

DIPLOMACY DIGEST

Issue #50	Mark L Berch	Subs: 10 for \$3.50
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The 50th issue is traditionally the time for the publisher to start his front page editorial with: "The 50th issue is traditionally the time for...." So be it. A zine that specializes in reprinting articles can hardly turn its back on tradition.

Maybe I should say that 50 months ago I never expected to see #50, but in fact, I did figure to get this far. And I figure to reach 100, too, tho the chances of my reaching that in only 50 months are very slim. I wonder how many of you will be around?

Actually, I'm pretty pleased with the way DD has turned out. Circulation has recently taken a nice spurt, and I've been able to keep rates low. I've been able to avoid catastrophic boo-boos. Indeed, I've only had one real regret about something I've said here. Back in the spring of 1978, I had some tart remarks about Steve McLendon's Dragon's Teeth Rating System. Steve decided to rate original and standby positions in separate systems, came out with DTRS for original positions, but did nothing about the standby system. I said this was premature, and that DW shouldn't print DTRS until the companion system was ready. Well, I was wrong. Since then, I have learned that 1) I am unable to design a good standby RS, and 2) There seems to be little interest in it. So Steve, I take it all back.

At this time, I'd like to thank 4 people who, more than any others, have made this hobby enjoyable for me over the last few years --- and without an enjoyable hobby, there is no DD. Two have done this by producing more interesting reading in their zines than anybody else. By this I mean quality times quantity (with the boring stuff ignored). Others have put out high quality, but none in the sheer volume that these have. I refer to John Michalski (Brutus Bulletin Route 10, Box 526Q Moore, OK 73165; subs 2/\$1) and to Bruce Linsey (Voice of Doom 24A Quarry Drive Albany NY 12205; subs 10/\$5.50). Both feature that vital quality of publisher-reader interaction that gives a freshness to each issue, and brings out the personality of the publisher sharply.

The other two are Francois Guerrier and Rod Walker, who have provided me with the most interesting correspondences of my hobby involvement. Both are excellent letter writers and at times virtually every topic of hobby affairs has been under discussion. In addition, with Rod I have often gotten copies of letters he has sent to others, and with Francois I had my most interesting game correspondence ever (1978H). More on Rod on page 12. Francois seems a sadder case; Passchendaele is very overdue, but Leeder tells me that Francois intends to publish again shortly, and that the games will not be orphaned. At any rate, with Francois perhaps at a turning point, the other three are at milestones of their own. Rod has his most important hobby post just beginning. John Michalski has just published his 100th issue (most of them quite oversized) and Bruce is about to publish his 50th as well, taking only 22 months to get that far. So long as there are people like these 4 --- and many others --- around, you can figure on Berch too!

BEYERLEIN INTERVIEW FROM ISSUE "#49 (CONTINUED)

How is the GM supposed to know what he meant?

Mark: Will you void an order if they mislabel an army for a fleet? Or if they omit the nationality of a foreign unit they are supporting or convoying? Or if they leave out non-essential coastal information?

Doug: No. No. No. Of course not. Thats just being picky.

Mark: Suppose Italy wrote "A Mar S French F Mid-Spain" No coast is given, France moves F Mid-Spa(sc). Would the support be effective?

Doug: No, that I would not allow. I don't know what the Rulebook sez on that.

Mark: If I guy writes a convoy order, and doesn't write the army move separately....

Doug: I don't worry about that. Its a stupid thing to do. I did void it once, in the very first game I GMed, and it was a novice player, and the guy dropped out the very next season, and I thought, that was a stupid thing to do to the guy.

Mark: Do you have a separate standard for experienced and novice players?

Doug: No, not now.

Mark: Do you have favorite players, who write their orders so well?

Doug: No. Most players don't know how to write orders. You should write out the full name of the province that its in, exactly what its doing, and the full name of where its going. You can't trust GMS.

Mark: Is that the way you write your orders?

Doug: Yes. Even Support, not S; Convoy, not C. The only abbreviation I use is A for army and F for fleet. I've seen problems with abbreviations that the GM didn't allow. Never leave it up to the GM to make a decision.

Mark: Suppose someone has made a cloaked error. For example, youtyped Build A Edi but the player wrote Build A Lon. Only the player knows this error has occured. Is that player under an obligation to report that error to you?

Doug: I don't believe that a player is under any obligation to correct a GM; if its to his advantage there's no reason why he should have to make up for the GMS mistake.

Mark: Isn't that unfair? No one else can discover it. He has a choice at this point, either correct the build, or leave it as it is.

Doug: No, he doesn't have to.

Mark: I once asked John Boyer about this ((at DipCon 1979)). He was vehement about the fact that the player had to report it.

Doug: A GM should be able to run his games competantly, without help from the players.

Mark: But if he makes a mistake, and everyone makes mistakes...

Mark: What would you say if one of the players in your game you GM tried to fool the other players by putting out a phoney readjudication. Is that cricket?

Doug: Thats grounds for thowing him out of the game, if I find out who did it.

Mark: But you don't have anyhouserule about it.

Doug: I don't have any houserules.

Mark: So nobody's going to know it.

Doug: The faker is interfering with the GM's job. You can do that if you don't get caught, but if you get caught you'll have to pay the consequences.

Mark: So there's nothing unethical able doing it, but if you do it, I kick you out. So why are you kicking someone out for doing something which isn't unethical?

Doug: The rules of the game are, if you get caught, you pay the penalty.

Doug: The tactic I like best is when the GM is combining seasons, and...

Mark: The Beyerlein Ploy. That was reprinted in DD #16.

Doug: In 1970BJ, Mark Richter was dropping out of the game, but I needed him as an ally to win. I made him an offer by which I sent him 10 postacareds, and all he had to do was sign his name, and in turn for that, I would make sure he had a 20 issue sub to Impassable ((in which the zine was run)), and I would send in orders for him.

Mark: But if he was dropping out, why did he wantthe zine?

Doug: The crazy thing is, he said he was only staying in the game to get the zine. The GM, I told him, would never know.

Mark: I actually did something similar to that in the game you and I were in in St Geo, 1976IF. I filled out the orders, told him to sign them, and gave him the envelope. I got several seasons of French orders from him that way. I didn't pay him, tho.

Doug: How did you....

Mark: Oh, I made him feel very guilty about letting me down.....When players in your games send in orders, do they ever discuss the game with you, send in comments on it?

Doug: Never. ((I asked some pubbers at DipCon this question, and they all said they do receive such material in several of their games, at least occasionally))

Mark: How old are you, where were you born and raised, and all that stuff.

Doug: I'm almost 31. I was born in Portland OR and grew up in Seattle, and I moved to Palo Alto in Dec 1973, and have lived in Palo Alto and Menlo Park ever since. I am a hydrologist, I study water resource problems.

Mark: What do you do about these problems, or do you just study them.

Doug: I just study them ((laughs)). I work for a consulting company that has a small office in Palo Alto. We use computer programs to analyze water problems, and then different solutions in resolving them. I've been doing this type of work for the last 7-8 years.

Mark: Do you get a sense that this work is genuinely useful, or is it like many other types of jobs?

Doug: Generally we produce a lot of paper, kill a lot of trees with our computer output. Sometimes the client actually does something, sometimes he doesn't.

Mark: Is there anything else you'd like to talk about. How about your main passion?

Doug: Marie? You must be referring to my bicycle racing. This is my current free-time activity. I ride it every morning to work and back again. About 25 miles each way. I race Tues and Thurs evenings, Sat mornings, sometimes Sundays, depending. A lot of time.

Mark: What do you get out of this racing.

Doug: Tired legs. Hot body. Its fun to go fast on a bicycle. An adrenalin rush.

Mark: Then lets talk about your current project in the hobby, namely, persuading people to do less and less.

Doug: My current project is to get all these silly people to realize that they are only human, they're not going to be able to do this for 50 years at the same level of effort that they are putting into it now. While publishing a zine is fun for the first 5 issues, it can get pretty boring after that, depending on how you are doing it, especially if you are running games. They are the worst part. Games would be a lot more fun if you didn't have to worry about deadlines, and players complaining. And people wouldn't have to thumb thru all those pages with games in them to look for something interesting to read. The hobby would be a lot better off if there were no games being played, just zines being published.

Mark: How about the players. They aren't making the mistake of publishing in the first place. They must have other mistakes you feel they should avoid.

Doug: Anybody who is playing in 20 games at a time is in too many --- I used to play in 20, and I KNOW that was too many. You've got to figure what you can handle. Say you can handle 10 games at a time. Then cut it in half, and play in that many. That means you'll have the free time to do other things. A lot of people don't want to do anything else, when they first get into the hobby. If they could devote their whole life to Diplomacy, they would. That lasts for about 6 months, but by that time, they've gotten into 15-20 games, and they either quickly burn out, or drop a lot of games to be able to stay in the others. You gotta take things slowly.

Mark: I think that a lot of people underestimate the degree to which their free time fluctuates, particularly college students. They may not realize that, say 6 months from now, 90% of what they've now got as free time each week will have to get consumed by some new project or interest. Someone who is working for a living, and has a more stable lifestyle, is more able to predict the ebbs and flows of his free time availability.

Doug: I think the most typical case is a high school student who had quite a bit of free time, then goes to college, and finds out he has no free time, and has a zine and is playing in 20 games. He can either stick with the hobby and drop out of college, or the reverse.

Mark: This is particularly true for the way-above-average students, who can coast thru highschool because they're so smart. When they get to college, they discover that everybody else is like them, and they can no longer just coast. Your more average high school student has had to do more work, and hasn't had these enormous amounts of time that

suddenly gets cut back. There've been a number of zines that did well in high school, and then just published one issue in college.

Doug: That's what happened to me. I had to give up publishing, I had to give my zine over to Hal Naus. I decided to wait 4 years and pick it up again.

Mark: Who, other than your wonderful self, has had the wisdom to do this wonderful pacing procedure. and done it successfully?

Doug: ((Very long pause)) Good question. There must be someone.

Mark: How is it that you came to this superb understanding of the psychodynamics of the participation in the Diplomacy hobby and 99% of the others didn't?

Doug: That's another good question. Maybe I saw the handwriting on the wall and others didn't. Very few remain from my time. Boardman, Peery, Walker. Some left and returned

Mark: So basically you're setting yourself up in the ole' "Elder Statesman" role, rocking in your rocking chair over here, admitting to being 31 years old.

Doug: Lets face it, that's all I have left to do in the hobby. I've done everything else, or tried to do everything else. I sorta sit on the fringes and watch what's happening in the hobby. Every so often I get enthused about participating in something at the same level of intensity as in the past. It passes. There are still a few things that I'd like to do. One is to compile all of my articles into some sort of handbook, for me if not for someone else.

Mark: Well, we all have our own little ego-rama projects!

Doug: That true. But that would be more valuable for me to do than try to publish a top zine. That's about what I have left that I really want to do. There are things I wished that I had done, like won a DW demo game.

Mark: There are always fresh opportunities for that.

Doug: No, my playing days are over.

Mark: Before your voice cracks from the onslaught of total senility, do you have any last comments?

Doug: I would have hoped by now that the hobby would have matured more than it has. Its one of these unfortunate facts that while people in the hobby mature, they tend to leave, so that its a younger crowd that provides the input to the hobby, and as such, it stays at a rather basic level, which is fun, at first, but it gets rather repetitive over time. After you've seen half-a-dozen hoaxes, the next one that comes along is just another one.

Mark: I'm not going to print this "downer" stuff.....

((And there you have it. The Wisdom of Experience, or Just an Old Fogey, its up to you There's a lot that he said that I don't agree with --- in fact there may be a few items that on reading, he won't agree with. But I want to emphasize most strongly his advice to Publishers: Write about what interests you, and eventually you will draw to your zine those in the hobby who are interested in that topic too. And don't push your limits, either in size of zine, or number of games played or GMed.))

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GENCON 1981 - I WUZ THERE

I had not thought that I'd be able to go, but at the last minute I could. A fone call lined me up a room with Mills, Brux and Coughlan, and so, at 5:15 AM Fri I was off. The Con was at the Cherry Hill Inn, and there were no lines --- a nice contrast to Origins, with colossal lines, some events in huge tents etc. I made my way to the open gaming area, got a chance to Talk to Bob Sacks, and before long a pickup game developed, with all GMs/publishers. I drew England, and helped wipe out a Sergeant-as-Russia, something I understand that about 1/4 of the hobby has done already. I had a shaky but ultimately successful alliance with Tom Mainardi as France, and we swept the board! At one point, Bruce Linsey was about to be eliminated as Italy, and used his negotiaton time to write a press release of such inspired doggerel that everyone laughed and cheered (Its reprinted in VOD #46).

The first round of the tournament began at the preposterous hour of 5 PM (Sacks told me that this was imposed on him, because the convention organizers wanted people to be able to play in other dippy-type tournaments). The scoring system per se was actually quite sensible. You got your average SC count for the game, with the last year weighted ten-fold. And 10 points went to the winner, or was divided among those

who drew the game. The problem was the method of dealing with curtailed games. Rather than letting the game be a draw of all survivors (unless the players voted otherwise), any player who could prove that he had an inevitable win, or an alliance that could show that it would sweep the board, could get the game --- they had to convince Boardman or Sacks of this fact. This produced absurd results. Alliances that had never existed on the board suddenly blossomed forth once the play was ended. At one board I watched FG fail to persuade the GM that they could sweep. So they added T. After some discussion, they couldn't show this. So T was ditched, and AI was added. That they could show, so the game was officially scored as FGAI. In my second round, GIT was given the draw, despite there being 3 other players, and despite GIT sweeping requiring that Don Diiter(T) twiddle his thumbs while GI grew and grew. I did not hear any favorable comments from players about this gimmick --- its something that looks good on paper, but..... Actually, its a variation of the old principle that people create scoring systems reflecting how they themselves play. Sacks just loves to be in the center, the power-position, the arbitrator. The tournament was well-run, over all, tho.

In round 1, I finished a 12 center Russia in a thre-way draw, by far my best tournament game ever. In my second game, amazingly enuf I was again E to Mainardi's France! But the alliance this time did not Gell. Bob Sergeant was the only Round 1 winner --- with Russia no less (allied with Dan Mathias' younger brother), and went on to win, with Thompson (I forget which one) second and John Caruso (who came in a tie for second-third in Masters' new rating system) finished third in the tournament over-all. Round 2 was seeded, but alas no bonus points were given for play on board 1.

I did see some amazing things that weekend:

1. Bruce Linsey's file for 81AM (in Europa Express) This supposedly had about 180 items, both sent and received --- and the game hasn't even hit WO1 yet! Bruce let me leaf thru this -- some of the letters were quite long indeed. 180!

2. Kathy Byrne. She is even more electrifying in person than she is in print. She can effortlessly galvanize almost any group of people. She virtually wiped up the floor with Sacks when she did not approve of his no-smoking edict, and when she decided to leave a meeting, WHOOSH, she sweeps half the people out with her. Whether it was getting people to pose for her camera or making sure everybody noticed that she was going an entire game without stabbing Al Pearson, there was Kathy, an authentic, genuine, live-wire.

3. A Youngstown tournament. So far as I know, this was the first tournament run for a Diplomacy variant, a 10-player version of Youngstown, organized by Glen Taylor. There were four boards (40 people), a fine turnout.

4. Money. \$315 was available. Sacks decided that the \$\$ was to go to hobby Services. So 1/3 went to Linsey for the Notice Project (Supernova), 1/3 for the Boardman Number Custodian Don Ditter, and 1/3 will go to John Leeder, the new Miller Number Custodian if he needs it. This was a good idea, and I'm sure that some or all of the take from next year's DipCon will also go to Hobby Services.

5. A Con-Ank. That's right, during the second round, Bruce signals me to have a look and sure enuf, he has opened A Con-Ank, F Ank-Bla, A Smy-Arm. If you want to hear how it all turned out, and why it happened in the first place, and don't mind a smattering of gleating, I recommend the aforementioned VOD #46.

I couldn't possibly describe all that happened that weekend, and I don't know that you'd want to read it. So how about some short takes. I enjoyed learning about the life of a quality control supervisor from John Daly...watching Julie Glass (a very sexy Julie Glass I might add) scream with delight on getting a build....listening to "press" orders at a supposedly gunboat (no-diplomacy) game (which ended in a "2½ way" draw)....receiving a circular from Bob Sacks (which criticizes me) which was 14 months old....marveling at Dick Martin's huge Retaliation #35/36....struggling to understand a word Gary Coughlin was drawling...listening to a smooth John Boardman pitch selling back issues of his zine....discussing the philosophy of tie-breakers (for tournament scoring) with Bob Sergeant and Jim Yerkey....debating the ethical treatment of off-the-record material with Allen Wells....laughing at Al Pearson's shirt, emblazoned with

(turn to page

A BERCH AT DIPCON, BURLINGAME CALIFORNIA 1981

The best part about Cons is getting to meet people who have previously only been letters and zines and fone calls before. This is particularly true for a west coast con, since very few will come east for ours. I got an invite to stay with Doug Beyerlein, and so I got a chance to hear some of the ins and outs of competition bicycling. I had always thought of this as an individual activity, somewhat like swimming races, but I learn it is a team sport. I also got to meet Ron Brown, who has such a smooth, laid-back negotiating style that you don't even realize you are being had. From Edi Birsan I heard tales of the British hobby, and had time for some nice chats with everybody's favorite hoaxer, Jack Masters (at least, I think it was Jack.....). Plus the chance to meet such DD subbers as Don Del Grande, Dave Claman, Bill Newell, Jack Fleming, and some others whose names will probably occur to me right after I drop this off at the printers. Plus the chance to ransack Doug Beyerleins files.

The tournament was run differently enuf from others that I've been to that its worthy of mention. Because the gaming started Friday morning (Fri was a hoiliday) and because the room was open 24-hours a day, all games but the Top Board on Sunday Morning were not curtailed, a very popular feature. Of course, this made it difficult to scheduld any other dippy activity. We had a seminar set for 12:30 Friday morning. Unfortunately, the Con was far too big for the Hotel they booked it at. Some activities were being held in huge tents and things were very crowded. And the Dippy tournament was held something like 10 miles away at another hotel --- but the seminar was at the Dunfey, so it was never held, for which I understand there is now a price on my head.

When it comes to the numerical scoring system used, it was one of the strangest I have ever seen and I hope never to see it again. Due to the absquatulation of Bill LaFosse, the DIPCON Society was slow in getting going, and Jim Bumpas proved to be very stubborn: The best he would do is use his Pacificon Scoring system and one we wanted to use. We (Herb Barents, Fred Davis and myself) felt this could cause too much confusion, so we used his. In it, wins count most of course, but Jim thinks a lot of coming in second and even third, so those were rated very highly. Draws were scorned so they were rated low --- even tho the rulebook mentions draws as an outcome, as one of the ogals of the game, but does not list coming in second. As a result, there were a lot of phoney wins. A four way draw gave you 3 points each. But if you called the game a win, the winner gets 16, and the other three split 2nd, third and 4th, giving each of them 4 1/3 points each --- instead of 3. I saw such a deal with my own eyes. Similarly, a three way draw wasn't as good as a win, plus a 2nd-3rd tie. A five-way draw could be converted into a win, plus a tie for 2-3-4-5 th positions, and everyone's score improves. In the course of correspondence with Jim (who I must say is one of the fastest letter writers, touraround-time-wise I have ever met) said he wanted to encourage wins, and he did. But this is not the way to do it, methinks.

I tape recorded the negotiations at the top board, just like I did in 1979 (see DD #25/26). However, while the discussions were interesting, the game was not. Most of the game after 1901 was just the clash of an eastern triple versus a western triple. See also the TZC elsewhere on this game. Using his scoring system, the order of countries was ETFGIAR. This apparently surprised Jim but not me, the business about Russia being last. I have always said that Russia is the weakest country in tournament play. It was at DipCon 1979 as well. Several DD subbers finished in the top 15, including Ron Brown(first), Dan Mathias(4th), Scott Marley(11th) and Steven Streetman(15). \$594 dollars in prize certificates were given out, tho I don't know if people got to use them because they weren't distributed until after the official closing time of the dealers. Anyone who wants a more entertaining account of the Origins 1981 should check out Dan Kuszynski's account in MM #37.

The Zine Column #39

DOES A TOURNAMENT NEED A GM?

One othe the topics discussed rather heavily was Bumpas' plan not to use a GM for

the tournament. Jim felt that all matters could and should be settled by the players themselves. I felt that the players were there to play, not to GM, that this would give them the chance to come up with all sorts of odd rulings, they'd vote their board position, and the Rulebook weally was ambiguous in places. For example, I pointed out that postal GMs do not agree on even such a simple point as whether mislabeling an army for a fleet voids the order. Jim said this was a perfect example of why not to use postal GMs as GMs, and anyone who inspected the rulebook would realize that such an error does not void the order. He said that none of these problems ever occurred. I replied that without a GM, they'd never come to his attention. Around and around we went. I now pick up the tale, quoting from Bumpas' account of Origins in Libertesrean #158:

"Some people from back east didn't beleive a Diplomacy Tournament could be successful which was run by the players. I think this 6th such Tournament shows it can (as did the other 5). There was one moment in the Top Board game which seemed to justify the most serious criticism of the idea by some DipCon officials: They felt that disputes might be manufactured to manipulate the rules in favor of a majority which might vote for it. In one winter adjustment period in the Top Board game, a player omitted to submit a written removal for his position. After the players had all revealed builds and removals, the alliance of which this player was a part insisted he be allowed to make his removal, rather than to apply the civil disorder rule for removals. Well, 3 players voted for CD (for the removal only) and 3 voted to allow him to make his own removal (just this once, but they agreed to use CD in the future). It looked like a dealock, but finally all agreed to submit the matter to arbitration! Mark Berch delivered an extremely well-reasoned decision that applied the CD rule, and everyone was satisfied. I beleive the fact that the players solved this problem on their own, even if the resort was to arbitration shows a player-run tournament can work, even in the worse case criticism by the detractors of player run tournaments. Now if the tournament did have a system of judges or referees or GMs this problem might have been solved sooner. But in the event, such a system would have been an unnecessary beureaucratic intrusion into the tournament. It is possible the vote might have continued to deadlock, and such an event would not be pleasant. But I still do not think such a possibility (which has yet to occur in 6 years of tournaments) justifies layering on a class of bureaucrats over the tournament. So, if I have anything to do with the Pacificon Tournament next year, my inclination is to organize it in much the same manner it have been done these past 6 years."

Jim Bumpas' editorial is the perfect capstone for our corresponsce on this point: Neither one of us has budged an inch. Jim is pleased with the rult, and plans to run next years that way. I, by contrast, feel the TB incident was a total vindication of my position that a well-run tournament should have a authoritative GM.

I wrote you that there's a few places where the Rulebook wasn't totally clear. You said, no problem. I said that players would vote what was best for their board position, not their true opinion, and you said, no, such a thing won't happen. I said these disputes can be very time consuming and you said no.... Well, "I told you SO" Now lets look at what at what actually happened:

After the Winter 1905 adjustments were read, it was noticed that Germany had not submitted his removal. Initially, the west claimed this should be treated as a "Flying Dutchman" and he should just remove a piece at this point. Nothing doing, said the east, its a CD removal, so out goes furthest-from-home A War. Not so, said the west, because XIV, 3 says, "...or fails to submit orders in a given Spring or Fall season..." ---no mention of a failure to submit winter orders. Thus, CD rules don't apply, and so the season should be replayed. There then followed extended discussion, and the vote went 3-3 strictly on alliance grounds, with east and west both voting as blocks. I then proposed myself as a binding arbitrator. This idea was then discussed, and voted on. 4 voted in favor ("against" was thus not called). I then made my ruling. During that moment or two, the TB did have a GM (or "bureaucrat" if your language is preferred). The GM was needed because the players were unable to resolve the matter.

You say, "...if the tournament did have a ... GM this problem might have been solved sooner." Come off it, Jim. If you had a GM, then THE ENTIRE INCIDENT NEVER WOULD HAVE OCCURRED! Lets get down to the nitty-gritty, shall we? The german player was Ron Brown, who has been GMing in MM for over 2 years. Ron knows exactly how you deal with a missed removal. You don't permit him to make a later removal, you don't replay the season, and you certainly don't have a lengthy discussion of the subject. You make a CD removal, and if the Berch/Brown roles had been reversed, I am certain Ron would have ruled as I did. If you did have a GM, Ron would have been foolish to do anything other than just remove A War. Making a fuss would only have brought the GM over, who would remove A War. There would be absolutely nothing to gain by arguing the point, and players might resent the totally unnecessary delay to the game. But without a GM, all that changes. A stunt like this is by no means doomed --- it can succeed if a vote can be found in the east. Please note that I am NOT criticizing Ron in this regard --- I don't know what I would have done in his shoes. But I do know that the lack of a GM encourages players to pull this kind of stunt, since it might work. With a GM they know its doomed and will not bother.

And lets not underestimate the time this took. As an observer, I would say the entire affair (with cries of "you can't be serious" and "look at the Rulebook" and discussions with bystanders and discussing whether I should be a GM, etc) took between 10 and 15 minutes. That a lot of time for a curtailed game. Indeed, the game ended a bit early because the players realized that while there was time for one more spring season, there wasn't time for S and F. But without this debate there probably would have been time for one more season. Had that happened, Larson(E) who was up to 11 would surely have finished off Germany, who was down to 1 by then. This would have shortened the draw, Knocked Brown down from 1st to 7th, and given the tournament win to Larson or Mathias or Foster (depending on whether Larson grabbed more from Foster (F) and how much Mathias (T at 12) had been able to take from you(4) and Graessle(2). So while there was no way of knowing it at the time, this incident probably changed the final standings in a major way. So don't feel so smug about how it turned out.

And one last thing, Jim. In our discussion, you said that you had one last ace-in-the-hole if the players made a bad vote. You would just rule that the game would "not qualify to be scored within the Tournament" (from a letter of late June 1981). OK, lets suppose that your eastern alliance had been a two-way rather than a three-way, and so you had lost the vote to the west, so that the season was replayed or something. Would you really have refused to score the Top Board game? If so, that would probably have earned you the all-time "sour grapes" award!

I'm willing to continue to discuss this if you like, but I'd like your response to focus in on these questions: Would you have refused to score the game had you lost a vote? Suppose that the vote on having me GM the dispute had gone 3-3? And isn't it true that with a GM the players have nothing to gain by such a stunt, but without one they are tempted because it might work?

(continued from page) "Uncle Al, the Novice's Pal" --- complete with a heart and a dagger thru it....Watching BruX hide under the table when the Round 1 scores were read out(he now claims he was trying to look up Julie's skirt)....finding out that the tales of Lew Pulsipher's hight are not exaggerated....Having to listen to Dan Mathias exclaim how amazed he was at telling 2 lies in one game....Learning that Marion Bates is not deaddiscussing the ins and outs of orphaned games with John Daly....hearing that Tro Serwood both did and did not do the recent fake VOD....commiserating with Gary Coughlan on being excoriated by Boardman for contributing to a hoax....meeting Eric Ozog and trying to remember what the upcoming BB would have me saying about him....trying to pick apart Alan Well's Kendall Key opening....overhearing Jim Yerkey's slick diplomatic start to crumble in the second round....amd so much more. No ands, ifs or buts: This was the most enjoyable Con I've ever been to, and my thanx goes out to all of you who helped to make it that way for me. style ^

THE 1981 DIPLOMACY DIGEST HOBBY HISTORY, TRIVIA, AND GENERAL TOMFOOLERY QUIZ

OK, folkes, here's how it works. You get one point for each correct answer. If no one gets a given question right, I'll give a point to whoever comes closest. And if no one really comes close --- and there will be a LOT of those --- I'll give a point to whoever comes up with the most interesting, entertaining or imaginative answer. So if you don't know, guess, and if you can't guess, for heaven's sake, make something up! This may strike you as odd, but believe me, in the real world, you can often get away with making something amusing up. So you could win without knowing the answer to any question on this quiz. There are a lot of questions taken from events of the last 6 months or so of the hobby, so there is plenty to answer for those who have entered the hobby only recently. And there are trick questions (just answer "none" or "no body")

I'll give a 12 -issue sub extension to the winner, 6-issue for the runner up. 5-issues will go to the single most entertaining or amusing or imaginative answer submitted to the contest. Your answer must go on a sheet separate from any other stuff you send me. And to keep me from going nuts, start each answer on a separate line. I want lots of entries --- I've drawn stuff from a lot of zines, and if the answer is from your zine, and you don't get it, I might just needle you about that...

- DEADLINE [9/21]**
1. In what direction did Bob Lipton say his bedroom was moving?
 2. Why did Conrad von Metzke collect \$148 in donations from the hobby and send it to David Staples of Fargo, N.D.?
 3. Who recently described his zine ~~xim~~ as "vanilla"?
 4. What very recent game saw an L-R fleet clash and the loss of 4 Home SCs, all in O2?
 5. What issue of a zine had more articles by me than any other issue (outside DD)?
 6. Who won the 1979 DipCon Tournament?
 7. What 2 pubbers have the same address, yet publish different zines?
 8. Tunis is different from all other neutrals in one respect which could be taken care of without affecting the game at all. What is it?
 9. Who said he stabbed Austria because of a lack of Cadomine lotion?
 10. What was Peggy Bowers' claim to fame, game-playing-wise?
 11. What east-coast pubber says he is of "Czech-Italian" descent?
 12. In 1976, Len Lakofka won a "Special Award" for "Most in need of minding his own business" Who sponsored these awards?
 13. John Baker failed at what Bob Sergeant succeeded in doing --- what?
 14. What former publisher was recently accused of wanting to marry an old widow to get a Xerox 2400 for a graduation present?
 15. What variant got the first "Miller" number designator (i.e. "a")?
 16. What Diplomacy player in the early 70s became a well known Science Fiction writer?
 17. 1978 had the largest number of British gamestarts --- how many?
 18. What woman once held a major Hobby Post?
 19. Buz Eddy had a most unusual idea for rating Dippy games. What was it?
 20. Who is, "No Wife Yet"?
 21. What American pubbed a zine exclusively for Canadians?
 22. Who were the losers in the "Hobby Feud Semifinals"?
 23. What does rb20 have to do with me?
 24. What was unusual about Ripping Yarns #6?
 25. What player in a recent game was down to 2 centers at one point but later won as A?
 26. Graustark #64 was touted as the "largest Diplomacy Bulletin to date" How big was it?
 27. Who was eliminated in 1901 as Austria in a Postal game?
 28. When the 17 year patent on Diplomacy ran out in 1976, GRI sold the game to AH? (True or false, and if false, why?)
 29. What pubber was sentenced to 25 years in jail for the axe murder of his wife?
 30. Who won the DW demo game twice?
 31. What pubber has brought more orphans to conclusion than anyone else?
 32. Who was eliminated 3 times from Round 1 at DipCon 1980?
 33. Who was the first person to reach 8 centers in 1901 in a postal game?
 34. What is the IDKO?
 35. Who runs the British zine poll?

The following quotes are all drawn from the first issues of various zines. Name them.

36. "I won't promise you great articles, I won't promise any great editorials."
37. "The zine will contain no game openings, just information about the hobby along with an occasional essay by its editor."
38. "What I wanted this zine to be ((is)) one that will cater to your wishes and wants"
39. "It will be published as needed, and each issue will have 3 sections."
40. "I would like to see each subber submit an article during his sub. Am I asking too much?"
41. "Press writers will be paid at the rate of 1¢ per line or 50¢ per page."
42. "It might be interesting to publish a "newspaper" which would contain player's propaganda, and serve as a vehicle for negotiation, intimidation, ultimatums, etc."
43. Who named the "The Bulgarian Gambit"?
44. A Huge discussion took place about the "Karma League" --- in what zine?
45. In what game did I, A, and T all go for Greece, but none got it? (recent postal)
46. As of the Summer of 1973, what dipzine had the highest circulation?
47. Who wrote the famous press series, "Dream Maker"
48. What present pubber discovered Diplomacy in 1963 while studying at the U of Chicago Divinity school, in 1963?
49. What GM has a House rule stating that if all the orders are in before the deadline, he can go ahead and publish the results?
50. What was the first attempt at a hobby wide organization?
51. Who was the first woman to play Postal Diplomacy?
52. Statistically, what country is most likely to gain at least two centers (net) in 1901? Which country is second, and which two are pretty much tied for third-fourth?
53. What did Simon Dally do for the hobby?

Here come some quotes. Name the source; all are fairly recent, except #58

- 54: "With luck, I can withdraw from the general population almost completely"
- 55: "To do a fake when your own zine is 4 months late is a little tacky."
- 56: "Turns into a huge luminous monster when someone disagrees with me" (self-description)
- 57: "I like the way the hobby is moving. No glamor..."
- 58: "a non-teaching elementary teacher and a non-selling author" (self-description)
- 59: "When you lose, its "only a game", but when you win, its "I Won!" "
- 60: "My political idol is Darth Vader."
- 61: "showing a person can make a total fool of himself and still be liked" (about whom was that one said)

What do the following sets have in common. I am looking for something distinctive, that applies to all on the list, but few, if any, not on the list.

- 62: Carmilla, Eureka Stockade, Tau Ceti.
- 63: Marchervap, Excalibar, Gesta Danorum
- 64: Berch, Lipton, Brux, Perlmutter.
- 65: Riley, Pimley, Smythe
- 66: Impassable, Western Stab Dippy, Graustark, Libertarrian
- 67: Tringham, Willis, Pratt → 69 If its free, leave Two; Weekly Whimper; The profound
- 68: Sampson and Weswig → Clam; and Buchanan
- 70: Everyting, sTab, The Finishing Touch, Arrakis, Diplomacy World, Berserker, The SlobbinnPolit Journal
- 71: 7 years war, Anonymity III, Variants of the Ghods, Interstellar Dip, Logical Dip, etc
- 72: Grafeti, Frigate, EFGIART → 73: 1969B, 1972BJ, 1972DX, 1974BF
- 74: Why was The Master Strategist never published?
- 75: What was unique about the name of Pete Swenson's zine?
- 76: What are EDM, IWY, VFA, and WIB?
- 77: What is Lerner's Theory of Fannish Institutions?
- 78: Who was the first person to play a postal game under an alias?
- 79: At one point, it was thought Naf and Spa were connected (T or F, if T, then by whom?)
- 80: Who has the record for the most spectacular move-writing screwups?

Next, we play: Name that Zine!

- 81: Runs regular Dippy, Mastermind, Colonia, WSIM and Invicta. (Name it, silly)
- 82: A present zine began as a local zine by someone who also pubbed a second, non-local zine, and which now has been going for more than 5 years.
- 83: What is the second oldest North American zine to be published without a significant publishing break by the same editor?
- 84: What is the oldest continuously published variant zine?
- 85: What issue of what zine had my picture on the cover?
- 86: What was the first dipzine from Scotland?
- 87: What issue of what zine printed its press flush against a toilet?
- 88: Where did "Adventures of the Moonmen" appear?
- 89: What zine offers both dippy and non-diplomacy games all on 2-week deadlines?
- 90: What ratings Zine was cancelled before it ever appeared?
- 91: What zine had 5 editors, with trades split, so that each editor got a fraction of the trade copies?
- 92: What zine, which hasn't appeared in over 2 years, and whose editor never returned sub fees is still frequently and fondly mentioned?
- 93: Where was I accused of typing my zine with my toes?
- 94: What zine had an issue published and supposedly mailed from Antarctica?
- 95: What U.S. zine was an acronym for a French phrase?
- 96: What was the name of the first zine put out by a Black (negro) publisher?
- 97: Name a NYC area dipzine which does not use Boardman Numbers for any of its games.
- 98: What was the first zine to have more than one game at a time?
- 99: What class-of-1980 zine had in its initial HRs a (rulebook) ban on Winter negotiations?
- 100: What zine in 1980 was published in Asia?
- 101: What zine's title meant "whore" in a foreign language?
- 102: What zine recently published an article on thrips, stellas and Half-dimes?
- 103: What zines are regularly right-justified?
- 104: What British zine's title refers to an African river?
- 105: What former Canadian zine was associated in its title with embalming?

Connect Each item in Column 1 with its best match in Column 2, with one line to each:

- | | |
|----------------------------------|-------------------|
| 106: Cream | Conrad Von Metxke |
| 107: Hawkwind/Genesis | Don Horten |
| 108: Abba | Jerry Jones |
| 109: Opera | Mr. Marsden |
| 110: Geography of Fantasy worlds | Rod Walker |
| 111: Poker | Mick Bullock |
| 112: Baseball | Peter Birks |
| 113: Visiting France | Konrad Baumeister |

- 114: In terms of back issue purchases, what is the most popular DD?(excluding lexicon)
- 115: In terms of complaints received at the time, what issue was the least popular DD?
- 116: About whom was it said, "Bank Computers are constantly making huge "errors" in his favor as they view for his attention."
- 117: Who fired his revolver at a ballot Box?
- 118: What game had 6 GMS?
- 119: What Italian player recently took Liverpool in FO3?
- 120: What was "News From Carthage"?
- 121: What is the significance of Knowable #3?
- 122: What pubber delayed the revival of his zine so that someone could hoax it first?
- 123: What was the first postcard zine?
- 124: Who was recently given a "4½" issue sub extension?
- 125: With what game was the "Nixon Award" given?
- 126: What pubber a few issue back told those wishing to discuss his HRs to write someone else instead?
- 127: In the 1963 and 1964 regular games, which country was the only one to have 2 victories in regular postal dippy games?
- 128: What pubber folded his zine, moved over 7000 miles without crossing an ocean, and then restarted his zine, and later folded that one again?

11 Please do this yourself FINIS

The Zine Column #40

A New Editor for Diplomacy World

Jerry Jones has turned over the helm to Rod Walker. Altho Jerry gave it his best, it was increasingly obvious that the job was just too much for him. At least he went out on a strong note -- DW #27 was one of his best issues.

Unfortunately, barely had the transfer been made, but the rumormongering and speculation began, about why ~~and~~ how the transfer took place, and what this would all mean for DW. I refer particularly to Masters' editorial in BF #44 and the Caruso letter in BB. Unfortunately, neither of these two (and there may be others) bothered to check with the principals (Jerry, Walt, me, and of course Rod), so readers get the wrong story. Unfortunately, an interregnum period is always vulnerable to this kind of thing.

Jerry told Bob Sacks over the phone that he would transfer DW to him. But Jerry had given Walt Buchanan (DW's first and best editor) a veto over any choice, just as Conrad von Metzke (DW's second editor, Jerry's predecessor) did and just as Rod will, if it comes to that. Walt was skeptical, and talked to me at some length on the subject. I told him that Sacks has many talents but that, to put it bluntly, he was unqualified for the job. I think I know what I'm talking about in this regard. If you look back during the past 4 years I don't think you will find anyone who has contributed more original material to DW than me. At various times, Walt, Conrad and Jerry have all urged me to take over the zine. I told Walt that I did not think Sacks would run stuff that he did not agree with. As it turns out, Sacks had told Jerry just that. That attitude is fine with an ordinary dipzine, but it won't work for DW, and none of its editors ran the zine in that manner. Sacks' hyper-political approach has always gotten him into trouble. But most important, Sacks has had a tremendous difficulty getting along with people in the postal hobby. But DW relies heavily on outside contributors --- you must be able to coax people into sending their best stuff to DW. In my opinion, from what I've seen of Sacks, and what I've heard other says about him, he can't. At any rate, Walt vetoed that choice and offered it to Rod, something he's been trying to get Rod to do for years. This time, Rod accepted.

If anyone can be said to have done everything, it would have to be Rod. At various times he's been the Boardman Number Custodian, he's organized the largest variant archives in the North America, he's been active in several organizations (IDA, NADF, the latter as its president), he founded the Orphan Games Project, he ran a big-time dipzine, Erehwon, one of the most entertaining zines that has ever appeared, he did the first hoax of a dipzine in the hobby's history, played in zillions of games, created a good number of variants (including some of the Youngestowns) and much more. He's even done a spectacular hobby flameout. He has good contacts all over the hobby and he has my complete confidence. I might add that Rod is one of my closest hobby friends so I can't be considered totally objective about this.

Changes at DW? I expect it to have a somewhat livelier tone, perhaps reminiscent of Conrad. There will be a stronger emphasis on hobby services, possibly more on variants, less on hobby politics, and the lettercolumn will focus more tightly on what appears in DW. The biggest problem in the short run is money --- Jerry had a very expensive printer and the zine is in bad shape financially. But a better printer, a more robust circulation, and, probably, a price hike should go a long way to solving that. The more fundamental question is this: Can DW live up to its potential? It is, in my opinion, the most important hobby institution, the only one capable of uniting not only the postal hobby, but the FTF hobby with us. This depends directly of the quality of the editor, and on DW's ability to attract the best writers to its pages. As for me, while my comments on the hobby go here (and in BB), and on politics in BB (and D&L), my best play-of-the-game material will go where it has always gone --- in D.W. That Zine is the flagship of the hobby, and I hope that writers will consider sending their best stuff --- on any hobby related topic --- to DW.

In addition to those mentioned elsewhere this issue, other reports on Origins include Masters' in Black Frog #45 and Yerkey's in St Geo #67; and reports on GenCon include Coughlan's in EE #6 and Sergeant's in St Geo #67 and Wells' in DH