

DIPLOMACY DIGEST

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Hobby History theme issue

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Hobby history is one of those subjects that people talk about but nobody actually does anything about. The IDA has talked from time to time about producing a Handbook on the subject, but nothing ever came of it. When publishers poll their readers on what type of material they like to read, hobby history often turns up, but somehow, the articles do not. Well folks, wait no longer. I have tried to get as much variety as possible in the type and scope of material presented. Some overlap is inevitable, but I've tried to keep it to a minimum. There was not really a great deal of articles to choose from. Let me know what you think.

The big news right now is the plans for DIPCON XII --- but don't go skipping this paragraph because you've read about it elsewhere, because I have some important details that you aren't aware of. The centerpiece of DIPCON will of course be the tournament. It will be run by John Boyer, an experienced GM who was the editor of what was in my humble opinion the finest American dipzine ever, Impassable. John ran last year's PennCon tournament, and I fully expect him to do another fine job. He will have some assistants, probably including me, to help with the bookkeeping, GM-ing and the like. The tourney will use the Berch Scoring System, described in Why Me #14. This basically uses a Calhamer Point Count system for scoring, with supply centers tallied for tie-breaking purposes. For curtailed games, the player with the most centers will win, provided that he has at least Q, where Q is dependent on the year. This is just a summary. An important feature is that in the last round, in the top board, all the moves will be saved. These will be published, along with full commentary, in DIPLOMACY DIGEST later this summer. I will be there with a tape recorder, and I hope and plan (subject to approval by the players and GM) to collect information even as the game is going. My goal is to produce the best commentary ever written for this game, which I anticipate will be of very highest quality. The tourney will be three rounds, the first beginning Sat morning at 10 AM.

But this will not be all that's available for dippy players. I have organized a seminar program for Diplomacy Players which will take place Friday night, beginning about 9 PM. I am very excited about this and I hope that this will indicate to dippy players that there will be more than just the tournament. It will be in three parts. The first will be a Strategy and Tactics talk by me, probably on French Openings. Second will be a talk on the subject of Dippy Psychology. Tentatively, this will be given by Rod Walker. I say "tentatively" because its not 100% certain that Rod will be there. Finally, there will be a big Panel discussion. We are hoping to have publishers up on the stage to field questions, and to participate in a free-ranging discussion on the hobby. This is not real firmly set, and will be somewhat free-form. It will be moderated by Lee Kendter, Sr. This will give you a chance to speak your mind on whatever hobby matters you want to address, within some sort of

framework and guidelines. But this will be, we hope, an audience participation affair. It will probably run until people run out of things to say or they kick us out of the room.

But this will not be all! Fred Davis, Jr., the hobby ombudsman, will be organizing an IDA meeting, which is set for right after the end of the second round on Saturday night. This will be a business meeting and nominations will be taken for new IDA offices. For details, write Fred at 1427 Clairidge Road, Baltimore, Md 21207. Finally, I'm told that Bob Sacks will be holding a meeting of some variant goup.

Thus, DIPCON will be the hobby event of the year, and lots of people will be there and I urge as many of you as can possibly make it to get there. I'd like to meet you all. It will be held June 22-24 (tourney June 23-4) at Widener College, Chester Pa, just outside of Phila. For registration forms, write Lee Kendter, 4347 Benner Street, Phila Pa 19135. Include an SASE. One 1st item! There will be prizes for 1st, 2nd, and 3rd, and for the 7 best country winners.

Next up is the Third annual North American Zine and Gamesmaster Poll. Rate each North American dipzine you get on a scale of 0 (the pits) to 10 (highest possible rating). What criteria you use is entirely up to you. In addition, rate the GMs (using the name of the GM, not the name of the zine, because some GMs operate in more than one zine and some zines have more than one GM) using the same 0-10 scale. Indicate how you relate to the hobby (subber, player, pubber) and sign your ballot (all results will be confidential; only averages are published). Remember, only North American diplomacy zines. Send your ballot to John Leeder, 2202 Broadview Road., N.W. Calgary, Alberta Canada T2N 3H8. The deadline is the end of June, but do it now, and you won't forget. Voting in this is important for several reasons. First off, those who are doing a good job ought to be rewarded by being ranked highly --- after all, we're not in this for the money! And for those who are doing poorly, this is one way to get thru to them. More than once I have seen a pubber bewail his low rating, and then announce that some changes were going to be made. The more who vote, the more significant the results will be.

One of the topics that has gotten a lot of coverage here has been the trades/mutual subs issue, but with #21-22 that subject is coming to a close here. Response does continue to come in -- Kendter, Sr and Jerry Jones had pro-trade editorials, Randolph Smyth checked in with some comments on fannishness and Francois Guerrier had some further financial calculations comparing the two. In general I have enjoyed starring things up with this debate. However, there is one thing that I have not enjoyed about this. Some publishers, at least one in particular, have taken to imputing to me positions which I have absolutely NOT taken, and are indeed directly opposite to what I have said. I am referring to Bob Beardley's front page editorial in Brouhaha #29. Interestingly enuf, he starts by admitting that the readers do in fact pay for the trades, tho he states that he believes that the readers gain benefits from these trades (tho he doesn't explain how it is that they benefit by him trading rather than mutual subbing). But then he directly implies that "Mark Berch believes that publishers shouldn't trade". I never said anything of the sort. In fact, I have repeatedly said, as early as my first editorial on the subject back in #14/15, that if pubbers want to trade with each other that is perfectly fine with me: "I am not saying that I object to publishers trading, or that there is anything intrinsically wrong with it." That's a direct quote. My reasons for doing this was to get people to see that there is a sensible alternative, and that there are drawbacks to trades. Its is rather discouraging when an otherwise responsible pubber totally garbles and transforms what you have to say.

And if that weren't bad enuf, he then went on to say: "Let him exercise his policy in his own zine and not try to force the rest of us to do what he's doing." This is just plain preposterous. I have never tried to force any pubber to do anything, nor could I even if I wanted to. I have exercised this policy in DIPLOMACY DIGEST: There are no trades. But to say that I am forcing people to do things, or trying to,

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Starting the issue off will be Walt Buchanan, founder of the hobby's most complete archives, the Zine Hoosier Archives, and its decendent, Diplomacy World. The following essay appeared in Hoosier Archives #200, 11 Sept 1976. In a brief intro, Walt stated that in nearly six years as a publisher, that he had never written an editorial, but that "on this occasion I am dropping my traditional neutrality", as you will soon see.

AN ORGANIZATIONAL HISTORY OF THE HOBBY

When I entered the hobby in the fall of 1970, there was no hobbywide player organization. Altho an abortive attempt had been made in 1966 under the proposed name of the International Diplomacy Federation, all that existed in 1970 was a gamesmasters group led by Rod Walker. Altho the group had accomplished quite a lot under Rod's leadership, it wasn't the same as a hobby-wide player group, and coming into Diplomacy from the postal chess hobby, I had seen what an organized player group could do for a hobby.

Near the end of 1970, John Beshara began corresponding with me as a result of a letter of mine that appeared in John McCallum's SerenDip about a Diplomacy Archives. We soon found out that we were each interested in a hobby-wide player organization, and in March 1971 when John Beshara formed The Diplomacy Association and asked me to be on the Board of Directors, I was happy to accept. John's idea was for this small body of six to administer service projects for the hobby, and the plan seemed a good one to me. The members of the original Board consisted of John (as chairman), John Boardman, Edi Birsan, Brenton ver Ploeg, Jerry Model and myself. Things got off to a pretty good start, membership grew rapidly, and a club zine, Wazir, was started.

However, almost immediately, danger signs appeared. It soon became apparent that John was using IDA as his own private ego trip. Although I have long kept silent during John Boardman's periodic ranting and ravings in Graustark about how IDA was later formed to run John Beshara out of the hobby, here is what really happened, and I have a whole archives of data to back me up. John ((Beshara)) insisted on running TDA his own way, the first obvious example being using Wazir as a platform from which to attack Rod Walker, the ((then)) current Boardman Number Custodian, due to a feud they were engaged in (John was displeased over a ruling Rod had made, as GM, in a game that John was playing in). Although elections were promised to the members, they were never held, and in fact, Edi Birsan resigned when he found out that John intended to pack the membership with his non-Diplomacy playing friends so that he could keep an iron grip on things. For this reason, John kept the membership list and when I protested, he said in so many words that TDA was bought and paid for by himself and the membership list was his personal property.

Before all this came to a head and we had found out why Edi had resigned, John talked the rest of us on the Board into agreeing to the appointment of Richard Miller as Edi's replacement. This is a decision that I'll always regret as both Richard and John Boardman were complete yes-men when it came to John Beshara's whims. Too late the three non-New York members of the Board called for a vote to add a seventh member, Larry Peery, to the Board as a way of getting more regional balance and preventing John from completely running the show. I had been corresponding with Larry, and he shared my concern over what was happening with IDA. Also, since Larry at the time was a friend of John's, we figured John might agree to his addition to the Board. Alas, John apparently suspected something and refused.* At this point, it seemed logical to me that since the Board was deadlocked on this issue, we ought to take the vote to the general membership and let them decide. It was at this point that John was adamant about keeping the membership list secret and said that it was his property. We who were in opposition to what John was doing with TDA were therefore stymied in trying to affect changes from within. So were laid the seeds for the creation of IDA.

Larry Peery was most instrumental in laying the seeds for what was to follow. Through various sources he was able to obtain a large collection of letter exchanges with John Beshara on what was happening in TDA. He used these as references for a

*Oops, insert: The result was a 3 to 3 deadlock on the question of Larry's admission.

paper on what was happening at TDA and what should be done about it. The paper was called "Veritas Vincit." Although we didn't have the official TDA membership list, through other sources we were able to compile a list of over 50 people that we knew were TDA members. Larry then sent them a ballot on various options, the end result being that if Beshera wouldn't agree to reform, we would set up a constitutional drafting committee for a new democratic organization. Needless to say, tho the vote was ten to one for reform, Beshera refused to listen, and Bob Johnson and myself were appointed cochairmen of a constitutional drafting committee.

To put all this in time frame, "Veritas Vincit" was presented at DipCon IV in San Diego and the constitutional drafting committee was organized in September 1971. It was not until DIPCON V at Chicago in the summer of 1972 that the final constitution was ironed out, and then it was done in person. Ratification didn't come until that fall. In the meantime, in Feb 1972, I sent out an individual hobby-wide mailing for charter members, and interim officers were elected that spring for the new organization that was eventually to be called the International Diplomacy Association.

The reason I am relating all this history is to give you a background for the basis of my thoughts on the current ((1976)) status of IDA. As you can see, IDA was formed as a backlash for the way an autocratic IDA was run. We were determined to have a democracy, and my feeling now are that we went overboard. IDA was formed with very good intentions, but four years of experience has shown me, anyway, that it is very hard to make a postal democracy work. IDA was formed with an original 11-man council which was later expanded to 13.

What we have ended up with on the council is a debating society. Two terms on the council as vicepresident/treasurer were enough for me. I saw too many minor issues debated and discussed that should have been decided on an individual basis by the officer most closely involved. It was also my feeling that regional secretaries, who had no specific jobs, were superfluous. This was despite the fact that several regional secretaries started regional newspapers and tried very hard to make something out of their job. In the end, tho, it was even proposed that the officers ought to be evaluated on the basis of the total comments they sent in! Anyway, what we found out was that without the instantaneous feedback of in-person communication, it was a lot easier to debate than to make decisions.

Although there have been signs for quite a while about what the average member thinks about this state of affairs, as many of you know by now, the whole thing came to a head at the IDA General Meeting at DIPCON IX this summer ((in Baltimore)). In all my years in the hobby I have never seen such a consensus as I saw there. It is hard to relate the situation to someone who wasn't actually there, but if you know any of the personalities involved, you will know that when Len Lakofka and Lew Pulsipher on one hand, and Bob Lipton and myself on another, all agree to something, it must be something pretty fundamental. After two hours of debate on mostly other issues, a player member, Pat Walker, finally blew his stack on the subject of what IDA should be doing and about its constitution. Pat didn't give a damn about debate. All he cared about was action. As Pat saw it, IDA should act as an umbrella service organization, to provide the legitimacy and finances for an individual who wants to take the ball on a service project and run with it. I couldn't agree more. If you stop and think about it, almost all really significant service projects in the hobby are run by individuals and not by committee. But an organization can go a long way in giving the individual the support he needs as well as provide for continuity in case the problem of succession arises.

((At this point, Walt moved into a discussion of the details of the constitution, and such matters as implementation and ratification procedures. As this is not directly relevant to the theme of this issue, I'm cutting them out.))

((Coming up next, courtesy of John Beshera, is the original flyer announcing the start of TDA. As such it is not only a sidebar on the above, but a model of simplicity and directness. Various IDA efforts have been so legalistic that its easy to forget that there's another way of proceeding))

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*****	Edi Birsan	*****	John Beshara
	Director		Chairman of the Board
	48-20 39th Street		155 West 68th Street
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THE MOST EXPERIENCED PLAYER * PLAYER WITH THE BEST GAME RECORD

There have been a number of versions in print of how our little hobby got started. What follows is one of the very best. It appeared in SerenDip #58, Nov. 30, 1970. Note the date --- when the version was written, the events were not that all old. It was written by John McCallum, and was written in response to Walt's letter referred to earlier.

...How did we all get in contact? An answer would require a short history of postal Diplomacy. First of all, let us digress for a little and consider stf fandom. It is another madness. For a peep through a window at it send 50¢ to...Anyhow fandom consists of people interested in Science Fiction and other forms of fantasy. They publish literally hundreds of amateur magazines; they write each other long letters on all topics of the day. In brief, channels of communication are always open. In about 1962 or 1963 Diplomacy became a momentary fad in fan circles in New York and in Los Angeles; so much so that all meetings of the Los Angeles Science Fiction Society had one or more games of Diplomacy. Moreover, many fans are potential authors. Diplomacy presented a ready made frame work for another time-track universe in which Germany and Italy were in a death grapple in 1903, for example, and the possibility of utilizing this aspect appealed to some fans. Early in 1963, in the third issue of Knowable, a general stf fanzine which he then published, John Boardman pointed out

The
Board
of
Directors:

John Beshara
Edi Birsan
John Boardman
Walter Buchanan
Jeremiah Model
Brenton Ver Ploeg

this aspect of the game and offered to run a postal game if sufficient interested players could be found. Game 1963A and Graustark were the result of this offer ((actually, it was only a five man game)). All the players in 1963 ((I assume he means postal players here)) were fans, with the exception of Allan Calhamer, the game's inventor ((there were only three games, one of them local)). For several years, Dippydom remained an offshoot of fandom, though perhaps an illegitimate offshoot. There was no difficulty with communication. Whatever else fans may be, they are all highly articulate and have developed many many channels of communication. It may be difficult to keep a secret in fan circles, but there is no problem in spreading an idea about. It is safe to say that in 1963 and 1964 every fan who had the remotest interest in Diplomacy had opportunities to learn all about it.

Simultaneously with all this, and quite independent of it, there was another group playing Diplomacy postally, namely the wargamers. General wargaming is yet another madness. It has many branches such as miniatures, table top, and so on, One branch is board wargaming or, as it is often called after a leading manufacturer, Avalon Hill. A typical Avalon Hill war game takes some famous battle of history, like Gettysburg, uses a map of the battle-ground divided up into numbered spaces, and the two players have counters representing different types of units, infantry, cavalry, artillery. The rules will specify the mobility of these units in the various spaces, depending on the type of terrain represented, they will have various firepowers assigned and, in general, an attempt is made to represent the reality of the battle as closely as possible. The two players then refight the battle. Avalon-Hill published a magazine, The General (as it still does) devoted to this type of war-gaming. It had a free-to-readers classified advertisement page in which, for example, someone from Alabama could challenge anyone from North of the Mason-Dixon line to play a postal game of Gettysburg. At the time of which we are speaking, 1965-66, ads of this type would number some hundreds in a single issue. Most of them would be for Avalon-Hill games to be played by mail, but games by other manufacturers were not excluded and a few groups had got together by this means to play Diplomacy ((which was owned at that time by Games Research)). The players did not have a journal, as the stf fan Diplomacy games had for their games, but they just write letters to one another with moves and so on. Also, they did not have a neutral to act as gamesmaster, but coordination was done by one of the players themselves. This latter feature resulted in the destruction of some, but not all, of the games.

In about the end of 1965 some members of each group began to get some inkling of the existence of the other group and some efforts were made to bring them together. I published Brobdignag at that time and my own contribution to the union was to send issues of it to some hundreds of game players advertising in The General. Of those who replied some had not played Diplomacy at all, some had played it but not postally, and some had played postally by letter without being aware of the fan-type journal. In particular, one of those reached was Chris Wagner. Chris, then in military service in the far east, was about to launch Strategy and Tactics. S&T was to be a general wargaming magazine. Unlike The General, it was not tied to one publisher ((I think he means manufacturer)). And unlike The General, not restricted to one aspect of war-gaming. One of its early issues was a Diplomacy special and, with the following issue, it began a regular Diplomacy column by Rod Walker. The junction of the two main tributaries making up the mainstream was begun in late 1965 and early 1966 with the attempt on the part of the dippy zines to reach the wargaming audience, and was effectually completed about a year and a half later with S&T's support. (I sometimes think of this union as being the wedding of The Chocolate Soldier and the wooden soldier; but this seems to raise medical, legal and psychological problem so perhaps we had better stick with Jeff Key's metaphor of "the main stream" and its two major tributaries.)

Both founding groups continue to supply additional devotees of the game. Don Miller is a power in the Washington-Baltimore fandom. John Boardman is wellknown throughout fandom; the one of his major channels to general fandom has been closed due to the dispute as to the precise supervisory role of Bangs Leslie Tapscott, he has

others. Yandro ((a stf fanzine))...reviews such Diplomacy publications come its way. As a result, a steady trickle of recruits come into postal Diplomacy from fandom. War-gamers see and hear about Diplomacy at their conventions and in S&T and they also continue to reinforce the game. Though new players continue to arrive from both founding groups there can be no doubt that since 1966 the great majority have come from wargaming circles, rather than from fandom. With editors, however, the preponderance is still probably the other way around. This is not surprising. Some years ago a fan, attempting an explanation of fandom, said that it consisted of journalist manques. They are people with ink in their blood. Those who happen to play Diplomacy naturally publish Diplomacy Magazines. If they weren't publishing dippy zines they would be publishing something else. In fact they do publish other things. The latest Graustark which I have is #225. This means thirty issues a year for the seven years since Graustark began. As they average 10-12 pages an issue it is a very large output and you would think it would satisfy his publishing urge. Not at all: that same issue is Operation Agitation #448, that is he has published as many non-Diplomacy zines as Diplomacy ones. Don Miller publishes the WSFA Journal, one of the best of the review-cum-general-interest zines in fandom. On the front page of this issue you will note a remark concerning a recent publication of Charles Wells*. He has been publishing for 18 years. And so it goes. ((This refers to an article by Wells about mathematics and comparative linguistics. Wells was one of a team that published Lonely Mountain, one of the premier early dipzines, and I am tickled to have Charles as a subber here.))

Reading over the last few pages there are two things that should be mentioned lest you form the wrong idea of the history of the postal game, altho neither of the points bear directly on what we are talking about.

1. John Boardman's Graustark, definitely the fount from which fan postal diplomacy flowed, was not actually the first postal Diplomacy Journal. ((McCallum then recounts briefly the story of 1962A of Conrad von Metzke. McCallum was unaware of the fact that this was a complete hoax perpetrated by Rod Walker, done to get Boardman's goat. For the complete story, see DIPLOMACY DIGEST #9)).

2. Altho the junction of the two tributaries to form the "main stream" may be considered as occurring in 1966, it was not quite complete. Jeff Key was one of those war gamers who had formed a group to play the game by letter. Their play evolved to the stage of having a publication, altho they did not have a neutral referee. Jeff's The Voice, was originally The Voice of Vienna as he was playing Austria in the relevant game. Jeff and his group, Eric Just, Loring Windblatt, and the rest, did not make contact with what he calls "the mainstream" until the summer of 1968. This raises the possibility that there may be other scattered small groups playing the game, unknown to the rest of us.

To return to our main argument, it will be seen that both component groups had excellent communications as far as their own membership was concerned. Fandom might be regarded as nothing but a fantastic multichanneled communications network. (Someone should write an article of the similarities and differences of fandom and hamdon; I suppose it has been done.) The wargamers had The General and, more recently, S&T. The only delay was in bringing the two groups together.

In addition a few players have been introduced to the postal game by Games Research. Occasionally a player, finding difficulty in getting a group of seven interested players in his vicinity would write and ask about postal play. It has been their practice to refer such people to one or other of the better known gamesmasters of postal games. Over the years the suggestion has been frequently made that this procedure be extended and standardized by including in the sets a note as to the existence of the postal game with an indication of how to get into contact with it. Nothing much was done until early last summer when Rod Walker prepared a draft of the announcement to be put in the games. He sent this around for comment to a number of other gamesmasters. I haven't seen the final version which is actually

being used, but I assume that it is Rod's text, perhaps with some modifications.

And perhaps another warning interjection is called for. This idea of two major tributaries of the "main stream" is true enough up to a point, but it shouldn't, too dogmatically, be regarded as the whole truth. There are diplomacy players who were both stf fans and board war gamers before they took up our game. Derek Nelson, who won 1963A, the first regular postal game ever played; springs to mind. And there are others who didn't belong to either group before entering Diplomacy; I am an example.

In an earlier letter, Walt, you mentioned the fact that you have played postal chess for years. The suggestion has been made before that postal Chess players might provide many recruits for postal Diplomacy. As you perhaps know, prior to the appearance of Wild 'n Woolly all Diplomacy zines carried only one game at a time. When Bruce Pelz had two LASFS games to report on he had a separate journal for each of them, WorldDip and WitDip. Similarly, in the Spring of 1964, when John Boardman wanted to begin another game, to run concurrently with the game running in Graustark, he established another journal, Fredonia, to carry it ((that zine was used in the 70s for presenting material other than Diplomacy games)). Brannan recognized that it was not economically feasible for the hobby to go on like that and inaugurated the multi-game zine. Practically everybody followed his example. But he didn't only originate the idea of several games in one magazine: his idea was wider than that. From the beginning he offered an unlimited number of games. He never said so in so many words, although I had a lot of correspondence with Brannan at that time, but the impression that I formed was that he intended Wild 'n Woolly to be the Chess Review of the Diplomacy World, a place where a player looking for a new game would automatically send his fee to enter one. To accomplish this he needed a vast influx of new players. Dan was a ((sf)) fan, connected to the Los Angeles group. He had already taken all the usual measures to make Wild 'n Woolly as widely known as possible in fandom, such as sending copies to all the better known review journals, and so on. I think it must have been in the early spring of 1965 that he wrote me to ask if I knew of any other sources of additional players, and I suggested that he try to reach the large group of postal chess players. I do not know if he tried, or not but, anyhow, I heard no more about the suggestion. It would have been difficult in any event as Chess Review is extremely jealous of its players' list, and I am doubtful if they would have accepted an ad for a counter attraction. It did not matter much anyhow, as it was not long after that Dan, and WnW with him, had the first of its long series of disruptions, and any chance it might have had of becoming the central postal Diplomacy organ disappeared.

((By way of complimenting the above Postal history, here's a very early face-to-face history, written by and in the delightful style of Rod Walker, appearing in The Mixmaxu Gazette #22 28 Sept 1974))

GETCHA HOT BUTTERED ORDERS HERE

OR

Ramblings about the dear, dead days of Face-toFace Diplomacy in San Diego

Once upon a time, I knew nothing about Diplomacy. There are some who will argue that this is still the case, but any such person will get a copy of my Hate Sheet and that will fix his wagon! I was doing some grad work, and other stuff, in the course of which I met a very tall, gopher-like person named Conrad von Metzke. We shared an interest in music (in addition, Conrad was fond of Haydn) and were avid Risk players. Ah, those suicide missions through Asia!

But I digress. One crisp fall day in 1961, Conrad showed me a copy of Saturday-Review. In it was an ad for something called "Diplomacy". "It sounds interesting," he said. "Why don't you buy it?"

So, I sent my money off in the mail. In a couple of weeks, a package arrived.

urge you to take part in this current poll as I feel it is unique in its capacity to point out good new players. Doug Beyerlein has also started a new zine, Washington Reports. It is not a game zine and it only covers his speciality of ratings and related areas of statistics. It will be a good, different kind of zine for the dippy community.

...Many ideas have been floating around in the dippyworld about organizing publishers into affiliated groups that will guarentee their gams from being orphaned. This is old hat for the Michigan Organized Wargamers, as they have been doing this for their own publishers. Maybe the IDA should take this up for their own publishers, too ((John was an officer in IDA at the time, which might explain why he's constantly talking up IDA)) It would be a boon to player confidence in the publishers. Meanwhile, Burt Labelle ... has started another such group for publishers who are new and good. This idea was originally from Larry Peery to several publishers in a letter, but Burt has taken the lead in organizing us....

A different kind of gamezine, Seitenstetten has started circulating.....alternately published by the seven publishers who are playing Game 1962-A.....((He goes on at some length; its amazing the wide distribution that this hoax had; for the full story, see Diplomacy Digest #9))

When you think about it for awhile, 1972 was quite a year for the Diplomacy Hobby. Many new zines appeared to blot out the sun for many plaers as they all stayed indoors to play the postal games. Many of the new zines were noted for their excellence. Ones such as Carpetbagger ((folded after 10 issues)), Arena ((Birsan's zine for dippy and Origins)), Tangelo Express, Pellucidar ((Labelle's zine, it ran a little over 40 issues before switching over to postal Nuclear Destruction)), Everything((Ailing of late)), Impassable, Diplomacy Review, and many more.

The most important thing to remember was that there were so many new gamezines started and so many new games started that the Boardman Numbers finally hit the FA catagory! I am in a game which is 1972FO!

1972 saw also the beginning of the IDA as a new international organization. 1972 was also a year of controversy of which the IDA was very much a part of. Born in controversy, the IDA will yet become a Dippy household word.

There were other controversies, too. The biggest were the feuds between Larry Peery and several other people. Rod Walker folded his huge publishing empire to the dismay of very many people. The hobby was lucky to have Conrad von Metzke step in to take over Rod's voluminous statistical work that was necessary to keep the hobby running smoothly.

1972 was also a year for leaps and bounds in the numbers of people in the hobby. The national Sunday publication, Parade, came out with an issue covering the games of Diplomacy and Origins. Now, with Ray Bowers compiling a list of players on a computer with a list of 600 -- Diplomacy by mail has reached not only the computerized stage of sophistication, but has broken the 500 members barrier.

1972 was a year for ratings. There were many ratings that were pushed by their supporters as the best one for this of for that purpose. I have my own in Doug's BPP.

Also, there were many polls taken on other subjects such as player preferences in victories (Birsan), the favorite gamezines (Len Lakofka), and a new one on player statistics by Len Lakofka came out this year .

1972 was also the year for the demise of the TDA ((not true, as it turned out)) with its World Championship Tourney as its last flop. Will the IDA follow in its footsteps? Will more publishers fold? Only 1973 will tell.

The hightpoint of 1972, at least for me, was DipCon at Chicago. This was the biggest and best Diplomacy-Gameshow in this country. The next DipCon, in Chicago

again, this year will be even better.

On the home front, I have been expanding my own publishing activities. Some people have enquired if I may be going beyond my limits. Many thanks to all who have expressed concern, by I am keeping a tight clamp on my involvements. The only change has been a re-evaluation of my free time priorities in which Diplomacy publishing has just taken complete control.

The latest efforts are primarily with the IDA as their editor, and with my new zine, Aquarius. This zine promises to be something new, if I can gauge the opinions from all the letters I'm getting. So many people have expressed a desire to play in Aquarius that I will have to hold a contest to select the best press writers. Let it be known that Aquarius' prime concepts include a maximum amount of press (having 12 pages for a maximum of 2 games) and two other games to be tied in with the regular game: a Bourse and my creation, Council of Nations, a political-diplomatic game. In addition, long-term subscribers playing these two games will be allowed to represent minor countries in the regular game as press writers! This is a logical development because all three games will be tied together with diplomatic dealings and alliances. Last, Aquarius will have such features as maps to show interesting battles each season, a complete fall Supply Center Chart with a current map of Europe. Also, provision will be made for drawings of the players...This will be a luxury gamezine on the best possible terms but it will also have a big price tag: \$8 gamefee with \$2 deposits that will be returned if you don't quit. There will be 50¢ deductions for each missed set of moves to encourage faithful players. ((I went into some detail here because Aquarius was one of the most ambitious dippy projects ever attempted, when it hit its stride it was running 16-20 pages, but John could not keep it up, and the game, 1973BU was folded back into Impassable))

((Its a sad fact, but the average North American dippy player knows virtually nothing about the British hobby. Its our loss, I assure you, and their's too, I suppose, because the crossfertilization of ideas always benefits both sides. And what is (in my opinion) the finest gamezine in the hobby is produced in Britian (Dolchstoss). Anyhow, here's a history of the British hobby's early days, written by John Piggott, and appearing in Impassable #24, July 30, 1973))

You ought to be scared witless, but you're not. Snuggled down in your collection of zines, you think you're safe from baleful influences.

Think again, little brothers. Britian is going to take you over...

And yet, the rise and rise of Diplomacy in Britian has taken some time. Its been gaining momentum for nine years.

Britian's first contact with postal diplomacy occured in 1964, when someone circulated a fansine called Brobdingnag ((edited by John McCallum)) through OMPA, an amateur press association. The editor apparently thought that the press war would confuse and entertain thereaders. Confuse it certainly did And so, having aroused little enthusiasm, postal Diplomacy left as suddenly as it came. Those copies of Brobdingnag now lie mouldering in old OMPA mailings throuout the country. They contain one of the most famous postal games of all time, 1964C --- the Eric Blake hoax game. Sad. ((John Boardman played in that game both under his name and under the name of Eric Blake, as E and T. Not surprisingly, he won.))

At the same time, a science fiction television program for children, Doctor Who ((which is still on the air)) was in its first blush of sucess. The two, events were not entirely separate, as we shall see.

Time passed, and in Manchester in 1969 there lived a mathematics teacher named Don Turnbull. He'd bought a set of Diplomacy and had concluded that, while it was the hottest thing to hit the human rave since the flush toilet was invented (and

that four hundred years before)(by Thomas Crapper), there were certain difficulties involved in face to face play. He agreed with some of his henchmen, all wargaming fanatics, that postal play was a definite possibility.....and so Albion was born ((July 2, 1969)). This time Diplomacy was here to stay; a second game was soon organized, and this game, 1969CF, is still in progress: as I write this, the game has reached Winter 1923 ((I cannot resist a digression here; 1969CF is one of the most astounding postal games that will ever be played. The game ended in 1975 with a French win in 1929 by Ray Evans. Believe it or not, there was not a single dropout in this game!!!! The last 16 years were a three person game, with only I, F, and G surviving, after 1913. All three countries at one point led the game. Germany jumped from far back in 1914 to the lead by 1916, but was unable to take all his builds, a common problem with Germany, whose home centers are very exposed. But Germany peaked in 1914, and then was steadily worn down. Thoe Italy was at one point (1922) five centers ahead of France, by 1928 it was 17-17, and France won in 1929)).

Albion quickly made its mark on both sides of the Atlantic. It was not, of course, the intention at that time that we make a takeover bid for American Diplomacyyet the seeds were being sown. A year after publication had started, Albion shed the Diplomacy games into a subzine, Courier((which still exists)), and the emphasis in Albion now has shifted further toward board wargaming and away from Diplomacy, which nevertheless still received treatment in the mag.

Britian's second Diplomacy zine was launched over easter in 1970, at a science fiction convention. Like Don Turnbull and his friends, a group of science fiction fans decided that a postal game of Diplomacy might be a good idea, and after some discussion, a magazine, War Bullitin, was issued in July 1970. This second group had no contact with Albion for some time ((I wonder why not)); when the two groups finally met, War Bulletin's editor Dave Berg fell into an argument with Don Turnbull over the use (or non-use) of profanity in Diplomacy magazines. But soon all were friends again. British fandom was not yet large enough to sustain a feud.

As 1971 dawned, so did a postal strike of two month's duration. Following this, Albion resumed publication as usual after a short pause to collect the players back again, but the hiatus had almost killed War Bulletin; two issues came out in April, but Dave Berg then announced he was packing the whole thing in, and disappeared. The zine was taken over by Hartley Patterson, one of the players on the first game thereof who had been eliminated. At this stage, tho, the zine was hardly in a healthy state. All three games had half the units on the board in Anarchy, in one game one player was playing two countries at once.....with the GM's knowledge.... and so on. All three were brought to a halt fairly soon (and were declared irregular for the purposes of ratings by Rod Walker) and a fresh start was made with 1971BU. The standard of play and reporting had improved a great deal; thanks to contact with Don Turnbull and American zines, but for several months the zine ran only one game. In November 1971, a second game was added, and a third a month later. War Bulletin's continued publication was now assured.

This was just the start of a meteoric rise for postal Diplomacy in Britian. About this time John Piggott, a student at Jesus College, in Cambridge, was formulating plans for a third British publication, together with Will Haven. John eventually elected to publish on his own; the first issue of Ethil the Frog appeared in 1972, to be followed shortly afterward ((three months)) by Will's own zine, Bellicus specializing in the postal play of Strategy I, the monster S&T game.((Actually, Piggott's initial offering was the variant "Abstraction" created by Fred Davis. He later added regular dip, along with Third Age and Diplomypia. Also, Will began running regular games in 1973)). At the same time ((actually, a day before Piggott published)), XL, edited by Colin Hemming of Manchester, made its appearance with a game of Diplomypia, Colin's own hidden-movement variant. Colin had some interesting ideas about Diplomacy Fandom....he dislike trades, archives, rating lists....it was said that he even refused to allow Conrad von Metzke to subscribe to the zine since he objected to Conrad's Everything....XL is no longer with us, alas; it is the only

British Diplomacy magazine to cease publication ((This is of course no longer true. XL lasted 14 months)), but its spirit lives on in the Monochrome Supplement (which at one time was a subzine to XL)), which appears with War Bulletin and is edited by Colin's friend Jeff Oliver.

Later in 1972 several more publications appeared; most of these arose in the usual way, and were edited by players in other zines. One or two deserve ~~mention~~ special mention: Mick Bullock's 1901 and all that started out as the newsletter of the Mensa Diplomacy club, and had no contact with the rest of fandom for some time. I first learned of it thru Graustark, of all places! ((1901 still exists, the editor winding the last of his games down, much in the style of our The Mixumaxu Gazette)) Richard Walkerdine's Mag Policy (the name is an anagram of "Diplomacy"---the editor is a crossword fanatic) ((Later British dipzines with similar anagrams are "Grafeti and Frigate"))--these "anagrams" on the seven country letters)), arose from a group of players working in the same office. By the second issue, contact had been made with the rest of the zines, in this case.

And then there was the British Diplomacy Club. This organization was the Brainchild of one Graeme Levin, who edited the professional magazine Games and Puzzles; and it was sprung on the existing fandom with little warning. The reaction to the BDC was, in general, one of mild hostility, and the situation was not made easier by the fact that for some time the BDC's official organ made no mention of the existing fandom. Several people argued about the BDC in their publications, and for a while it looked as tho a feud would develop; but the matter fizzled out. In 1973 the BDC changed its name to the National Games Club, and with this came a more open policy towards the established zines. Relations between the BDC ((sic, NGC -- now defunct, incidently)) are now cordial, I am happy to say.

Yet the encounter in the dawn had left its mark. It became clear, early on in this affair, that the BDC just might run the other zines out of business, and for many this reinforced the distrust of organizations...

As the number of zines increased, so did the number and quantity of the press releases. Prominent among the "characters" in the press was Dr. Who, the hero of the TV series mentioned earlier. The Doctor owns a Tardis (Time and Relative Dimensions In Space) which enables him to travel from one time and space to another..... or between Diplomacy games. With him travels the Carthaginian general Hannabal, with Hasdrubal and Moeshoeshoelus (the faithful Celtic slave) winning wars in several different zines at once. Now, the Doctor has almost disappeared from the zines, but it might be said that he formed a common bond with several zines when the needed it the most.

At the beginning of 1972, then, there had been two zines. At the close of the year, there were 11. We'd grown... ((A number of major British zines began in 1972 which have not been mentioned. Richard Sharp's Dolchstoss took on all the new organized-by-BDC games, beginning with #8. BDC then functioned as a centralized gamestart headquarters, presumably siphoning off business from the other zines. Graham Jeffrey began Der Krieg, unique in that it was Britians first ditto zine, and the first to carry postal "Origins". It folded after 40 issues, in part because he did not get enough feedback from this subbers. The aforementioned Hartley Patterson began publication of Game Openings, a Need-a-game zine for Europe, covering both regular and variant games. And Brian Yare began publishing Grafeti, with the unheardof policy of ~~xxx~~ biweekly deadlines.))

And what does 1973 hold in store? As I write this, we have 225 players in close to 100 games. Jesus College is the center of the universe, with Andy Davidson, the leading player, and John Piggott, a publisher. Just down the road is Don Turnbull, now moved to civilization from the wilds of the north. As established zines fill up, new ones start.....and though there are differences of opinion, there are as yet no feuds. British Diplomacy is as one hobby. Look out America. (July 10, 1973) ((Much has happened since then, which I won't attempt to even summarize. In 1977

British games starts exceeded U.S. ones, I believe. And feuds have broken out. These tend to be polarizations of the hobby into two camps (e.g. independents vs NGC, or hard core vs soft core) rather than conflicts between two different egos. I suspect that feuds in England are more issue oriented, and in the U.S. more personality oriented, but that's only a guess.)

((Moving now from the vast scope of an entire country's hobby history, to the history of one player's involvement, this next item comes from DIMAN #4 (31 Aug 1975), and was written by Robert Sergeant.))

You asked me how I got into "Diplomacy", so I thought I'd fill you in. In the fall of 1963 I entered graduate School at the University of Chicago....one evening a friend of mine, Bob Kibler, with whom I used to play bridge, told me that he had discovered a new game which was tremendous. Since there were usually a lot of bridge players around the dorm, we were able to enlist five of them to play. "Diplomacy" was everything he said it was. However, not everyone agreed. We soon had difficulty finding 7 players.

At that time, the board was slightly different. There was a body of water called the Kattegat separating Sweden and Denmark --- it was thus possible to convoy from England directly to the Russian mainland, perhaps the reason it was eliminated on the later board. Also, Northern Italy was different in that Tyrolia did not touch Piedmont. If players now think its hard to play Italy, they should try it with that situation. However, I've nowhere seen a reference to this earlier board... ((he then discusses his attempts to find out if anyone else heard of this board))

At any rate, at this time there was no flyer in the game...When I left U of Chicago, I lost touch with the game....

In the fall of 1973...a group of people at work was discussing the game "Risk", a game I personally don't care for since it leaves too much to chance. I told them I knew a game which was superior. When they expressed an interest in playing, I began trying to find the game. Do you know that it is nearly impossible to find "Diplomacy" in a retail store around here....? I eventually found it, but only after a long search. I have heard a lot about people being concerned with the expansion of the hobby. I think that one way is to get the game into retail stores ((At this point Diman's editor, Brad Hessel, broke in, noting that it took 7 years to get the flyer into the game box, and generally bemoaned GRI's lack of aggressive marketing))

At any rate, we played...at work until the normal turnover of personell we could no longer muster enough players....However, this time I had a flyer...I eventually wrote Walt Buchanan....fortuitous as he is a focus in....Postal Diplomacy. I got into my first game in Len Lakofka's Liaisons Dangereuses in May 1975 ((Len ran games then for novices. Bob's game was 1975CG, and as England he was firmly and successfully allied with Don Rittel's France. When Bob started up his own zine, Saint George and the Dragon, Don was picked to be his first guest GM, for 1976IF, which was my game.....but now I'm getting into my history)).

Incidentally, while at U of Chicago there was a FTF dippy variant being played. It was based on a 12' by 12' map of present day Europe. Each country was played. There was a system for maintaining the strength of units based on the wealth of the country. Movement was not from province to province, but along highways which had markers to tell how far an army could march....The players met every Saturday and played the games for weeks...((Incidentally, all those four dots (....) represent excisions made by Brad Hessel. Mine are three dots)).

((In the next issue of Diman, Bob submitted this clarification of that mysterious board mentioned above))

I spoke to Alan Calhamer about that odd version of the board I mentioned to you. He said that that board was never put into production. Since the version I played on was professionally done, Calhamer said that it must have been bootlegged. He

revised the board to its present form in 1959. SO I guess I began my career illegally. ((This map is the "1958 Diplomacy" game, the map and rules for which were printed in Rod Walker's Gamer's Guide to Diplomacy. I do not reccomend it for play, except as a curiosity.))

((Next up is a very unusual type of history article, a history of a players game performance. Altho the treatement is necessarily somewhat rushed, Len is very candid about factors other than just his skill. Its an interesting view of all the variety that comes to one in playing dippy games. It first appeared in the 1974 Diplomacy Handbook. Normally I don't reprint from such high-circulation items as the handbooks, but this one has been out of print for at least three years.))

THE MAKING OF A GAME RECORD --- SKILL AND CUNNING --- BUT ALSO A LOT OF LUCK
by Len Lakofka

I have played in 23 games of Diplomacy that have now been concluded. 12 of these I played in from beginning to end, winning 5 of those 12 and drawing 2. While it is true that skill and constant negotiation are part of every game; luck, the GM, missed moves and failure to coordinate an opposition also produce many of the final results in a Diplomacy game. I will now briefly outline those 23 games and you may be surprised what strokes of luck (good and bad) can befall you as a player.

1969AE in Liaisons Dangereuses ((with a guest GM)) was my first completed game. I played France with a close ally in Germany. We swept the western part of the ~~map~~ board driving through England (our first victim) then Italy and Northern Russia and Austria. Turkey, safe in his corner, was our only effective opposition. The game concluded as a voted win for Germany because Turkey could not pry our alliance apart. This game had a n interesting strategic overtone affecting the final vote. Had I attack Germany or vice versa it would have favored Turkey who placed his units to oppose me and not germany. The ploy was very successful as it prevented French-German aggression ((sounds to me like it was a failure for its instigator, Turkey)). Today I would continue deeper into the game before the win vote to see if Germany x would make a mistake. Our opposition in this game was rather poor, missing moves and vascilating constantly.

1969AZ was also in LD with me playing England. I really didn't have to do much work as missed moves and an "I'll take second" ally made it easy. At the time LD didn't use standbys so CD would occur after the missed moves. That didn't hurt my win either ((incidenly, in England, where they don't usually use substitutes, a player usually has the right to reenter the game la ter on.)).

1969BY was my first attempt at Italy ((This began in LaGuerre and transfered later to LD)) My ally was Germany and our opposition was largely incompetant both tactically and in writing or ders. Miswritten orders caused the Truk and Frenchman to fall. England fell by missed moves. Germany won as his range was superior and I couldn't challenge it witout aid --- which could not be mustered.

1970A in Rohan, from which I formulated the basis for my notation in Liaisons Dangereuses, found me as Turkey agaisnt 4 New York players. AnG-E alliance of 2 New Yorkers ---friends from local games ((Proskauer and Nudelman, neither of whom are in the hobby nay more, as if anyone cares)) ---formed and could not be broken. We ended in a three way draw E-10, G-10, T-14, but I did not have the deadlock. They wanted to quit the game. Had they persisted the Italian penesula would have collapsed and I would have lost. This is a vote against voted draws ((Then why did you vote for it, Len? Incidenly, TERMINUS lists this game otherwise, as a G-T draw, with England as resigning in the fhal season.))

1969BE was my second play as Austria, the first, 1969AA, had been abandoned ((one of many such games to die with the demise of Lonely Mountain)). In this game, Russia got off to an excellent start, having 10 units by F02, but then he just lost interest and played a tactically weak game. He committed many units south and far

north, and I walked in the open door of his homeland. A long standing alliance with Italy ((Gary Gyax, another Chicagoan and good friend on Len's)) let me have early gains in the Russian campaign. The game was finally thrown to me by greedy England who stabbed Germany for centers, just as the G-E line was forming against the I-A onslaught. The result of the stab was the removal of key German units on the front LINE. While England got his immediate builds in 1907, he lost a number back in 1908 and 1909 allowing me to get 15 centers and move to gain the other three with ease. This win, therefore was due to Russian and English incompetence. It should have been a four way draw. ((Uh, Len has left out a few things here. Russia had only 9 after 1902. The English stab in Fall 1907 was done by the new player coming in. Also, its interesting to note that Italy never did get above 8 centers in the entire game. This is a constant problem with Italian alliances. Its not so much the danger of getting stabbed by your ally as the difficulty of catching up with him.))

1970AJ, where I again played England, was another comedy of errors. I had 12 opponents before the game ended. The opposition (R,T,A, and G) could never coordinate their move sproperly. They'd trip up and I'd lock up another center or two behind my line of advance. Finally the Truk stabbed Asutria at a key point ofr a center gain, and Austria, with the blade still in his back, turned over three centers to me. Austria's revenge for a poor Turkish play gave me my second English Win. This game points out the value of coordinated teamwork in holding off a frontrunning country. If they had had it, we would have had a 3-5 way player draw.

1971BC was the first Hoosier Archives demo game. Birsan fooled the west rather completely while the east could not get together. Everytime I tried to get the opposition together, I got stabbed. God was I bloody before this one was over.

1971BJ was an example of an "I'll take second" player as Germany allying with France against my Austria. By 1905, when Germany's play style finally came to light it was far too late. France could have been stopped, but only by Germany who wanted to hear no part of a draw. From this game you will note that it is wise to find out what the players' philosophies are. When you find an "I'll take second type, you must move against him (before they get too many centers), OR THE END IS inevitable. ((OOOOps, make that "...against him (or his ally) before...")) ((Another strategy is to seek out such players and get them to ally with you)).

1969BM was a substitute position in which I got Russia with 4 pieces in 1907. Ouch. The E-T-R alliance could have stopped France, but again the failure to coordinate and bring in the English payer game the game away.

1971BE was one of my favorite games. As Russia in that game I took Ber, Swe, Bul and Rum in 1901 to build 4. It was a good piece of Diplomacy (costing \$20 in long distance calls to Austria ((whose help was presumably needed for taking Bul))) but worth it. Germany (who was less than secretly married to France) had little or no tactical ability whatsoever -- or should I say her husband didn't. In this memorable game they sent me, supposedly, separate negotiations on two halves of a single sheet of the same paper. What subterfuge! ((The players were Despina White and W. Gerald White. This was in von Metzke's Mongo. Nowadays respectable GMs will inquire when two players have the same name, and would not allow such close relations to play in one game together.)) England was my "I'll take second"ally. You can believe I didn't want to see him go under. Italina and Turksh failure to coordinate (along with my die-hard English ally) gave me this win.

1970BK was another sub position in which I entered as a 2 center Turkey. I foolishly fell for a Walt Buchanan line and ended up as a survivor when, had I listened to Andy Phillips and studies the game, could have been a draw. This was my fault for not working at all in the position.

1970BL was another play as Italy. I got von Metzke in 1901 with A Vie-Tyo, F Tri-Adr, A Bud-Tri. GASP! From there is was downhill as Naus' Turkey swept the east as I played to regain Venice. Now, I teamed up with Turkey (after threatening

to give my centers to France and Germany) for survival. As I thought, the position locked up and I got a 4-way draw. Here the value of negotiation with a few (but key) centers is demonstrated. Had I opposed Turkey, a western power would have won --by helping him I insured myself survival in a probable draw. ((This was a special DEMO game w in Kadath with many well known players, and extensive commentary)).

1971BV was another sub position. I came in with 4 pieces as England but I was beset by France and Germany. Even tho I negotiated survival, I tried to coordinate a resistance by feeding moves to the Turkish led resistance to France. But he wouldn't listen and the effort failed with a solid French win. Survival can be used in many ways, one of those ways I tried here. But the opposition must trust that you will throw off the puppetier at the right moment. I could not convince them that I would.

1969BF was a game I was thrown into as a sub but just had no time for. I resigned after 1 season in a dispute with the GM over move notation . GMs can screw you as you will shortly see.

1971AZ was another substitute position. In it I managed to put together the opposition to a growing eastern power and Bob Ward and I brought off the final draw. It was horrifying to find from Bob what a "reputation" I had for backstabbing. This "reputation" was, and is not, true. What goes on behind your back is amazing. Attack an incompetent player and he calls it a stab instead of what it was, a door he had left open due either to his poor tactical and strategic play. After a player gets a win or two he always gets some adverse reputation. Winning, after you have won before, is more difficult than you would like to believe.

1972CR was the second HA demo game. In this one, as Turkey, I engineered a plot to "get" Ver Floeg's Russia early in the game. Naus' Austria got 6 in 1901 and went power mad. Brexton, who does an unholy amount of negotiation by telephone --how does he afford it--talked Naus into stabbing me. After that it was all over for me and Naus. This is known as signing your own death warrant--stabbing an ally for no reason or ~~some~~ cause, while opponents are still alive---and at your doorstep.

1969CH was another sub game. I came into it as a weak England with a powerful R-I alliance moving in the Medit. I tried to negotiate a E-G-F alliance to offset the pair and deadlock the west, but Germany had to have another center in France. This incompetent play by Germany gave Italy the break in the Western Med he needed as France had to remove a critical piece. This is another case against greed. After this blunder by Germany I enjoyed allying with Italy to be sure that Germany's final total was a poor one.

1971EF was an example of GM screwing ((GM was Peter Weber)). As Turkey I was trying to play a reasonable game. This became impossible when the GM did not publish my change of address nor send the moves in the game to my new address. I lost an entire season --- and that was fatal.

1972AL was a game that was moved after a long dead spell. My 1901 move change was lost in the mails and when I moved contrary to my 1901 promise the tone of the game was lost forever --- that was fatal.

1971DQ is rather an embarrassment. In this game, as Italy, I got to Lepanto against Birsan's Turkey after destroying Austria (chuckle). But France was too far ahead and fated to win. My best hope was for a draw but then France mystically dropped out! After that gain from just one missed move I had the draw and the probable win. His second miss gave me the game. I fought hard but France should have won this game.

1971R was another GM screwing ((Chris Schleicher, of Atlantis)). In this game other players missed their moves and the GM declared a new deadline and let them move.

When I and an ally missed our moves by 1 day (due to work of the Diplomacy convention) we were told "no extension, you missed". Even the players, who had gotten a free move handed to them before, threw their sportsmanship aside and said we missed. I resign- of course.

A final screwing by the GM is to be mentioned, but I forget the game number. In this one, as Austria, I had a Russian ally. In Spring 1901 Russia and France missed moves, and the GM called them long distance. In Fall 1901 he reversed and did not call them (they missed again). By this point my game was damaged. I tried a new alliance when the GM reversed again and called Russia for another missed move, this time to my disadvantage while announcing he would never call again and his decision was "final". Such a decisive person should play mumble 'de peg , and not GM a postal Diplomacy game.

I have tried to show how both good and bad results arise from: 1) poor tactical play by foe (or ally); 2) missed moves and civil disorders; and 3) failure to coordinate. If everyone made every move and offset the front runner, only 1 in 4 g games in 4 would end in a win and I'd have 10 or 11 draws to my credit and likely only one win ((if everyone moved to "offset the front runner" no games would ever have a winner. But people just don't play that way.)) I'd wager that statement is true of almost all multiple winners --- whether they will admit it or not. So be persis- tant, and alway negotiate -- or you'll be a statistic on someone else's game record.

((One of the few matrimonial events in the history in Diplomacy History was the wed- ding of Doug Beyerlein and Marie Cockrell, both successful players who met thru the hobby. This entirely fanciful version of the blessed event was written by the aforementioned Len Lakofka, and appeared in his Les Liaisons Dangereuses #53, dated 27 Feb 1975))

Dedication: To THE liberated couple!

On April 26, 1975 Doug Beyerlein and Marie Cockrell (alphabetical billing) will be united in the bands of holy matrimony. They have decided on the wedded legal names of Douglas-Marie Beyerell and Marie-Douglas Cocklein. We have heard that they are planning a true unisex wedding altho it is now being argued as to whether they should wear lace 3 piece outfits and sandals or needlepointed bluejean ensembles of jeans, boots, fitted jackets and motorcycle caps. (Aunt Cleo ((Rod Waker)), one of the flower people, is wearing a bejeweled chafon bodice with 4 foot "virgin" veil, studded leather peddle pushers, spiked knee high boots and will carry an 8" mexican whip --- always the well dressed perfection!)

Walt and Carol Buchanan are planning on Levi "farmer suits complete with broom (for her) and pitchfork (for her). Walt will drive the wedding tractor and Carol will ride shotgun on a Harley Davidson along with Aunt Cleo in her Honda Civic.

The CROSSED KNIFE BRIGADE will consist of Edi Birsan (who is still protesting the marraige in California courts because it will give the Beyerleins a higher CPCR ((Rating)) than his.) Reports also claim that he's planning to divorce Carol ((Birsan)) so that he can marry Marge Gemiganai --- she has one "win" after all ((she was voted a winner of a game whe wasn't in)). Stan Wrobel (who has given the couple a years' supply of Stan's Hardware's best brown shopping bags to carry the wedding gifts), John Boyer (who is giving them a sterling silver 20 pound air hammer staple gun so that California Reports will be mutilated when Walt Buchanan tries to take the staples out), The Buchanans (Carol is giving Doug a safe and 15 filing cabinets -- it is repor- ted that if she does Wlat will divorce her -- and Marie will shoot her!) ((violent, isn't it?)) Mike Rocamora (who is planning to arrive in his VW superbeetle -- you can't miss it, it has the HA trophy((for winning a HA demo game))) Arnold Vagts (who will be passing out MENSA tests during the proceedings), John Beshera (who will be passing out Beyerlein Player Polls during the proceedings -- with his name already on top), Eric Verheiden (who will dedicate his 712th Deadlock position to the happy

couple), BrentonVerFloeg (if he can ski in from Vale. He too has a WIN sweater and in fact may be looking to rip off Rocamora's hood ornament). Lew Pulsipher (who will be conducting a short poll on the ensemble from 2PM to 8PM, after the reception), Gorgon Anderson (who would like them to have put the marriage off until Aug 17 and have it dubbed DIPPY WED I, a part of Citex 75 ((which Anderson tried to promote, and lost mucho \$\$ on)), your's truly (I'm baking the cake) and many many more.

To those of you who don't like Doug, for some unknown reason, it has been suggested that you call for a Boardman Number ((Doug was then BNC)) on their wedding night -- but you'll have to find which state park they're peddling off to. For the rest of us we'll have to be content with wishing the couple all the best; happiness, long life, and prosperity. Doug and Marie will be a truly handsome couple and will prove that Diplomacy can make game long alliances that work. I still have to speak to Doug about stealing the jewel of Chicago Diplomacy players right out from under our noses! **GO BLESS THEM!** ((I guess a lot of our newer hobby members will be left somewhat in the dark by the above article. It is often said that the hobby was more oriented to "personalities" in those days, and I'm afraid its true.))

The Zine Column #12

The Hobby's New Collector of Zines: Hoosier Archivist Scott Marley

The founder of the Hoosier Archives, the most complete in the hobby, Walt Buchanan, has had to make a withdrawal from the hobby, leaving us minus an archivist, while the zines keep coming. There has been a considerable delay in selecting a successor. I have been deeply involved in this process, but I really don't want to go into all the details of the story, except for this: One of the prime reasons for the delay was that when Scott heard that Conrad was "folding" DW he figured that that took care of the Hoosier Archives (which is generated by trades with DW), and took no further action. As I mentioned in DIPLOMACY DIGEST #19, Conrad's mislabeling of his actions as "folding" DW was ill-advised, and we are just now seeing some of the unanticipated and undesirable sideeffects.

At any rate, after some goodly number of letters and phone calls, Walt has picked Scott as his successor, and I think its a very good choice. Zines will continue, at least for the time being, to go to Jerry Jones. Scott is semi-local to Jerry, and so will be able to pick them up on a fairly regular basis .

Scott will collect the zines, and catalogue them, but Walt will continue to retain the collection that he has now. The cut-off date between the two parts of the collection will likely be May, 1978, so that Walt will have the first 15 years of the hobby.

Scott has some interesting ideas. Foremost of these is his plan to publish a hobby-news zine. I am very enthusiastic about such a venture, and Scott would be in a uniquely good situation to assemble this type of zine. This would lessen the need for DW to try to cover the hobby's news, which, as a quaterly, its not really well placed to do (except for stories with long lead times (like dippycons) and things that don't get old and stale). Such a zine could have a considerable unifying effect on the hobby, allowing for example, for the rapid dissemination of new ideas.

He will also keep track of what gaps appear in his collection, and I urge that publishers be cooperative in filling these. He wants to set up the facilities for a sort of research center, and of course such records are useful to the BNC and publishers rehousing orphaned games, etc.

And as an archivist myself (I suspect that the Berch Archives are the second largest organized archives in North America) I am of course glad for some company, and I think Scott will put his archives to good use. If you've got suggestions to make, he can be reached at 12682 Swidler Place, Santa Ana Calif 92705.

The Zine Column #13

Some Closing Comments on Dragon's Teeth Ratings System and the Question of Standbys

Since DIPLOMACY DIGEST #20, Steve McLendon and Bob Sergeant have made some final adjustments in DTRS, all for the better. They have agreed to go back earlier than 1975 to compute the ratings of those who are still active in the hobby. And they have decided that in games with voted winners, either everyone will be rated, or (because the winner did not have enuf centers) no one will be rated.

This leaves the question of the treatment of standbys as my only significant objection. Its always been a difficult problem. To what extent should a standby get credit for the result that may have been partly or entirely the doing of his predecessor? Should the answer to that question depend on whether the country does well or poorly? And how long should a player be in the game before his results can be rated. There are no perfect answers to these questions, and all previous ratings systems have tried to deal with them in one way or another.

But not Dragon's Teeth itself. Bob and Steve have decided on a unique approach: There will be two ratings systems, the main one with no standby data, and the (as yet unnamed) companion system, which just has standbys, and nothing else. This does not sit well with some people. Here are the views, put with typical bluntness, of Ron Kelly (#314; 6038 Richmond Highway, Alexandria, Va 22303) in a letter of 18 April:

"...Since he no longer includes all the games a person plays (original and standby) in the same system, I no longer consider either of his systems as legitimate rating systems, and have dismissed them from my mind. I have no interest in what rules or criteria he uses for his "standby" Rating system, since I don't recognize the system and consider it a joke.

"Since I am in a little over 80 games, as you can imagine, I get quite a few letters from people in the hobby. A surprisingly large number have stated that they have no interest in Steve's system ((actually, Steve & Bob's)), and plan to pay no attention to it, as they are only interested in their overall performance, not how they do just as an original player, or how they do just as a standby. It seems that the only people interested in Steve's Main (no standby) system are those people who rarely play as standbys, such as Steve, Sergeant, Kendter, etc."

With regard to that last sentence, I don't know myself how often those gentlemen play as standbys; I suppose it depends on your definition of "rarely".

Before getting into my own views, let me say that how the ratings are determined won't affect me much because I haven't been in enuf games as an original or replacement player to matter that much. I have had only 3 replacement positions, and was booted out of one of them by the GM. Not counting one irregular game, I've had only 8 original positions, so I'm going to be penalized by their $(1-(0.7)^n)$ correction factor. (I guess entering only two games a year on the average as an original player isn't considered enough by the powers that be).

The idea of separte ratings systems is a novel one, and I am all for giving novel ideas a run for their money. And what they do in thier zine is fine with me.

But what goes into DW is another matter entirely. By dint of a staggering amount of work, Bob and Steve have managed to rate something like 300 games in time for the Deadline for DW #22, and that is where the rating system will be printed. But there was only time for the main system, so that's what will be printed. And that, in my opinion, was a very ill-advised decision.

The main system, without its standby companion, is a highly misdescriptive system. The plain fact of the matter is that Diplomacy, as it is acutally played (especially in North America) is a mixture of both original players contributions and standby player's contribution. But DTRS (as it will appear) in DW #22) makes the contributions of the replacement players invisible, and as a result the DTRS

system is just not realistic. At the very least, its seriously incomplete, and I just don't think that a seriously incomplete rating system belongs in DW. And I don't think that there was the need for this big rush (I.E. getting it into print before the standby system). D.W. should do it right or not do it at all. Lets not forget that, at least in North America, the typical game has at least three replacement players, so quite a bit has been left out.

Not only that, but entire persons will be left out. The most spectacular example is probably Doug Beyerlein. He has an astonishing number of victories as an original player. And he is still an active player --- I'm in a game with him. But he has ended no games as an original player in at least the last 4 years, which means that as far as the main rating system is concerned, that Doug is no longer active in the hobby, and that therefore his wins aren't going to show up at all. This is what I mean by an incomplete system. There is nothing unique about Doug, either, as I suspect that Eric Verheiden would be in the same category.

Also, I have my doubts that this rating system for standbys will ever get off the ground. In their original sweep thru the back Everythings they did not collect the standby data, so another sweep will be needed. The rules for this system have not been published, much less discussed in the hobby community.

Then again, I wouldn't have thought that they'd make the DW #22 deadline. Let me make one other thing clear: Altho I was for some reason listed as "Coeditor" in the last DW, editorial decisions as to what goes into DW are Jerry's not mine. I give him my advice, and he decides whether or not to take it. And that's the way we both want it.

There's one other related matter which I might as well bring up because it seems that no one else is discussing it. An up-to-date rating system is of course not possible if game conclusions are not being promptly published. It has now been almost 14 months since any game results have been published in Everything (I say "in Everything" because I doubt that either Steve or Bob (or Doug Holligsworth, who is the caretaker of the Calhamer Point Count List) gets New Statesman). By my calculations, there are at least 150 unpublished game conclusions. As past Everythings have average 4 games per page, we are talking about about a 40 page issue, which is an awful lot of work. Furthermore, there have been no published gamestarts in 10 months. Since the number of gamestarts ("n") is an important variable in calculating a persons DTRS rating for those who have fewer than 10 gamestarts, this means that the ratings figures are not accurate. If you have 10 or more gamestarts, but fewer than 10 gamestarts before late July 1978, then your rating has been lowered due to this failure to publish.

I don't get Agosta's Command, and I have not seen discussion of this point in the dippy press, so I don't know what the story is. If he needs help he should ask for it. Apparently the numbers themselves are being promptly issued, which is such a contrast with the previous BNC that it would seem that no one is complaining. But I wonder what the need for the rush to get into DW #22 was if these problems have flawed the original data.

Unless there are some dramatic new developments, this is pretty much going to wrap up discussion of DTRS in DIPLOMACY DIGEST. If you've got comments on the rating system, write Bob Sergeant 3242 Lupine Drive Indianapolis, Ind 46224 or to Steve McLendon, Box 57066 Webster, Texas 77598. And if you have comments on the use of DTRS in Diplomacy World, write to Jerry Jones, 1854 Wagner Street., Pasadena, Calif 91107. I have had extensive contacts with all three of these gentlemen, and my impression is that all three are quite interested in getting feedback from the hobby. If you don't speak up, your opinions are naturally just not going to count.

((I'll round out the issue with a number of smaller, miscellaneous items. The first are some reminiscences from Conrad von Metzke, from his orphanzine sTab #112,

is absurd. If another pubber doesn't want to ms, I just sent him a sub cheque and that settles that.

One other thing. I didn't get a courtesy copy of this attack on me, from Bob. It is traditional in this hobby that when you attack someone, or attack his views, that you send him a copy. On the other hand, it might have just slipped his mind or been lost in the mail.

A final tidbit of news on an unusual game-opening. Francois Guerrier(Thompson Residence, Room 2005, U. of Ottawa, Ottawa, Ontairio K1N 9A7) announces in his Pass-chendaele #6 that he will be opening a game which will NOT use standbys at all. So if you think that a dippy game should be a race for those who are there at the sound of the strter's pistol (and not some sort of relay race), send in your \$1.50 game fee, and a couple of dollars for a sub account to Francois for a game. I myself would not play in such a venture, but I am glad that those who would like to will at least have the option of trying it out.

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continued from page 22

published 16 Feb 1974. It was published in response to a question in the press of 1972EQ as to "what was the best-played game of Diplomacy that you have come into contact with?")

JAMUL ((Conrad's press location)): After intensive thought I'll opt for three:

1. 1965F in Wild 'n' Wolly, my own first game (which may account for my fondness), highlighted by a gamelong see-saw battle in Scandinavia bewteen Russia and England, a french player whose tactical expertise can only be described as brilliant, an Austrian player who dropped out leaving only one unit and suddenly resurfaced eight game years later (this game had neither replacement nor c.d. provisions) to nearly change the result, and one of the nicest game-long alliances I've yet seen between Russia and Italy. Russia eventually won in 1916.

2. 19650 in Costaguana, later moved to ADAG. Thearly stages of the game were rather dull, but after things got rolling in midgame, the situation was Austria vs France with Russia hanging on. Eventually Russia sided with Austria, and the former became a pirate; two fleets provided by centers behind the Austrian lines roamed around in then North sea area, tying the French into knots, and enabling Austria to make slow but inexorable progress toward victory. The game was suddenly changed in its last season by an Austrian missed move, allowing France to snatch two centers and a win. Excluding that one move, its was a tactical fireworks show.

3. 1972CG in this magazine, recently ended. It appears to me because of the closeness of the people involved and the fact that everything done in the game was by a sequence of joint decisions -- Diplomacy in its literal sense.

Most of the people mentioned in the first two mentioned are long gone, but just for kicks, a few names: 1965F had Earl Thompson as England, Jock Root as France, John Boardman as Italy, yours truly as Russia, Bob Ward as the early-out Germany, Phil Casotra as ~~Rip Van Winkle~~ Austria, and I've long since forgotten the Turk. 19650 had as main characters Charles Wells (France) vs. Lon Atkins (Austria), and the Russian pirate was originally Bob Cline and later me.

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((John Piggott, in Ethil the Frog, 2nd cycle, #11, 13 Nov 1977, reveals that the idea of two-season Diploacy actally began in England:))

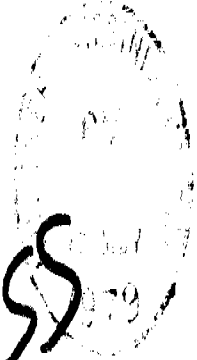
...it evolved in Britian, appearing for the first time in 1970 in War Bulletin, ...edited initally by Dave Berg,...he seems to have evolved his game system independently...asked players to canclude adjustments - retreats/builds/removals - with the previous seasons' orders where possible. Dave included a let out...you could buy extra time at the rate of five bob a week(2/11d for 7 fivepenny stamps to inform the other powers...2/- to the GM to the GM to go into the WB's bottomless coffers(small deterrent to pissing about)...when no one took advantage of this offer, the idea was quietly laid to rest...((as is now this issue!)).

Mark L Berch
492 Naylor Place
Alexandria, Va 22304

If the number 21 or 22
appears by your name,
then your sub is up.
Now is the time to renew!

Another reminder: If you
like DIPLOMACY DIGEST,
tell your friends. I will
add a free issue to your sub
for any new subber that you
"bring in". I can do this
because you've saved me the
cost of sending a sample.
All the subber need do is
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name of your zine) when he
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