

STILL THE ONLY ZINE TO RANK IN THE TOP FIVE IN BOTH THE 1978 AND 1979 LEADER POLL IS:

# DIPLOMACY DIGEST

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Aspects of GMing

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Tra-la! Tra-la! The Diplomacy Books are finally here! I am referring to Sharp's "the Game of Diplomacy", the only hardback book ever published devoted entirely to our game. My review of this appeared in DW #22. It comes highly recommended. While of course it is of maximum value for the beginner, there is plenty here for the intermediate player, and even the most experienced player will enjoy such a well written book. Several of you have informally asked me to "set aside a copy." Be warned that this is strictly first come, first serve, and 20 of the 50 have already been mailed. (\$13.00, more in Canada, unless you use a postal money order in US dollars).

Daniel Greenberg writes on science and public affairs for Science, Washington Post and others. He recently had a column in the Post on the dismal state of research at that outfit that so greatly affects the hobby --- the US Postal "Service". It seems that on sales of \$14,000,000,000, it spends a mere \$31 million. That's about 0.2%, far less than even industries like textiles, wood products and primary metals, industries not known for even moderate spending in that area. In terms of dollars, even the razor blade people spend more dough, and by any measure at all, the lowest of any major industry, and the smallest of any major federal organization (tho technically, USP"S" isn't quite a part of the government). Most industries recognize that future profits require research, but not them --- next year they plan to cut research by \$4 million. And this at a time when the USP"S" is scrambling to get into the complicated field of electronic mail. Their R&D doesn't try to recruit new, bright college grads, just settling for promotions from within, and does not (as most large organizations do) call in outside specialists for a more impartial view of the program. And believe it or not, altho it is and likely always will be one of the most labor intensive business, it has exactly one (1) industrial psychologist.

But cheer up. I read that the USP"S" will have an innovation in store for us in 1981. Nine digit zip codes. I kid you not. Four more digits will be added!

As I have little interest in variants, and no experience playing them, I have never plugged such openings, but I will make this one exception. Drew McGee is organizing another game of Grand Tournament Diplomacy in his zine, Rebus Sic Stanibus. This game uses a regular board and pieces, but uses up to 22 players. Once you get to a certain size, units must be transferred to other players and held via diplomatic means. There are special Head of Governments, defections, elections, insurrections and all sorts of meta-gaming. I mention this because 1) I recall once reding it had been voted to be a favorite variant and 2) I have played as a player under McGee (1976IL) and he did a splendid job running the game, so I am speaking from personal experience. He has published for over 4 years with superb reproduction (100 Belmont Pl. Apt 3-F, Staten Island, New York 10301. Subs are \$3.00 per year)

This issue is somewhat of a first for DD: Return to a theme that was covered before. For those interested, GMing was covered in DD #4/5, 2 1/3 years ago. Copies are still available for 70¢, and are especially recommended to new GMs. That issue had a somewhat more comprehensive view of GM-player relations.

Starting things off is a detailed look at one topic that is little understood, and little used. There's been some discussion of it recently in Brutus Bulletin as well.

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 ((Next up is Rod Walker from Erehwon #93, 12-15-75))

"CODEWORD" Orders ---- a symposium???

### Introduction

In 1975CY, a player sent me several sets of orders whose operation depended on the use of "codewords" by other players. To illustrate, let us say that PANNONIA sent me three sets of orders: one to be used if SCYTHIA submits codeword mangle; one to be used if HYPERBORIA submits the codeword revenge; one to be used if no codeword is submitted at all. ((Rod is confusing things. The usual procedure is: "Enclosed are three sets of German orders. Use A if France uses codeword dog, use B if France uses codeword cat, and use C if France uses neither or both" More complicated orders can be devised, tho.)) Let us start by observing that if both codewords had been submitted, all of Pannonia's orders would have been invalidated, and his units would have stood in civil disorder. That was carelessness.

The theory behind "codeword" orders is clear enough. The question is, should they be allowed? I ruled them contrary to the Rules of Diplomacy by implication, and directly contrary to my HR#9, which provides, "Under no circumstances may a player submit conditional orders based upon the results of the same season".

I am not entirely unyielding on this point, if I can be convinced otherwise. I would like to have a symposium on the "codeword" thing, and anyone who cares to express an opinion is welcome. I have received one strong demurrer to my ruling from one of the players (not necessarily the one involved in the codeword business in the first place). His words follow.

### John Leeder

I believe you ought to reconsider your stand on codewords. Their use is exactly analogous to the longer process of writing to a person, getting a reply, then basing your orders on that reply. Orders conditional on codewords are in no way based on the "results" of the same season (i.e. the orders the other person gives), but rather on his stated intentions for that season. If you rethink this I believe you'll come to agree. I have permitted codewords in Runestone for sometime and found them to be quite useful device to help speed up the negotiation process, which is one of the drawbacks of the postal game.

### Rod Walker

I have some misgivings about this way of doing things. As a GM, I want a single, unequivocal set of orders from each player. I do not like conditional orders in the first place, but many times they are necessary to avoid unnecessary delays in the game. I do not wish to complicate my job any further. I prefer to record orders as they come in, in case I misfile them later, and whenever I do this, some problem arises. I could not do this with orders dependent on codewords.

Codewords also seem like a convenient new way for a player to screw himself (see the first paragraph of the Introduction). I am not certain a responsible GM should welcome new opportunities of that sort; players are doing an adequate job in that regard already.

I realize that the "codeword" itself is not precisely an order, but the submission is with the orders and has the quality of an order. One example of this springs readily to mind. You will recall that universally players are not allowed to submit orders conditional on whether or not another player gets his orders in. The codeword method could be a convenient way of getting around that. If you asked another player, partic-

ularly an ally, to submit a codeword for any option being negotiated, about the only way he would submit no codeword would be to submit no codeword at all ((or stab)). You could then have your "no codeword" option based on that premise. I do not claim that the codeword would always be used in that way, but the possibility that it could is enough to make me feel particularly negative toward it.

At the moment, I am not going to allow codewords. The Rulebook implies that there is only one set of orders to be submitted for each country; the usual sorts of conditional orders take into account situations which would be resolved separately in FTF play. The "codeword" method, however, seeks to change a situation which pertains to both FTF and PBM Diplomacy, and rightly so, I believe, the need to squeeze your negotiations into a limited time.

Further submissions on this subject are welcomed and encouraged. ((And they came, starting with Erehwon #94))

Len Lakofka:

I have run into the codeword problem twice in games I have GMed in LIAISONS DANGEREUSES. Both times I have ruled against their use. I have stated that orders may be dependent on a prior season (ie a retreat or adjustment). They may not be dependent upon anything within the season to which they apply. Were a player allowed to use codewords he could make moves dependent upon whether a particular player sent in his moves --- as no codeword would appear if orders were not made.

As Rod says, such a practice gives players a new chance to screw themselves. The last attempt to use codewords in LD proves that case. I received a call on the eve of the deadline. The player asked if ----- had sent in his orders. I told him that I could not tell him that. Then he asked if a "red flare" meant anything to me. I said it did not; he did not even imply that we were talking about codewords. He gave me his moves. As it turns out, ----- wrote a press release containing the phrase "red flare" without stating that it was a codeword. I would have had to acknowledge receipt of the orders to the player who called and/or read the press release to him. The player could also have used the "red flare" and done something else anyway, stabbing the poor dolt who fell for the codeword.

It is my contention that players know what they are getting into, timewise, before they start playing. If they do not have the time to negotiate then they should not play. Trying this codeword nonsense is a way of saying, "I'm kind of slow and lazy, so I'll let the GM do the work." I am opposed to that. Orders should be clear and concise. Codewords make GM errors more probable and increase the GM workload. For all of these reasons, I oppose the use of codewords.

John Leeder:

Your objections to the use of codewords seem to be basically the following:

(1) They are complicated, thus creating opportunities for foulups either on your part or on the part of the players. (2) In some cases they provide a possible method of determining whether another player has missed his orders, (3) Part of the game is the necessity of carrying on a limited amount of negotiations in a given time. My responses are:

(1) I don't know the details of your GMing system, but I have never yet had a problem caused by codewords (touch wood) and I am, I think, running a much larger number of games. I use a gamefile plus a master sheet; if a player's orders are conditional on a codeword, I simply note this on the master sheet; I save the orders in the file, and transcribe them onto the master sheet after the other players come in. Nothing particularly complicated about that! As for the possibility of a player fouling up, if someone uses the codeword system without understanding it (not that there's much to understand) it's at his own risk. But I believe the benefits to the players, in the form of increased negotiation opportunities and time, far outweigh the probabilities of screwing up.

(2) On principle you have a case, albeit a remote one. But if you are going to stick to that principle, you are going to have to apply it to other areas as well. Example: this season, I submitted a set of orders for the condition that France declines

to retreat his army dislodged from Munich. Practically speaking, the only case in which this would happen is in the event of a French NMR. I therefore have built-in protection against a 'French NMR! If you are going to hew to the line on principle here, you are going to have to play a separate season for retreats, on the off-chance that someone gains a material advantage in the form of NMR protection. (Note that, if the position were different, I could submit an aggressive anti-French set of orders conditional on a French failure to retreat, and have a good chance of pulling off a coup. The advantages to be gained here are real ones and, in fact probably much greater than those to be gained from the use of code words.

(3) Again, true but remote. Postal Diplomacy is not simply an attempt to recreate FTF Diplomacy by using the mails. Even if it were, the volume of negotiations possible in postal play is vastly inferior to that of FTF play. Anything that permits postal players to get more negotiations into a given period of time improves the game.

I feel I have answered all the objections you have raised so far, and hope that this has helped to lay your trepidations to rest.

Rod Walker:

Of course I side more with Len than with John. But to be fair, I don't think that your 11th hour phone call represents the way "codewords" are supposed to work, Len. Obviously a player cannot call to check up on your receipt of a codeword any more than he can call to check up on any other orders. So your player was out of line and you properly told him nothing.

I do not mean to imply, John, that codewords are all bad. However, it is a matter of judgement and of weighing as to whether one allows them or not. It is my judgement that I will not allow them. To be strictly technical, it is inescapable that a codeword is part of a player's orders for a given season, and I cannot allow one player to make orders conditional upon another's orders for the same season.

(1) My GMing system is about the same as yours. (Side note: The most original GMing system I ever heard of is Buddy Tretick's. He would throw all orders into a closet littered with paper and other stuff, and on the deadline date he would root around in there and try to find everything.) Anyway, it is my feeling that codewords unnecessarily complicate the GMing process (however slightly). As for the players, as I pointed out last time, the player in question did foul up, he submitted not sets of orders to use in the event he got two codewords from two different players, and if that had happened, his units would have gone unordered. (Besides, if I were in a game with a codeword using player, it would be my policy to send in any codeword he asked regardless of what orders I gave my units.)

(2) I agree that allowing orders to be conditional on retreats or adjustments does create opportunities for taking advantages of missed deadlines. However, allowing conditional orders of that sort is absolutely necessary to running a postal game with any sort of speed to it at all. Allowing the advantage is therefore the price one must pay for timely progress of the game. That is not the case with codewords.

If a player must make a retreat or an adjustment, every other player knows it, and each of them therefore has the advantage of making orders conditional on his failure to do so. In the case of a codeword, only one other player knows that a given person has been asked to submit a codeword, thus giving him an advantage none of the others have. I can't accept that. Insofar as the mechanics of the game go, the advantages and opportunities accorded the players must be equal insofar as is possible.

(3) Au contraire, in my opinion, PBM diplomacy should attempt to recreate FTF Diplomacy as closely as possible, recognizing of course that the limitations and possibilities in these two forms of play are inherently different in many ways. However, the press of time limitation on negotiations is essentially the same in both instances. I certainly disagree with you that ~~the~~ more detailed negotiations are possible in FTF play. I have many times written letters with more in them than I could possibly have packed into a 15-minute negotiation period, and I can write to all 6 other players if I choose, whereas it is not likely that I will be able to speak with all 6 other players

in a FTF negotiation period. So the advantage in amount and detail of negotiations already lies with PBM play, and I see no reason to extend it.

Finally, even if I were to allow codewords, I would be remiss in my responsibility as a GM if I did so without informing all of my players in advance and possibly formulating a House Rule on them. To do otherwise would mean placing some players at a disadvantage vis-a-vis other players.

The basic point however, is allowing a player to make orders conditional on something another player does in the same season. I do not see that it is allowable under the Rules; it certainly is not allowable under my HRS.

((The debate then concluded in #95)) ((Triple parenthesis = Rod Walker))

Eric Just:

One of the factors responsible for my original attraction to Diplomacy was the free-wheeling nature of the game --- making up the rules as we went along, two sets of orders for a season, flying dutchmen, etc. One of the factors responsible for my lost interest in postal diplomacy was the impossibility of these tactics. Admittedly, the thought of a GN allowing the use of flying Dutchmen conjures up the image of total chaotic anarchy. From my point of view, then, the codeword concept brings back some of the thrill of bygone days. Your objection that the use of codewords allows a player to screw himself makes little sense: I love a game in which the players have every opportunity to screw themselves. In fact, not that I consider it, codewords produce situations similar to the "too sets of orders" situations from the good old days. They allow a player to stab his soon-to-be-former ally by using the code word which produces the optimum stab. Fantastic!

((I can't argue with your logic, but I can't accept your premise. I prefer a more orderly game, where the outcome depends to the maximum degree possible on the players skill, and to the minimum degree possible on his luck at negotiating the intricacies of unnecessary administrative procedures.)))

Scott Rosenberg:

The situation came up in one of my games back when I was but a new publisher who did not expect this sort of tomfoolery. I think its completely inexcusable. Its a sign of laziness and nothing else, asking the GM to take the part of negotiator ((?)). I rules it out. I simply creates more problems for the harried GM, and more opportunities for delay in the game, for players to complain of "partiality" on the part of the GM, and for players to screw themselves, as Rod has pointed out. (((I must confess I'm not as vehemently opposed to codewords as all that, but I certainly agree with the essence of this argument. I don't like anything that will add to my workload.)))

John Leeder:

Altho the symposium hasn't brought us to an agreed position, it at least has isolated the points of disagreement so that others can make their own choices. This, I think, is a valuable function. (((Agreed. That's why I'm printing it.))) ((And that's why, four years later, I am reprinting it. Also, the following summary by Leeder will be a good vehicle for me to add my own comments)) To summarize:

You feel that a codeword is part of a player's order and therefore another player's orders should not be made conditional on it. I don't feel a codeword is an "order" and see nothing unethical about allowing their use. (((I don't see any way of resolving this. In my view, a codeword is an order, or at least a condition upon which orders are based, which amounts to the same thing))) ((No, its not an order. The only orders are hold, move, support, convoy, retreat, build and disband. Nothing else is an order. "Conditions" are not the same thing, because "conditions" cannot themselves move, support, etc, a unit. Codewords are in the same category as press.))

You feel that the use of codewords affords more opportunities for GM and player error and should be prohibited on that account. I think this is not a valid point. Whether or not a player or GM could foul up, or some specific player did foul up in a specific instance, is not relevant to the potential usefulness of codewords. Any system

has potential for error by those using it; it is the individual who is at fault when this happens, not the system. You can't say a computer is no good because programmers make mistakes (((Agreed in principle. However, I don't see how codewords help me, as GM, any. In fact, they create an enormous potential for error on my part, and I'm rather an error-prone GM unless I'm very careful. In addition, codewords increase my workload far more than I am willing to accept. Conditional orders are bad enuf, but they save money.))) ((Rod seems to have abandoned the player-screwup aspect to this line of reasoning. As for the rest, what we have is two different experiences: John who says that it doesn't make a significant amount of extra work, and Rod who says that it does. As I have never GMed, I have no personal experience here to draw from. However, I lean toward John's evaluation because he is the one who has actually run games permitting them; Rod has not.))

You feel that the system gives its users a measure of protection against NMRs on the part of others, and thus an unfair advantage. My response is twofold: 1) Anyone can use codewords, so the advantage is available to all, 2) even if this were a drawback, it is vastly outweighed by the usefulness of the system. (((That is a matter of subjective judgement, and in mine, the advantages are far less. In order for everyone to take advantage of codewords and NMRs, everyone would have to use codewords with virtually everyone else. That is the last thing I would want, given the increased potential for error and the increased GM workload.))) ((Codewords as a probe for upcoming NMRs are somewhat overrated. You must not only make the codeword request, but there must also be a history of compliance with such requests; otherwise, the lack of codeword doesn't mean anything. Furthermore, you don't need codewords to have an indication of an upcoming NMR; if your correspondence has been good, and it suddenly stops then you've got a good clue. No it's not a guarantee, but then neither is the lack of a codeword. However, it is possible, if the GM wants to allow codewords, but doesn't want them used as a probe for upcoming NMRs, to avoid the problem. Just state that the first set of orders (or the A set or the Number 1 set, etc) will be the ones used in case no codeword is presented --- i.e. you cannot present a separate set of orders to be used in case of no codeword. Thus, the probe will disappear. However, for a person genuinely using two codewords for two different tactical approaches, will not be limited by this, as he can still get the orders-depend-on-my-ally's-approach feature. I would be interested in a response from pubbers, like Michalski, who are bothered by the use of codewords as a probe for upcoming NMRs --- do you see a flaw in this idea?))

You feel that postal players do not need anything to help increase the efficiency of their negotiations. I disagree strongly. Your point that a great deal of information can be packed into a letter is true enuf, but in postal play in a single season, it may be possible to receive the 'zine, write an ally, get a reply from the ally, and send in orders on the basis of that reply. But this is stretching things. If someone doesn't answer immediately, or if the mail is a couple of days slow, you're going to wind up with an NMR. There is no chance at all for a back and forth discussion discussion during one season of postal play. The use of codewords can cut out two of these mailings, and thus greatly increase the efficiency of the negotiations. You can send the letter to your ally, and your orders, based on the codeword, at the same time. (((You can always, as I do, send in orders at the beginning and change them later if replies indicate you should. Most GMs today use a 3- or 4- week deadline, which does allow for some back and forth discussion if you reply right away. In any event, the pressure is only just as it is in a 15-minute negotiation period. That is as it should be.)))

(( I think postal negotiations are more sophisticated because they can be based on a much more thorough analysis of the board and its implications than can be done with the few minutes you get to examine the board in FTF play. However, I disagree with Rod in his goals: I see no value in trying to keep postal negotiations to the lower standard which the 15 minute rule sets. Why not go for the best?))

You feel that, since your house rules do not specifically permit codewords, they should not be allowed. In other words, everything not permitted is forbidden. I feel

everything not forbidden should be permitted. Codewords are not new to the hobby; why should you assume that players don't know about them? Even if they don't, that's no reason to prohibit their use to people who do. (((I'm not exactly new to the hobby, John, and your notion of codewords is very new to me. I don not beleive that everything not permitted is forbidden; far from it. However, in this case, it is only fair that sll plser know in advance what I will allow and what I don't. I will not allow codewords for any players until I allow them for all players and tell them so in print. Todo :otherwise is to be totally remiss in my responsibilities as a GM))) ((In practice Rod's stance amounts to the same thing as a its-forbidden-until-I-allow-it stance. The simplest approach is just to have a houserule on the subject, which can be done in one sentence or two ,and thus avoid the whole problem. Many GMs, unfortunately take the opposite philosophy, figuring, "Why bother to have a HR on something till the issue is raised?"))

I think that sume up our positions so far...Len's contention that only lazy players would use codewords is incorrect. Codewords are not a substitute for negotiations; they are a means of making them more efficient and transcending the limitations inherent in postal negotiations. "Orders should be clear and concise." Tis is true whether or not they are conditional on codewords. A GM who cannot follow a "clear and concise" set of orders even when they are conditional, does not have the intelligence to be a good GM. Codewords "increase the GM workload" only to a very small amount; any GM who forbids their use on that ground would be irresponsible as well as lazy. (I don't mean this personally, Len --- this is all hypothetical and issue-oriented.) (((The rpactical increase in workload is probably small, I agree; that is because many players do not avail themselves of all possibilities --- witness the minimal number who turn in general orders or who use other methods of protecting themselves against NMR. However, the potential workload increase is very large, and that is what I must base my decision on. Laziness has nothing to do with it; the question is, how much spare time do I have to devote to this hobby? Mine is limited.))) ((As I have said before, if everyone ran their games in the same way, the hobby would be a lot less interesting. Codewords serve a real function, in these days when 1 week transit time between Alexandria, Va and Canada is quite typical, so I favor permitting them to be used. However, if an error-prone GM such as Rod, feels that codewords are likely to make things significantly worse, then he probably shouldn't use them.))

((Next up is a curiosity from Jastrzab #26 (Its the best I can do. There is no number on the issue, but the games seems to be between #26 and #27 in the seasons, and is somewhat suspiciously dated April 1, 1974), touching on several issues:))

1973BH. In these days of orphans and game dealys and gamesmaster drop-outs, it is relatively strange for a game to be ransfered from a magazine while still in progress and while the publisher/gamesmaster is still active. Hoever, the players of this game expressing dissatisfaction with the progress of the game, have petitioned me to assume command of the game. JASTRZAB, the home of the wierd anyhow, is easily adaptable to the concept of the game --- Amagons, girls, women Diplomacy players, liberated Ms"s, females, broads! I must also admit that I could not easily refuse this petition for reasons which will become evident. This game was originally the second Amazon Game ((all-women game)) started by Ray and Peggy Bowers in Midwestern Courier. Even tho I am agreeable to taking over the game, I must say that ~~x~~ perhpas the players were less than tolerant in voicing their objections concerning the progress of the game. I think all gamesmasters and publishers have brief spans where the quality and consistancy evident in thier zines is not up to their standards, but unavoidable due to outside world problems and pressures. Ray and Peggy are evidence demonstratated. JASTRZAB is also at times. Anyhow, the game is not dead. ((He went on to list the players, which included three Carols: Buchanan, Birsan, and Wrobel. The latter was the wife of the editor. and new GM for the game, which precipitated the following:))

FINAL NOTE: It ocured to both Carol and I that something must be developed to avoid the possible stigma of collusion between GM and player even tho we fight in any

game. So.....Carol Wrobel will send a copy of her orders to JOHN BOYER for verification at least 3 days before the deadline. John is the only unimpeachable and unaligned major figure who I could think of as being acceptable for this role. Acceptable to all?? ((Acceptable or no, it didn't work too well; she NMRed on the next move! As long as I am on the subject of this game, I might as well reprint this from the next season, in JASTRZAB #27, which appeared as French Press))

**PRIORITY ONE:** Carol Tremblay ((her maiden name)) Birsan, having just discovered the weight of her mistake in marriage, finds it necessary to resign her position as the player of record for France to concentrate on her duties as keeper of Birsan's Barracks. The new player-of-record for France, wishing to keep her identity a secret from some of the individuals in the game (who might wish to compromise personal friendships with gameswomanship ((watta word!))) has, with my permission, adopted the pseudonym of Samantha Thaumaturge, the ghost who adopted Koning's mansion in one of our past tales. Communication with said Samantha will be conducted only thru press releases or thru the Gamesmaster. Women! Sigh!

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((Next up is the famous "Polish Peace" fiasco. Our story begins in Impassable #35, 4-22-74, edited and GMed by John Boyer. Along with the S10 results for 1972CJ was the following press:))

**Austria-Hungary:** The Austrian government hereby calls for a vote on a two-way draw between Austria and Russia, effective after the W10 adjustments. It is assumed that only two powers will be participating at that time.

**Impassable:** OK with us, but it may be too late to have a draw by then, also.

((In #35, the fall 1910 results were given, along with the W10 builds. In the fall, Italy (Lakofka) was wiped out. Russia took the undefended Bre from Austria, even as Austria took the undefended Sev from Russia. But Russia also took Mun from Austria for 18 centers!! The votes were listed as two in favor. Boyer then said:))

**THE BIG QUESTION:** I don't have my rulebook, but I question whether Wrobel was allowed to vote yes ((Oops, Russia was Wrobel, Austria was Verheiden)) for a draw when he had already won the game. The vote for the draw specifically stated for such a draw to occur after the W10 adjustments, and the votes were given before the actual conquest of 18 centers took place, so the draw may be allowed. However, I don't really know about all this. Also, if vote was to take place during the F10 season, Italy would have to be allowed to vote. After F10 meant that Russia won by a hair before the vote was taken. What do you say? I'm sorry if I have brought up any technicalities to bug you guys after your excellent game, but....

((Then this appeared in #36.....))

#### POLISH PEACE IT IS!

**Note:** Well, it looks like a draw. There weren't many comments on this game's ending, but I'm going to call it a draw and let it up to good ole' Conrad ((von Metzke, the Boardman Number Custodian)) to call it whatever he desires. Take all complaints to him! Below we'll print the main argument against the draw from Phillips of 1970BJ:

The draw vote in 1972CJ is ineffective, I think. The statement in the rules is that: "As soon as one Great Power controls 18 supply centers, it is said to have "gained control of Europe" and the player representing that Great Power is the winner." And precedent goes right back to the first completed game of Diplomacy, 1963B, which was at least ostensibly supposed to be a draw, but was instead declared a win for Brian Pelz when he got in his 17th build and Dian Pelz didn't (the victory criterion then was a majority of the units of the board).

I am, of course, in favor of letting players decide the board 18-16, 19-15, 33-1 or any other way they can agree to base an armistice on. But that's a variant, and it's rather late in the game for 1972CJ to get a Miller number.

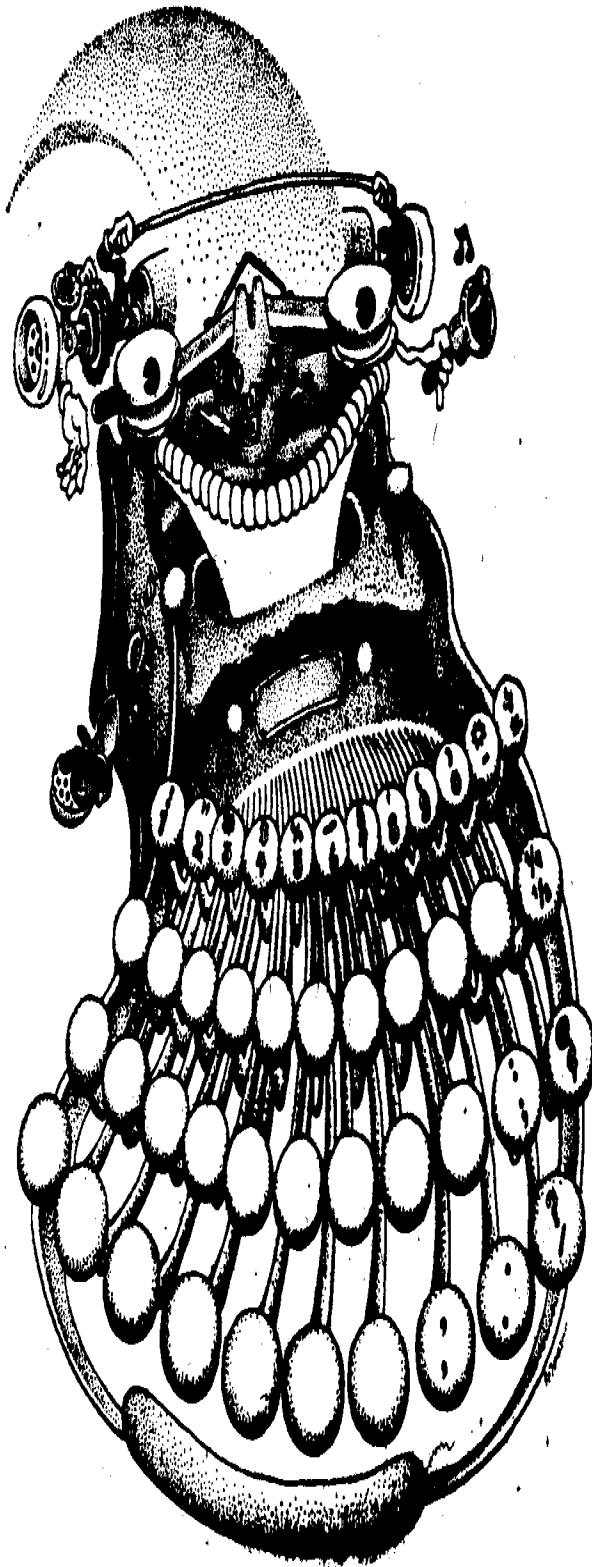








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Those of you who complain about the typing and proof-reading and spelling in DD should be informed that it is all my typewriter's fault. Above is a "candid" foto of the culprit, cutting up as usual. If he decides not to ring them bell, then the line runs on and on, making me look bad.