

Foolhardy - #16

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 Royaltan 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.**

Letters in this issue: Brian Alden, Don Del Grande, Stven Carlberg, John Caruso, Mike Barno, Paul Kenny, Jef Bryant, and the Foolhardy reporters.

I am still looking for Foolhardy reporters to cover the following areas: Prodigy, USA, Germany, Norway, Denmark, Holland, Finland, and any Dip hobby you think I might not be aware of.

The Concept:

(JOHN CARUSO) So you had to high tail it out of NJ. But why did you pick Texas? Of all the bad places to pick, Texas is about as poor a choice as you could make. (Is Jack moving too?)

{Why is it a poor choice? Everyone I meet in Dallas is from either New York or New Jersey!}

(MIKE BARNO) I disagree with Jawn: I think that columns detailing activities in the foreign and email hobbies are valuable and appropriate for Foolhardy. First of all, if any issues come up in those circles "worthy of our discussion", how can we discuss them if we haven't heard of them? Even within North American postal dipdom, it's hard to know all that's going on. DD is folded, DW might as well be, and few zines ever print more than "got a newly started zine" or "heard a zine folded." Is anyone getting forty zines anymore? Second, what's the postal hobby's biggest issue? Probably the shrinking participant base as newcomers mostly play via e-mail. Shouldn't we know what's going on? After all, the medium isn't the message; it's still Dip. When photocopied zines came along, did pubbers using ditto and mimeo say "That's not the way we've always done it, so I don't want to hear about it"?

(JEF BRYANT) I totally agree with Stephen Agar's comment concerning the Concept. I would even go one stage further why don't you list the contributor's E-mail addresses somewhere. This would give readers (especially international ones) the opportunity to develop contacts as well.

DipCon:

(MIKE BARNO) Site selection (in terms of either geographic proximity or surrounding things to see and do) is of widely varying importance to different people. Some folks can't spare much time and won't drive further than two hours. Some would rather fly across the continent and be shuttled by locals to a Civil War site than go directly to a teeming, smelly city. Budget restriction

affect everyone but Larry Peery: some people will attend if the flight costs \$150, but not if it's \$300. Others (like me in the Eighties) would rather drive fifteen hours each way than stay home because they can't afford a bus, train, or airplane. And sometimes timing is the only factor.

Whatever the site (since it won't be Butte or Billings), you won't see me there, as I decided that being in and around Yellowstone was a higher priority than being near con sites, and I won't have enough free time and money at the same time. If I were making thirty grand a year back east, I'd be attending and hosting cons all the time. Instead I work seasonally for shit wages, breathe clean air, live in beauty, and do all my gaming by mail.

Diplomacy in France:

(JEF BRYANT) I would also like to add a few comments concerning "The French" and playing Diplomacy, this is in reply to Pete Gaughan's and again Stephen Agar's comments. It's true that there are not many PBM French zines, however there is a lot of activity in clubs where classic Diplomacy is played to the bitter end like us!

I'm afraid Xavier Blanchot and his supporters, although they have put a tremendous amount of effort into putting France on the Diplomacy map, they have upset a lot of people including a LOT OF FRENCHMEN!! Please, do not take this very active group of the French hobby as being typical - as it is far from the truth.

I would also like to add that the Brits were not the only ones to complain about the French antics at WDC IV, the Swedes and the Germans had the same opinion.

Talking of WDC, does anyone have any news of the next, apparently to be held in Paris in November 1995. I have heard nothing since WDC IV in Birmingham, July 94?

Concerning the small number of zines and the number of PBM players is easily explained. Most of the French zines run their games by what is termed as "Out-of-zine". Effectively this is by flyer with an external GM. All the players must sub to the

mother zine where the waiting lists are drawn up and organised. The zine just acts as a collection point for the games and the rest of the zine is taken up by articles, letters, etc,... I believe that certain of these French zines have circulations of 100+, so although they are small in number they do cover large numbers of people.

This is very different from what happens to Mach Die Spuhl! (edited by Miguel Lambotte) and my own zine Dipsomania which both run Diplomacy, variants and other PBM games. These are the only two Dip zines being published in Belgium at the moment and they both run their games "in-zine".

The Future:

(BRIAN ALDEN) Pretty neat, I send in a few comments to Foolhardy, and all of the sudden I'm the PEBM expert! Thanks, Stephen! Now if somebody will come by with a pin and pop my swollen ego...

I really have a hard time believing PEBM players are speed freaks. On the contrary, most PEBM'ers find the pace of 1-2 weeks per turn to be very acceptable, and actually keeps the interest level high. Isn't that the objective of our hobby, after all, playing and negotiating, matching wits and command of the written word, interacting with fellow hobbyists for the love of the game? Sure, PEBM does stand rightfully accused of being more focused on games than PBM, but is this bad for the hobby?

On the flip side, I do hear and see more PEBM'ers reaching out to meet each other face to face, or by other means beyond the prosaic e-mail. I know of countless examples from the AOL crowd where players have gotten together to meet as their work or play travels take them to different places. I, for one, get together with PEBM'ers in the DC area when I go home to visit my parents. It's a lot of fun to meet the person behind the handle, and the talking covers a lot more than just Dip!

Now, I am not here implying PBM'ers are dinosaurs by any stretch of the imagination. Many players like the PBM format, and the time between turns for lengthy and learned discussions, and the neat discussions held in the zines. Without you, there wouldn't be a hobby at all, or a Foolhardy where we can poke fun at each other, nor would there be a desire to play PEBM.

I guess different strokes for different folks, we all can share in our love for the hobby, and recognize and accept the reasons we all play in different forums.

Oh, and Harry, I love to be called the "younger" set, if turning 40 in a couple of months qualifies for this moniker!

World DipCon Charter:

(DON DEL GRANDE) What is Caruso's problem with the (old) WORLD DIP CON charter? Meanwhile, Carrier's idea of WDC should be held at "the national Dipcon of whatever country is hosting it" has some flaws; one, Britain's national championship is held in November, so even if people have the time to fly out there in November, the weather probably won't allow much sightseeing (I was kept out of the Old Greenwich Observatory because it was flooded after a rainstorm - and this was in August!); two, and people can complain all they want about this one but its true (especially now that Rex Martin no longer works for Avalon Hill): the USA National Diplomacy Championship, just like all other AH National Championships (e.g. Titan, Dune, Advanced Squad

Leader) is Avaloncon. (Of course he meant the "North American Diplomacy Championship" - DIPCON.)

The "WDC by Automatic Pilot" may work for a few years, since there's not much argument against USA hosting in 1996, but the minute (at least) two of Great Britain, France, and Sweden claim that it's "their turn" to host, we'll need a charter. (More so if countries from two continents claim it's their turn.) The big question is: who should be allowed to vote on the Charter?

Should mail votes be allowed? Should they be allowed if accompanied by a fee? Should it be limited to X votes per country? Per continent?

Why do we even need a charter, other than to have a unified set of rules concerning where future WDCs will be held? (And pardon me for asking, but what does the DIPCON Charter do other than to set the rules concerning where future DIPCONs will be held?) Before a proper charter can be created, the following questions need to be answered:

1. Which countries want to host WDC?
2. Which countries have a large enough hobby base to be able to host an effective WDC?
3. Which countries are actually part of a multi-country "hobby area" that should be considered combined? (For example, USA/Canada, possibly Australia/New Zealand, and just how "separate" are the French, Belgian, and Swiss hobbies?)
4. What minimum requirements must a potential WDC site meet? Here's my idea for a rotation: Europe can host in odd-numbered years, with North America and Australia alternating in even-numbered years (USA in 1996, Australia in 1998). As the European hobbies are divided, they should get more WDCs than other areas. Each region would develop its own site determination system for WDCs that it hosts, with three rules: 1. No site can be within 1000km (625 miles) of the previous WDC held in that region unless it is in a different country or no site outside of that radius meets whatever minimum bid standards are required; 2. No eligible site can be given any weight over any other eligible site; 3. Voting on a WDC site must be open to all persons within the region without requiring attendance at any meeting (this does not mean that some sort of "membership fee" can't be charged, although I think the DIPCON Charter says that you can't bar anyone from the DIPCON Society Meeting because they did not pay a fee, including a convention registration).

Rule 1 exists to prevent the same part of a region from hosting WDC each time the region is eligible. The last line is included as an exception for Australia, as most of its hobby is located either near Sydney or near Melbourne, which are within 1000km of each other. Rule 2 attempts to keep the same part of North America from hosting WDC every four years, as the same two DIPCON regions would always be the "eligible" ones. Rule 3 allows everybody within the eligible region a reasonable chance to decide on the site. (Imagine the arguing if a WDC site had been chosen at the 1993 DIPCON, where hardly anybody from outside of California attended, mainly because it was held in early September and just about anybody who has a family had to get their kids ready to start school the day after it ended.) The two things I'm afraid of about "WDC in North America": one, a four-year rotation which prevents the Western USA from ever hosting WDC; two, a four-year rotation in which the North and West regions are "always" the eligible ones, only to result in

DIPCON being in the West only once every eight years as an Eastern site is voted "out of rotation" so it can host WDC. In order to prevent #2, I'm considering proposing a DIPCON Charter amendment similar to my 1992 one; this time, rather than making all regions eligible in WDC years, it would only suspend the rotation (making the same two regions eligible) if an "ineligible" region was selected AND DIPCON hosted WDC.

(MIKE BARNO) Screw the charter, just do it as we have been. If some Sacksoid wants to call something other than the national DipCon "WDC", just ignore it and it can't hurt you. Or attend it if you think you'll have fun. It just doesn't matter.

Brit Jargon:

(STVEN CARLBERG) Does Stephen Agar mean by "Anarchy" what we American players mean by Civil Disorder? And do they call the Fall season "Autumn" in the UK? And if so, what do they call the Autumn retreats?

Attracting New Blood:

(STVEN CARLBERG) Pete Gaughan asks me if I would be happy with Dipdom if it excluded all interests other than Dip. Obviously the question is entirely rhetorical; wherever people go, there is always small talk. Charles Goren pointed out that one of the enduring joys of playing bridge is that you get to be around people who can carry on an intelligent conversation about any number of topics. Now of course, there's more chance to get to other topics at the bridge table, since the conversation in a Diplomacy game is necessarily Diplomatic. But in between games, and in our zines, conversation is a good and natural thing.

So my rhetorical answer is no, I wouldn't. I feel free to talk about whatever I want in my zines, and it is only right and natural that other people should feel the same about their zines.

I do admit I am unhappy, though, with the presumption that if an editor doesn't care to parade his personal life through his chat pages, he is somehow shortchanging Pete Gaughan. I don't mind if self-revelation is Pete's goal, but by the same token, I don't think Pete should impose that goal on the rest of us.

Standby Players:

(STVEN CARLBERG) Please note, Paul Kenny, that I do call standbys if the position has more than two units left, so your distinction between "regular standby Dip and regular no-standby Dip" is not so clear-cut as you might think. Only if a player specifically tells me that he is resigning into Civil Disorder would I leave a larger position unmanned.

Mark Nelson makes the highly arguable claim that "there is no such thing as a hopeless position." Paul Kenny, not prepared to go that far, does make the argument that, even with a losing position, "there is always revenge through press." Well, Paul, sometimes there is, and sometimes there isn't. For some of us, even "nyaa nyaa nyaa!" loses its luster after a while!

Paul also talks about a game in which one of his neighbors "decided to NMR out," and the tactical problems he might have had if the position had gone into CD instead of a standby being called. (Ever think that he *wanted* you to have

those problems, and that's why he NMRed out?) He makes the point that "if ... players ... don't know that this [a position going into CD] is going to happen, then they are up the well known creek." Well, yes, but up the creek is where the players find themselves when any ruling is made in contradiction to the stated house rules. Reverse the situation: bring a replacement player into a game where the announced rule is CD for abandoned positions. Players in that game would obviously have no less cause for complaint.

My main point, though, Paul, is that leaving the rest of the board with tactical problems is a legitimate course of action for a player leaving the game: if a player wants to throw his position into CD, he is entitled under the rules to do so! If your position is going to be improved by a neighbor going into CD, then you can use your diplomatic wiles to try to make it happen; if your neighbor's CD is going to be bad for you, you should try to prevent it by keeping him interested in the game. But ultimately it's each player's decision, and if we are following the rules, it's a decision we let each player make.

Consider an example with me. Germany slogs it out to 1910 with France as his main enemy. England was stabbed early by France and is hanging on with three units; he has no chance of becoming a major force in the game, but he will never help France against Germany because of the early German stab. Then England's subscription to the zine runs out and the GM calls a new player for England. The new guy, knowing nothing of the past history of the game, makes a deal with France, and Germany is nailed to the wall. Was this in any way fair? I say it was not.

It compromises the diplomatic integrity of the game for everybody to suddenly have to deal with a new player. The course of the game is what determines how a player feels about how he wants to end his part of the game. If a player decides to leave his units in CD, the thing that is really unpredictable and truly unfair to the other players is for somebody who has no diplomatic history in the game to come in and start ordering the units around for reasons that have nothing to do with the whole game that has gone before.

Novice Zines:

(STVEN CARLBERG) "I've never won a game of Dip in my life.... even though I've been playing for a while. Would that make me a novice?" No, it makes you what is called in the horseracing world a "maiden," i.e., always a bridesmaid and never a bride. They hold "maiden races" just for horses that have never won a race; there could be Dip games organized for never-winners, too. Though a term other than "maiden" would make it easier to get players, I'll bet.

Box Flyer:

(JOHN CARUSO) I average about 1 request per month. So much for the game box promoting PBM growth.

Runestone Poll:

(MIKE BARNO) Oh, c'mon, I don't believe pubbers take the poll so seriously that it causes folds either directly ("47th?! I'm heartbroken!") or indirectly ("I gotta put more stuff in so it'll be

rated better next year, but I don't have enough time"). It's just a sample of the readership (unless a circulation-20 zine gets 20 votes), and it's less real and less personal than other indicators like direct feedback and resubscription rates. When I published (first in a team effort, then solo), my zine was consistently right in the middle of the poll rankings, which was fine. I put more stock in the fact that virtually everyone resubbed except for people who (as far as I could tell) had left the hobby.

(PAUL KENNY) 1994 is a surprise. There are zines dropping out left and right. Latest to threaten to fold is Andy Marshall's Aren't You the Guy Who Hit Me in the Eye?. I think it is ironic that many of the folded zines were voted higher than my zine in the poll, yet they are folding while I was pricing photo copiers to cut the cost of my zine.

Perhaps people are trying too hard to make their zine pretty. Personally, the chat, stuff about personal lives, and all that extra junk just weeds out a zine.

Dead, Dead, Dead:

(STVEN CARLBERG) I was never going to mention this in public, but since P. Daniel Kenny has put his finger on it, there's no use trying to hide. Yes, people with the initials "SC" are just naturally better at Dip. "SC" stands for Supply Center, after all! I think an all-SC game should be organized -- preferably by someone with the initials "GM." (signed -- a Simple Citizen of MetaDip)

(M. PATRICK FLUFFHEAD BARNO) Don't get paranoid, Paul, it's just demographics. There's more "SC"s in the American general public than "QZ"s, so naturally more of them become Dippers. S is the second- or third-leading first initial (behind J and maybe M), and C is among the most common surname initials. Perhaps we should ban anyone whose acronym is "PDK"?

Feuding:

(DON DEL GRANDE) The trouble with "negative campaigning" is, you never know what a candidate stands for or wants to do (of course, when running for Federal office, presumably all candidates stand for the appropriate party line), just some stories which may or may not be true about the opponent which usually have nothing to do with how they'll do if elected. I remember the end of the 1980 Reagan-Carter debate, when they were asked at the end to tell the audience why their opponent should not be elected President. (In 1988, just before election day, a Dukakis ad consisted of the message "A vote for Dukakis means there's no chance of President Quayle".) Now, it's getting to the point where the last question of the 1996 debate will be "you've spent the entire time telling us why your opponent should not be elected; now, could you tell us why you should be?" On top of everything else, TV and radio stations are forbidden from editing or withholding the ads, even if they make blatantly false statements.

(STVEN CARLBERG) Regarding Pete Gaughan's comment that "Blasting those who don't take it seriously, who defend themselves in like manner without believing their own insults, is good for the hobby," I would merely like to say, Amen, brother!

(MIKE BARNO) I can't believe John can think "feuding has no effect on those involved." He lost a number of friends over it (including me for a few years). For every well-known case like Doug Beyerlein, who let everyone know why he left the hobby that had brought him the woman he married, how many of those people we never heard from again dropped out in disgust at the Great Feud? Here's what happened when I got in the middle of it: One side circulated rumors that I was a "drug addict" (coming from people hooked on alcohol, caffeine, and nicotine!) and a "child molestor". The other side branded me a traitor for getting friends to suggest moderation when one of his salvos seemed out of line. Upset at having "hurt" the Martins when they were busy attacking others, I went into such a blue funk that I eventually dropped out of college, doing tremendous damage to my job prospects. Sure, I was oversensitive, but it's a real feud consequence nonetheless. Worse yet, my zine suffered a messy fold. (Apologies to Brian Alden).

Regular Dip Games:

(STVEN CARLBERG) I found it interesting that you got so many different answers to the question about what a "regular" Dip game is. I never realized that "regular" meant "permissible for examination in a ratings system" to so many people. I always thought "regular" just meant "as opposed to a variant."

In any case, the question eventually becomes, How much variation from the Rules of Diplomacy can be tolerated before the game stops being a regular Diplomacy game? It's a tricky question, because there are a lot of different opinions about what variations are properly tolerated. The only draw the rulebook countenances, for example, is the one in which all survivors share equally; yet virtually everyone accepts the variation that a unanimous vote to end a game in a draw for a subset of the survivors is proper and conclusive. (You can make a case that the vote simply anticipates the eventual endgame situation where all non-participants in the draw have been eliminated, so the vote is merely a time-saving device and the spirit of the rules is being upheld and facilitated.)

On the other hand, Richard Weiss's Zero Sum rule, where a seven-way draw is the only possible alternative to a solo victory, is in direct contradiction with the rules of Diplomacy, so the game played there is definitely a variant.

Another endgame criteria problem dogging the game lately is that some players aren't just playing Diplomacy, but are trying to make points in Diplomacy games for some other scoring system. This problem is part of the landscape in tournament games, where many people try to "play the scoring system" to finish higher in the tournament standings instead of simply playing each game. It's also reared its ugly head in PBEM, where from what I hear a number of players try to maximize "Hall of Fame" points instead of playing one Dip game at a time. And from what I hear of the tournament in Europe where all the French players showed up with the goal of seeing that all the French players did better than anyone else, it was a problem based on the same contradiction: some people trying to play Diplomacy, other people using the Diplomacy game to play something else.

Archives:

(MIKE BARNO) I'd take 'em, catalog 'em, and provide a reprint service if I had a house. My files dating back to 1978 are in my mother's attic.

Hobby Benefactor:

(STVEN CARLBERG) What is it with all these "what if the hobby suddenly had a lot of money?" questions? Seems like you've been dealing these out in one form or another for more than a year. Do you know something we don't?

{Nope! And I didn't come up with the question this time - someone else did, but I forget who.}

(JOHN CARUSO) If someone donated \$20,000 - I'd hire a psychiatrist to examine the fool. Their head is not screwed on right.

(MIKE BARNO) The handling of substantial amounts of money would depend on whether it was a continually funded annual stipend (as the question suggests) or a one-time lump sum from someone's will.

If it were twenty grand just once, I'd say we should invest it (mutual funds, government-guaranteed securities, and maybe some Avalon Hill stock for sentimental reasons), and use the earnings (one or two thousand a year) to subsidize hobby services and to promote and underwrite DipCon in the USA (or in each nation with an active hobby). The PDORA Committee would suffice for the distribution of the amounts involved. Perhaps novice packages and publisher's handbooks could be more widely published to boost hobby activity levels.

Now if it were twenty grand a year, it would be a different story. This would be enough money to spark power plays and feuds. I don't know how to prevent this: maybe have the money controlled by a coit-appointed administrator who's too rich to be bribed. Some potential uses: Fully funding all hobby services and a zine to report on each. Renting a hotel for DipCon, and travel subsidies, e.g.: \$500 airfare for ten foreigners, \$250 airfare for thirty Americans, \$50 gas/busfare for eight people living 100 to 500 miles from the site, and \$5 for gas for unlimited people from the area. Having DipCon, and maybe a series of regional cons, catered. Subsidizing zine publication for anyone willing ti publish. LEasing a computer and phone lines to maintain an independent Judge site. Buying photocopiers and paper for shared use by pubbers where there's more than one in an area. Small performance-dependent salaries for service custodians: say \$20/month, and half that for an assistant to help keep services operating and be ready to step in right away if the custodian quits or stops doing the job. This would cut down on the extended lapses and power struggles upon burnout. Novice and pubbling materials in every gamebox?

Should Foolhardy Merge?:

(STVEN CARLBERG) Should Foolhardy merge with Maniac's Paradise or Diplomacy World? Personally, I don't think so. Not if you actually want to keep the discussion going.

(JOHN CARUSO) I don't like the idea - but hey, they're your zines. If you want to make a Foolhardy Maniac's World - go for it.

(MIKE BARNO) No. zines like this have always been useful on their own, as long as they didn't degenerate into feud forums. Some material appropriate here is too personally sensitive ("Abortion Contest") or trivial ("Swider's coffee table") for the Hobby Flagship, and Jack's current publication schedule would make most discussion obsolete. Making it an MP letter column would cost its focus. I like the current ability to explore topics at length.

Hobby News Updates:

(STVEN CARLBERG) In the British news section, I was struck by the title of Paul Richards' zine, Howards Wake. My immediate impression is that this must be a combination of two titles of novels famous for not having an apostrophe: E. M. Forster's Howards End and James Joyce's Finnegans Wake! If this is not the case, I'd be very curious to learn what did inspire Paul's title.

For Next Time:

1. Given its continual slowness under the last two editors, and the complete lack of willing and qualified candidates to take over, what do you think should be done with a zine like Diplomacy World? Does such a publication still serve a purpose within the hobby? Should it just be left as it is?
2. Should Colonial Diplomacy games be given Boardman numbers, Miller numbers, or a numbering system of their own?
3. What are your hopes and expectations for the new version of Computer Diplomacy? What are your biggest fears or worries?

Next Foolhardy Deadline - March 26, 1995

Email Diplomacy Updates

America OnLine - (Brian Alden, Alden2@aol.com) - Not much to add since last time I covered this beat. We have about 25 games running at present, including 3 variants (1 Abstraction, 2 Dark Ages). I am running one of the Dark Age variants, and boy is this wild! Not only do you have 9 players, but the game starts with 27 minor powers, which all the players can influence and order about by expending gold pieces. Lots of action, but real tough to adjudicate!

Cyber Diplomacy, the AOL Dip magazine, saw its second edition published in December, and other zines are starting to show up in the files area. Phil Fry's first edition "Beleaguered" is out there, a real neat zine done with NeoBook. If you haven't seen it, you need to, it's slick! I have also been posting zines from other publishers as I get them, notably Mike Ribero's "Imaginary Friend", which is an attempt to develop cross service (AOL, CIS, Delphi, GENie, etc) PBEM gaming.

We are also getting some of the PBM crowd showing up and playing / GM'ing, and it's been a pleasure getting some of these "pros" to lend their experience to the AOL gang.

Cix (John Dodds - jdodds@cix.compulink.co.uk) - Diplomacy on cix is developing well. We now have 4 games running (10 have been completed), featuring 25 different players and 3 GMs. The games are all well run (I'm afraid to say this has not always been the case in the past) and drop outs are almost non-existent. We have a neat little Diplomacy community which is always happy to welcome new players.

CompuServe (Michael Ribeiro - 73562.1274@compuserve.com) - On CompuServe, where Diplomacy is played in the Play-by-Mail Games Forum, the hobby is kept alive by rewarding GM's with connect-time credits. Recently, however, the PBMGames Forum experienced a GM shortage as the number of people signing up to play games greatly outpaced the number of people signing up to run them. Despite the presence of a number of Dippers willing to GM multiple games at once, the supply of GM's could not meet the ever-increasing demand. Fortunately, though, a handful of players stepped forward, received approval as GM's, and solved the problem, at least for now.

To become eligible for CIS connect-time credits as a GM, one must take a test which consists of a sample adjudication situation. Using the game report format found in the forum's zines, the would-be GM then presents the results to the "Diplomacy/Games" section leader, Ken Hill, who then determines whether or not the applicant is up to the task of running a game. Once approved as a GM, a person simply waits for one of the two editors to announce that a recently formed game is in need of a GM.

The credit program is not meant to provide GM's with an alternate source of income, rather it was designed to offset the amount of connect-time charges that accrue as a result of visiting the PBMGames forum on a daily basis.

The amount received is dependent upon the type of game being run, but most games are worth fifteen dollars a month, which, in the final analysis, usually works out in favor of the GM. If a person runs more than one game, credits are applied cumulatively. However, in March of 1994, the amount of credit a GM could earn was capped at twenty-five dollars a month. Naturally, it ruffled some feathers at the time it was announced, and those sentiments were again the topic of public discussion in response to the recent GM shortage.

The problem, as some GM's see it, is that given the location of the credit cap, there is no longer an incentive to run more than two games, thereby increasing the potential for a catastrophic GM shortage. For the time being, thanks to those that GM up to five games at once, Diplomacy is alive and well on CompuServe. Eventually, though, these GM's will suffer from burnout, and whether or not the Dip hobby can thrive on CIS without their services remains to be seen.

GENie (William Wible - wodan@genie.geis.com) - The 94th game has just been started on GENie, so it looks as if

we'll pass the century mark before the next issue of FOOLHARDY. Lawyer and all-around evil guy Dave Cain just published a new variant called Wall Street, complaining that all variants change what is negotiated, but not the way negotiations are done. It's somewhat an expansion on the Bourse idea, though more well-rounded and self-contained. Anyone interested can contact d.cain3@genie.geis.com.

Other games going on by human moderator are a Loeb9, an anonymous black press game, and several Vanilla games. We've had an increase in the size of the Dip community in the past few months; it's always good to see some new blood.

The players on GENIE would like to meet others in the email community! We regularly have a great showing at AVALONCON, and since DIPCON will be there in '95, we're looking forward to a great time. If your online group isn't organizing an effort to be well-represented, be sure and start the ball rolling soon! Spring is the time to get things going. Hope to see you there!

Internet (Mark Nelson - fuemin@sun.leeds.ac.uk) - This article attempts to summarise 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 3rd and 8th of January. I have excluded some non-diplomacy related postings.

The 111 postings in this 6-day period can be classied into the following groups: Articles, 1; Books on Diplomacy, 8; Clueless Newbie, 22; Judge Questions, 10; Miscellaneous, 1; Openings, 15; Rule Questions, 4; Stalemate Lines, 7; Strategy, 12; Variants, 18; Winning, 12; Zines, 1.

When I last reported RGD in October 1994 the main topic of discussion was rating systems. The most popular thread in early January has been going for some time and has ranged over several topics; classifying the postings for the purpose of this review has been somewhat arbitrary. The topic originally started life under the subject heading 'Openings and Stalemate Lines' in which questions were asked about popular openings and stalemate lines. Jamie Dreier moved the discussion onto consideration of whether, on a tactical level, diplomacy is a simple game. Finally Rick Desper drove us into considering 'why do people win'? I'll try to summarise all this discussion later on.

The only 'article' posted was by Mark Nelson, who posted an article by Toby Harris on playing Italy, there was some discussion at the end of December in winning with Italy --- is it possible?!

Several people discussed the availability of the commercially published books on diplomacy. There have been five, provided you count the 1st and 2nd editions of TGGTD, the Rod Walker edition, as one book and the 3rd edition, by assorted postal types, as another.

The clueless newbie questions were generally clueless. 'Do people play diplomacy by email?' was particularly clueless. The main questions asked about the Judge were: Mailing to the judge from two accounts (3 posts), updating your registration information (2 posts) and questions on dedication ratings (2 posts). The only miscellaneous question was on mapit.

Discussion on openings centred around the need for newbie-only games (2 posts), standby positions (8) and Jim Polak's hustling for players for the 34-player Chaos II variant which is to be run to one hour deadlines. Two of the rules questions were concerned with Winter builds/disbands: can you disband a unit in order to raise a new unit?

"I've never heard of stalemate lines..." (A. Novice) Several questions were asked about Stalemate lines; how do you set them up, how many are there, do you need to memorise them?

"The real point is that you should be thinking about how to build a stalemate line and prevent (or sometimes help!) others from building them. You work them out from 'first principles' as the occasion arises." Jamie Dreier.

If you're really interested in stalemate lines then you should obtain the STALEMATES.AY package which contains a considerable number of articles covering many different aspects of stalemate lines. It's available by anon ftp from nda.com in the /pub/diplomacy/Documents dir as the file [stalemates.tar.Z](#).

There were 12 posts covering the problems of teaching strategy/tactics to novices. It felt like many more as these were often long and sercon in the extreme. Jamie Dreier kicked the discussion going with the following question: "Why is it so difficult to give any really useful tactical advice to novices? Aside from the first season and the endgame (stalemates), I've found that the kind of information that can be imparted always has to be so hedged it's ludicrous."

Jim Burgess started a subthread when he mused on the definition of a novice: "A novice is a Diplomacy player who has not learned about stalemate lines or game openings."

An intermediate is a Diplomacy player who has learned enough of these tactical tools to be able to counter the moves of other players and assess what attacks and defences are possible.

An expert is a Diplomacy player who realizes that tactics are more or less irrelevant and winning the game is really all about personality. WHO is playing the game?? When a Diplomacy player is "in the zone" you play the game entirely by feel and pay attention to the other players, not where the pieces are. This may sound a bit like Zen, but it is really just the fannish way to play Diplomacy. Once you play like that, to win you must know WHO your opponents are, since that is the way you will be able to outwit them. In short, strategy is everything, tactics are just

the means to the end."

What is the collective wisdom of the RGD sercon tendency on strategy and tactics, the game and experts? (1) Tactically diplomacy is a relatively simple game. (2) Due to its simplicity once players pass the novice stage they make very few tactical errors. There is little difference between an expert player and an intermediate level player. (3) If alliances are possible and profitable (and they usually are), then the tactical and strategic aspects of the game will nearly always be subjected to the diplomacy aspects. Hence mastery of diplomacy is more important than mastery of strategy. (4) Diplomacy has simultaneous movement, in a game theoretic sense it is an incomplete information game. This makes analysis very difficult because the 'best' set of moves in most positions depends upon your ability to predict what the opponents will order. Hence Jim's definition of an expert. (5) An expert is an expert because (1) they make no strategic errors errors and they are experts at diplomacy, experts at convincing the other players to make mistakes in their favour.

The 18 posts on variants split into three subthreads: Variant rules (4 posts), playing with less than 7 players (4 posts) and the new Avalon Hill variant Colonial Diplomacy (8 posts).

Anders Dessmark and Rick Desper posted new variants related to the continuing sercon thread on stalemates and strategy. "There has been some recent discussion on stalemate lines here and everybody is stressing their importance and doing some heavy overbidding. This variant will greatly reduce the importance of stalemate lines in standard diplomacy."

In Anders' variant, Forced NMR Variant (anti stalemate), every player has to NMR once in a three-year period (1901-1903, 1904-1906 etc). Rick Desper's new variant (Probabilistic Diplomacy) poked fun at the school of diplomacy thought which bases all decisions upon maximisation of HoF points.

Mark Nelson posted several variant rules during the discussion on variants for less than 7 players: Diplomacy for Less Than Seven Players, The Great War II (rx22/02), The Hazelrigg Variant, and Intimate Stab I (rs12/02).

Posters were interested in the new AH variant, Colonial Diplomacy, but there have been very few games played at the moment and information on playability and balance is sparse. Wray Ferrell provided some comments on the game: "First thought: Too many supply centers. Everyone can get to 9 units with no combat, thus the first few years can be quite boring. In regular dip, the S1901 moves are crucial --- we found that lacking in Colonial Dip. Second thought: With everyone so big, it is hard to stab someone. In one move I convinced Russia and France to help me (Russia) stab China. We took FOUR supply centers, but he also took four so he did not have to remove even one unit." ferrell@bnr.ca (Wray Ferrell)

Since the release of the Deluxe edition of Diplomacy there have been adverse comments made on RGD about its price. AH's Colonial Diplomacy is also attracting adverse comments: "The only catch is that its \$55. To me its too expensive. I wouldn't mind buying map, rules & board, if AH makes it available at a reasonable price." Richard Irving. (7th January 1995).

Why do games end in solo wins? This thread follows smoothly from the thread on Strategy, what separates an intermediate level player from an expert? Rick Desper wrote: "Consider a game in which a power has won a game. Move backwards in time from the end. At some point, you'll reach a move where the other players could have prevented the win. Why did the game finish in a win?"

There was some attempt to try and catalogue different mechanisms by which games can be lost but, as Jamie Dreier pointed out earlier, this classification is very general and of doubtful use to novices who want to know the secret to indecent accumulation of HoF points.

"Most of the victories I've seen were the results of indecision, misdirection, and confusion upon the parts of the losers." Rick Desper. Alexander Woo went stage further: "I'll even go so far as to say that every elimination of some power is a mistake by someone (not necessarily the eliminated power, of course), and usually more than one power. The bitter fruits of such a mistake may not show for 5-10 years, but it is a mistake nevertheless." (6th January).

Jamie Dreier led the HoF school of thought, in the absence of Dan Shoham, by pointing out that some players are willing to play a risky strategy, which might hand the game to another power, provided that the expected outcome from this strategy was higher than the outcome from not taking the risk.

If players take reasonable risks to eliminate their opponents what is the resulting endgame? "The most common ending of a well-played game is probable a 3-way draw, with two major allies and a third balancer. The balancer cannot be eliminated, because he can throw the game to the less aggressive of the other two, so each of the major's has a strong incentive to be less aggressive than the other, and they have to leave him be." Jamie Dreier

The fabulously fannish Dustin Laurence put the sercon tendency into their rightful place when he produced the perfect introductory article for novices eager to learn about mastering strategy. "Laurence's Law. In any game of Diplomacy, a mistake has already been made. Naturally, this includes games where a player has been eliminated or games ending in a solo win as special cases. More interesting, though, is the corollary: In any game of Diplomacy, the first mistake occurs before the Spring, 1901 moves.

My further research indicates that the first mistake may in fact be the decision to play Diplomacy! The investigation continues.."

If you are interested in reading more on the strategy/winning thread I suspect that Jim Burgess will be doing his usual trick of making his zine interesting by reprinting huge chunks of it in The Abyssinian Prince. What a check!

One zine was posted to the net, Nicholas Fitzpatrick posted the January issue of Pontevedria on behalf of Andrew York.

Who contributed to the discussion? Twenty-one individuals made two, ore more, posts during the period under consideration. 2 Posts: Steve Carter, Carl Dershem, Joel K. Furr, Keith Harriman, Richard Irving, Joey Lichtenstein, Ian McKay, Larry Richardson, Joel Evan Rosenberg, Andy Weavill, Alan Wong.

3 Posts: Dustin Laurence, Magnus Selhammar, Alexander K. Woo. 4 Posts: Jim Burgess, Nic Chilton.

5 Posts: Rick Desper, Jim P. Polak. 7 Posts: John Barkdull. 9 Posts Mark Nelson. 11 Posts: Jamie Dreier.

International Diplomacy Updates

Australia (Adrian Appleyard - B.Appleyard@sct.gu.edu.au) - Ken Sproat puts out 'The Dickie Mate' (I have no idea why he chose that name) basically, this issue publishes the results of the latest tournament at Jan Juc (the innaugural 'Don Challenge Cup'). This is the last one of the year, and it was won by Craig Sedgewick; victory points from the tournament pushed him just into 1st place for the 'Bismarck Cup', the national tournament, ahead of Michael Chau by 1 point.

A new generation of 'zines, along with the everlasting 'Beautiful Losers a.k.a.', is thrusting into the Oz DipScene. These include Andy Turner's proposed 'F.I.S.T.' (with many games transplanted from Adrian and myself's defunt 'zine P.C. - let's hope most of the players are still alive)

Propositions for tournament dates for the coming year were bandied about at Jan Juc, and the sad news that Ken Sproat would be bowing out of the presidency saw several young virile turks of the hobby jockey for position to 'reluctantly' assume the mantle. I think we need someone younger in the Top Spot to inject a bit of, well, vitality into the hobby... no offence Ken, you fat ageing bearded bastard (oh, and, Death to Mark Nelson!)

French Speaking European Region - France, Belgium, etc. (Miguel Lambotte 100337.2036@compuserve.com)

- The big news in the French-speaking Hobby is the translation of Diplomacy by well-known Xavier Blanchot for Jeux Descartes, under the copyright of Avalon Hill. The last translation was made in the '70 by Michel Liesnard, and was obsolete (layout, not the rules, of course). This new edition has a good (= modern) layout : map from a satellite picture (even with clouds...), colorful rules, examples of moves and orders,... But in the heart of the rules, they are of course identicals than the American rules. But Xavier shows his ideas in some chapters of the book : by example, there is a paradox to end a game. The winner is the first to have 18 supply centers, but surprise Point 4 tells that "gamers must agree to end the game in a defined number of turns". Without agreement, the game automatically ends in Automn 1907! We see again the fight that took place in the French-speaking Hobby, between Xavier' band (face-to-face, in favor of short games ended in ... 1907) and the rest of the Hobby (postal Hobby, which like long, natural games). With the commercial help of Jeux Descartes, Xavier has here won a important battle, since of course there is only the reference of his FFJDS in the new box, and no zine address like in the USA. Thus new gamers will become enthousiastic with a "non-natural" version of our game.

The last convention was the MdS! International Rendez-Vous, a regional m in Liege, Belgium. This was the 12th IRV (october 1994), and was a place of a lot of chat between about 100 Belgian, French and Swiss people; there was a majority of boardgames (with some good German games. Germany is now the best European land to meet new interesting games), but no dippy (too long for a week-end say people!) nor MAGIC (well I lie, there were many trades of cards during the week-end). Next IRV will take place on 6-8 october 1995, and all information can be asked by me.

(The following report addendum is from Jef Bryant) The "In Ludo Veritas" games club in collaboration with "Le Jone's Club (IESN)" and the "Le Dream's Kot (Namur)" and with the support of "LUDOS" (a games shop), "Jeux Descartes" and "Casus Belli" are organising "The Second Diplomacy Grand Prix of Belgium".

This will take place on the 25 and 26 February 1995 at Bouge (near Namur), Salle le Phenix, Rue de l'Institut 37, Exit 13 (Champion) on the motorway E411 Bruxelles-Luxembourg.

The championship will be based on three rounds of 14 game turns (finish in 1907). There will be also a Role Playing Tournament. There will be more than 20000 Belgian Francs in prize money. Further information (from me for the Anglophones) and from Jean-Louis Delattre (telephone +32 (0)81301371 for the Francophones.

Italy (Ed Mattei - ED.MATTEI@AGORA.stm.it) - In regard to Romacon, I had a feeling it was a wonderful "village fair" with great happiness and an atmosphere of "make shift": as long as to think to the announcement ("Steven, where are you ? I am dying in secretary's office. Stand in for me. I can't cope any more!") or shedules

overlapped or, worse, lack of information. But a stroll in the hall was enough for realize that the Convention had spread over the country and high rank of Association who replied to the invitation.

In the hall the enthusiasm, wish to play and meet, are breathed deeply but that was the limits of the Convention: if you don't moved in "close circle' you're left out, no one explained to you the games or gave you information. After a long wait and several attempts, the representatives of Associations paid attention to me. Unfortunately such reunion represent the only time in which is possible see each other and set up Tournaments, to promotion's detriment.

In addition a lot of representatives was engaged in many Championships. For example: the President of a Club which promoted Speed Circuit was engaged in 1830 and was free after 22:00 !!!

During the Convention, I've disputed several games of Republic of Rome, and I met many players interested in PBM. In fact, I spent a large time to meet people and to make myself known. Lastly, I've bought cheap VICEROYS. Half price, a real buy! Why a second-hand markets are not in existence? Do some of you know VICEROYS? I found it very amusing and very easy playing by mail.

South Africa (Keith Bowen - G77002@netman.eskom.co.za) - Here is a report of sorts, maybe it will get things going a bit here:

At present there is still no official Diplomacy activity in South Africa. The Durban Internet judge is still active but many players are non-South African.

There is a slight chance of a zine starting up again. This zine, SAPC, was in operation for a brief time in 1992, and may constitute some revival in local games.

If anyone is willing to get into contact with other Diplomacy players in South Africa I can provide addresses and phone numbers. To reach me, write to: Keith T Bowen, 10 Notwani Road, Emmarentia 2195, South Africa, or on e-mail: G77002@IT2.eskom.co.za.

Sweden (Roland Isaksson - olle@stacken.kth.se) - The Swedish Diplomacy Rally is a competition that lasts the whole year, it is all of the Swedish Diplomacy tournaments put together. Swedish Diplomacy Rally champion will be the player that has achieved the best results at the different tournaments the current year.

Rules for SDR - All conventions that tell me about their tournament three months in advance that they will arrange an Diplomacy tournament will be ranked according to the amount of players. Those tournaments that do not give me the time to spread the news will automatically be in rank one (if they have enough players). The Swedish Championships will allways be ranked one level higher. Rank: 1: 28 - 48 2: 49 - 69 3: 70 - 4: SweChamp with over 70 players.

Points are rewarded as follows:

Place:	1	2	3	4	5	6	7	8	9	10	11	12	13	14
R1	10	7	5	4	3	2	1							
R2	15	11	8	7	6	5	4	3	2	1				
R3	20	16	12	11	10	9	8	7	6	5	4	3	2	1
R4	25	21	17	14	13	12	11	10	9	8	7	6	5	4

The gaming season is between january 1st and december 31st. The sum of the players three best tournaments plus the score for the Swedish Championship will be the counted. And the winner of the Swedish Diplomacy Rally will be the one with the highest total sum.

Former SDR champions: 1990: Roland Isaksson, 1991: Ulf Jiretorn, 1992: Nils Lindeberg, 1993: Dan Horning. In 1994 we had eight diffrent tournaments in SDR ranging from 28 to 120 participants, all in diffrent Swedish cities. 61 players achieved top positions and earned points in the SDR, the top ten were:

1. Thomas Andersson, 2. Marcus Holm, 3. Karl Stengard, 4. Nils Lindeberg, 5. Henrik Andersson, 6. Xavier Blanchot (France), 7. Niklas Lennertoft, 8. Sigurd Eskeland (Norway) and Johannes Nesser, 10. Bjorn von Knorring.

1994 was also the third time we arranged a Swedish Championship, a tournament where all the best Swedish players gather. But this year a Norwegian won, Sigurd Eskeland, at the Uppsala convention, UppCon. Former Swedish Champions: 1992: Niklas Jansson (at LinCon), 1993: Dan Horning (at Diplomacy (Masterskapen).

United Kingdom (Chris Tringham - 100343.362@compuserve.com) - UK Hobby News from: Chris Tringham, 10 Jubilee Court, London Road, Thornton Heath, Surrey CR7 6JL Phone 0181-683 2815. Email Compuserve 100343.362. John Dodds, 55 Leigham Vale, Streatham, London SW16 2JQ Phone 0181-677 3287 Email jdodds@cix.compulink.co.uk

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

WHERE IS MY MIND

This new zine from David Oya (24 Kingsway, Banbury, Oxon OX16 9NY) has now appeared.. 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. (It now has Diplomacy as well)

MIDCON

Midcon 94 was a success, with a (small) increase in numbers attending, and everything went very smoothly. The National Diplomacy Championship Top Seven are as follows:

Winner Bob Kendrick (Joint best Germany, Best Turkey)
2nd Toby Harris
3rd John Colledge
4th Jim Mills (Best France)
5th Shaun Derrick (Best England - outright win)
6th Dave Wreathall
7th Rob Lozynskyj

The Midcon Trophy was won by Mike Collins. The Quiz was won by Iain Bowen, Geoff Challenger, Mick Haytack, and John Webley. The Darts was won by Colin Gamble and Steve Smith. The United tournament was won by John Dodds.

Provisional dates for next year are 10-12 November 1995, and there is likely to be a small price increase for the bedrooms. Stephen Agar is taking over as NDC Tournament Director, and will be assisted by Neil Duncan.

THE MIDCON HOBBY DISCUSSION

The new Introductory Booklet has been completed but not yet produced except for use by Stephen Agar. It will be produced shortly.

Pete Sullivan has produced an issue of Mission from God, and will now hand it over to a new editor - this is currently the subject of discussions

To try to improve accessibility, the hobby discussion agreed to set up a "hobby services group". This will be open to everyone and its aims would be to ensure that the essential hobby services are well run, to provide a forum for agreeing any changes, and a mechanism for an orderly handover if the existing organiser(s) have had enough (or disappear without trace).

Initially, what will happen is that the Midcon and Manorcon meetings will be supplemented by a newsletter which will report on what the custodians of the hobby services are doing, and raise any important issues for discussion.

The newsletter will appear about six weeks before Manorcon and Midcon to allow time for issues to be aired and views to be canvassed before the conventions, and on other occasions as necessary. It will be sent automatically to all editors and custodians of hobby services (along with Hobby News), and anyone else in the UK who is interested can get it for a year by sending 4x25p stamps to John Dodds, 55 Leigham Vale, London SW16. Alternatively you can join the Hobby News mailing list for 12 first class stamps (or GB Pounds 3.00) per year.

We hope that people who are interested in putting something back into the hobby through helping with its organisation but aren't able, or don't want, to edit a zine will dip a toe in the water by subscribing to the Hobby Services Group newsletter. They would then be in touch with the important hobby issues and would be able to make suggestions or to offer to play an even more active role.

Harry Bond will replace Andy Bate as Miller Number Custodian as from the start of 1995.

The European Diplomacy Association (prop. Xavier Blanchot) was discussed, and it was agreed that it has done nothing and probably ought to be wound up.

UK CONVENTION DIARY

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 GB Pounds 10 per person, with a special concessionary rate of GB Pounds 5 for non-UK residents, and hotel rooms are GB Pounds 23 per person per night sharing or GB Pounds 25 single.

Features the European Diplomacy Championship, an 18xx tournament, a skittles tournament, and a banquet on Friday night.

To register, send GB Pounds 10 (or GB Pounds 5) to Shaun Derrick, 313 Woodway Lane, Walsgrave, Coventry CV2 2AP.

BAYCON

Baycon has established a reputation as a friendly convention where games players can meet in a relaxed environment. The 9th Baycon is at the Exeter Court Hotel, Kennford, Devon (5 miles south of Exeter on the A38) over the weekend of 20-23 April. Prices are GB Pounds 22 per person per night in a shared room, or GB Pounds 35 in a single room. Registrations or more information from Glen Bird, 115 Greenpark Road, Plymstock, Plymouth PL9 9LL.

FURRYCON

Furrycon takes place over the late May Bank Holiday weekend from 6 pm Friday 26 May to 5 pm Monday 29 May, at the Old Ship hotel on the seafront in Brighton. Con fee is GB Pounds 15 for gamers (GB Pounds 12 before 31 March) for the weekend (or GB Pounds 5 per day); Non-gamers GB Pounds 1. Accommodation costs GB Pounds 29.75 per person per night (in a twin or double room). Single rooms cost GB Pounds 41.50 per night. The cost of accommodation includes a full English breakfast and children up to the age of 16 years can stay in their parents room free of charge - though their breakfast will be charged.

The major event will be InterGame UK. There will be other events plus a large library of games to borrow and play and lots of people to play with. The organizers expect to have a number of games designers/inventors along. Info from Paul Evans, 42 Wynndale Road, South Woodford, London E18 1DX (email to Compuserve 100031,2035).

MANORCON

Will take place at Lake Hall, Birmingham University from Friday 21 to Monday 24 July. Rooms GBP 19 (sharing) or GBP 20 (single) per person per night and registration is L12. Features the Team and Individual Diplomacy Championships and many more tournaments. More details from Peter Sullivan, 55 Brunton Street, Darlington, County Durham DL1 4EN (email: info@manorcon.demon.co.uk)

Next Foolhardy Deadline - March 26, 1995

