

This issue (C) 1980 by Mark L Berch

DIPLOMACY DIGEST

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The Lexicon of Diplomacy

Mark L Berch
492 Naylor Place
Alexandria, Va 22304

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Altho I have been publishing for nearly three years, I have never asked pubbers to plug a specific issue of DD. But here's a first, for this is The Lexicon of Diplomacy. Included are scores of tactical ploys, variants, organizations, openings (from the well-known to the hopelessly obscure), GMing and publishing jargon, famous press bylines, strategic concepts, scoring and ratings systems, various tricks, special projects (many never implemented), a wide variety of flotsam and jetsom --- and a few ringers. Not counting an accompanying essay, it runs almost 32 full sized pages, and has well over 450 entries, and is alphabetized for convience of use. Nothing like it has ever existed in the hobby. Don't ask me why not.

Like any expository material, this will be of greatest educational value to those who have entered the hobby recently. But these pages have something for everyone. There are a number of interesting ideas, for example, which no one has tried to do ---- perhaps one of them will interest you. There are capsule descriptions of scores of variants here, and maybe one of these you'll want to play --- or steal an idea from in creating your own variant. Those interested in the hobby's history will find plenty reflected here. If you are looking for an out-of-the-way opening to try (or for a neighbor to try) there are lots to choose from. And there's bound to be some tricks-of-the-trade included here that hadn't ocured to you. And for you real old timers, I hope that some of these entries will bring back a few memories.

And how can you get this? The cheapest way is to sub, asking your sub to start with #34-35-36, meaning that it'll cost you 90¢ out of your sub. Ordinarily I sell back issues only to subscribers, but this one will be an exception, and is on sale separately for \$1.25 (stamps accepted). To encourage pe ople to sub instead, thats why.

You will notice that this issue is copywrited, the first time I have done this. I have in the back of my mind that I might want to write a book someday, and I'm afraid that if too much of the material is already in the public domain, that might cause problems. If you want to quote a few of the definitions, there's no problem. But anything really substantial, please check with me first. I do not want wholesale copying of this.

There are some things not directly covered --- zines and people. This is not a Who's Who of the hobby, tho that would be a wonderful idea. I have tried every which way I could to get people's and zine's names slipped into this, but coverage in that area is quite incomplete. This was not a deliberate slight --- indeed, people and zines make the hobby what it is. But the Lexicon looks at the hobby's terminology.

And tho its been said many times, in many places, Diplomacy is a registered trademark of The Avalon Hill Game Company of Baltimore, Md, and was invented by Allan Calhamer
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An Introduction to The Lexicon of Diplomacy

Several issues arose during the preparation of this, and since the same questions might occur to you, let me share with you some of my thinking.

The first had to do with which variants to choose. Had I attempted to be thorough, well over half of the entries would be for variants. And of course, any more than a capsule description would have shot this into the hundred of pages, I'm sure. So some lines had to be drawn. I favored variants which had been popular or well thought of, regardless of their present use. I also favored those whose rules were easily accessible, which usually meant those that had appeared in DW. In that regard, I figured that they were better quality variants or they would not have been chosen. I also favored those that seemed to have an interesting rule or idea, on the theory that someone wanting to create, or improve, his own variant could ransack these capsule descriptions for suggestions. And finally, I favored those that could be adequately described in a few lines --- a slight bias toward the simpler ones. If you are interested in ordering the full rules to a variant, write Rod Walker 1273 Crest Drive Encinitas CA 92024, enclosing an SASE. He charges 5¢/page Xeroxing plus postage. Or for your east coasters, try Fred C Davis Jr 1427 Clairidge Rd Baltimore Md 2120. Canadians, try John Lipscomb at 1201 Osler Street, Saskatoon, Saskatchewan, Canada S7N 0T8.

Another question was how to name the openings, as there is no universal system now in use. Probably the most widely distributed were the one Adam Gruen created for his ill-fated series in DW. However, no one has picked up on these names, and many are quite irrational, so they were ignored. That leaves the names from Richard Sharps's book, which some British publishers use in categorizing the SO1 openings. Even these have limitations. Many are very boring names. I changed a few ("Russian Attack" I changed to Crimean Crusher, which seems a lot more colorful (the crimea is that peninsula of land that juts into the Black Sea, on which Sev actually sits)), but most I left the way they were. But really, if any of you want to sit down and write a good article about one of these badly named openings, pick your own name for it, get it published and the opening will have a much more appealing name. And when you get to FO1, very few openings have actually been named.

Please realize that there are rather severe space restraints operating here; this was longer than I had originally intended. Thus, I am frequently guilty of oversimplification, but it can't be helped. I have also included some cross-referencing to related entries, but again, there were limits to this. Ditto for providing examples of this concept, or that type of game.

Inevitable there will be some bias of a personal nature here. I have, for example, tried to include virtually every obscure opening that has been named. Personally, I love to see these curiosities used, and I am hoping that exposure might put ideas in people's heads. In most cases, only the most specialized diplomatic circumstances will justify them, but if you see one of these, you just might want to try to set it up.

Finally, I would like some feedback on this. Do you think the Lexicon is a good idea at all? After all, the hobby has managed to limp by without it for all these years. If the response is good, I'm willing to do an update in 1-1½ years time. Toward this end, I will need specific suggestions. I am sure that there are many entries that I have forgotten (since the typing, I've already noticed I missed gamesmaster and GPA) and there are doubtless any number of errors. And time marches on, generating new entries. Just yesterday I received a copy of Allan Calhmer's new tournament scoring system, which will be used at DipCon 1980. So if you have suggestions, please send them to me, and if people think the Lexicon is a Good Idea, I'll incorporate them into an update. And the really bad errors, I'll run a correction for in DIPLOMACY DIGEST #37.

Actually, the real reason for this is to create an issue of DD that Michalski wouldn't read all in one sitting. Oh, and Rod, I believe this satisfies my "Initiates research ... projects" NADF obligations as Director of the Hobby Reprint Project. Rod just slipped that in along with my other duties. Very sneaky, that Rod Walker.

Abandoned Game Games which never come to a final conclusion. Causes include player disinterest (e.g. 76ED), GM folding (73BE) (often these are connected) and games which never actually got started (77DS), or victims of infanticide.

AberrationIVRod Walker's 1969 9 man variant (Spain and Sweded added). Units were given "combat factor" depending on combat history. Earlier versions were by Fred Davis.

Abstract variants In these, geography is not supposed to represent any real area, or specific fantasy scenario. Includes Space Station Ultra (Kendter), Ancient Empires (Boyer), Barebones, Jeffersonian Diplomacy (Mahler). Most are symmetrical -- each player begins with an identical position.

Abstraction Davis' 1969 variant for 7 players on an expanded board is generally considered one of the best. The piggy back convoy has been used in army variants, such as Holocaust. Stalemate lines are impossible.

Active neutrals Bob Sacks' variant in which the major powers also get neutrals (Aus; A Bel, F Por; E: A Gre; F: A Rum, A Swe; G: ABul, F Tun; I: A Hol, F Nwy; R: A Ser; T: A Den, A Spa).

All-wine-and-no-vinegar The theory of rating standbys whereby the standby is rated for the game only if it helps his rating (e.g. Brobdingnag)

Alias Players occasional play under other names either for fun or to disguise gender or identity. Generally acceptable if GM is informed. The most famous involved "Eric Blake" allowing John Boardman to play two positions and win 1964C, and at least 8 names used by Michael Feron in Belgium. Zines have been published under pseudonyms (FLD, Anubis).

Alpine Chicken A Ven-Pie, A Rom-Ven is a somewhat temporizing opening, generally seen as pro-T and anti-F. Both E and W options are preserved. See Konigratz Freakout.

Amazon Game A game with, at least initially, only women. Two were started in Midwestern Courier, 1972 FK (won by Carol Buchanan) and 73 BH.

Anarchy A family of variants which, in the ultimate form, each of 34 players start with one unit in one home center. Can be cut to 17 players with 2 home centers, etc.

Ancient Empires II Lipscomb's 7 player variant set in the Medit basin set around 300BC.

Anniversary issue A special issue which need not fall exactly on the anniversary of a zines start, often double in size. The editor usually tries to get original articles from others to fill it, and may advertise for these. A Classic was Pouch #53 (75 pages)

Anonymity Don Miller's 1966 varinat in which players do not know each other's identity, communicating only via press. Occasionally GMs have tried to act as a remailing point for direct mail --- even in one case to retyping! Some have reverted to regular games when identities became known.

Anschluss Sharp's strategic notion that Ger should in the early game strive to keep Austria strong. Tactically, it entails F Kie-Den, with threat of -Swe if R moves on Aus. Also, A Mun H or standsoff in Bur or Tyo, or even enters Tyo, and Italy is told that this unit will aid Aus if Italy attacks. See Interior Alliance.

Archives publishers Survey Walt Buchanan's survey of all present publishers, listed by order of when they started, plus addresses. Presently not being maintained.

Armed Neutrals A variant in which the neutrals begin with thier own units, or, in the "Lebling" version, in civil disorder.

Armored Duck Sharp's label for the player who, having been stabbed, will never again negotiate with the stabber. If he stabs, he will not negotiate with his victim, on the theory that the victim would never trust him again.

Arrainged standoff An agreement whereby two players attack a given space with equal force. This may be done to keep a third power from entering, and as an expensive but safe way to keep a buffer zone open, e.g. standoff in Bla in SO1. Generally done in the most sensitive area mutually adjacent to the two pieces.

Atlantica III Davis' variant set in the pseudo 1870's (The Confederacy is allowed to survive). It uses the abstraction convoy and off-board boxes, but is not as well balanced as Abstraction.

Austrian Attack Russia's second most popular opening: A Mos-Ukr, A War-Gal, F Sev-Rum generally means that R is confident he has a turkish ally against Austria. A drawback is the F in Rum, poorly placed.

Balkan Gambit The family of openings F Tri-Alb, A Bud-Ser. This is a true gambit, since the player is giving up much of his ability to defend his homecenters against I (and, to a lesser extent, giving up some Austrian influence in Rum) in exchange for the virtual assurance of gaining both Gre and Ser.

Balkan Gambit, Budapest variation. BG with A Vie-Bud. Austria thus takes no defensive measures against I or R. In return, he has two pieces adjacent to Rum. He can also accept R support into Bul and still have A Bud-Ser. See Ionian gauntlet and Key opening.

Balkan Gambit, Galacia Variation BG, with A Vie-Gal. When it succeeds, you have two units on Rum, plus the threat to War which may well distract A Ukr away from Rum --- but risks Tri. If it fails, you have shielded two home centers from attack, and are in a decent position to limit further mischief from any Italian A Tri.

Balkan Gambit, Tri variation BG with A Vie-Tri, designed to defend against Italy. The paradox is that an Italian attack is more likely to begin with A Ven-Tyo rather than A Ven-Tri. If there is A Tyo, A Ven, you can still force Italy to guess (Vie or supported attack on Tri), being able to divert A Ser to defend Tri. This is the single most popular Austrian opening. See Ionian Gauntlet.

Baltic Opening A German attack starting in Scandinavia rather than in the polish corridor: F Kie-Bal-Swe, A Ber-Kie-Den, A Mun-Ruh-Hol/Bel. If Sweden is taken, Bal can be retaken via F Swe S F Kie-Bal, followed by F Bal C A Den-Lvn! If not, F Bal S A Den-Swe, plus new armies enter Polish corridor. Requires solid knowledge of E, F, (and I) intentions.

Barbarossa A Mun-Sil, F Kie-Den, A Ber-Pru is Germany's most aggressive opening toward the east. Note that both Hol and Bel are ignored, virtually asking for A Yor-Hol.

Barren Zone A line of provinces which lack supply centers and approximately divide the board into east and west: Pie-Tyo-Boh-Sil-Pru-Lvn. In games which begin with separate eastern and western wars, the first country or alliance to cross the BZ in force is quite frequently the ultimate winner.

Bedbug Island Richard Sharp's press byline in his Dolchstoss. Generally used for game commentary --- even one that he's a player in!

Beleaguered Garrison Rule No dislodgement without entry. Thus, if two attacks of equal strength occur, neither succeeds, the attacked unit does not retreat.

Belgian Gambit F Bre-Mid, A Par-Pic, A Mar-Bur. Unless there is a standoff in Bur, France places two units on Bel (thus passing up two SCs in Iberia) without F Lon-Eng.

Berch Archives The second largest organized Archives in N.A. Based primarily on material from Robert Correll and Doug Beyerlein, and the Hoosier Archives "Spares".

Berch Tournament Scoring System In its revised form, winners get 60 points, with drawers getting less. SC's counted for tie-breaking purposes. A small bonus is given for being top dog in a draw. Reduced victory criterion depends on year in which game is curtailed (e.g. 1908: 13) Full details in DIPLOMACY DIGEST # 31.

Beyerlein Player Poll Doug's rating system, not based directly on game performance, but by the votes of those in the hobby as to the player's ability.

Beyerlein Ploy Making a set of orders contingent on the opponent retreating a unit off-the-board on the theory that that particular retreat implies an upcoming NMR. Thus, one has a probe for an upcoming NMR (see DIPLOMACY DIGEST #18).

Big Brother/Protege Alliance Guerrier's label for an unequal alliance in which the les-

ser power still has some significant options (thus, unlike a puppet) but is dominated by Big Brother, and probably will not be able to stop his victory.

Big Brother Rating List Created by Charles Reinsel, it was the hobby's first, and rated games even as they proceeded.

Birsauron A nickname given affectionately to Edi Birsan.

Black Hole A variant in which, at preset intervals, provinces drawn at random or in some pattern become impassable, with the unit there destroyed. Stalemate lines become even easier to construct. See Bomb variants.

Black and Blue Triangle G, E, and F, emphasizing the fact that these usually resolve themselves 2 on 1. The center of the triangle is Belgium.

Black Press Press that is labeled as coming from a province that the writer does not have, thus making it appear to come from another player. Players can avoid their press being blackened by including a joke (or real) order in their press, which other players could not predict.

Blind Game See Hidden Movement Variants

Blitz A sudden all out attack on one country generally by two or more. The purpose is to cripple or destroy the target country in as short a time as possible, ideally 1½ years or less. Surprise and speed are essential to avoid the blitzers' other neighbors from taking advantage of the lightly defended borders. Common targets of early games blitzes are G, A, and R.

Blitzkrieg Opening, Denmark Variation F Kie-Den, A Ber-Kie, A Mun-Ruh is the most popular opening of any country. It guarantees 2 neutrals against any offense, and gives G leverage in Swe and Bel, and usually will offend no one. If no one has moved adjacent to him, he will have great FO1 flexibility, and home centers open for builds (all).

Blitzkrieg Opening, Holland Variation F Kie-Hol, A Ber-Kie, A Mun-Ruh. The second most popular German opening. Compared to the Den form, this trades German influence in Scandinavia for a stronger hand in Belgium, plus a slightly stronger defensive position.

Blitzkrieg Variant See Disorganization

BNC See Boardman Number Custodian

Boardman Number A unique descriptor consisting of the year in which the game starts, plus one or two letters designating the game itself. Thus, 1980AB might be the 27th game of 1980. These are given to all non-variant games, regardless of whether the GM wants them or whether the game is irregular. Their use avoids confusion in labeling games and facilitates the keeping of records. Names after their inventor, John Boardman.

Boardman Number Custodian(BNC) Person who assigns Boardman Numbers (often giving blocks to overseas associates to assign), publishes game reports in Everything, publishes the lists of gamestarts, labels irregular and local games as such, and appoints his successor.

Bohas English opening of F Nwg C A Edi-Nwy, F Nth-Ska. At the risk of leaving the Nth open, E gains the ability to start quickly on Russia's scandinavian holdings, beginning in the south, or for a surprise attack on Den.

Bomb Variant A type of variant in which a player is given a bomb which will render a select province impassible, destroy whoever is there, etc. Variations are in how long the bombing's effect's last, whether the bombed zone can be moved, how many bombs a player gets, how they can be used or countered, whether they are transferable, etc. See Black Hole. These have been popular with the New York City crowd.

Bourse A currency speculation game which is played alongside a regular or variant dippy game. Competitors buy and sell the 7 countrys' currencies, trying to gain large positions in the countries that are doing well. The dippy game's players may not be allowed to enter. First widely popularized by Don Miller.

British Diplomacy Club Founded in 1972 by Graeme Levin, it was Britain's first dippy organization. It assigned BDC numbers to games, centralized gamestarts, provided a forum for discussion of diplomacy affairs and popularized the game See National Games Club

British Diplomacy Ratings A Ratings system kept by Jonathan Palfrey and printed in Dolchstoss. It uses Clahamer Point Count, modified by the strength of the opposition, and something called Bayes' theorem.

Broddingnag Rating System This gives +1 point for every person you do better than using this criterion: Win, draw, survival (by number of units), elimination (by year), and -1 point for each person who bettered you. This score then averaged over all your games. Standbys were rated if it helped their rating. This gives S , accumulated over N games, So: $\% \text{ Rating} = 50 + 50(S/6N)(1 - \frac{1}{2}^N)$.

BRUX Tournament Scoring system Gives 60 points for win, with lesser amounts for draws, plus 1 point for ~~S~~ S held at games end. Players must have at least 3 centers to participate in draw. Victory is 18, or 13 held in 1908. Details in DW #24.

Bulgarian Gambit A Swindle of Turkey, who is offered support into Rum (or access to Gre). However, A Ser S Rus F Sev ~~W~~ (or vice versa) will annihilate A Bul provided that T did not enter the Bla in S01 --- the key is to get A Bul to be ordered to move in F01.

Burgandy Opening The very common F Bre-Mid, A Mar-Spa, A Par-Bur. There may be an arraigned standoff in Bur. This guards Bur, permits both Iberian centers to be taken, and still gives F some say in Bel, tho if A Par-Bur goes, Bre is less protected.

Burgandy Attack, Den Variation A Ber-Kie, A Mun-Bur, F Kie-Den is Germany's 4th most common opening. Unless a standoff in Burgandy occurs, this bespeaks an aggressive German player almost certainly allied with E. A stadoff is more ambiguous, but may be G's attempt to head off a F-E-R blitz.

Burgandy Attack, Hol variation A Ber-Kie, A Mun-Bur, F Kie-Hol is Germany's third most common opening, and a standoff in Bur may well be arraigned. This is Germany's most western oriented opening, and its sucess is usually dependent on who, if anyone, has entered the English channel.

Calhamer Point Count A Rating or scoring system named after the game's inventor, giving 1 point for a win, and $1/N$ points for an N -way draw. It reflects the "win-only" philosophy. In the "Averaged C.P.C.", this score is devided by the total number of games, and in the "weighted" version, corrections are made for the relative sucess of the 7 countries. Present C.P.C. custodian is Doug Hollingsworth.

Calhamer Awards IDA awards in catagories such as Outstanding GM, variant zine, publication, press release, press series, regular game, variant game, technical article, established zine, new zine, single contribution to the hobby and others. Now dormant.

Canadian Variant Bank See Variant Bank North

Canadian Diplomacy Organization (CDO) The most stable N.A. diporganization, it has sponsored The National, an Ombudsman and his advisory committee, and Orphan Games service, a Code of Ethics, and English and French novice zines. Now under the leadership of Francois Guerrier and Randolph Smyth.

Caporetta Opening See Illyrian Opening

Carbon Copy Zine Literally, copies are made by using carbon paper, tho now-a-days Xerox will often be used. Circulation is naturally now. This is resorted to when a GM loses his repro facilities, and does not want to delay or relinquish his game. Usually this lasts for a short time only, but it can go on for a long time e.g. Narsil and Dorsai.

Cardinal Rules of Postal Diplomacy 1. Write plenty of letters 2. Get your moves in on time. Absolutely nothing outranks these, and failure to follow them can nullify any other skills that you bring to bear on the game.

Cassette Tape Diplomacy An idea pushed by von Metzke and Pete Webber, it didn't get far.

Central Gamestart Service Started by Richard Hucknell, now held by Malcolm Brown. New-comers would send their names to CGS, and when a game filled the names would be sent to the next zine on the list, with fees due to its editor.

Century Club The honor roll of zines which have reached 100 issues. It includes Graustark, Runestone, Hoosier Archives, A.D.A.G., Claw and Fang, Shaft!, The Pouch, Belliscus/Son of Bellicus, 1901 and all that, EFGIART, BDC Journal, Wild and Wolly, Courrier, Brobdingnag, BOAST, The Mixumaxu Gazette, Western Star Dippy, Bushwacker and Big Brother, and possibly a few others

Certiifiably Playable A label of approval for variants that was to have been bestowed by the Diplomacy Variant Commission.

Changing of the Guard Procedure whereby exactly two units exchange places without benefit of convoy. Illegal under the 1971 Rulebook. The exchange can be done via convoy or by using the Merrygoround. Permitted in some variants.

Chaos Miller's 1966 variant in which each player writes orders for all 7 countries. GM makes a random selection for each country to select orders to be used. Miller did reveal the names of those who wrote the selected orders, and, for a while, all orders submitted.

Cline 9-man variant Robert Cline invented one of the first expanded board variants in 1966; the most recent version is in DW #17. Barbary States in North Africa and Persia in the southeast are added, along with 6 new neutrals, some additional sea spaces, and off-board movement around Africa; considered very playable.

Cloaked Error A error which is not detectable by a player (e.g. GM prints a build wrong)

Coastal Crawl A procedure whereby two units exchange places by virtue of the fact that final coasts are different, e.g. F Bul(ec)-Con, F Con-Bul(sc). Illegal under '71 Rulebook

Codeword A Player may submit several sets of orders, with the GM to make the selection of which to use according to which codeword is sent by another player. This is done to save correspondence time when coordination is essential. Many GMs do not permit this; most HRs are silent on the point. Extensive discussion appears in DIPLOMACY DIGEST #32.

Code of Ethics of the CDO This code for GM obliges them to correct errors as quickly as possible, submit disputes to CDO Ombudsman, be punctual, inform prospective players of variances in GMing procedures, keep in contact with hobby institutions, use replacement players "whenever possible", avoid GMing practices which will make games irregular or unratable, behave in an honest and impartial manner, explain actions taken, try to keep good communications between GM and players, and, believe it or not, "give players the benefit of a doubt where differences of opinion arise."

Cometzine Like the heavenly body, it appears suddenly, dazzling all with its brilliance and beauty. The zine receives plugs, cheques; and games, but when it fades or even vanishes, it leaves memories, bad vibes and, often, orphans. Good example is The Fighter's Home, Gorman's beautiful offset zine which could not keep up its standards, and folded.

Commentary Analysis of a game's tactics, strategy, diplomacy, prospects, etc while the game progresses. Usually written by GM sometimes by an outsider, rarely by a player. With an outsider, it is usually 1 season later (e.g. FO1 moves with SO1 commentary) but recently there has been a trend toward running the game on a flyer and then reprinting the moves in the main zine simultaneously with the commentary. Can be done on season-by-season, or yearly basis. Commentator's ability to accurately describe the game is severely limited by the fact that the commentator does not know the inner workings of the game.

Complimentary Sub A free sub given our of respect, a desire to inform or flatter, etc. Publishers have traditionally given them to Alan Calhamer, Avalon Hill, family members, etc

Computerized GMing Altho discussed frequently, only Rick Loomis' Flying Buffalo has used such a system, with a program written in BASIC. In the 60's, Dan Alderson and Tony Pandin both developed programs which were never used (the latter led to the discovery of Pandin's Paradox).

Computer Played Diplomacy The first attempt at this was made by Dave McDaniel, in 1963A, the very first postal dippy game. He was eliminated in 1903.

Computer printed Zines These have generally not been longlived, perhaps due to reliance on access to computers which can easily be withdrawn. Examples: Vulcan, Binary, Gassed.

Conceded Draw A Draw not including all survivors. Some HRs (Lipton, Verheiden) bar them.

Confirmation of receipt of orders Players can usually arrange this by enclosing a self-addressed postcard along with their orders, for the GM to sign and mail. Often, if a GM receives two seasons' orders at one, he will say he has the advance orders, in the zine.

Corflu Correction Fluid

Country variants Variants based on one country or other very limited areas. Examples include Boyer's Scotice Scripti III and Mills' Bhearna Baoghail (both Ireland), Leeder's Gesta Danorum (British Isles), Rosenberg's 1618 (Germany).

Courtesy copy When a publisher writes about someone, especially in a critical vein, and the person does not normally get the zine, it is traditional to send him a copy of the issue, or of that article. Applies sometimes to letters too. Hard feelings have sometimes resulted when people aren't informed about what others are writing about them.

Crimean Crusher Turkey opening to Bul, Bla and Arm is an aggressive opening that allows all 3 pieces to be used against R in the fall. Even if the fleet move succeeds, tho, if Russia is in Rum, Ukr, and Sev, T must still second guess R for a second center if Austrian help is unavailable, and may lose Bla in the process.

Cross Game alliance or Reprisal Certainly one of the most controversial practices is that of linking together postal games by e.g. retaliating against someone in Game B for his actions in game A, or making a deal whereby favors given in game A are repaid in B. These deals place players in only a few games at a considerable disadvantage, and reduce everyone's ability to conduct diplomacy. These deals often involve standby positions.

Cross Game Considerations One game can influence another even if there are no formal ties and even if the two games do not overlap in time: Information from one games can be carried over into another. If you have learned from another game that a given player is a very loyal ally, or is careless at writing orders or constantly passes letters around or will never ally with someone who has stabbed him, etc, you will likely allow that information to influence your play, even if you are opposed to Cross Game deals.

Crottled Greeps One of the more bizarre concoctions to arise from the early dippy press arose from von Metzke's K-35, hopped the atlantic to become popular in England.

Crouch's Mistake In England, the failure to include a deadline in the zine.

Cutting an attack The only way an attack may be rendered void is when the attack is via convoy, and one of the convoying fleets is dislodged.

Cutting a support To render a support invalid. When a unit is attacked, that support is said to be cut. The exception is when the supporter is supporting an attack on the would-be cutter. Thus, support is only cut by an attack "from the side".

Dastard Shears' press byline in Down Alien Skies.

Decoy Unit In some variants, a unit built in excess of what a player is allowed. Usually, these are destroyed when attacked, and cannot actually affect an adjudication. The GM knows which units are decoys. See paper unit.

Demo Game An invitational game, normally with more experienced players, and with commentary (usually). The best known of these is the series in Diplomacy World.

Deposit Money, usually \$1-3, given to the GM and returned to the player if he does not drop out (or resign, sometimes. This is usually spelled out in the HRs)

DipCon The largest annual Face to Face dippy tournament in the U.S., usually run in

conjunction with a large wargaming convention. These began in 1966, and have been held annually since 1969. A good summary of I-VII is in Diplomacy World #9.

DipCon Society An informal group of those who attend a DipCon and the society's meeting. Its purpose is to select the site of next year's DipCon. Thru its Committee of 1/2/3, it also coordinates with the host Con and arranges for the selection of a scoring system. The committee is presently chaired by Fred Davis.

Diplococus Award Allan Calhmer's award given in 4 categories: Poetry, art, current strategy for any area, and diplomatic history --- all for an audience of Diplomacy players. He awarded a medal and \$20. Now inactive.

Diplom To conduct diplomacy (the active verb for/of Diplomacy, slang)

"Diplomacy Games and Variants" Written by Lew Pulsipher and published by Strategy Games Ltd, London (1978), it is a 20 page softbound booklet with oversized pages and pull-out maps, devoted entirely to variants. Available in stores only in England (£ 2.45).

Diplomacy Widows Association A humorous, non-existent organization led by Carol Buchanan

Diplomacy Variant Commission A coordinating organization for variant activity founded by Robert Sacks, presently active.

DIPLOWINN Norm Nathan's variant to speed up a face to face game. In W04, the units are adjusted to give one fewer than one is entitled to, in W05, 2 fewer, etc. Static battles, stalemate lines are less likely, and there are unfinished games (see DW #13)

Disorganization Players in this variant write orders for the next season before they see the last adjudication -- one season ahead. Must also give conditional retreats, or the GM will use a retreat rule. Thus, when S02 is published, that locks in F02, and W02 and/or S03 are due by next deadline. Also called Blitzkrieg.

Ditto Spirit duplication --- the one using the purple ink. Advantages: Can do color (tho very few do), less complicated, low cost. Disadvantages: Hard to correct, less clear printing, print-thru, and fainter copies in the above 100 copies area. One types on the master, which transfers ink onto the carbon, which is used for the printing itself. Examples today include Passchendaele, Eggnog, Runestone, The National.

Double Bluff The act of giving the impression that you are bluffing when you are for real. Thus, a player writes that he will do A, but in a manner that suggests to the reader that the letter is a lie. The player then actually does do A. A devious way of gaining credibility.

Double Parenthesis Material inserted by the editor into an original article written by another is traditionally placed in double parenthesis. Sometimes these are inserted into the body of the article, sometimes the comments are bunched together at the end. See also Triple Parenthesis.

Dragon's Teeth Rating System Created by Steve McLendon and Bob Sergeant, and run by Steve, the game is worth 34 points to the winner, or divided evenly between the drawers. Among survivors, 1 point is given for each center held, and penalties are levied for early elimination. Inactive players and standby players are not rated. Game and player ratability criteria are given in DW #22

Dynamic Stalemate Line One in which a unit must be ordered to move, rather than H or support. See, e.g. DD #10/11, p 9, and 16-17, and also p 2-3 of DD #14/15

Earliest Dipzines 1: Graustark (John Boardman); 2: Ruratania (Dave McDaniel / Ted Johnstone); 3: Eredonia (Boardman); 4: Brobdingnag (Dick Schulz); 5: Trantor (John Smyth); 6: Wild 'n' Wolly (Charles Brannon); 7: STAB (John Konig); 8: Costaguana (Conrad vonMetzke)

Eastern Powers Austria, Russia, Turkey and, depending on his alliance structure, Italy. The most quintessentially eastern power is Turkey.

Economic Diplomacy A family of variants, including some by that name and "Hypereconomic

Diplomacy". The theory is that every province has some economic value, not just S.C.s. Each province on a regular or variant board is given its value, and raising various types of units, bribes, etc all have their individual costs. Credits not used can usually be saved for later seasons, used as loans or indemnities, etc. These games tend to involve an inordinate amount of GMing work and overcomplexity. First created by Don Miller and once quite popular, they are now rarely seen.

Edi Birsan Stab contest An award for the essay on the best stab in a postal game. Begun in 1979, to be awarded annually, under the aegis of DW. The award is given by a committee chaired by Mark Berch.

1885 Fred Davis' popular 9 man game, having Sweden and Spain as the new great powers, and additional SCs in Iceland, Ireland, Morocco, and Switzerland. Russia is somewhat weakened, even in 1885-II.

Elephant and Whale alliance An alliance which features one country building armies and the other, fleets. Most common example is G-E, but can be done with R-T and others. Also referred to as Tiger and shark.

English Attack System Those French moves based on F Bre-Eng, accounting for $\frac{1}{2}$ of all French openings. Sometimes the armies move to Spa and Gas, to "assure" 2 builds, a very pro-G and-I opening, and may indicate that France expects F Lon-Eng. Othertimes A Par-Pic is used, giving France either the convoy to England or further muscle in Bel. See also Northern Dash and English Maginot.

English Maginot F Bre-Eng, A Mar S A Par-Bur. This is an alternative approach to taking Belgium (See Belgian Gambit and Northern Dash), or can be used when a G-E attack is believed to be imminent.

Erratic Diplomacy Janta-Polczynski's variant in which each game year the GM reassigns the countries of a standard board. Players get points according to their SC changes for what ever country they get that year.

Ethics Questions of right and wrong not directly addressed by the Rulebook or by consensus of HRs. These include cross game alliances, the necessity of reporting a cloaked error, forged letters, impersonation of the GM or his product, spring removals, etc. These questions can generate the very intense debates by those involved if they occur.

Europe 1721 Boyer's 1973 variant with Poland and Spain, but no Germany or Italy, which did not exist at that time.

Eurocon A European gaming convention, generally limited to about 3 dozen people, mostly Britishers, running 2 weeks, usually held in southern France.

Excalibur Kenneth Clark's seven player variant set in 5th century Britian. Features off-board home centers and special placement rules. Details in DW #23.

Face to Face(FTF) The original format for Diplomacy. It differs from someother formats in the ease of arrainging triple alliances, the fact that there is usually no written record of promises (or the game itself), the generally social and informal nature of the game (e.g. in permitting very badly written orders, or allowing eliminated players to take over another position when its player must leave), the fact that players usually have played with each other before, the importance of tone of voice and body language, and the fact that the games are usually called on account of time.

Fall Removal See Spring Removal

Fink Rule Howard Mahler's variant rule in which a designated fink picks an enemy and a province. If the enemy unit is in that province after the move, it is dislodged and re-treated by the fink. The fink cannot build or receive support (Details in DW #4).

Flintlock II A variant set in the 1600's in North America. Players are English and French colonials, and 4 indian tribes.

Flyer A separate sheet usually having one game and sent only to those players. Can be done to provide simultaneous commentary, because of lack of room in the main zine, because the deadlines for that game have slipped from the others, to correct an error, etc.

Flying Dutchman An extra unit not justified by the number of SCs held. Often inserted deliberately into casual face games, there may be several countries using them.

Fog of War Cecil Nurse's variant, basically a hidden movement game with scouting, phoney units, and screening.

Fool's Mate The shortest possible game of Diplomacy resulting in a win for a particular country or alliance. This silliness often requires people convoy armies into their home centers, etc.

Foreknowledge variant A class of variants in which one player first submits orders for 4 countries. His opponent (often the GM), having seen these moves submits orders for the other three. Has been played in several Canadian zines.

Forgery Creating a letter purporting to come from another is rather difficult, and the ethics of this are quite controversial.

Format There are 4 principle formats for Diplomacy: Postal, Face to face, telephone, and tournament. Each has its own distinctive characteristics, which very much affect the style of play. See also school games.

Freebie An issue that is not charged against people's subs. Often this is because it is so short (Conrad von Metzke once did this because an issue was "only" 14 pages), or precipitated by the GM's errors, or the previous issue was poorly printed, or because it goes only to a few people, or the publisher wishes to appear generous.

Friendly Attack A tactical maneuver whereby an ally's unit is dislodged, permitting him to take a strategic retreat, often forward, or to a supply center. The dislodged unit is often ordered to move to a province that he cannot enter, so that the enemy cannot foil this by supporting the to-be-dislodged unit. The possibility of using this tactic is a good reason to retain puppet rather than wiping him out. See Koniggratz Freakout.

Frog In press, the French player

Gambole Stunt A curiosity opening, whereby France opens A Mar-Spa, and is then convoyed to Kie by French, English, and German fleets.

Game Delay These are not rare, and are a good reason not to tell any secrets until the zine actually arrives. GMs vary widely on what type of requests will produce this. These include player illness, vacation, delay of delivery of zine. Some GMs will automatically delay game if the NMR rate is too high.

Game Report This gives the Supply Centers held for each country for each year, the players for each country with their dates, GMs and zines, and the game's outcome. Usually printed when the game ends and is reprinted in Everything or The New Statsman.

Gamer's Guide to Diplomacy Written by Rod Walker for Avalon Hill, it is a 36-page professionally printed booklet, covering virtually all aspects of the game and hobby. Well organized, it reflects Walker's personal view of Diplomacy. Detailed review: DD#14/15.

Games Research Inc A small game company that bought Diplomacy from Calhmer after he was unable to successfully market it for himself, and later sold it to its present owners, Avalon Hill. Aside from putting the flyer in the dippy sets, GRI had no role in the postal hobby, tho they briefly "sponsored" Diplomacy World.

Gascony Opening The Pro-G A Mar-Spa, A Par-Gas, F Bre-Mid. This denies France any say in Belgium, allows him a self-standoff in Mar or in Bre if there are units in Pie or Eng. It does give France the ability to take both Iberian builds and still have the fleet free to enter English or Italian waters in F01 or S02. The drawback is that the armies will be holed up in Iberia in W01, and will take a while to return to action.

GenCon A wargaming convention which has hosted DipCon (1977), sponsored by SPI, Inc, usually in the summer in Lake Geneva, Wisc.

General Orders Player's instructions to the GM on how to create substitute orders in case of NMR. If permitted (not all GMs will bother, or approve) the HRs usually will describe what they must have. GMs often assign the task of translating these into actual orders to an outsider, to avoid even the appearance of being involved in the game.

Genzine A zine which is devoted to dippy but runs no games. Examples include DIPLMACY DIGEST, Diplomacy Review, Utopia, Ltd, Diplomacy World, The National. Sometimes used more narrowly to include only those with a general discussion of Diplomacy matters, thus excluding more specialized zines like Everything, and U.S. Dollars.

German Attack Any Russian opening based on A War-Sil. This usually only makes sense as part of a blitz, or if you are fairly sure that Germany will be opening anti-Russian.

Gesta Danorum John Leeder's 8 player variant set in the 9th century Britian. There is also a madman type unit, which players can bid to control.

Ghostzine Zines which are planned, talked about, etc, but which never actually appear (or just have a preliminary issue). Examples include Black Emerald, Overstop, Pressgang.

Gibraltar II Janta-Polczynski's 9-player variant usually a more finely devided, but only slightly larger map. It has special rules for staitands canals and islands, and some intricate "helping" orders. Details in DW Vol 3, #2.

Glascon A large west coast gaming convention (LA) that hosted DipCon in 1978.

Global variant One whose map embraces the entire planet. Usually the left and right sides are connected or overlap, sothat the map is actually a cylinder. Examples are Holocaust, Mercator, 2001, Colonia, Small World II.

Good-bye-Charlie A method of handling SO1 NMRs in which the offender is immediately expelled, and new player is brought in, and the SO1 deadline is reset. Commonly used in British no-standby games.

Grand Tournament Diplomacy Drew McGee's 22-player variant which uses a standard board, except that who controls the pieces is a collection of rulers of Kingdoms, pricipalities, etc. Players may defenct from alliances, must designate rulers for additional pieces, etc. Won one of the 1976 VariantAward List.

Grey Press Press that is not labeled as coming from a particular place (e.g. datelined Switzerland or Malta). Allows press to be anonymous.

Group game A game in which some or all of the countries are played by groups of people rather than one person. One example is 77JB in the zine W & G Bank DipClub, with different Branches playing different countries, and the "computer section" playing Turkey.

Guerilla Build A variant rule permitting players to build in any of their open home centers, even if owned by another. Adds some fluidity to the game.

Guest GM Someone who GMs a game in another's zine, usually using the host's HRs. This permits someone to try their hand at gamesmastering without the full committment of publishing, and permits the editor to expand the number of games without as much extra work, especially if the GGM prepares the stencil. Disadvantages include a generally shorter deadline, devided authority over the game, delays if the GGM does not get his report in, and possibilites of GM-editor confusion and conflict. Zines which have used GGMs extensively include Claw and Fang, The Mixumaxu Gazette, and Dragon and Lamb.

Half-annihilation A tactical ploy in which two units are dislodged, but each of them has only retreat square, which is the same for each, meaning that (at most) only one unit willsurvive.

Hall of Fame Larry Peery's proposal, never implimented, with an elected committee to supervise, and entrance is via appointment.

Handbook A large (50+ page) collection of articles both original and reprinted. The 1974 (John Boyer), 1975 (Edi Birsan), 1973 (John Boyer), and 1977 (Greg Costikyan), and Publisher's (Lakofka, 1976) Handbook's were all sponsored by IDA. Only the last two are still available.

Hard-core A label applied to a certain segment of the British Diplomacy hobby establishment. There is no generally agreed upon definition, but they tend to be highly articulate, with heavy dippy involvement, usually publishers, highly social, and not given to playing the game FTF, even at cons. Classic examples are John Piggott, Peter Birks, and Mick Bullock. Opposite is softcore. OOps also, Richard Sharp.

Headline A brief commentary by the GM placed directly before the moves, generally designed to entertain, inform, and grab the attention of the non-player. The opinions are occasionally inaccurate, sometimes deliberately so. A small touch that adds to the liveliness of the zine. One master of this form is Rod Walker.

Hedgehog A Vie-Gal, F Tri-Ven, A Bud-Ser/Rum. This is designed to deal with the I-R attack, and generally bespeaks an alliance with Turkey. With the Serbia option, barring German intervention, Austria is certain of a build, altho he has a greatly reduced chance of two. Assuch it is the reverse of the all-or-nothing approach of the Balkan Gambit.

Hey Bresto Richard Sharp's peculiar plan for an E-F attack on Germany which begins with England taking Brest, to keep France from building fleets against her.

Hidden Movement variants Those which obscure from a given (or all other) some or all of the other players' moves. The games vary according to when you are given some partial information, what type of info you get, and how you can get extra information. Examples include Fog of War (Nurse), STAB! (Evans), Diplomypia (Hemming), Kriegspiel (Tretick), and a wide variety of "blind" games. Analogous to the chess variant Kriegspiel

High Command François Guerrier's pressbyline in Passchendaele; used for answering letters

Hoaxzine A fake issue of a zine, done to confuse and entertain (for when its done to influence a game, see phoney readjudication). The best known and possibly the cleverest was of Moeshoeshoe, done by Conrad von Metzke, but other have existed for Janus, Fifth Column, Jigsaw, Runestone, Passchendaele, The Diplomat (the first hoax of another's zine, done by Rod Walker), Fol Si Fie, and several of Volkerwanderung. Even non-existent zines have been hoaxed (Barker).

Holcomb Line A partial stalemate line of A Bur, A Ruh, A Kie to hold the west, normally French in coordination with the English. 5 or 6 fleets needed in the south.

Holocaust Steve McLendon's 9-player global variant. It uses the abstraction convoy, players may build in any open center they own, and victory is set at less than a majority of centers. The game is unusually well balanced (See DW #22).

Hoosier Archives The hobby's most complete archives, founded by Walt Buchanan. It is based primarily on trades for the zine Hoosier Archives, and later DW, and on Walt's ability to talk people leaving the hobby into giving them their zine collections. Walt holds the 1963-May 1978 material; later stuff is in the Archives.

House of Games Publisher of Diplomacy in Canada, under liscence from Avalon Hill

Houserules The GMs description of how his games will be run. Typical items: Format for orders, unordered units, conducting votes, dealing with errors, NMRs, disputes, Rulebook ambiguities and overrides, special ploys (codewords, joint orders, etc), press, and deadline strictness in general. The clarity and completeness of the HRs, plus the GMs faithfulness to them are a good measure of his committment, as they give a prospective player a good idea of how the game will be conducted. Some GMs don't use, tho, and seem to get by in many cases.

Hurst Tournament Scoring System Tom Hurst's system has a player's score for a round as $A - B$, where A is his final SC total, and B is the average of all players with that

country For the tournament, the players scores on each round are averaged. There are no wins or draws, and players are free to exceed the 18 center total (Eggnog, #43)

Fantasy variants Variant games based, usually, on fantasy books. Thus Norton's "Witch World" series spawned Pulsipher's Witch World I and II; Dalarna I and II (Leeder) are based on events after Fletcher's "Well of the Unicorn", and Moorcock's "Elric of Melniborne" inspired Young Kingdoms I and II and Age of Young Kingdoms. Also included are various Hyborian variants based on the "Conan" series, and the Tolkein variants.

Hyperspace Variants These allow certain provinces which are not physically adjacent to be treated as if they were adjacent. Usually the pattern of links changes with the seasons of the year. This would be a fine game for the proponents of the Scatter Theory. See Twin Earths for a related idea.

Iberia The southern edge of the French Empire, usually Por, Spa, and Mar and occasionally Pie. Altho strategically linked, they can become unlinked, as there are stalemate lines which cut across Iberia

IDA See International Diplomacy Organization

Illyrian Opening The Italina moves for SO2: F Ion-Adr, F Nap-Ion, A Ven-Tri. Even if A Ven-Tri fails, FO2 gives the choice of 1) F Adr S A Ven-Tri, F Ion C A Tun-Alb, or the less aggressive A Ven S & F Ion and F Adr C A Tun-Tri, or the primarily positional 3) F Adr S & F Ion CA Tun-Alb, if Tri looks too secure. The point here is that a Lepanto start in 1901 does not preclude an attack on Aus as early as SO2.

Imposed Draw Most GMs give themselves the right to impose a draw. What is generally required is 3 or 4 years without S.C. changes, and the inability of anyone to propose to the GM a way of breaking the stalemate line. The purpose is to avoid one side just waiting for the other side to NMR and to avoid a perpetual game.

Impossible Alliance An alliance which, it is said by those who do not know better, cannot work. The usual examples are A-T, E-R, and A-I. There are no impossible alliances.

Independent Zine In Britian, a zine not under the NGC or BDC umbrella. Best known have included Lemming Express, Ethil the Frog, Bolshevik Star, Our Henry, Bellicus, Chimaera.

Infanticide The act of murdering a game while its still in the crib. A classic example was 1975FX. When the GM learned that after SO1, Italy was no longer interested in the game, rather than bringing in a substitute plaer, or using CD, he disbanded it.

Impersonation of the GM It is 1) undertain whether this constitutes deception of the GM and 2) whether the GM has the right to foil a player's diplomacy by revealing that he has been impersonated. See Phoney Readjudication.

Incomplete Order See Unexpressed move

Inland Fleet The building of, e.g. F Vie. A case for this is sometimes made on the basis that there is nothing in XIII, 2 to forbid it. However, VI, 2 second sentence, pretty much rules it out, and GMs in general do not permit.

Institute for Diplomatic Studies Larry Peery's outfit that produced Xenogogic, a zine of Diplomacy and gameing, and general politics. Other products include the Novice Seminar Program, and "Strategy and Tactics of Postal Diplomacy"

Interior Alliance The triple alliance of A, I, and G. The theory is that unless the interior countries stick together they will be crushed by outsiders, since the fall of any of the three weakens one or both of the others. Altho joint military action is desirable, it is often secondary to precipitating fights among the outer powers. Special controls over Tyo are used. See Anschluss.

International Attack, Support, or Convoy Any pf the above where units of more than one country are involved.

International Diplomacy Division Buddy Tretick's unsuccessful Diporganization, founded in 1970.

International Diplomacy Federation Founded by Conrad von Metzke, in 1966, it was dead before the 60's ended.

International Diplomacy Organization This was organized by Larry Peery and Walt Buchanan as a breakaway from TDA. In its time, it sponsored five Handbooks, and some DipCons, and provided some financial help to service organizations, and sponsored some Novicezines. But in the late 70s, it turned from its original goals as a service organization to a debating society, and later became entirely confined to internal bickering.

International Game A game in which each player lived in a separate country. These usually feature much longer deadlines (e.g. 1976IP, 8 weeks). Rule is often not strictly enforced, e.g. permitting one from each and west coast of, say, Canada.

International Games Club. Appears to be the same as National Games Club. Now defunct outside of Britain.

International Subscription Exchange Designed to save the cost of Money orders, it facilitated the exchange of suvs across the ocean by using a central account. Kept on the U.S. end for many years by Edi Birsan. Now defunct.

International Variant Association Another of Sacks' variant associations, supposedly to coordinate with the DVC. Details in DW #19. Now defunct.

International Variant Commission An outfit that sponsors awards, advises the Miller Number Custodian, and arranges for Variant News to appear in DW. Headed by Bob Sacks.

Inter-zine Deadline System A format in which the games are run on a regular basis with their own deadlines, and the main zine appears at less regular intervals, and may reprint the games from the flyers on which they were run. Spirit of the Age and Brutus Bulletin are two examples, the latter using games on deadlines as short as 7 days.

Intimate Diplomacy The most popular and sensible 2- person variant ever created. Players each select one country and get a pile (e.g. 20) credits (the size depending slightly of the desirability of the country). These credits are used to bid for the use (for one game year) of the units of each of the other five countries. The auction style varies, depending on whether the game is played postally or Face to face. After each year, funds are replenished by giving an additional credit for each SC held in winter, and a new auction is held for the next year. Game end is seizure of one of opponents home centers. This is an excellent way to kill time waiting for others to show up, or for teaching newcomers the mechanics of the game. Created by Adrien Baird, Steve Doubleday, Greg Hawes, and revised by Steve Wyatt. The three player version is called Tadek Dip.

Invitational Game. Game in which entry is by special invite from the GM (but occasionally organized by one of the players. See e.g. 1980AN). See Demo Game and Restricted Entry Game.

Ionian Gauntlet Edi Birsan's take-charge opening for Aus: FO1: Aser-Gre, A Tri/Bud-Ser, F Alb-Ion. This gives Aus a more forward position for SO2, at the risk of losing Gre.

Italian Shuffle The opening A Ven-Pie-Tyo, A Rom-Ven-Tri. The point is to confuse/delay France, while delaying the attack on Austria for a season, allowing Italy the chance to see if the diplomatic and tactical position is right, and to persuade Aus that he is friendly. The risks are that 1) The failure to attack Aus right off may antagonize R or T, 2) by violating Pie without disabling Fra you have stirred the hornet's nest without setting it afire.

Irregular A label attached to a game by the BNC indicating that the game does not meet certain minimum standards. Typical grounds include a player closely related to another player or GM, 2 players at the same address, beginning with fewer than 7 players, mass resignations or CD, and gross GMing improprieties. Traditionally, ratingsmasters have not rated irregular games.

Jamul Conrad von Metzke's press byline, possibly the first such consistent use of a press byline in the hobby. Used especially when he was the GM.

Jerk Around A player who is being compelled to do something by threats of another, when those threats cannot be carried out, is being jerked around. The jerkee may be cognizant of this, trying to lull the jerker into a false sense of security.

Joint Orders The placing of orders of two different countries on the same sheet of paper. Some GMs will not accept these; most do not address the issue in their HRs. As they can be easily countermanded, they should be relied on only when you completely trust your ally.

Joke Orders A form of press appearing in the orders. May involve word play (A Rum(i-nates)), game commentary (A Tri notes that the game is drawn and wishes France would too) anticipation of what is to be (F Lyo scuttles itself), non-existent units (A Ford stumbles) or whatever. The order is usually treated as Hold, but a few GMs will not permit such a unit to receive support or retreat.

JudCom An IDA advisory committee to the Ombudsman, used primarily by John Leeder. Its predecessor to the CDO's Ombudsmans Advisory Committee.

Just's Right Hand Rule Some GMs require retreats along with the orders, and if no legal retreat order is provided, will use this one. The unit is retreated to the province immediately to the right of the "front" of the attacker and the defeated unit. If that is closed, go left, then second closest right, etc (viewed from North).

Jutland Gambit Birsan's opening for G which delays the choice of first victim till SO2: F Den-Ska, A Kie-Den, A Ruh-Hol. Note that G writes off Bel entirely, but is a little less vulnerable to a double cross in the north.

Kamlag Distributers of Diplomacy in Belgium.

Karma League An informal group of British players whose members agree to honor all treaties with fellow Karmans, and not to attack each other's homelands, at a minimum. Sometimes the players agreed on draws, other times they fought it out to a win. Membership was not fixed; apparently others could join, at least during some periods of time, just by announcing their allegiance to the plan. Considerable controversy arose over its ethics, whether there was more to it than just those two provisions, whether GMs ought to do something about it, and whether it might be a variant. Chief defenders were Dave Wheeler and David Yule. Chief attackers were some major publishers, including Bullock, Sharp, and Piggott.

Key Lepanto A lousy name for A Ven-Tri, A Rom-Apu, F Nap-Ion. The intent is A Tri-Ser, a Key opening without the camouflage (and risk to Austria) of A Rom-Ven. A Apu is presumably headed for Tun, thus passing up one of the main values of the Key opening.

Key Opening Named by Jeff Key the inventor, an I-A opening with A Ven-Tri-Ser (usually with Aus support to foil A Bul-Ser), A Bud-Ser-Gre (latter with support from F Alb). Since Italy gets his build in Ser, he can do F Ion-Aeg/Eas. This opening is particularly valuable if T opens with F Ank-Con, since the traditional Lepanto is almost certain to be foiled. If A Bul-Gre is believed unlikely, Aus can step up the naval pressure on Tur with F Alb-Ion. Italy can readily stab Austria with A Tri-Vie, A Ven-Tri, or by gaining Turkish support for A Apu/Fion-Gre, plus A Tri-Alb to cut support.

Key Variant Rule If a unit is ordered to move and fails to do so, it is dislodged by an unsupported attack.

Koniggratz Freakout Birsan's offbeat G-I opening: A Ven S A Pie-Tyo in FO1, dislodging Ger A Tyo, allowing it to retreat to whichever of Vie or Tri Austria leaves open. A Pie provides some assurance to G that French A Bur will not be tempted to go for Mun, especially if G announces that he will do A Tyo-Mun.

Konig Award for Outstanding Service Named after John Konig, who died May 22, 1974 from complications of diabetes. John and his zine STAB was one of the early giants of the hobby, was the third BNC, and was well liked. Award is now dormant.

Kraken Randolph Smyth's press byline in Fol Si Pie, sometimes used for game commentary

or in the letter column. The name comes from a sea monster in Norse mythology.

LaFosse Tournament Scoring System An amalgam of 5 different scoring systems, which adds the points from each to give the total score. No reduced victory criterion used. Details in DW #24

Lepanto An Italian anti-T opening: A Rom-Apu-Tun, via F Ion. SO2: F Ion-Eas, F Nap-Ion. In FO2, the army is convoyed to either Smy or Syr. Alliance with Austria is essential, with a standoff in Bla in SO1 very desirable. Popularized by Edi Birsan, it is probably the best known "named" opening.

Lie The telling of an untruth is one of the most overused diplomatic procedures, yet sometimes is unavoidable. The value you hope to gain from the lie must be balanced against 1) The chance of it being discovered too soon 2) The loss of credibility 3) the possibility that the same result could be accomplished, albeit more slowly, in a more "diplomatic" manner.

Limited Duration Alliance Rather than lasting indefinitely, an alliance may be set to expire when a specific target is reached (e.g. G is wiped out), when one or both of the partners have reached some SC level, when a certain number of game years have passed, or once the required type of notice has been given. All too often, tho, some one decides to jump the gun.

Linear Separator A LINE OR SO OF MATERIAL WITHOUT PUNCTUATION OR SPACES USUALLY IN CAPITALS NORMALLY USED TO SEPARATE ITEMS IT IS OCCASIONALLY USED AS AN ITEM IN ITS OWN RIGHT SAID TO HAVE BEEN INVENTED BY EITHER CONRAD VON METZKE OR RICHARD WALKER DINE.

Livonian System A set of Russian moves based on A Mos/War - Livonia, popularized by Don Turnbull. Then plan is to convoy to Swe.

Local Games A "postal" game for persons in one area, usually a city but sometimes a state or part of a state (e.g. southern California). These games are usually not rated (altho they usually have the same appearance and deadlines of postal games). This is due in part to the fact that a player could amass quite a good rating without outsiders being able to challenge him. There is no known example of this, and it is unlikely that the inclusion of local games would significantly alter ratings lists. The other reason cited is that these are not so much postal as telephone games.

Locked out unit A unit which cannot in any way affect an upcoming battle, e.g. a unit too far away, or one which can only support but which will surely be cut. A given plan may "lock-out" a particular unit by giving it no role -- possibly freeing it for another purpose.

Loop A rare tactical procedure for when you wish to move from A to B but anticipate that the enemy will move from B to A with equal or greater force. The solution is to convoy around the attack. Thus F Bla C A Con-Bul in the face of F Aeg S A Bul-Con. The drawbacks are 1) You must be willing to accept his occupation of Con on that move 2) Since F Bla is convoying, you are moving with less than full strength, and A Gre-Bul may foil you --- but not foil A Bul-Con.

Macedonia The southern part of the balkans, Bul, Ser, Gre, and sometimes Alb. The area of greatest overlap of Austrian and Turkish interests.

Madman A variant style sometimes used when fewer than 7 players show up. One country, generally Italy, is ruled by a Madman: After the moves are submitted, but before they are exposed, a randomly selected player writes moves for the country without diplomacy. This is repeated each season until elimination. Has been played postally.

Maginot Opening F Bre-Mid, A Mar S A Par-Bur is the most popular French opening. This assures that France can have a say in all three of her bordering neutrals, and, if there is A Pie, Mar can be guarded without risk to Spa. The mere threat to Mun usually pins down the German army, making Bel and Ruhr more accessible in FO1. See English Maginot.

Majority of units on the Board The victory criterion prior to 1971. Under it a player could win with e.g. only 17 by annihilating an enemy unit (1965I) or could be forced in a draw with 18 by being unable to build a 17th unit (1966AA).

Map Errors Our Diplomacy Map should not be taken too literally. Belgium has been given a chunk of France, including Calais, Dunkirk, and Boulogne. This was presumably done to make sure that Bel bordered Eng. More mysterious is the fact that Hol has been given part of Belgium (Antwerp area).

McCallum Meritorious Service Award Now defunct, named after John McCallum, publisher of Brobdingnag, Lauritania, and other fine zines of the 60s and early 70s.

Mathom A supply center which you keep, but don't actually need = you just don't want someone else to have it. From Tolkien Fandom.

McKeJo Opening An unorthodox Western Triple alliance, which sends German armies to Bel and Hol, plus F Bal-Swe, even as England convoys to Den --- thus, the western fleet is in Bal rather than Bar. Used by McLendon, Kendter, Sr and Jones in 1979AK, it gives England a strong hand.

Mensa Diplomacy Club Mensa is the organization for those whose IQ exceeds 130. In Britian, the M.D.C. spawned 1901 and all that. When its editor could not continue to open just Mensa games, the membership requirement was dropped. Associated in the U.S. with Claw and Fang, and Bushwacker.

Mercator Doug Wakefield's 13 player Global variant, played only in England and quite popular there, in several versions. It allows mixed nationality Abstraction convoys.

Merrygoround The rotation of 3 or more units. Thus, F Hol-Bel, A Bel-Ruh, A Ruh-Hol all succeed. This sometimes happens accidentally if nationalities are not the same.

Metagaming 1. In tournament play, "playing" the scoring system, presumably to do things you might not ordinarily do. 2. In postal play, linking play in several games to maximize overall performance. See Cross game alliance and Seven Player Tournament.

MichiCon A Wargaming Convention held near/in Detroit, the first was around 1971. It hosted Origins in 1978, and DipCon in 1980. Associated with Detroit Metro Wargamers.

Miller Number Custodian The person who assigns Miller numbers for variants, named after Don Miller, MNCs have included Lew Pulsipher, Conrad von Metzke, Bob Sacks, and now Greg Costikyan. Occasionally associates for Europe like Steve Doubleday and Michel Feron have been used. The system is the same as for Boardman Numbers, with two lower case letter tacked on to indicate the specific game, e.g. gy for U.S. DiplomacyII.

Mimeo In this, one types on a stencil, which is mounted on a machine, and ink is pressed thru it. Advantages: Good print even after 100 copies, easily corrected, can sometimes use material typed on ordinary paper by others (pseudoxerox), high legibility. Can't use colors. Present examples are Why Me? and Toronto Telegram.

Ministab An exception to the "rule" that the stab should always be a disabling blow, a ministab is usually the seizure of just one center, or the placement of one unit in a demilitarized zone. The stabber hopes that the stabbee will be either unable to retaliate, or unwilling to terminate the alliance for a relatively small offense. The ministabber must judge whether the one center (or whatever) is worth the loss of trust that will occur even if no retaliation is forthcoming. The insidious thing about ministabs is, like potatoe chips, if the first one is good, its hard to resist a second. Countries have been nibbled to death.

Misdirection The act of giving the wrong impression without literally lying. This has the advantages that 1) You can avoid the visceral response usually invoked in those who have been lied to 2) Your credibility is not completely destroyed, and may not even be seriously damaged 3) The victim may not be completely sure he was deceived, feeling that it was partly or entirely his own fault for drawing an incorrect inference.

Miswritten Order A player who does not wish to make a move that he is obliged to make may deliberately miswrite the order. While the others may realize that the error is probably deliberate, there may still be some doubt. Care must be taken that the error is not correctable under the "badly written order" sentence of the Rulebook. On a rare occasion one may induce this error in another, by asking a careless enemy not to make a certain (miswritten) order, in the hope that he'll copy the order directly from your letter. There is a risk that when a genuine error occurs, it may be thought deliberate.

Mix Points The number of different ways that an attack can proceed, often, the number of pieces adjacent to the target. A common tactical problem is whether to use the spring season to increase the mix for a fall attack, or to go with the lower mix in the spring, hoping to get two attacking seasons rather than one.

MNC Miller Number Custodian

Multieditor Zine A zine with two or more editors of roughly equal status. Examples include NMR, Loneyly Mountain, Arrakis, Paroxysm. Husband and wife combos include Down Alien Skies and Flying Dutchman.

Multiple units Some variants permit "stacked" units of double, triple, etc strength. Rule vary on whether an attack on one cuts them all, how they can be built and disbanded, etc. These tend to prevent stalemate lines from forming. See Multiplicity.

Multiplicity Richard Walkerdine's variant which uses a regular board, but allows units to merge to multiple strength and later resplit. Highly thought of, but rarely seen in U.S.

Munich Gambit An E-G-I alliance which permits Italy to take Mun in FO1. In SO2, he is supported by G A Bel into Bur, permitting Ger to retake Mun in FO2, even as Italy compensates by taking Mar.

Mutual Puppet See Puppet. A relationship in which players "exchange" control of certain units. For example, Russia may agree to do whatever T wishes with his southern fleet, having it join T's Medit armada. In exchange, T loans the spare army to Russia.

Mutual Sub An alternative to trades, in which each subs to the other's zine. There may not even be any money changing hands, just an exchange of credits on each sub account. Handy if there is a wide difference in publishing schedules or rates, or if GM doesn't want to stick his subbers with the costs of zines he's getting.

Namesakes Two or more persons with the same name, the bane of rating systems. For example, there are 3 Davis Thomas es in Great Britain alone.

National Diplomacy Tournament Sponsored by Philmar, it was to have been an U.K.-wide face to face Diplomacy tournament, with regional heats, and a final in London in Oct '79.

National Fantasy Fan Federation Games Bureau: Diplomacy Division. Possibly the earliest non-geographically based diporganization, it was active in the 60s and was headed at one time by Rod Walker.

National Games Club The successor to the British Diplomacy Club, recognizing the influx of Scrabble, Chess, Bridge and general wargaming players. A North American affiliate, run by Randolph Smyth, never really got off the ground.

Need-a-game A list of US openings in regular diplomacy, giving publisher's name, address and, until recently, the number of years he has been GMing. Traditionally published in DW. Original compiler was the DW editor, now done by Lee Kenter. Sr.

Neutral Orders Substitute orders in place of All Unit Hold in case of an NMR. The purpose is to avoid grossly unbalancing the game. They are especially important for I and E, who cannot gain a neutral without moving in both SO1 and FO1, but all countries except F can easily be denied a neutral if they do not move in SO1. The usual criterion for SO1 is that it be a fairly ordinary move which does not place a piece alongside another's home center, with the exception of the Tri/Ven area, obviously. The most difficult pro-

blems occur with A Vie and F Kie. Sometimes also used for FO1 and WO1, but very rarely for later in the game. Often these are listed in the HRs, which avoids a lot of hard feelings. Some times an outside person, who may not be named, will supply them. In the US and Canada, the majority of GMs use this system, tho not in England.

New Blood A listing of names and addresses of persons who appear to be entering the hobby, with the implied invitation to pubbers to send them samples of their wares. Zines that have listed these in the past include Runestone, Hoosier Archives, and Graustark.

Newszine A zine designed to distribute news of the hobby. Includes Bulletynne Boardde, and for a while, UTopia, Ltd.

New York Conspiracy A collection of creative and well known New York City players and publishers of the mid-70s, including Gil Niger, Bob Lipton, Mike Rocamora, Howard Mahler, Nick Ulanov, Matt Diller, Joh Boardman, Scott Rosenberg, Ben Grossman, Stephen Tihoy, Edi Birsan, Greg Costikyan, Bob Sacks, Evan Jones, Arnold Proujanski, Brad Hessel, and Jeremy Paulson.

NGC Rating system Kept by Wink Thompson, new players start with a score of 100. Game rating is the total of the 7 players own ratings, allocated 30%-20%-15%-10%-5%-5%-5% to the players in order of finish +10% based on S.C. totals.

1962-A The most famous of all phoney games, this hoax was perpetrated by Conrad von Metzke and Rod Walker for the principle purpose of Getting John Boardman's goat, since JB was proud of running the first postal game, 1963A.

NMR No Moves Received, sometimes covering No builds/removals as well. For dealing with it, see Goodby Charley, Tretick Standby System, Neutral Orders, Standard Openings, and phantom Orders --- all alternatives to All Units Hold.

North American Diplomacy Federation Organizaed in 1980 by Rod Walker, its Steering Committee is a collection of hobby custodians, such as the BNC, DW editor, Variant Bank heads, who want to coordinate hobby activities, provide for smooth sucession when needed and provide some minimum level of accountability. This is all to be done without changing the custodian's basic responsibility to his job. Provisions also exist for a GM/Publisher's Council, and for sustaining members.

North American Diplomacy Players Survey Lew Pulsihper's Poll of the hobby's attitudes, characteristics (age, educations, etc), attitudes toward e.g. various game endings, preferences in zines, variants, organizations, etc. A massive undertaking, the first had 158 respondents and was published in DW #6; the second in DW #9.

Northern Dash F Bre-Eng, A Par-Pic, A Mar-Bur is the ultimate in ignoring Iberia. This discourages others fromgoing for Belgium, while preserving Anti-G (if A Mar-Bur succeeds) or Anti-E (if F Bre-Eng) options for FO1 and beyond. Extremely pro-Italy.

Northern Lepanto See Illyrian Opening

Northern Opening, Galacia Variation A War-Gal, F Sev-Rum, A Mos-StP is the most pro-T of all the StP Gambit openings.

Northern Opening, Ukraine Variation A War-Ukr, F Sev-Rum, A Mos-StP. This is about the lowest profile R can keep in the south and still send an army there, and may indicate Russia beleives that there is a triple R-A-T alliance to be had.

No-Standby policy or zine A policy whereby all dropped positions are pl. ed in civil disorder. Rare in North America, in recent years upwards of 60% of British games have used it. It can result in only one player left inthe the game (1976IR). Pros and Cons are discussed in Dragon and Lamb #40-42. In extreme cases, it results in a 6-player game start (e.g. 1979EO, in which no Austrian moves were ever made due to immediate dropout), tho this is usually avoided by Good-bye Charley.

Novicegame Some zines (particularly Lisjons Dangereuses) have organizaed games soley for novices, so that they won't feel outclassed. The drawback is that these will

be less of a learning experience, as the players will not be exposed to experienced players --- and one of the prime functions of a player's first few games is supposed to be learning. Apparently, these games often have intense levels of correspondence, as players are in few games, and many seek to make a good start in the hobby.

Novice Gamesmasters Project A proposal by Cal White and John Gross, never implemented. To have been sponsored by the IDA, games would be opened "on a general basis" and the players notified of their novice GM. The GM would send his adjudications to the Project, which would publish the results in a zine. GMs would be encouraged to take their games with them when they were ready to begin their own zines. Orphans could also be fed in. Similar to the NGC gamestarts function.

Novice Seminar Program Larry Peery's 300 page programmed instruction manual for beginners

Novicezine or Package An irregularly produced publication or package for the purpose of giving novices an overview of the hobby. Examples have been The Tangled Web We Weave (Swanson) V'La le bon Vent (Cuerrier), Novice Package (Agar), Ponevedra (Walker), Andromeda Chronicle (Labelle), Kaleidoscope (Lakofka), Cephids(IDA, CDO).

O'Brien Attack The single most popular Italian Opening, with A Ven-Tyo, A Rom-Ven, F Nap-Ion, giving the player the option of attacking Vie, supporting himself into Tri, or going for Munich, in addition to helping Russia take Vie.

Obsolete Rules These include The Key Rule, the Swanson Rule, Gilliland Situation, Miller's Rule, Konig's Rule, Phillips's Dilemma, Reinsel/Beshera Rule, Walker Rule, Shagrin Alternative Convoy, Brannon's Rule, etc. Most of these had to do with either convoys or retreats or support cutting, and were cleared up with the 1971 Rulebook. Apparently, Chares Wells was the first to start naming these rules disputes.

Octopus A Mos-StP, A War-Gal, F Sev-Bla appears to be very beligerant. But the southern moves can be sold as defensive measures to compensate for the fact that only one army is sent south. Neither T nor A should feel seriously threatened, as you have apparently moved on the other as well, and a joint attack on both A and T hardly seems likely if you are also moving A Mos-StP. Often, at least one of these will be an arranged standoff. A Favorite of Richard Sharp.

ODD Doug Beyerlein's Rating system, based on a Calhamer Point Count system, and the handicap system used in chess. Players gain additional points by doing better than those with ratings better than their own (See DW #3)

ODDMOD A relatively complex rating system, in which the ODD system has been variously weighted. Standbys are rated. Details in DW Vol 3, #2, and DW #17. Present custodian is Blair Cusack, but no ratings have been published for several years.

Off-Board Boxes Originating in Atlantica, a unit enters the box (usually from a sea space) and on the next move can leave the box into a (designated) different sea space, usually far away. This allows fleets much more rapid movement, tending to globalize the board, important if there are more than, say, 7 players.

Offset A High-technology printing technique, in which a page is photographed, a plate is made from this, and printing is done from this plate. Due to the high cost of the plate, this requires relatively large circulations to be reasonable in cost. Usually done with reduction, so that 2 pages of copy fit on one side. Examples are DW, Saint George and the Dragon, Dragon and the Lamb, Meglomania, Le Front de Liberation du Diplomacy, Kassia, Vortigen, Flying Dutchman, and DIPLOMACY DIGEST.

Off-the-board Retreat Novices sometimes overlook the fact that a unit can be retreated off the board, or disbanded, rather than retreated to another space. It can then be built for the following winter, if the SC count permits, possibly placing the unit where it is really needed. This commonly occurs when a country is stabbed and needs a unit to defend home centers, or if a player wants to call off a war by removing the piece from the area.

Ombudsman A third party who will settle GM-player disputes if consulted by both parties. May also settle intra-organizational problems. Traditionally under the sponsorship of an organization, such as CDO or IDA, and is usually elected. See JudCom.

One Shot Gamefee A fixed fee which also covers getting the zine for the life of the game. Little used (one is Graustark). Opposite is Fee plus sub.

One-shot gamezine A zine devoted to presenting a single, complete game. The first was The Grand Fenwick Gazette (1965, North Carolina). Rod Walker has produced several on variant games, and some dippy clubs have reprinted FTF games.

Opsimath A player who pursues a foolish course of action (e.g. grudge war, or ignoring a leader) for a long period of time, and then changes his course only late in the game.

Orchives Scott Marley's California based Archives, based largely on Beyerlein and San Diego Archives material, and post-May 1978 DW trades.

Origins A wargaming convention, originally founded by Avalon Hill which usually features a big dippy tournament. Origins I was in Baltimore in 1975, II in Baltimore in 1976, III on Staten Island, IV in Michigan, etc. Origins II and V hosted Dipcons.

Orphaned Game A game whose GM has abandoned it. The GM or the players may arrange for another GM to take it over; otherwise, it will become abandoned.

Orphan Games Project A Clearing house for orphans and GMs who would like to rehouse them. Players were expected to contact the OGP director with the game info. Set up by Rod Walker, and run for many years by Greg Warden, it is presently in the hands of Ray Heuer, and is dormant.

Orphanzine A zine devoted just to playing Orphaned games, either on a temporary basis until they can be rehoused (Fagin) or until completion (Black Sheep, EFGIART, Moby Grape, The Orphan, The Ultimate Chaotic Act (the last of which orphaned its own orphans)).

OVAL Peter Birks' Press Byline in Greatest Hits.

Pacifist Diplomacy A player gains a "bonus unit" for every year in which he neither gains nor loses a Supply Center. When he fails to mee that condition, he loses a bonus unit, if he has one. Details in DW #20.

Pandin's Paradox The one paradox of the Rulebook. For example: France: F Mid S F Spa (sc)-Wes, F Nap S F Ion-Tyn; Italy F Tus S, F Tyn C A Rom-Tun; England: F Wes & F Lyo C A Naf-Tus, F Tun S F Wes. Since the Italian convoy to Tun cuts the English support for F Wes, the French dislodge F Wes. But that dislodgement disrupts the convoy to Tus. Thus, the Italian support given by F Tus is not cut, and so the English attack on Tyh is foiled. Everything looks fine, right? But take things starting with the convoy to Tus. That cuts the support for F Tyh, so it is dislodged. That being the case, A Rome never gets to Tun, and so the support for F Wes is not cut. That being the case, A Naf does get to Tus and so F Tyh falls, which is just where we started. Both adjudications are correct --- but diametrically opposed. This has never actually occurred in a postal game; GMs who mention this in their HRs say that all units remain in place --- which, ironically is consistent with neither of the above scenarios!

Paper Units A Unit in a variant which has no strength. Such a unit can take centers, but not against opposition, and functions as a decoy for real units. See Decoy unit.

Passing a letter See Remailing a letter.

Past, the The good old days, when the hobby was smaller and more personal, when newcomers were greeted with a blizzard of helpful letters from old hands, zines were regular, NMRs, rare, press plentiful and witty, when the really major zines were gotten by nearly everybody, etc, etc, etc, etc, etc, etc.

Pastiche Opening A Con-Bul, A Smy H, F Ank-Bla. This gives Turkey more flexibility than most openings, as he can claim that A Smy H means that he is neither anti-R nor anti-A. However, if he does have F Bla, he still has significant options against either

country in FO1. If a standoff occurs in the Bla, telling Russia that you will do A Bul-Rum may divert F to Rum permitting you to enter Bla. Even if not, Con will be open for a build in WO1, giving you F Ank, F Con. See Syrian Opening.

Percentile Ranking Jack Masters' scoring system. For each country, a player's performance is expressed as a percentile, compared to how others are doing with the same country in that year. Done on a year-by-year basis, permitting games to be rated as they continue. Presently he is rating only a limited number of games.

Permanent Substitute A few GMs permit a player to resign and name his own substitute, called a permanent substitute. This is quite controversial, as there is the suspicion that someone is being deliberately handed an undeserved victory.

Perpetual Orders Orders that are repeated until countermanded. Generally used for small positions that have pieces that cannot expect to move or be dislodged. May be used by stalemate line members trying to convince the leader that they will not NMR. Some GMs do not permit; most do not mention them in their HRs.

Phantom Orders A generalized term for substitute orders coming from someone outside the game (not the GM), usually an unnamed person. They may or may not be neutral, and are only very rarely used after 1901. Term is sometimes used derogatorily.

Philmar Owner and distributors of Diplomacy in England.

Phoney Letter You can "impersonate" yourself by writing an ally a letter which has no function other than to be remailed to a third party, for the purposes of deceiving him as to your true intentions.

Phoney Readjudication. An extreme ploy designed to produce confusion, in which a player puts out a phoney issue of a zine. One or more party's moves are misrepresented. This was done in 1977ED by Tadek Jarski, but it succeeded principally in confusing his ally. It was also done in 1974UN, with the player (Sharp) using the GM's own stationery and typewriter --- but it was foiled when the intended victim mentioned it to the GM. See Impersonation of the GM.

Picardy Opening F Bre-Mid, A Mar-Spa, A Par-Pic preserves France's options in Bel without antagonizing any of his neighbors by entering Eng or Bur, and provides some flexibility in defending Bre, either by tempting the English fleet with support into Bel, defending Bre with A Pic, or doing a self-standoff in Bre.

Piedmont System A Mar-Pie, F Bre-Mid, A Par-? A standoff in Pie may be arranged. This can be of great value to France, as it permits him to take Spa without having to guess the intentions of any Ital A Pie. The standoff also provides Italy with good camouflage if he intends to grab for Tri in FO1. Otherwise, entry into Pie by France is more likely to be a backdoor attack on G than an attack on Italy.

Piggott's Laws of Fanzines 1. Good fanzines are produced for the benefit of their editors
2. A good fanzine contains material which cannot be obtained elsewhere in the same form.

Pinned to the Wall A procedure whereby a unit is trapped in a position where it is less than fully useful. Thus, Tur may find Rus F Arm quite acceptable, as it not only threatens neither Smy nor Syr, but blocks the entrance of a Russian army there, so long as the fleet is immobilized.

Play Balance/Realism See Realism/Play Balance

Player Code To avoid forgeries, a player may give GM, or be assigned, a code which only he and the GM knows. Unfortunately, while forgeries are very rare, NMRs produced by the inadvertent failure to use the code likely are not.

Plug A recommendation of sorts for a zine, or game opening, etc, in another's zine. Sometimes done on an informal I'll-plug-you-if-you'll-plug-me basis.

Polish Corridor Prussia and Silesia.

Postal The format introduced by John Boardman in 1963, it is the only practical (or desirable) format for many players. Unlike some other modes, communications cannot be overheard (except by consent of one of the parties), players have a great deal of time to study the board and plan what to say, there is time for friendships to form, press occurs, games can be completed easily, a written record of the game is generated, and generally, a strict following of the rulebook is used.

Postal Diplomacy Rating Commission Founded by Rod Walker, this was a group of (mostly) ratingsmasters, trying to agree on a uniform set of rating criteria, and determining the ratability status of disputed games. Recently revived by Konrad Bauemister in his servicezine Vanilla Fudge.

Preference List A list submitted by the entrant into a new game of Diplomacy, ranking his preferences for countries, with most preferred at the top. The GM tries to give people their top choice. Opposite of Random Draw.

Press Creative material printed after the moves. This may be used to influence or discuss the game, tell jokes or stories, start arguments ("Press wars"), and generally entertain, especially if the game itself gets boring. Contributions can come also from GM or outsiders. A press game is one where the players are selected for their press-writing skill. See Black Press, Grey Press, and Joke Orders.

Printthru In mimeo publishing, when material on one side appears (backwards) on the other side. Arises primarily from printing side 2 before giving side 1 at least 12 hours to dry, from letting the fluid level get too high, or from using too light a grade of paper. A fairly common problem.

Professionalism A vague term, generally denoting a non-amateur or non-hobbylike philosophy, product or financial status. Generally, but not always, used pejoratively by New Yorkers, often complementarily by others. Uses include: GMing for profit (Rick Loomis, e.g.) use of offset printing, and sale of materials outside the usual postal channels (e.g. DW in game stores).

Promotional mailing A mass mailing of unsolicited samples of a zine, with the goal of boosting circulation. Often done with one's first or second issue.

Prophetic builds (or retreats, etc) A system whereby a player submits his builds, removals and retreats along with his Fall moves (similarly, Summerretreats with Spring moves). Almost unheard of in North America, it is the norm in England.

Propzine A zine designed for propaganda, generally with regard to hobby politics or personal feuding. It may take the form of an "open letter". Example: Vincit Veritas

Prosnitz Maneuver. Or, "pulling a Prosnitz", this is a type of revenge in which an attacker throws all his forces against some of his enemies, leaving his SCs open to his least treacherous enemy. Supposedly, this arose from Eugene Prosnitz's capitulation to Birsan, and stonewalling against Jeff Key and John Smyth. The irony was, the betrayal of Prosnitz was actually Birsan's idea. Prosnitz's stonewalling gave Birsan an important boost toward his victory in 1971BC, the first HA demo game. See Suicide against.

Prospects The ratio of a player's SC's to the number of additional centers he needs to win. Thus, a 15 center player's prospects would be $15/3 = 5.0$. In a tournament scoring system suggested by Allan Calhamer, the points for each player would be allocated according to what proportion of the total prospects were his (see DW #2).

Proxy Orders Orders submitted for Player A by player B, done with A's consent, normally revokable. Like the related Joint Orders, their propriety and legality varies greatly. Players may seek to avoid responsibility for a given unit's orders by claiming (even falsely) that the orders were proxied. This latter case can be a more informal proxy, technically submitted by player A, but by treaty done as A requests. For another approach, see Temporary Substitute Orders.

Proxy Plomacy Mick Bullock's variant which has a player ordering his own units in Fall

and winter, but another player orders them in spring. Thus in SO1, E orders G, G orders R, R orders T, etc. In SO2, E orders R, G orders T, going around the board somewhat clockwise. Rules in DD #17.

Pseudo-Classical Diplomacy Janta-Polczynski's variant was voted best designed in 1977. A and G are bolstered to 4 home centers, Switz is passable, the Abstraction convoy is used, and some sea spaces can hold multiple fleets.

Pseudofold An announced fold that is to take place in the future, or a drastic change in form, which doesn't quite come about. Examples are St George and the Dragon, Brutus Bulletin, and Fol Si Fie.

Publisher The person who prints, collates, staples, addresses, stamps and mails the zine (tho some of these functions he may arraigne for others to do). This is usually the editor, but not always. DW was for a while published by Walt Buchanan but edited by Conrad von Metzke, and John Weswig published Everything for a while, while Doug edited.

Puppet A player who agrees to orders his units as instructed by the puppeteer, in return for some favor (usually survival), often forming the cutting edge of the puppeteer's attack. Were the puppet's units to be eliminated, the master would have to waste time bringing fresh units to the front. Further, he can dislodge the puppet's units, allow them to take a strategic retreat. Sometimes the puppet's units form part of a stalemate line. The relationship may be shortlived or insincere. The puppet may just be buying time until the opposition is more organized. The master may be seeking a way to finish off the puppet quicker than straight war. See Mutual puppet.

Purest Diplomacy Prevot's variant which removes all tactical considerations. Each of 7 players has 1 unit in his one home center. All 7 centers are mutually connected, and there are no retreats or draws.

Purn A verb of unknown meaning. Long ago, Charels Reinsel threatened to come to NYC and "purn" John Boardman --- but never said what it meant. The word appears sometimes.

Race for victory An alliance structure in which both parties agree not to attack each other, but also agree that the first to reach 18 centers, wins. Thus, competition is not so much military as diplomatic, as each tries to manipulate the board's alliance structures so that the other fellow faces the most determined opposition.

Raider. A unit behind the enemy lines. Tactically, this can be extremely valuable, because to snuff it out generally takes 3-5 enemy units. They are sometimes generated when a dislodged unit can be retreated forward, or when a country picks up a new puppet, or when a unit just slips thru. DW demo game 1976BG had an Italian fleet raider.

Ratings A system of ranking of players' postal performance. Principle problems are how to rank outcomes other than victory, whether to include standbys, how far back in the records to go, and finding the time to do the work.

Ratingsmaster The person who inputs the data, decides which games are ratable, does the calculations, arraignes for publication and if necessary, defends the results.

Reactionary A style of GMing that tends to be rigid, limiting a player's ability to innovate and avoid the consequences of errors. Typically such HRs would bar codewords, joint orders, limit conditional orders, narrowly interprets the "badly written order rule" AND IMPOSE strict deadlines.

Realism/Play Balance A central dilemma in creating variants based on actual historical conflicts. Unless the battle really was a draw, slavishly following the dictates of realism means that one side should have little chance of winning, providing for an unbalanced games that will be unlikely to be replayed. But evening things up destroys the historical accuracy of the variant.

Refusal A few GMs will allow a player to refuse an unwanted convoy route (which they suspect will be disrupted), either explicitly or implicitly by permitting "via" language --- all this despite the Rulebook which does not permit refusals. Refusals of

support are uniformly not permitted.

Regular 1) Not a variant -- a standard game 2) A properly run game -- not irregular
3) An ordinary game --- not a restricted entry game.

Reinhardt Gambit A method of foiling the self-standoff, by supporting one of the enemy's moves. It is a true gambit, as one is giving up a shot at the center. Can of course be foiled by attacking the would-be supporter.

Remailing a letter Passing a letter along to another party is a fairly common practice, and on some occasions you'll even get your own mail back. There is much, obviously, to be gained, but there are some risks. Some players believe it unethical. And even if the recipient appreciates the letter, he must surely wonder whether its worth the risk for him to write you. A careful letterwriter will write his most sensitive letters in such a way as to reduce the chances of it being remailed.

Resignation The positive step of removing oneself from a game. Most GMs require a final set of moves (if the season calls for it), otherwise it may be treated as an NMR. This is as opposed to chess, where resignation implies concession to a particular player, an indication that the game is considered over.

Restricted Entry Game Any game where significant limitations are placed on who may enter. The most common are local games and demo games, others have included novice games, all-GM games, all-lawyers games, press games, Amazon games and International games.

Retreat-from-Moscow McCallum's rule that a dislodged unit without retreat orders retreats if possible to the province it was in before it was in its present space. So named after Napoleon's Moscow army was retreated via the road back to Smolensk, despite the fact that they had pillaged that very area coming in. The theory is that 1) A retreating army without orders will always just want to go home and 2) They will choose the most familiar route, the one which may have supplies stashed along it. The rule breaks down if it arrived by convoy, if it was built there, etc.

Retreat from Portugal Diplomacy's most obscure maneuver.

Retreat Rules These include Just's right hand rule, also in Wells' version, Justs Flee-the-enemy, Retreat from Moscow and others. These were once extensively discussed and zines varied widely in their practices. Important in some variants (e.g. disorganization)

Reverse Lepanto In Lakofka's unusual A-T alliance, FO1 sees A Bul-Gre, F Con-Bul(ec), A Arm-Sev (or defend Ank). Aus contests Rum with Ser (+ A Gal if its exists), and does F Alb-Ion. Then in SO2, F Ion C Tur A Gre-Apu!

Right Hand Rule See Justs's right hand rule.

Rocamora System A tournament scoring system giving 1 point per center, and 1 point for everyone playing your country that round whom you outperformed. S.C.s thus are the sole measure of performance; wins and draws do not exist. No reduced victory criterion is employed. Has been used in several major tournaments.

Rogue's Gallery Len Lakofka's Rating system, giving 5 points/center, plus 170 points to the winner, or divided among the drawers. Penalties assessed for elimination. It is very similar to Dragon's Teeth, except that RG does factor in standbys.

Rohan A notational system in which CAPITOLS are used to denote where the unit is, lower case for where it was, \$ for cut supports. Presently used by St Geo and the Dragon.

Rotation Lepanto F Nap-Ion, A Ven-Apu, A Rom-Ven (See Lepanto). When done in conjunction with F Tri-Ven, it leaves Ven open, presumably making Aus feel more secure for FO1. Very obscure, but recently seen in 1979GZ.

Rulebook The 1971 (GRI) or 1976 (Avalon Hill) set of rules for the game, which are for all practical purposes identical. The earlier (1959 and 1961) Rulebooks are now obsolete, as changes did occur in 1971.

Rumanian Opening Fourth Most common Russian opening, A Mos-Sev, F Bla-Rum, A War-Ukr

Altho apparently peaceful and concerned only with Rum, this provided considerable scope for anti-T action in the fall, provided that neither A nor T moved against you in SO1. R can move F Rum-Bla, or A Sev-Arm, or, especially if Austria is very friendly, both. Note that either can provide that Sev will be open for a build.

Russian Defense The opening to Bla, Con, and Bul, a very flexible T opening. If T enters the Bla, A Bul has a choice of three neighboring neutrals, with F Bla S A Con-Bul as a backup. Other options are supported attack on Rum, or a sneak convoy to Sev. If a standoff is arranged, T may be buying time, while not risking the Black Sea.

St P Gambit Openings based on A Mos-StP. It is a gambit, as R is sacrificing both the initiative in the Balkans, and the increased defensive posture vis-a-vis T that moving both armies south would usually give. See Octopus, Squid, Northern Opening.

Sample Copy A single copy of a zine sent to a non-subscriber, usually to entice him into subscribing. May be free, or require an SASE; occasionally there is a charge.

SASE Self Addressed Stamped Envelope, often included for convenience of reply.

Scandinavia Den, Swe, Nwy, Fin, and StP. In most games, this is the first area of E-W conflict. Unless the east retains at least two fleets in the area, it can be overrun by a healthy west, always.

Scatter Theory Nicky Palmer's theory that one's units should be scattered all over the board, "thus having a finger in every Diplomatic pie". The hope is that your support will be so desired that no one will want to offend you by attacking your (lightly defended) homeland. In practice, this can be used best in a limited form: e.g. the west has a single unit in the east where it can be used to stabilize things (cause stagnation) while the western power or alliance grows. This is best done by E, F, or T, since their empires are less vulnerable to reprisals from the disgruntled party on the other side of the board. Thus, one may see a turkish fleet wander into the Mid. These extra units may arise when a country switches alliances; e.g. T breaks off attack on I, and sends his unneeded forward fleet westward.

Schizophrenic Attack A variation of the schizophrenic support done to assure that a province is taken in the proper manner. Thus, suppose your ally is to take Par, but you want to make sure that he does it. A Pic S A Bur-Par, and not vice versa, as you want Bur left open. You order A Gas-Par, and A Mar-Bur. The former means that he must have support to enter; the latter that he'll have support only if he attacks from Bur. If there is an enemy unit in Par, A Gas-Par may not be needed.

Schizophrenic Support A country attacks a province and also supports an outside party in. This assures that the center is taken in case of NMR or betrayal. It also assures that the center is taken in the desired manner. Thus, A Pic-Bel, A Bur S Eng F Nth-Bel can thwart F Nth C A Yor-Bel.

School Games A minor format for games, a blend of face to face and telephone modes. The game is run by a school (typically, run by a high school game's club) with deadlines around 2-3 per week. The moves are sometimes printed (as in The Exponent)

Scissors A tactical procedure for cutting support. A Ber-Sil, for example, will not necessarily cut the support of A Sil, if A Sil supports an attack on Ber. But A Sil can be cut if two attacks are directed at it; thus the scissors: A Ber-Sil. A Mun-Sil. This is superior in some ways to A Ber S A Mun-Sil (or reverse), as it assures that Sil will be cut, and you might expect that both Ber and Mun will be cut from the outside, so the support would be wasted. This won't foil a supported attack from Sil, but then A Ber-Sil may well succeed, threatening War, and allowing A Mun to retreat to Berlin.

Science Fiction Variants These are usually based on a particular book or books, and have never been particularly popular. Books include (Asimov's) "Foundation" and (Blish's) "Cities in Flight". There are many commercially distributed SF games, but these do not resemble Diplomacy in that they are usually just tactical games.

Scotice Scripti III John Boyer's highly thought of variant depicting the struggle for struggle for Ireland in the 11th century.

Scutage A supply center handed over to one's ally in lieu of military assistance not provided. E.g. "In return for X and Y, I'll support you into Den next fall, and if I can't support you in, I'll give you Bel instead."

Sealed Orders Orders which cannot be changed but are unrevealed. May occur when 1) game is delayed due to e.g. GM illness or need to resolve dispute 2) Face to Face orders submitted at the end of a given afternoon's play, not revealed to prevent diplomacy from taking place before the reconvening of the game.

Self-Dislodgement 1) While you cannot dislodge your own unit directly, you can do it indirectly by cutting the support of a foreign unit which is supporting a unit of yours which needs that support to prevent dislodgement by the enemy (got that?) Doing this accidentally-on-purpose is a very sly maneuver 2) More directly, the Rulebook does not bar you from convoying an ally's army in an attack on your own unit, tho some GMs do not permit this. See Friendly attack.

Self-standoff A tactical procedure whereby a player orders two units with equal force to the same space, with the intention that neither moves. Thus in FO1, A Spa-Mar, A Bur-Mar keeps units in Bur and Spa in position, keeps Ital A Pie out of Mar, and keeps Mar open for a build. This can be partially foiled by the Reinhardt Gambit. See the related Scissors and Arranged-standoff.

Servicezine A zine related to a particular Hobby service, e.g. Marsden's The Orphan Game Rehouser, ISE's U.S. Dollars, the IDA's Council Currier. See orphanzine, and various service projects.

Seven Player Tournament A set of 7 games with the same 7 players, each getting to play each country once. Has been done in Neophyte Grand Tournament Gazette in 1975, and in Enigma in 1979.

Seven Year's War Lew Pulsipher's very complex variant set in mid-18th century Europe. 7 players also must compete for control of 12 minor countries.

Shared Win 1) A 17-17 draw. 2) More loosely, any draw-of-all-survivors in which the drawers are of about the same strength.

Simple Tournament Scoring System Dick Martin's scoring system, giving 1 point per center at game's end, 5 points for surviving (unless someone reaches 18), and 18 points (12 in final round) for coming in first (split if tied), plus 6 points for best-of-country. No minimum victory criterion (Details in DW #24).

Sheltered Power A country which due to geographical separation is not threatened by another country's drive to win. Usually, this will be the country at the other end of the board (e.g. F to R). Special strategy may be required to get the sheltered power either directly involved, or at least not to hamper the efforts of others involved in a stop the leader alliance(See Fol Si Fie #123).

Signup (or Waiting) List The list of those persons signed up for a given game. The publication of such a list, a common practice, has been justifiably criticized for making it easier for people to enter games just to screw someone in particular.

Slightly Blackish People A listing in New Statsman of persons who have NMRred out of British Games, giving the game and zine. Many british zines blacklist dropouts.

Slobbovia A large variant designed for press, and structured as a perpetual game, still running in Slobinpolit Journal.

Somewhat Irregular A peculiar designation given by Mick Bullock to a game or games which would normally be thought of as irregular which for some reason Mick Did not want to so designate. Thus, in 1977BI, Richard Nash dropped as Austria in SO3, but was allowed to take over the German position when the German player, supposedly his girlfriend, also dropped in SO3. He labeled this as "somewhat irregular".

Song of the Night Pulsipher's long variant, published in "Diplomacy Games and Variants" a complex mixture of Diplomacy and Dungeons and Dragons for 2-7 players.

Southern Defense The most popular opening for Russia: A War-Gal, A Mos-Ukr, F Sev-Bla. Its a relatively ambiguous opening, since any standoff may be arranged. Some clues are in whether T moves to Arm or whether Italy moves on Austria

Spoof or Humor variant A variant designed not so much to be played as to entertain the reader or creator. Examples include Cities of Nowhen, Diplomafia, Dudland, Stripdip.

Spring 1901 Opening Moves Survey Mick Bullock's survey of S01 moves for all countries for British games. For example: A Vie-H, F Tri-Alb, A Bud-Ser, 4.3%. Most recent was #4 in Jan 1978, covering all but 7 games: 541 games, printed in New Statsman #3.

Squid A Mos-StP, F Sev-Bla, A War-Ukr. "The octopus with weak legs" is best used when you are quite confident of A Vie's orders, and don't wish to offend with A War-Gal.

Springraid Taking a supply center in the spring, but exiting in the fall. Occasional postal games what have allowe a springraid to take possession are considered irregular, but this is used in some variants.

Spring Removal Ordinarily, pieces cannot be removed in Spring. However, a player may deliberately fail to order a piece in spring, hoping the GM will not even list it, and other players do not take notice. Error is then repeated in fall, ratifying it. Player then claims right to build in winter. Ethics of this are dubious.

Stab 1. Any attack on another player 2. An unprovoked surprise attack on one's ally. 3. Something intermediate between 1 and 2. In the most common use of the term, the victim is either an ally or there is a nonaggression pact, the attack is a surprise, but not necessarily unprovoked. See ministab and Stabbee.

STAB! Andy Evans' Hidden movement variant. Within some limits, players can choose initial units. Only moves that result in conflict are published (including supports), plus illegal or impossible moves. Retreats revealed also to the dislodger, proving he lists the possibilities. Played only in Britian.

Stabbee The victim of a stabber. While stabbers generally think that their becoming a stabbee is solely the act of a stabber, experienced players know that diplomatic failures on the part of the stabbee are often a, or the, major cause of a stab.

Stalemate line A linkage of units, normally holding and supporting which cannot be broken or circumvented by the opposition. The great majority begin at a board edge, (run thru switzerland, usually) and go off to another board edge, and virtually all embrace either all of T, all of E, or both. The most complete collection ever published is in DD #10/11. See also Holcomb line, and Dynamic Stalemate line.

Standard Opening A set of S01 moves to be used in place of all units Hold, normally listed in the HRs. These need not be strictly neutral.

Standard Rating Base (SRB) A generally agreed upon list of ratable games. SRB/30 would be those thru issue #30 of Everything.

Standby If a player NMRs, his units hold (or substitute orders will be used) and the GM will appoint a standby to submit orders for the next season. Should the player miss again, the standby's orders will be used, and he takes over the position.

Stars and Bars One of Walker' Rating Systems, it gave 1 point per center (to a max of 18), and then divided by 18 x total # of games, then x 1000. Replacement players (DW#5) were rated if they played at least 3 game years and had at least 6 centers at gameend.

STAR Rating system Players start with a rating of 100. Rating = Old rating x (1 + Damper x (S-E)), where S = Calhmer Point Score, and E = old rating/Sum of all 7 old ratings. Damper is a function of games played, reaching an asymptotic value of 0.37 after 13 games. Kept by Jonathan Palfrey.

Stop-the-Leader Alliance These arise when one player threatens to win, and others race to either push him back, or form a stalemate line. Problems include the difficulty of coordinating the moves of 3-5 players, if needed, sabotage by a sheltered power, submerging pre-existent grudges and conflicts, the problem of those with strong-second philosophies, disagreements over who should be allowed into the draw, reluctance to leave one's safe centers for a position on the lines, the necessity of marshalling the needed numbers of both armies and fleets, and apathy in the face of a perceived inevitable win.

Strong second The philosophy of play or rating that values a strong, undisputed second place finish above participation in a draw, especially a large draw. They are often referred to as "loyal ally" by the leader, and "snively puppet" by the others. The opposite is "win Only". Debates have raged over whether these make good or poor allies.

Subscriber 1) Anyone getting a zine 2) Anyone getting a zine and paying for it in cash (i.e. not traders) 3) Anyone getting zine, paying in cash, but not playing.

Substitute Orders Orders, either from an assigned standby, an outsider, or a GM, used on a first NMR in place of all units hold. Rarely used after 1901. See Tretick standby system, neutral orders, standard opening, phantom orders.

Subzine A zine within a zine, usually with a different editor. Examples include Cannone made in Shenandoah Services, Annexe in Mad Policy, Monochrome Supplement in XL, Kobold in The Beholder, Cat-Tastrophe in Brouhaha, and later to Eggnog. In some cases, subzines have left the nest and become independent, such as An-Taidhleois out of Sauce of the Nile, and Eggnog from Claw & Fang.

Suicide against To throw all of one's units against one player, rather than a balanced defense against all attackers. This can occur when 1) The player believes he is doomed, and seeks revenge against the person who has treated him the most shabbily. He may wish to establish a reputation for retaliating against stabs, so as to discourage his being stabbed in other games. 2) The player wishes to ingratiate himself with one person with the eventual eye toward future puppet status, so he doesn't resist. See Prosnitz.

Sundered Worlds Steve Doubleday's variant for 4 people beginning with 4 SCs and one mutually attached spaces. Players begin by building up the map.

Superpower Opening Beyerlein's A-I opening: A Ven-Tyo-Boh; A Rom-Apu-Tun (via F Ion) A Vie-Gal; A Bud-Ser-S F Alb-Gre. Thereafter, F Gre supports I in the south, even as A Boh helps Austria against Russia. Eventually, I-A is an expanding hollow shell.

Suspicious A professional courtesy extended to the other six players by a prudent strategist. In excess doses, it can cause paralyzing indecision and paranoia. In insufficient doses, it causes paralyzing stabs.

Swap If a player has no adjustments required in winter, the voluntary disbandment of units and the building of an equal number of units is called a swap. Altho not expressly forbidden by XIII, 2, GMs generally do not permit this.

Swanson Opening Italy moves to Tri in S01 and is then convoyed to Gre via F Ion & Aus F Adr. This permits Aus to use A Ser to S A Gal-Rum. The fake S01 war presumably fools Russia and Turkey. (See DD #16).

Swiss Diplomacy Fred Davis' variant in which an 8th country is created by deviding Switzerland into 2 SCs, and giving it a third in North Africa. In the II version, buffer zones were added, the Swiss fleet began in "Lombardy", and some other changes. DW #16.

Syrian Opening Turkey begins with a standoff in the Bla, then moves to Con. A Smy H (i.e. Pastiche opening), then A Smy-Syr. This permits T to build on either coast, and support himself either to Aeg or Bla, send fleets to both Aeg and Eas, or go in both directions. Notice how if T does not choose a victim in 1901, his second army actually gets in the way, and must be ditched for full W01 freedom. Extremely rare; used in 1977KJ.

Tadek Diplomacy Tadek Jarski's 3-handed version of Intimate Diplomacy.

Team Game A game in which 3 countries, each played by one person, battle another similar

3-person team. Popular in the hobby's early days, many of these were run by Don Miller. Italy or Turkey was omitted, tho in the 70s, versions with G in cd or madman, have been played, for example in Runestone.

Telephone Games A format which combines many features of both Face to face and postal diplomacy. Sometimes written records are kept, with ordinary postal deadlines (e.g. local games in Graustark). Other times they are run on weekly or twice weekly deadlines, with adjudications given over the phone. The ease of negotiations is such that negotiations often become extremely time consuming. The back&forth nature, the ability to judge your opponents voice, and the fact that opponenets are usually known personally all resemble FTF. The inability to organize triple conferences, the fact that you cannot see your opponents, the presence of plenty of time to analyze things all resemble postal play, as does the privacy of conversation. Some telephone games start or end as Face to Face games. NMRs, apparently, are not rare. See DW #20.

Temporary Substitute Player or Orders Many GMs will allow a player to appoint a temporary substitute if they are going to be out of touch for a short period of time. If that substitute is a player (usually not allowed), see Proxy Orders.

Terminus A compilation of all but 10 of the regular Diplomacy games thru 1970, presented in the Everything style. Its the collected work of Tony Pandin, Rod Walker, Walt Bucharan

The Diplomacy Association Possibly the first try at a hobbywide organization was set up by John Beshara. Feuding quickly rent the organization, and after 1972 it became more or less his won private club, and in the late 70s became defunct. Projects included computer printed Younstown maps, a series of stalemate lines and ratings.

"The Game of Diplomacy" The first hardback book (150 p) ever to appear on the game, written by Richard Sharp and published by Arthur Barker Ltd, London, 1978. (£7.50). It provides a highly comprehensive view of the hobby, and tho it has some weaknesses, is extremely well-written and highly entertaining.

"The Strategy and Tactics of Postal Diplomacy" Larry Peery's monster publication in 7 chapters. It got mixed reviews, and was considered too elementary in many respects. Insufficient marketing meant that the publication had little impact on the hobby.

"The Publisher" Bob Lipton's epic parody of various diplomacy personalities, especially of the N.Y.C. area, in the format of a Gilbert and Sullivan operatta.. Serialized in The Mixumaxu Gazette and also published as a separate entity.

Three Fleets Opening Birsan's opening in which Italy takes Tri in S01 and allows it to be annihilated in F01. Italy then builds 2 fleets. This avoids the superflous army that occurs when Italy selects F and T as his first two victims. Details in DD #17

Tolkein Variants These are based, more or less, on J.R.R. Tolkien's "Lord of the Rings" trilogy. They include Downfall, Third Age, Mordor vs the World, The Great Years, War of the Ring, Middle Earth Diplomacy. These generally feature multiple units, special units (notably the ring), a relatively unbalanced gameboard, and plenty of press.

Tournament Diplomacy Altho in many ways resembling face to face, it differs in providing a more competitive game, with greater willingness to eliminate players, less sociability, and the fact that play is significantly impacted by the nature of the rating system.

Treaty Diplomacy A variant by Rod Walker. In order to support or convoy another's unit, players must be allied via treaty, which may be secret oopen. Any order contrary to the express words of the treaty is illegal. Any aspect of the game can be covered, and they can have time limits, or expire only when denounced, etc. Details in DW Vol 2, #4

Tretick Standby System Named after Buddy Tretick, a method of avoiding NMRs by assigning to each country a game-standby, who submits substitute orders. Used in DW demogames past.

Triple-checked What your orders in postal Diplomacy should always be.

Triple-Ess-Yed Standby Service for Small Zines. John Leeder's plan for providing stand-

bys to those zines which often have no standbys available. Never implemented.

Triple Parenthesis When an article is reprinted, material inserted by the original editor is placed in triple parens, to distinguish from the reprinting editor's double paren

Turkish Attack Russia's third most popular opening, A War-Ukr, A Mos-Sev, F Sev-Bla. This will turn out badly if T does F Ank-Bla (thus stalling 2 units) or if Aus enters Gal. Russia retains his options to either press an attack on Turkey, or content himself with Rum, and use F Bla to try to keep the upper hand in any subsequent R-T alliance.

Twin Earths There are two boards in this variant, I & II, and units may move from one to the other thru a connection which links each province with its double. Each player has two homelands, and units can move from one board to the other.

Two Season Diplomacy An adaption for postal play in which there are only two seasons, Spring and Fall, with all retreat and build seasons combined with either the previous season (in Britian), or the following season (U.S.). Rules for separation vary with GMing styles, and often there is no fixed policy. Separations are much more rare in U.K.

Unexpressed Move A move which is unambiguously implied but is not separately written. Thus F Bla C A Ank-Sev, A Ank Unordered, has A Ank-Sev unexpressed. GMs vary on whether the move A Ank-Sev would be permitted. Allan Calhamer has stated that he feels that the move should proceed under the "badly written order" rule.

United States Diplomacy Invented by Charles Reinsel, each state was one S.C.; players chose their own initial setup. In USD II, Davis cut the SCs to 44, with restrictions on the inital setup. USD III added more naval action, dropped the SCs to 38, and formed discrete countries.

Unwanted Convoy Contradiction If, e.g. France orders an unopposed A Bel-Hol, enemy England chips in with F Nth C A Bel-Hol, and coconspirator Russia dislodges F Nth. Rule XII, 3 indicates that the army move must fail, but VII, 1 indicates that the unopposed move succeeds. This is the only known Rulebook contradiction. A few HRs cover this point, but there is no pattern to the rulings as yet. Note that this tactic really does have a tactical value --- if the GM rules against France, E can retreat to Holland!

U.S. Orphan Service A project run by Jack Brawner, Dick Martin and John Daly to identify orphaned zines, and rehouse their games. The Flying Dogs of Retaliation is their servicezine. Began work in 1980.

Variant A game based loosely or tightly on Diplomacy, which varies the rules, the board, or both. One can participate not only as a player but by generating either new variants or new versions of old variants, and this is a major creative outlet. At least 600 have been created, but only one (Battleline's "Machiavelli") has been marketed commercially. It is, however, often difficult to find enuf players to get up a game of one of the less well known variants. Most variant GMs are reluctant to run games of variants that they themselves have not created. Thea early stalwarts of the variant hobby were Don Miller and Rod Walker, with major contributions later from Bob Sacks, Lew Pulsipher, Fred Davis. See Tolkein, Hyperspace, Spoof, Madman, Hidden Movement, Country, Bomb, and Global variants, and also the names of specific variants.

Variant Insurance project An insurance scheme, at \$5 per GM, for those running a "certifiable Playable" variant. Never implemented.

Variant Orphan Rescue Service Variant Version of the OGP, responsible to the MNC and the IVC. Present cutodian is Ray Heuer, but its status is dubious.

Variant Playtesting Service Set up by Ferkin Doyle for face to face playtesting. Defunct

Variant Bank-East Fred Davis' Variant Archives, which also publishes variant news and supplies copies when needed.

Variant Bank-North Canadian Variant Bank run by John Lipscomb, affiliated with CDO.

Variant Bank-West Rod Walker's variant archives. Sponsors a ocaasional listings zine ARDA. Answers questions and does research, and supplies copies of variants.

Variant Bank of UK The collection of variant rules in England. In 1979 Andy Tringham took this over from Hartley Patterson, and in 1980 Steve Agar replaced him.

VARIODDMOD A variant rating system similar to ODDMOD created by John Leeder and presently allowed to languish by James Hymas.

VEGA Created by Dick Vedder, this was the first rating system just for variants. Basically, in an N player game, first place gets N, second N-1, etc. The winner also got 1 point for each country eliminated. Points divided evenly for draws.

Victory Criteria Presently for regular games, this is control of 18 centers for a "Rulebook" victory. The earlier Rulebook had "majority of units on the board". However, postal GMs permit voted wins with fewer than 18, generally requiring that no one have more than the voted winner, and some set a minimum. Face to face play often allows the person with the most centers and a clear lead to claim a win. Some tournament scoring systems (Berch, Brux, Simple) lower it for time-curtailed games. Some variants have different criteria for different countries (e.g. Scotice Scripti III).

Von Metzke Opening Conrad's favorite: A Vie-Tyo, F Tri-Adr, A Bud-Tri. Some claim that poor statistics for Austria in the early days of the hobby are due in part for Conrad's penchant for both Austria and this opening.

Waiting List See signup List.

Wales Opening F Lon-Eng, A Liv-Wales. It is normally attempted when England is quite sure of taking the channel, a fact seen by its high success rate compared with other F Lon-Eng openings. The most common target for A Wal is Bel. My statistics on 17 openings with entry into Eng shows that A Wal-Bre succeeded 5 times in 5.

Walker Tournament Scoring System The game is worth 34 points, given to the winner or divided among the drawers. If game is won, each survivor gets -2 points for each SC he is stuck with at game's end. Reduced victory criteria, with a minimum lead required. Used with some modification at DipCon XI. Details in DW #19; discussion in DW #22.

Warehouse zine A zine which carries lots of games and virtually nothing else. Sometimes the term is used contemptuously. A classic example would be A.D.A.G.

Wasted Order An order which did not affect adjudication. e.g. cut support, or unsupported move opposed by a supported one. The Wasted Order Ratio (WOR) is the proportion of wasted orders to total orders.

Western Lepanto The very anti-French opening of A Rom H/Tus - Tun via F Tyh, A Ven-Pie-Mar/S Fre A Spa-Mar. In SO2, F Tyh can move to Wes to convoy to Spain, or is in a position to directly block F Mar-Lyo. If there are no eastern commitments, this will be a rare circumstance when building F Rom is superior to F Nap, as F Rom-Tus permits the piece to be used directly in FO2.

Western Powers France, Germany, England, and, depending on his alliane structure, Italy. The most quintessential western power is France.

Wicked Witch Theory Allan Calhamer's strategic notion that you should demolish E and T before they demolish you. The theory was that between them, they could encircle any power, had a too-strong defensive position at the board's corners, and without their cooperation, stalemate lines could not be constructed. Thus, to gain the safety of the stalemate line you must either swallow one of them, or make yourself indispensable to him.

Win Only A slight misnomer. A philosophy of play that values (or rates) only wins and draws, all other results being considered as losses. The Rulebook advocates this. This is the opposite of Strong Second.

Witch England and Turkey. See Wicked Witch Theory.

Women The underrepresented Gender in Diplomacy. This is unfortunate, because one of the joys of postal Diplomacy is in meeting very different types of people, and thus loss of women reduces variability in the hobby. Estimates traditionally are 2%, tho in the late

70's, this may have risen. While various theories for this have been presented, the most sensible is this: Diplomacy is an extremely competitive game, and women tend to be socialized to avoid such highly competitive environments.

World Variant Association A vehicle for feuding within the variant community. Defunct.

World Variant List Dermot Garvey's computerized, alphabetical list of over 500 variants. With Garvey's exit from the hobby, its fate is unknown.

World War III/Reinsel Charles Reinsel's variant adding part of the Western hemisphere. Each player has both atomic weapons (which render their targets permanently impassable) and anti-missile weapons. Rules in Command #1.

World War III/Rosenberg 8 player game, using the concept of alignment and nuclear weapons. You can't nuke someone you're aligned with.

World War III/Sergeant A global variant for 19 players. A second version for 15 players was partially playtested at DipCon XII and is being played postally.

Wrong Envelope Ploy The deliberate placing of the wrong letter (or part of a letter) in an envelope, to fool the recipient.

You-only-live-once A variant rule not permitting a unit annihilated or retreated off the board ever to be rebuilt for. Sometimes retreats are also banned. Makes for faster game

Youngstown Variants A family of about a dozen variants, this has proved to be the most popular large variant in the U.S., and often the only variant carried by a zine which otherwise carries only regular games. A ten player global game designed originally by Rod Walker, it adds China, Japan and India to an Expanded Europe plus Asia and Africa. Keeping things connected are off-board boxes and the ability of some European countries to build in remote ("colonial") parts of the world. Later versions added an African and American power. Game tends to produce static slugfests, and large draws.

Youngstown University Diplomacy Club One of the very first and probably the most influential of the early Diplomacy clubs. Its chief organizer was John Smyth, who taught Political Science there.

Zine Bank A British collection of samples of zines, sent in by publishers to custodians. Those who want samples send some money and perhaps some preferences. Established by Tim Roberts, now run by Alan Parr.

Zine Evaluation Commission IDA's plan to publish a list of "acceptable" zines, rated on reproduction quality, error rate, and frequency of delays. First director was to have been Ron Kelly. Met considerable hobby resistance and was never implemented.

Zine Poll Mick Bullock's poll of popularity for British zines. The 7th one was run in 1979. Usually the poll gets very good reader turnout, and results are presented in several different formats with all sorts of correlations. Typical wrangling includes issues such as which zines are eligible, whether you need to be a subber to vote for a zine, and what weighting scheme is best. The 1979 Poll even included a separate Poll on this last question. Results presented in great detail in New Statsman.

(Continued from page 1) Its time again for the North American Zine poll. It is important that you take the 15¢ and the few minutes to vote. Those of us who are doing a good job deserve the vote of confidence; for those who aren't, well, maybe a swift kick in the rear will help. But it is crucial that you tell us that you care about the quality of zines by voting; I was very pleased last year when nearly 1/3 of my subbers voted. Give each zine a value, from 0 (worst) to 10 (highest quality). No need to give reasons. North American zines only. If you've played, do the same for GMs by name, not zine. Send your answer to John Leeder 121 19th Ave NE Calgary, Alta T2E 1N9, and do it before the (possible) upcoming Canadian Postal strike --- deadline is end of June. The more who vote, the more significant the results will be.

Some of you may be seeing DIPLOMACY DIGEST for the first time. This is a zine for articles only --- no games are carried --- the bulk of which are reprinted from my ex-

tensive archives. Most of the issues are organized around some theme, such as Austria (#16), Personalities (#33), Aspects of GMing (#32). All issues, like this one, are printed by photooffset, and are (except for #1-8) either 11 or 12 pages long. A list of the back issues is available.

The following have expressed an interest in computerized GMing, at one time:
Carl Fristrom Swarthmore College, Swarthmore, PA 19081
Mark Larzelere 821 E. University Apt AB Ann Arbor, Mich 48104
Gerry Michaud 2290 Girouard #490, Montreal, P.Q. Canada H4A 3C3
Don Ditter P.O.Box 325 Grand Chenier, LA 70643

The Zine Column #24

Making Recommendations

From time to time, newcomers to the hobby write me or even call me (!) asking for recommendations as to where to play. I usually suggest one well established zine, and one promising newcomer, both of which I know to have openings. The newcomer is riskier of course, but they deserve a chance too, and besides, new comers tend to be more anxious to please, and may give more personalized service. Anyhow, sometimes I am asked for someone I can really vouch for, or some such language.

This is another matter entirely; for that I have absurdly high standards. First, the GM must give high quality service, which eliminates a lot of people whom I won't mention by name. And it must be someone who I've played a game under, or the better part thereof, and watchd other games of theirs as well. This eliminates people like Benes and Boardman, to name two superb Bs. And it must be someone who either has openings, or the expectation of them in the near future, which eliminates --- sob! --- Lipton, McLendon, McGee and Smyth. That leaves only two, one of whom doesn't have openings at the moment so I'll mention him when he does. The other is Bob Sergeant.

My game with Bob's GMing is about to end in 1920, and very well-run it has been. I have watched quite a few of his other games and mine seems to be no exception. The error rate is extremely low, and Saint George and the Dragon is always on time, and features top-notch reproduction. Also, Bob uses a modified Rohan notation which is particularly unambiguous (the usual underscoring, plus CAPS for where the unit now is, lower case for where it isn't), a real favorite of mine. The only minor fly in the ointment is that Bob Permits Bernie Oaklyn to play there. If playing with this known cheat isn't your idea of fun, just ask that you be signed up for an Oaklyn-less game, and I'm sure he'll oblige. Subs are 10/\$4.50 (the 40¢ zine --- which you've barely gotten used to may be going!), and the game fee is greatly underpriced at \$3.00. These openings have my highest personal recommendation.

Bob frequently writes on the visual aspects of Science Fiction (TV and Film), and sometimes writes on play-of-the-game as well. His writing style tends to be unadorned and straightforward and concise. There is a refreshing practicality to his approach. I frequently do not agree with his SF writings (we greatly differed about "Close Encounters of the Third Kind") but they are always interesting. His play-of-the-game material is loaded with very sensible advice, and leans toward attitude and strategy rather than tactics. And his article on England going for Belgium was a true gem. So if you decide to play in St Geo, you will get a lot more than well-run games.

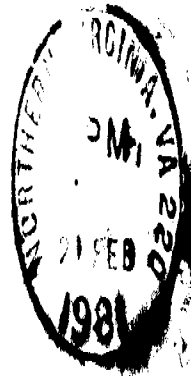
Next issue will be my third anniversary issue, and I will have some awards for the occasion. If any of you would like to contribute some original articles, I'd be appreciative (and I pay \$2/page sub credit). But do get it to me by July 10, 1980. It has to be related to Diplomacy, tho.

Lessee. A few issue back, I suggested a way to avoid having codewords used as a porbe for an upcoming NMR by one's ally. Bruce Linsey and Randolph Smyth have both pointed out that this method can easily be defeated. So cancel those remarks.

One last point. When several definitions are given, the first is not necessarily the best or the most common

Mark L Borch
492 Naylor Place
Alexandria, Va 22304

If the number 34, 35 or 36
appears by your name, your
sub expires with this issue.
In order to get the gala
anniversary issue, you must
either resub, or supply me with
an original article that I
decide to print



Bella Coola
Indian Art USA 15c



Larry Peery
P.O. 8416
San Diego, CA 92102