warships took over from American ones at that meridian. (Under my old proposal, where the region boundaries were at 30 and 150 W and 90 E, we could have had WDC in the same city in two different regions. (Anchorage, AK - maybe Mark Lew might be interested)).

Also, WDC should be held at the national Dipcon of whatever country is hosting it to prevent division of attendance between WorldCon and Dipcon.

(PAUL KENNY) Try again. I really don't follow this because there will be peace in the Middle East before I can afford to travel anywhere outside the USA.

(DAVID HOOD) No charter? Big deal. Too much ink has been wasted here. I used to be enthusiastic, but now I think WDC is pretty irrelevant - outside of Europe.

(MARK NELSON) Who cares? Despite enthusiasm for the WDC concept I've never been in favour of a WDC charter (despite appearance to the contrary!).

#### John Caruso:

(JOHN CARUSO) Da Diplomacy Update - Straight from the PIG Board, we have the following updates. Jack McHugh has a job. Tom Mainardi does not. Brad Wilson left the state, so all FTF action has ceased. Jack MvHugh promises a con at his house when hell freezes over. (Be careful Jack, it almost froze over last winter). The search for Woody is on. KK is in its death throes! After 200+ issues, its down to 1 game. JC's baseball league may have openings in October. Fee is \$40. Hobbyists in the western pat of the state are simple-minded antelope.

#### Attracting New Blood:

(PETE GAUGHAN) Steve Smith and Stven Carlberg both talk about the reasons they participate in the hobby. Steve describes the email culture pretty well, but leaves out its major shortcoming: there usually isn't any talk not relating to Diplomacy, and at its worst such chat is shunned, dismissed off to other zines or newsgroups. (For CIS specifically, it was the case that there wasn't any non-game chat in the PBMGAMES forum when I tested the waters.) It's understandable, but too fragmented for me.

The reason I like zines is that I want fuller interaction with my opponents than just pushing the pieces... in non-warehouse zines I find out more about them and their worldviews. Stven Carlberg puts Dip first in Dipdom (but still allows for exploring other interests). The difference, I guess, is: would Stven be happy with Dipdom if it \*excluded\* all other interests? I wouldn't. I try to find out what's interesting about everyone I meet, including those in Dipdom.

*{I should note that there is non-Dip chat on CIS, but it can be found in PBMGAMES Section 8 (Dip War Room) as opposed to the game-related stuff in PBMGAMES section 7.}*

(PAUL KENNY) I am finding gaming stores as a place to leave old extra zines and flyers. And if I said that I haven't been benefiting from Zine Register and known game opening stuff, I take it back. I've recently had three or four inquiries, a pleasant surprise. Update: make that six or seven. Lately, I've been very pleased with the interest in my zine, so I would say that it must be that both the ZR and Pont are doing their jobs.

#### **Standby Players:**

(STEPHEN AGAR) I know this debate is as old as the game itself, but I would just like to register my total disagreement with David Hood. Standbys are almost unknown in the UK, having fallen into disuse some 15 years ago. I run a fairly large zine approx. 15 games of regular Diplomacy and I never use standbys. If someone drops out it's Anarchy. Mind you I would never start a game with a NMR in S01 and I insist on conditional A01 orders with S01 moves, which ensures that I never have a NMR in A01 either. From memory I think I've only had three dropouts in 20+ games running over 26 issues though. Is it more of a problem in the US?

*{You better believe it!}*

(PAUL KENNY) Well, Stven Carlberg's defense of NOT using standbys surprises me, but only because I always assumed that standbys was the convention. Chalk it up to paradigms. This discussion moves me to propose a loose definition of a divergence of regular Dip games: regular standby Dip and regular no-standby Dip. Already the three categories of regular is press based: white press, black press, or gray press.

As for players playing in a losing position, there are those occasions when that is not the only game that you are in. But in those occasions when that is the only game, there is always revenge through press (provided that is allowed). But why play in a zine that is so expensive? There are zines that one can play in that the fee is for the life of the game.

Well, I just got a taste of why it is better to replace a player than to let a position go into CD. I was playing a pretty challenging position. As I predicted to him, one of my neighbors got stabbed, and I was trying to show him the light of working with me. Instead he decided to NMR out. Now, had the standby decided to just hold in place, it would have thrown the game to the person who just stabbed my neighbor, giving the stabber an easy growth road while the rest of us would have been left holding our own against each other. That, in my mind, would have been somewhat unfair. Also, if I know that a new standby is just going to hold in place rather than fight, you know that I'm going to go full all hog wild in that players country to beat the other players to those dots. And if the other players are playing and don't know that this is going to happen, then they are up the well-known creek without a means of transportation.

(CHRIS CARRIER) I say keep the game going to keep interest up, offer abandoned positions to people who want them, but I don't think it detracts from the purity of the game to have countries in CD.

Consider the real WWI in Dip terms - in spring 1917 Russia went into CD when the Czar abdicated, and two players

(Kerensky, then Lenin) later had to settle for a peace costing them most of their supply centers (Brest-Litovsk) only to get the centers back in 1918 when the German player (Wilhelm II) surrendered.

(MARK NELSON) In the postal hobby it isn't feasible to follow Harry Andruschak's 'no-nmr' rule (does anyone remember Protocol?) because this would extend the game considerably. I agree with David that every position should be replaced and that there is no such thing as a 'hopeless position', although some positions are hopeless than others...

#### **Novice Zines:**

(PAUL KENNY) HEY! Tell Stven Carlberg that I've NEVER won a game of Dip in my life, much less PBM. So, even though I've been playing for a while, would that make me a novice? (Most likely its my naive play that keeps getting me in the Loss column.)

#### **Pontevdria:**

(PAUL KENNY) A new Absolute subber called me up recently and while I had him on the phone, I asked him how he came to ask me for a sample. He said he saw my listing in Pont, and had asked for my, as well as 4 other zines that he chose to try. Thanks Andy.

#### **Box Flyer:**

(PAUL KENNY) Well, Adrian Appleyard raises a good point, but what I was really referring to was in regards to my zine and subscribers. But, that now has changed with the surprising flurry of new requests.

#### **Runestone Poll:**

(PAUL KENNY) Yeah, I know it's inaccurate, but I don't care. Is it fun, not really. I am not going to try to compete, but I would be lying if I said it doesn't bother me when a zine gets rated higher than mine. And I have really begun to believe that there is too much pressure on GMs to put stuff into their zine that is causing an otherwise healthy zine to be loaded down with chat and stupid stories and stupider contests that make the zine later and later till they prematurely fold.

#### **Dead, Dead, Dead:**

(P. DANIEL KENNY) Well, let's carry on with carrying on the discussion about people who abbreviate their first name. What if they are not using their middle name, but instead a name that they secretly wish their parents had named them if their parents had been fore-thinking enough to consider the wishes of their newborn.

Or, why don't we just use our initials to identify ourselves, and become a mnemonic. Just call me PDK, for example. Why there are also too many SCs in the hobby. And I think the PDORA should also investigate this, as to why there are so many people with the initials SC in the hobby. Does the naming of people with the initials SC make them prone to play Dip? Can the hobby as a whole benefit by getting the general public to give their offspring

the initials "SC"?

### **Feuding:**

(STEPHEN AGAR) Well, we're not all going to agree on this are we? Some people don't like any controversy at all - but they tend to be the same people who just want to play games in warehouse zines anyway. On the other hand real feuding (true venom) is boring and tends to lower everyone's opinions of both protagonists.

Feuding where most of the hobby takes sides is very destructive indeed. I prefer a middle course - there's nothing wrong with a little bitchiness provided it is witty and not malicious, and heated disagreements are fine provided they don't drag on and on.

Some of the most acerbic zines in the UK (Dolchstoss, Ethil the Frog, Y Ddraig Goch, Spring Offensive) have also been the most successful at Zine Poll time, so it certainly doesn't hurt those zines which indulge in it. As a device for getting feedback it works admirably, because it means that those zines are read more eagerly by other editors who wanted to see if they were being blasted, and if they are they write back, generating more copy etc. etc. When I launched Spring Offensive I ran a piece criticizing editors who ran their zines to 5+ week deadlines and the following issue I had a letters column with contributions from 14 different editors!

(W. ANDREW YORK) Personally, I don't usually read feuds in zines and skip those sections. I do feel that they can be hurtful; but in a sense they can help if they are feuding (rather, debating) a topic. If it's people who are just having a personality clash - it definitely hurts Dipdom's image and should (in my opinion) be carried out in private.

(JOHN CARUSO) My topic, my response 1st - or do you want to fight over it?

I dislike feuding, and if at all possible, I try to dissuade others from feuding. However, I do get some enjoyment out of reading people blasting each other away. To a point. A few well-placed cliques, rankouts or teasings can be entertaining. Nasty, personal exchanges are not. What's even worse is screwing around with someone's personal life.

Overall, I think feuding has no effect on those uninvolved. I sure wouldn't quit something because Rod Walker and John Boardman hated each other. But the feuding reputation of the Dip hobby does proceed it in populated areas. And it could turn off some new blood.

(PETE GAUGHAN) Blasting those who don't take it seriously, who defend themselves in like manner without believing their own insults, is good for the hobby. Few people can identify who's in this group and who isn't, though, so it's best not to get personal with anyone you don't know well.

(CHRIS CARRIER) "I consider (John Caruso) my friend. I know that there are some people who would like to see The Feud start up again, but this time I don't think they are going to get their wish." - Bruce Linsey, in VOICE OF DOOM, 1981 September 8.

WHAT DO YOU THINK ABOUT FEUDING? (John Caruso, Question 1): Now you all know that I \*have\* to respond to this one. I've always prided myself on the fact that I enjoy

Feuding and I admit it, which puts me on a higher moral level than the rest of the hobby, which also enjoys Feuding, but doesn't admit it. Consider: If the Carusos didn't enjoy Feuding they wouldn't have accused Bruce Linsey of writing a "sick letter" without providing a copy for the hobby to see the truth of this charge. If Bruce Linsey didn't enjoy Feuding he would have folded his tent and become a D & D player in a nice Massachusetts gaming club, as Terry Tallman suggested. If Terry Tallman didn't enjoy Feuding he wouldn't have publicly proposed sending a "Brux Nuke" with information on Bruce Linsey's alleged relationship with Alex Lord to Alex's parents, or published a szine BAD DOGGIE. If Alan Stewart didn't enjoy Feuding he wouldn't have had MEGADIPLOMAT as a subzine in PRAXIS. If Steve Hutton didn't enjoy Feuding he wouldn't have turned his zine into the Hobby Feud Warehouse. If Steve Langley didn't enjoy Feuding he wouldn't have published THE NOT FOR HIRE, or hassled Mark Berch for nine months over \$4.15 which, in point of fact, Berch did not owe. If Ben Schilling didn't enjoy Feuding he wouldn't have advocated imprisoning Bruce Linsey for toll fraud. If Chris Carrier didn't enjoy Feuding he wouldn't have proposed the Julie Martin Abortion Contest... and the list goes on and on. The point is, if people didn't like it, they wouldn't read it or sub to it. The fact that Feudzines exist is a testimony to the fact that people DO like it.

An analogy can be drawn with political commercials. Politicians use negative ads because they work. Besides, I would rather read or see - before, not after the election - why we shouldn't vote for someone than some pablum-filled nonsense about "I'm running so our children won't use drugs" (did you ever know anyone who ran for office so our children WILL use drugs).

(PAUL KENNY) I hate the feuding. If it ever starts up again to the level that it was in the mid eighties, I'll find a more interesting hobby.

(DAVID HOOD) To be perfectly honest, as John requires, I have to say that feuding is a bad thing for Dipdom's image. As to hobbyist retention, I don't know of anyone who stayed in the hobby to feud (except Carrier), while I do know a few who dropped out because of it. Feuds can be entertaining to long-time hobbyists, but that's probably not made up for by the negative impact on novices. But to, again, be perfectly honest, the negative effect is not quite as bad as is sometimes portrayed.

Does a feud entertain me? Sometimes yes and sometimes no. The OPERABLE attacks on Linsey by the Martins got a bit tiresome at the end. On the other hand, some of Brad Wilson's ravings can be entertaining (although often completely paranoid and bizarre).

(MARK NELSON) I believe that Feuding is an inevitable consequence of a Fanzine based Fandom. Every fanzine based fandom that I have been involved in or know about contains some extent of feuding. Give people a platform for their views, give them a forum for discussion; stir gently for ten minutes and sit back to enjoy the show.

### **Regular Dip Games:**

(STEPHEN AGAR) I have never understood the bizarre US BN criteria that if people who live within (50? 100?) miles of each

other play in the same game then it is irregular. In the age of the telephone such a rule was always stupid. A game would get a BN in the UK if two players lived at the same address! I have played in a game which had two brothers in it and they just attacked each other from beginning to end.

*{Andy York has (correctly, in my opinion) removed the distance rule from BNC guidelines.}*

(JOHN CARUSO) Any game with 7 countries and a different player playing each country. Whether its mail, phone, or ftf. Tournament games especially.

(PETE GAUGHAN) A 'regular' game is one where the GM policies aren't too far from the mainstream, no player has an edge (such as inside information), and the outcome is comparable to other games throughout the hobby (no rules changes or draw policies which make it difficult to figure out whether a Russian win matches a Russian win).

(PAUL KENNY) A "regular" game is one where all players know who the other players are, the GM is not playing (in postal terms), and using the AH rulebook as a guide.

(DAVID HOOD) Contrary to many hobbyists, I think there **is** a point to having standards for a regular Dip game. The point is to be able to compare apples to apples after the games are over. A game with family members in it, or that is GM'd by the guy playing England, just does not have the same game integrity as one run by, say, Andy Lischett in Cheesecake. The big regularity problems involve too many folks too close together, and strange houserules. I don't have a problem with strange houserules, but when they rise to the level of a variant than a Miller Number should be issues instead.

(MARK NELSON) I don't find the `rules' used by the US BNC to determine regularity useful. In light of technological developments one of them is nonsensical. If the BNC thinks a game is `irregular', far better to note the reason in Everything but leave the decision to rate the game, the only consequence of irregularity, to the ratings master.

It's easier to say what isn't regular than what is: A player playing two, or more positions, during the course of the game (simultaneously or not) and `cross GM interference', such as breaking your own HRs.

#### Promoting the BNC and MNC:

(JOHN CARUSO) 1st there needs to be a **necessity** that is important. Rating games would be important if all games were numbered and rated. But they aren't. Sadly, Dipdom needs to organize to define its purpose, coordinate its resources and utilize its populace in the right direction. 1 person that people can trust must direct and oversee the setting up, and groundrules must be laid and adhered to. Only then can the problems of Dipdom can be addressed properly. Otherwise, all decisions are anarchist at heart.

(PETE GAUGHAN) Promoting the BNs in and of themselves is a

silly goal; they're a tool, not a goal. But they're a rusty tool right now because only Buz Eddy is maintaining a rating system, and I wish someone else would compete with him because his system doesn't yet have wide acceptance.

(I frankly don't care about MNs.)

(CHRIS CARRIER) To promote the use of Miller Nos., avoid any system, false MNC or anything else promulgated by Robert Sacks.

To prevent future trouble in other areas of the hobby, keep Robert Sacks off of committees organizing various events, such as Dipcon. (Can anyone here imagine a Sacks-run "Dipcon Under The Covenant" to hassle REAL Dipcon?)

(PAUL KENNY) Advertise it in the zines. What good are they really?

(MARK NELSON) Regular publication of BN and MN custodial zines is a start, as is the publication of articles which use BN/MN information. Custodians need to be active and need to be seen to be doing something. In this context being a Hobby Custodian and being editor of a widely read zine is an advantage. I like the way Andrew York has started to put BNC comments into Rambling Way.

#### Dipdom and Avalon Hill:

(W. ANDREW YORK) I feel that this is potentially a severe blow to the Dip hobby. I have not had any contact with the new editor of THE GENERAL (who is our next, best, source of support), so I don't know what he feels about Dip. His comments about enjoying the simpler games is a positive sign. I would suggest that the leaders of the Dip community (and, heck, any member) write him and express their support of him and their interest in seeing articles on Dip in the zine.

On two related matters, what do you think the new "Dip" game (Colonial Diplomacy) will do for the Dip community? And, if the rumors of TAHGC's bleak financial future are true; how severely will this impact us?

*{I haven't seen Colonial Dip yet - some say it is great, others that it is terribly unbalanced (and I've heard a rumor that Colonial Dip is one of the reasons Rex left AH, but I don't know about that). When I get a copy, I'll do a full review.*

*People have made rumors about TAHGC for some time. I don't think the price of the stock lately has reflected any trouble brewing (still trading around \$3 a share). On the contrary, I believe sales of Computer Kingmaker are pretty good, adding strength to the belief that AH **can** do a decent computer game with crossover appeal.}*

(JOHN CARUSO) He's gone from AH? Sorry to see him go. I wish him well. Hope the choice to move on up was his and not them axing him. Guess he was fed up with their foot dragging tactics, and their high handedness.

(PAUL KENNY) Who is Rex Martin?

(MARK NELSON) Reading through mid 1970s American zines I have the impression that Avalon Hill have never lived up to the

Hobby's expectation of what they should be doing for the game. Did the diplomacy Hobby ever have a realistic expectation? Provided that they keep an up-to-date flyer in the box and keep TGGTD in print anything else is extra.

**Archives:**

(STEPHEN AGAR) In terms of the UK Hobby Archives this is a sore subject with me. In the UK they are held by Andy Bate who in 4/5 years hasn't even produced a catalogue, hasn't produced an issue of his own zine for 15 months and no longer keeps them up to date. However, he won't relinquish them. That's why I have started a second archive called the MidCon Collection, which is held under the auspices of the MidCon Committee (being the people who organize the longest running National Con in the UK).

That way if I drop out or "do a Bate" there is a group of people with some responsibility for maintaining what should be a well-managed hobby resource. I have been more successful than I expected in getting an Archive together (though I have little US material - I only have the first 25 or so Diplomacy Worlds, so if anyone in the US wants to contribute to a UK Archive please get in touch).

My idea of what an Archivist should do is (a) produce a catalogue, (b) catalogue Diplomacy related articles and variants in the Archive, and (c) regularly re-publish material in a zine to make good material available to all and (d) operate an article by post (or email) service.. Having zines available for people to come and inspect isn't as useful as having a catalogue of what's in them and providing an Article Bank service in much the same fashion as the Variant Banks operate. For MidCon this year I'm producing a folder with photocopies of classic zines (E.g. Greatest Hits No.1) to give away to everyone attending.

(W. ANDREW YORK) The best thing?, well a privately funded foundation should take control of the archives and provides a clearing house for all Dip related matters. Realistically? What is happening with the archives will occur again and again in the future. An energetic person will assume control of the archives with many plans for them. As times goes on, other projects (family?) will take time and effort from the archives and eventually the person will become inactive/semi-active. Then the cycle will repeat. Unfortunately, this is the way with hobbies without central core leadership and continuity. The difference between amateur hobbies and "semi-pro" hobbies (such as Chess).

(JOHN CARUSO) You mean there is still an active archive? A complete archive? What's the purpose of the archive? Is it truly necessary? Does it serve anybody's need? If it has a purpose and serves a need - find a volunteer to absorb the paper. Surely it could fill a 1 car garage.

(PETE GAUGHAN) Archives? Do you mean Walt Buchanan's? In a perfect world, they'd get shipped to the garage of someone who would start reprinting and cataloging them. I'd take 'em and do just that if I had a garage and Walt was willing to ship without sending the file cabinets too!

(CHRIS CARRIER) Bruce Geryk once suggested that they be two miles underground with SAC. Now, who was calling who a

Turbo Freak?

(PAUL KENNY) Put them in my basement. Why not? That is where I put everything else, including a set of heads from my mother's Chevy 350. Even Tom Swider's coffee table is down there.

(MARK NELSON) The Hobby Archives should be given to someone who will use them and who will make them accessible to interested parties. Publication of a catalogue of the contents of the Archives is a start in the right direction.

## For Next Time:

1. What would you suggest the hobby do if it suddenly found a benefactor who contributed something like \$20,000 annually to the hobby. How would the hobby benefit most?
2. Should Foolhardy merge with either Maniac's Paradise or Diplomacy World?

## Next Foolhardy Deadline - January 8, 1995 Email Diplomacy Updates

**America on Line (Brian Alden - Alden2@aol.com)** - I think Doug has hit on a good idea here, soliciting reports from various Dip venues and other countries, I found it pretty neat to catch up on the greater world of Dipdom outside my modest fiefdom of choice.

Dip play on AOL is still growing, since the last report, it's averaging about 1 1/2 game starts a week. Actually, this is about all the system can stand, as AOL only allows us 50 folders in the board area, and with games averaging about 6 months, this takes up 30-35 folders right there. Add in a couple for player solicitation and standbys, a couple for general news, and the board area stays pretty full!

We have all sorts of games out here, mostly standard types, but variants are starting to show up. Games have been organized for vets, rookies, and luck of the draw, so there's something for everybody to try.

I guess the big news is the sudden "unmasking" of Andy York in his role as BNC. This has prompted some of the GM's to get "legitimate", and register their AOL games with Boardman Numbers. Ten games (thereabouts) have been logged in to the BNC, and I expect this will become standard practice in the future.

Andy has also been helpful in sending along a list of upcoming cons, which I will use in the next issue of CyberDiplomacy, the AOL online mini-zine. This should spark some additional interest in attending cons, especially since a number of AOL players are starting to meet outside of the PEBM forum as business trips and vacations coincide. Maybe the AOL world will just invade some unsuspecting con and sweep the awards!

The other hot news is AOL now has Internet FTP capability up and going, so AOL 'ers can now start "surfing" to find all the good Dip stuff squirreled away, like Diplomacy A-Z. Some great stuff is available out there, thanks to numerous unnamed scribes devoted to reprinting out of print articles to share with the greater hobby. It's positively medieval!

How to find us on AOL: from the main menu, use the keyword PBM, then select the PBM clubs area. In there, select the Diplomacy Depot, and check out the action!

**Cix (John Dodds - jdodds@cix.compulink.co.uk)** - Cix is a commercial network based in the UK. It compares with CompuServe in the number of UK subscribers, but does not have CompuServe's broad international base.

There have been twelve Diplomacy games in the cix Diplomacy conference, with three still underway and a new one is about to begin. The conference ran into trouble about a year ago: unreliable organization and GMing led to one game folding and the loss of a number of players. But we are now much better organized and we are building up the number of players quite quickly. We have been starting one new game every six weeks since March and have plenty of capacity to expand further.

**Internet (Mark Nelson - fuemin@sun.leeds.ac.uk)** - This article attempts to summarize the discussion on the usenet group rec.games.diplomacy for non-RGD readers. It is based on the posting which remain on my usenet feed at the time of writing, roughly speaking all posting between the 10th and 21st of October. I have excluded some non-diplomacy related postings.

The 178 posting in this 12-day period can be classified into the following groups: Articles, 6; GMing questions/Houserule discussion, 11 posts; Judge Questions, 24 posts, Miscellaneous, 23 posts; Openings, 33 posts; Rating Systems, 38 posts; Rule Questions, 21 posts; Spirit of the Game, 7 posts and Diplomacy Variants, 15 posts.

The division between a post, a loc in postal terms, and an article is somewhat arbitrary. There were 3 'articles' by Mark Nelson (an extended interview with postal 'old-timer' Andrew England) and 3 articles by Dan Shoham, the leading diplomacy analyst on the net. Two of Dan's articles, "Guide to Aspiring Rating Masters" and "Summary of Cross Play Survey Results", sparked off considerable discussion, the third, "Is There Play Beyond The 17-17 Stalemate?" was a repost.

Discussion on GMing/Houserules concentrated on two regular topics: Should players post about games in progress (5 posts) and should players have the right to change the DIAS flag during the course of a game (3 posts)? The latter is essential the question "Should players be able to change the Houserules of a game in progress over the wishes of the GM?" The more popular topics about the Judge were 'how does the history command work' (4 posts) and 'is there a problem with the XXX Judge' (EFF-2 posts, USCA-6 posts and USTO-2 posts)? The history command syntax remains obtuse and poorly explained even though this is a popular question! (The history

command enables the user to extract moves and press for a game, including finished games.)

The main points covered in the miscellaneous section were: Diplomacy related software for a PC (5 posts) and the disappearance of Sean Starkey (6 posts).

Sean does (did?) many useful things for the internet community, including holding the position of Electronic Protocol Number Custodian. There was also 3 posts in reply to this post by Fabio Rojas <frojas@purina.berkeley.edu>.

``Who are the best diplomacy theoreticians? This is different than the best player, although they can be the same..."

``A good theoretician may be a bad face to face negotiator but his strategies may be very good. A bad strategist, through charisma, may be able to make a second rate idea into a successful plan."

``In short, who has contributed the most to the understanding of diplomacy?"

I would be interested in seeing how \_Foolhardy\_ readers answer this question!

Discussion on openings centred around the need for newbie-only games (6 posts), new game-starts (6 posts) and standby positions (13 posts). Such is the demand for game starts that most new games fill without need for advertising on the net.

With 38 posts diplomacy ratings systems has been the topic generating the greatest volume. Yet despite the volume this is of interest only to a vocal minority, 9 people were responsible for 29 of the posts! It seems very difficult to find a rating system which satisfies everyone!

Dan Shoham's article ``Guide to Aspiring Rating Masters", an attempt to list all the points that a rating system should address, generated 12 posts whilst Peter Williams description of a Ladder Rating System, in which players are encouraged to play against opponents of an equal rating, generated 17 posts.

The prolific rating system discussion, some of it quite mathematical!, generated the following post from CGRISSOM@utcvm.utc.edu with the subject heading ``It's Just A Game".

``After being on this reader for about 3 weeks, the only things that I ever see on her are mostly articles on the ratings systems. In my mind I picture 30-40 year old men with 10 Diplomacy boards around them, spending hour after hour trying to figure out how stab his ally or make sure his support doesn't get cut, and at the same time making sure he will have enough points at the end to steadily progress toward the great Diplomacy Hall of Fame."

``I think it is actually kind of silly. I've played DIP for about three years now, and I enjoy the sheer playing of the game. To me this almost seems like a burden that some players have on their shoulders, maximizing their HOF points."

``Enjoy the game for what it is ladies and gentlemen, a game." Chris Grissom, 15th October 1994."

Dan's survey of internet diplomacy players ``Summary of Cross Play Survey Results" generated discussion on the following ethical problem: Is the statement `There is always the chance that we will meet in another game' an illegitimate implied threat? A simple question, yet such a simple question as this has two factions each convinced of the righteousness of their cause.

Topics discussed on the various variant threads were: Can the Judge code be used to play 2-player games (2 posts), Aberration (2 posts), Asia Diplomacy (2 posts), Balance in diplomacy variants (2 posts), F(Rom) (3 posts), Milan Diplomacy (3 posts) and a `new' press variant (1 post).

Who contributed to the discussion? Thirty-two individuals made two, ore more, posts during the period under consideration. Most of the following may be considered the `hardcore readership' of rec.games.diplomacy. They are, in any case, the vocal minority!

2 Posts: Michael Bruck, Jay Cadieux, Michael L. Frigge, Trib Jeff, David Kovar, Daniel Elliott Loeb, David John Marotta, Dion Nicolaas, Bill Shatzer, Rich Shipley, Peter Willems, Fred Wehling, Puck, stu\_mlogilvi@vax1.acs.jum.edu.

3 Posts: Gary Arkoff, Fintan Costello, Joel K. Furr, Michael Godfrey, Curt Marcus.

4 Posts: Nicholas Fitzpatrick, Greg Troutman, Monument.

5 Posts: Conrad Minshall, Daniel Shoham, Brad Stuart, CGRISSOM@utcvm.utc.edu, Unknown.

6 Posts: Mark Archambault, Jamie Dreier.

7 Posts: Kevin A. Roust.

9 Posts: Rick Desper.

17 Posts: A.N. Other.

## APPENDIX.

These were the questions in Dan's survey of where players draw the line about illegitimate cross-gaming. Additional comments welcomed!

The Survey questioner:

Suppose you play in a non-anonymous Diplomacy game. Suppose you and another player would like to form a very strong and very enduring alliance. Each of you would be in a position to cripple the other in a stab. Having agreed on the alliance's outline and terms, you are sending a note to your ally warning him of the consequences of a stab. Which of these notes would you consider legitimate?

1a. I've just signed up to two games that are about to begin where you are a player. As long as you keep your alliance in this game, I'll do anything you ask - even throw the game to you - in those other two games; but if you stab me, I'll suicide on you in all three games.

1b. If you stab me in this game, I'll make it a point to seek out any game you join. I'll then join it myself and suicide on you.

1c. I just noticed we are playing together in another game. If you stab me in this game, I'll suicide on you in both games.

1d. There is always the chance we will meet again in another game. If you stab me in this game, I'll suicide on you in the next game.

2a-d. Same as 1, but change the second sentence to "If you stab me in this game, I'll refuse to ally with you in all games and tell everyone what a dishonest scum you are."

3a-d. Same as 1, but change the second sentence to "If you stab me in this game, I'll refuse to ally with you in all games."

4a-d. Same as 1, but change the second sentence to "If you stab me in this game, I'll consider your record in all my decisions".

5a-d. Same as 1, but remove entirely the second sentence from each.

6a-d. Same as 1, but change the second sentence to: "Of course I wouldn't cross play, but I'd certainly consider any information available in making my decisions in all games".

7a-d. Same as 1, but change the second sentence to: "I would try as hard as I could to ignore events in this game when making my decision in other games, but subconsciously this might prove impossible".

## International Diplomacy Updates

**Australia (Adrian Appleyard)** - The Australian scene of late has been very quiet. With the definite folding of two of the four Australian 'zines, the imminent fold of a third and the slow turnaround of the fourth we now effectively have only one magazine, Queen's Dagger. This has been very worrying, but there seems to be little anyone can do without actually getting off of their behinds and publishing. A few people have said they'd like to start 'zines but so far nothing has been forthcoming. It seems that QD will have to struggle on, as there IS a demand for new Dip games and we ARE getting new people into the hobby - it's just that we have nowhere to play but QD.

My own magazine, Popular Cutlery, received a death blow (in the form of lost data on a corrupted disk) from which it has yet to recover. I have been running two of the games from the 'zine by flyer, while Paul has been running from me whenever I mention his games. I think we'll come out with one last pathetic issue - if that.

On the face to face front things have never been better! New tournaments and clubs are popping up all over the place, and more and more new players are joining clubs and entering tournaments. Hopefully the PBM hobby will recover -and soon - before it becomes just a fond memory for many.

**Canada (Rob MacArthur)** - The Canadian Diplomat reporting 21 Regular Diplomacy games with 2 games looking for signups. It also has 14 Gunboat games with 1 looking for players. The Canadian Diplomat also holds the following Variants: Anarchy; Stonehedge; Cline; Youngstown; Colonia and African.

Making Love in a Canoe reporting 2 regular and 1 gunboat game. It also reports 1 regular and 2 gunboat gamestarts.

If anyone has any other Canadian Dip oriented publications that they think would be interesting to report on, please send me a letter at: Rob MacArthur, 39 Willcocks Crescent, Ajax, Ontario, Canada. L1T 3L9.

Further, I am trying to locate a Canadian Dip type club that tries to keep track of Dip happenings in Canada. If anyone knows of such an organization, please let me know. If not...guess I'll have to start one.

**Italy (Ed Mattei - Ed.Mattei@agora.stm.it)** - Italian PBM, who took first official steps in 1972, has passed through a growing crisis and now is in perfect health. This is the result of the work carried out by LUCA BARONTINI (BNC for Italy and Secretary of Italian Diplomacy Association) and PIETRO CREMONA (Regional Secretary AHIKS).

IDA assembles both zines and judges devote to Diplomacy in Italy (4 zines and 6 judges for 45 runnings games, as classic as variant) providing statistics, ratings, information and collecting the activities of the judges.

This year, in reply to the increased requirement of the players, was designated a Variant Bank, a Number Custodian for Machiavelli and we're agreeing about Miller Number.

Well, we long for dedicate to our hobby ! In September, the Diplomacy Italian Championship took place in Rome, and the Convention met with the players' approval more than last editions: all games has been playing high-level.

I've verified that a lot of players show great interest in diplomataic games and the like (in 1.5 days I've organised 5 games of Republic of Rome with both skilled and unexpert players). Even if we are growing, we haven't "big number" of players, but other associations (RpG, wargames and so by) are getting in touch with us about PBM. Instead, RPG cover (almost) all PBEM owing to internal reason: the use of modem and PC usually is the practice among the younger generation and, of course, they fix the standards.

However two judges are currently runnings a game of Diplomacy.

**New Zealand (Brendan Whyte)** - Not a lot to say on the NZ front. NMR has still to appear, due to the Daniel's recent trip abroad, and study commitments. DiC is similarly awaiting the end of exams to publish, as orders were late in arriving, as usual. Nevertheless, interest spreads slowly with a couple of new NZ faces, the most exciting being the discovery of a games group at a tavern in Wellington, meeting weekly with several 10s of players. Rail games appear popular here.

John Dods has not been seen or heard of in the amateur hobby since a promise to de-invisiblize in January. He presumably is still active in the commercial field, which goes from strength to strength, in both Auckland and Wellington.

Mini-zine operators the Ng brothers and Victor Cauty are also underground. Due to a sizable portion of the hobby here being students, a quietness in the second half of the year as exams hit us is understandable (universities and schools operate year-long courses. Some will semesterise next year.) The summer holidays over Dec/Jan also cause problems as people move/holiday(is that a verb, captain?)/hibernate/ forget commitments.

No conventions are planned as far as I hear (they are rare as hen's teeth in any case). Maybe we will see a rerun of the spectacular con at Auckland on Anniversary Weekend, in late Jan. Magic: the Gathering took it by storm.

Rumour has it that NZ has more cards per head of population than anywhere else... could this promote gaming tourism as flocks of Americans descend on our shores to obtain rares? Even the Church has noticed the gangs of demonically-slobbering youths congregating in fast food outlets to play, of, if their decks are too powerful, to be shunned by others, and so lapse into foul language in front of the parents and their nippers' birthday parties.

Luckily Diplomacy can distance itself from the excesses like this. Maybe we need a similar marketing venture to lure in the young blood...

Can anyone substantiate rumours about AH and Machiavelli?

Hopefully i will be back in the gaming circles next issue, in Auckland, and not in Palmerston North, where only 2 players, me included reside, from either of the 2 main NZ zines.

A mission to the South Island will be undertaken next year, to ascertain the state of the hobby there, until now, an unknown factor, despite three hopeful breeding grounds in the universities. Updates will be posted as they occur...

So from this lonely outpost of both the hobby and humanity, I bid you all good dot-hunting.

**South Africa (Keith Bowen)** - There doesn't seem to be much organization as far as Diplomacy in South Africa is concerned. The closest we have come to any formal Diplomacy venture has been the establishment of an Adjudicator on the Internet, based in Durban. Unfortunately, this initiative is grinding to a halt as the original mastermind has moved location.

In general, Diplomacy is played in pockets about the country, with little or no contact between these pockets.

Many universities have gaming societies, but few of these play boardgames, let along Dip. There are, however, interested parties out there, but someone has to take the initiative and it isn't happening.

**Sweden (Roland Isaksson)** - Not long ago (May 20th - 23rd) we arranged the second European Championships here in Sweden. So, naturally we are discussing that experience and are analyzing results etc. With 106 participants these were the top seven: 1. Xavier Blanchot (France), 2. Karl Stengord (Sweden), 3. Nils Lindeberg (Sweden), 4. Stephane Gentric (France), 5. Thomas Andersson (Sweden), 6. Lorge Emmanuel (France), 7. Shaun Derrick (U.K.).

Eight Swedes went to meet the World at the WorldDipCon IV this summer in Birmingham. We did extremely well. Apart from having three Swedes in the top ten and two Best Country Awards (Austria and Russia), we won the team tournament!! And it will take some time for us to calm down and stop bragging about it (we have made winners T-shirts too!). The whole trip was great fun and it is always nice to meet fellow diplomats. Team members: Dan Horning (Eng), Bjorn von Knorring (Fra), Paul Nilsson (Ger), Thomas Andersson (Ita), Roland Isaksson (Aus), Johannes Nesser (Rus) and Per Westling (Tur and Coach).

This very weekend (Aug 19th-21st) it is a small, about thirty players, Diplomacy convention here in Stockholm, StabCon. Next weekend it will be one in Gothenburg (PaktCon) and only a few weeks later (Sep 23rd-25th) the Swedish Championships will be held in Uppsala at UppCon. So there is alot of Face-to-Face play

going on right now.

**United Kingdom (Chris Tringham)** - HOBBY NEWS from Chris Tringham, 10 Jubilee Court, London Road, Thornton Heath, Surrey CR7 6JL - Phone 0181-683 2815 Compuserve 100343,362 - and John Dodds, 55 Leigham Vale, Streatham, London SW16 2JQ - Phone 0181-677 3287 Internet jdodds@cix.compulink.co.uk

#### GALLIMAUFREY FOLDS

Steve Doubleday has decided to fold Gallimaufrey as his increasing workload is not leaving him sufficient time to devote to the zine. The serious games will transfer to a subzine in Dolchstos.

#### SUMO

Mike Siggins has decided that he needs to change his lifestyle to throw off the Sumo tag, and is therefore taking a break from producing Sumos Karaoke Club. Stuart Dagger will take over temporarily.

#### THE THINKER

A new zine from Paul Denham orientated towards war-type strategy games such as Civilization and Risk, the former being the first game to be run. The first issue will be free in return for an A4 SSAE, and future issues will be priced according to the number of pages. Ideas, letters and subscriptions welcome -get in touch with Paul at 324 Mawney Road, Romford, Essex RM7 8DP.

#### BORN LOSERS

Edmund Morgan is folding Born Losers, though he hopes to produce one final issue.

#### CONVENTIONS ETC.

##### 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 pay 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 L10. Brian Williams, 30 Rydding Lane, Millfields Estate, West Bromwich, B71 2HA. (Compuserve: 100275,203)

Features the National Diplomacy Championship (details from the national co-ordinator, John Dodds, at 55 Leigham Vale, Streatham, London SW16 2JQ phone 081 677 3287, or e-mail jdodds@cix.compulink.co.uk).

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 Cirencester, 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 from Peter Sullivan, 55 Brunton Street, Darlington, County Durham DL1 4EN (email: peter@manorcon.demon.co.uk)

## HOBBYMEETS

**BRISTOL:** The Knowle (Back Bar), Leighton Road, off Priory Road, off Wells Road. 1st Friday of the month. Paul Norris (0272 427061) Richard Egan (0272 774460)

**EXETER:** Thatchmeet at the Mount Radford on Magdalen Road on the 1st Wednesday of each month. Rob Mulholland (0392 494072).

**FAREHAM:** Richard Williams (0329 236125) organizes a get-together at his house, on the 2nd Sunday of even-numbered months from 10 am.

**HERTFORDSHIRE:** Semi-regular meetings on Monday and Friday evenings in St Albans (Steve Kingsbury 0727 844475) and Sawbridgeworth (Mike Taylor 0279 724687).

**LONDON (1):** The Royal George, Eversholt Street, near Euston station, 3rd Wednesday of the month. Contact Vic Hall (071 326 0125) or Mike Allaway (081 863 6413) for details.

**LONDON (2):** The Small Furry Swiggers meet at the Royal Oak in Regency Street, Westminster every Wednesday from 6.30. Costs L2.

The **NOTTINGHAM & DERBY** Board Games Club meets every Thursday from 7-10.30 pm. Contact Mick Haytack on 0332 511898.

**NORTH YORKSHIRE:** Tap & Spile, Monk Bar, York, on the 2nd Sunday of the month, at noon. Contact Iain Bowen (0904 640095) or Pete Sullivan (0325 364153).

**OXFORD:** Every Wednesday during term-time at 7.30 in the nuclear physics building off Keble Road. All welcome. Details from Mark Stretch Flat 23, Stevens Close, Woodstock Road, Oxford OX2 6JW (term) or 2, Over Mill Drive, Selly Park, Birmingham B29 7JL.

**RIPLEY,** near Woking: Usually 2nd Tuesday of the month, but can vary depending on availability of regulars. Starts with a curry and moves to a pub. Contact Dane Maslen (0483 721856) in advance to check on dates.

The **SHREWSBURY** Games Club meets every Sunday from 2.00 pm to 10.00 pm at The Lodge, Monkmoor, Shrewsbury. More information from Mark Kennett (0743 361417).

## ZINE OF THE YEAR POLL

Somewhat belatedly, here are the results of this poll, which tends to favour sports zine over Diplomacy zines:

1. Two-Nil (edited by Paul O'Donnell) 2. Shadowplay 3. Bloodstock 4. TTYF 5. Sumo 6. The Management 7. Striker 8. Dreams Never End 9. TCP 10. Lies 11. Track Events 12. Boothies Bugle 13. Pick of the Bunch 14. Hopscotch 15. GH 16. BUM 17. AYBR 18. Dolchstoss 19. SFCP 20. Pigbutton 21. Smodnoc 22. Rhubarb Rhubarb 23. Breakdown 24. The Laughing Roundhead 25. Spring Offensive 26. Cut & Thrust 27. Revolution 28. YDdG 29. Scorpio 30. FIFA 31. Ode 32. Puma 33. Just Football 34. Borealis 35. U Bend 36. Premier League 37. Lewi's Hots 38. Obsidian 39. LitFL 40. 523 Sweet FA 41. TOTL 42. ALOS/SNOT 43. Replay 44. Razor's 45. Quartz 46. Gallimaufry 47. Springboard 48. COYR 49. Tumbling Dice

## CEST MAGNIQUE FOLDS

Pete Sullivan has decided that he is not happy with the way that CMag has turned out since re-assuming its independence after his accountancy exams, and feels that he needs more time for his other hobby activities (producing Mission from God and being the Manorcon treasurer. So CMag is folding immediately.

## HOWARDS WAKE / DER GROSSE DAMPFMASCHINE

Paul Norris has folded Dampf, and Paul Richards has emerged from subzine status to run Howards Wake, which will in turn have a subzine from Paul Norris. More details from Paul S Richards, 62 Elmdon Road, Acocks Green, Birmingham B27 6LH.

#### SMODNOC

The threatened fold has now happened. Games have been re-housed.

#### ITS ONLY A GAME

A new, mainly sports, zine from John Garrett, 45 Arthur Road, Wokingham, Berks., RG11 2SS.

#### WHERE IS MY MIND

This new zine from David Oya (24 Kingsway, Banbury, Oxon OX16 9NY) has now appeared. Copies of Issue 1 (A5, 16pp) might still be available free of charge. It will be 6-weekly and aims to have a good amount of editorial content and a letter column. The main, but by no means only, game will be Railway Rivals, and there are also waiting lists for the RR Discovery variant, Diplomacy, Gunboat, Game of the Clans, Breaking Away, Golden Strider, Mornington Crescent, Snowball Fighting, The Crossword Game and Preposterous Prose.

#### THE VARIANT BANK

This service is run by Mark Nelson, 21 Cecil Mount, Armley, Leeds LS12 2AP (his email address is amt5man@amsta.leeds.ac.uk). It hold copies of all the well-known Diplomacy variants and more besides. The full catalogue is available for L1.

Mark also publishes a variants service zine Variants and Uncles.

**United States (Me, until someone else takes the job)** - Rex Martin has left Avalon Hill, and will be going back to school. Rex wasn't too happy with the quality of games A/H has been releasing, it seems. Rex also said the new Colonial Dip game is unbalanced. Will the Dip hobby find another ally at A/H as reliable and supportive as Rex? I hope so, but I have my doubts.

The long-awaited issue #73 of DW is now available. This is the first true "Jack McHugh" issue, as last time the contents were mainly articles solicited by David Hood. It has some ups and downs, but overall I think you'll find it to be an enjoyable and entertaining issue. If you don't subscribe, why not? Rates are \$10/4 issues in the US, \$15/4 issues in Canada and elsewhere by Surface Mail, and \$20/issue overseas by airmail. All subs should be sent to me, in US funds, made payable to Douglas Kent.

If you are at all interested in hobby history, one great piece of work (even though it is already two years old...time flies, doesn't it?) is Jim Meinel's Encyclopedia of Zines. Jim compiled a listing of (almost) every Dip zine ever published, including as much information as he could get his hands on, or as his contributors supplied. More recent zines (1990 on) rarely have a descriptive paragraph, but all of the notable zines of the earlier decades have some narrative information on them. Want your own copy? Order one for \$12 from Jim Meinel at PO Box 241645, Anchorage, AK 99524-1345. It's about 120 full-size pages long, spiral bound. I recommend it highly.

I saw three zines for the first time recently. The first is Dip "R" Us by Jack Jewart. Jack has publishing experience - for 6 years he was editor of Strategist, a monthly newsletter for the Strategy Gaming Society, and never missed an issue. Now he has bestowed up on us this zine. DRU will be mainly a warehouse, and a very inexpensive one at that. Jack says he will occasionally print other material, but only if the games don't take up all the available space. The sample map in issue #0 has all the units marked off with colored dots, which is an ambitious undertaking.

For a \$5 gamefee you get a free sub for the life of the game. Sign up now! Jack's address is 24508-38th Ave. Ct. E, Spanaway, WA 98387. Tell him where you heard about his zine!

The second zine is Jason Wilke's Won if By Land. WIBL used to be a subzine in Stephen Glasgow's War Fair, but sometime around Stephen's confusing "fake fold" of April, Jason went solo. WIBL lists continual openings for both Dip and Jason's favorite Machiavelli. There are already a total of four games running, with openings listed for 7 others. The zine layout is clear and easy to read, and it is published on a monthly schedule. I believe issues are 50 cents each. Contact Jason at 2042 Dalton Ave, Deltona, FL 32725.

The third zine is Blut und Eisen, published by Tom Butcher. This open-page zine will focus on various multi-player games, not necessarily Diplomacy (although Diplomacy is included). This issue lists openings in Dip, Youngstown IV, Machiavelli, Stellar Conquest, After the Holocaust, 1830, 1835, and more! There is also a

gamestart in Conquistador (although there is still one spot left open). Subs are \$0.50 in the US, \$0.61 in Canada, and \$0.71 for overseas. AHIKS members get \$0.50 cents off per issue - in other words, US AHIKS members can get the zine for free! Drop Tom a line at 17402 Matinal Road, Apt #5322, San Diego, CA 92127.

Thomas Pasko sent a letter out announcing the start of a zine called CDD MEDical Journal. Thomas will be running a game of Colonial Diplomacy (the new Avalon Hill release), as well as perhaps Pax Britannica and Advanced Civilization. Thomas' subzine **Tar Pits** is moving here from Cogniscienti as well. Subs are \$1 per issue, with no game fees, and it should come out monthly. For a sample, write Thomas at 73 Washington St., Bristol, CT 06010.

Since last issue I've received word of two more folds. Keith Sesler is folding I Still Live, because he is bored with Dip and wants to play Magic instead. Some feel this may be a fake issue, or a fake fold, but only time will tell on that. Also, Bob Olsen is folding Orphan Son, because with all the days of his zine he feels the readers aren't being serviced properly. Two more bite the dust.

## **Next Foolhardy Deadline - January 8, 1995**