

Keeping alive the ethical values and patriotic worthiness of Dimlexia is:

DIPLOMACY DIGEST

Issue #56

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Personalities

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Several of you asked about my reference to a "small joke" last issue. It was my statement on page 11 that the "digest" format was named in honor of DD. Its not true, of course, but its a very agreeable sort of misinformation to spread about.

The theme of last issue -- losing -- seems to have struck quite a chord of response. Bob Sergeant wrote an essay on the topic in St Geo #73, zeroing in the psychological aspects of losing. Judy Winsome in Winsome Losesome referred to it (in #3). Kathy Byrne wrote to say how much fun she's had even in losing positions, delighting in having a "renegade unit behind the ... lines", and concludes, "it should never be beneath anyone to puppet." Robert Stimmel by contrast writes of a game: "...I informed him that I never puppeted. Surprisingly, the game ended with a 4-way stalemate line. I had only one surviving unit. I worked very hard on establishing the stalemate line as I had never won or tied a game before." Carl Hommel wrote of him (and Bernie Oaklyn) hanging on in games in one of the hobby's most obscure zines, Gd Diplomacy (I think) by Gregory J. Dick. And Bob Olsen complains, "A whole issue on the subject of losing and my name not mentioned once! What's to become of my reputation? I'll get you for that one, Berch!" OK, Bob: What will you get me?

This issue focusses on personalities. You'll read about someone who is an office manager, who is anxious to avoid certain other players, who suspected a giant conspiracy where they worked, who couldn't get married, who split up, who appreciated the theft of their dippy set, who was insulted at black press and much more. It should remind us all that after all the talk of Germany and ratings and convoys and all the rest, it is the people who make the hobby continually interesting, and continually fresh. For those of you who want more, #33 was on the same topic, and is available for a mere 35¢

There was an error lastish; Ronald Brown writes that "Mensa #16 is not the first all-American start in a Canadian zine. 1980IC, the first game I GMed, also had (and has) an all-American cast. At that time, I didn't even know there was a Canadian hobby --- and that must be a first: A Canadian zine begun in ignorance of the fact that there were other Canadian zines!" I stand corrected. Actually, if memory serves me correctly, the first zine for Canadians was published by von Metzke, an American.

Time for a few last notes. Next issue will be "Son of Lexicon", and if you're real lucky, I won't be doing the typing for it, because, as one Al Peason put it in an otherwise accurate plug, I "can't type worth a flip"...DC area subbers should have the listing of area dippy players enclosed; others who want it, just ask. ... By an odd coincidence, I happened to hear from John Kelley and Dave Perlmutter, out of the clear blue sky, both in the space of one week.

In his Whitestonia #44, John Caruso has kept alive that Important Hobby Tradition of sucking up to Mark Berch by mentioning his name a colossal number of times. #44 has my name, or DIPLOMACY DIGEST (or initials thereof) at least 28 times. Thanx John, and in return, you get this plug. That's the reason, not #44's definitive list of hobby nicknames, nor is it for the satirical "interview" with Steve Arnawoodian; its definitely not for the humor item that I wrote on page 2, nor is it for the exchange of letters with Gary Coughlan which shows the error of using the phone for certain things, and it couldn't possibly be for the gossip silliness of Kathy's Korner. I'm not going to tell my readers that subs are 10/\$5.00 from John at 160-02 43rd Ave Flushing NY 11358, and there would be no point in my telling you there are no game openings because John is very fussy about who he allows to even mention his game openings.

And speaking of which, if you are looking for a leisurely-paced game, Randolph Smyth 212 Aberdeen St SE Medicine Hat Alta T1A OR1 Canada has openings available at \$8 (Canadian, I assume) in a 6-week deadline game. This could be a good scheduld for someone who cannot always respond immediately to a letter. Fol Si Fie always has something interesting to read, and as it hit #143 recently, you know you're getting an experienced and dependable GM. Subs are 60¢/issue.

The latest teenage silliness is Expletive Deleted #1, put together by Tom Swidler. Enclosed was a flyer explaining that the zine was folding with that issue, even tho he just bought a ditto machine for it. As best I can follow his reasoning, he was afraid the zine would be so popular that it would go from 8 to 20 pages per issue, and with 100 readers the trading requirements would cause an intolerable financial burdon, so he nipped the whole thing in the bud. The whole thing was distributed by MP Barno, calling it an "object lesson".

I was mistaken lastish, there are 3 reduced print, non-digest zines: LSD, Liber-tarrian, and The Greatest War in Modern Memory...the recent con in St Louis has had extensive coverage (al ways a sign people had a good time). If you're tired of all those factual accounts, Europa Express #11 has the first installment of Gregory Russell's fictional account...Passchendaele, fully back on a regualr scheduld of pubbing, recently ran some articles which he had been sitting on for upwards of 1 1/2 years.... Lone Star Diplomat #17 has the third in a droll series of articles on the English language, this one on "lost positives". For example, "CIMATE", "leave mostly untouched", is the lost positive from decimate, "DISTINCTIVE" yields TINCTIVE, "pretty much like the rest". All in good fun....

Diplomacy By Moonlight #38 has a good piece of investigatory journalism by Eric Ozog on the "Ian Eckloff Scandal". Putting together some small irregularities in type-writer type-face, and some additional information from Mike Barno, Eric has shown that "Ian Eckloff" is just a new front for Bernie Oaklyn, despite statements by Ian that he is a novice and Oaklyn that he himself has been "sterile since early childhood". This latest stunt has apparently turned off most of the last supporters of Oaklyn.

Bruce Linsey continues to churn out 30 page issues of VOD. #58 has 5 gamestarts, tying his own record for most gamestarts in one issue. This shows that Brux's strict GMing style has plenty of takers in the hobby. There is also a short article by two of his geometry students, in which they note that Bruce is "definitely unpredicatable": truer words were never said.

As a good example of How They Do Things Differently Over There, I quote the following from the British zine Fall of Eagles #65, in which the GM, Richard Hucknall informs players in an orphan game, "... I'm strict on deadlines. Note that orders sent first class post and postmarked the day before deadline or earlier will be accepted however late they arrive." Yes, he's serious and yes, he is one of Britian's top GMs. Even if one adds 4 days to adjust for longer delivery times here, I know of no GM here who would automatically accept orders posted at least 5 days before deadline.
(turn to bottom of page 11)

THE MAILBAG

This letter could have been run lastish, but I had quite a few already, and I figured this one would fit in perfectly with the theme of this issue.

Ron Lasser: "Altho I am a newcomer to postal Diplomacy, I played many FTF games when an undergraduate at Carnegie-Mellon University. I am, at present, still enrolled, and will finish my PhD in Mechanical Engineering this semester. However, I played in the dorms with many friends on cold Sat nights, and there were many of those. The spirit of the games is always friendly, hostilities ended as the last army or fleet was tucked away into the box. We simply had a good time. Anybody was welcome to play. Sometimes, in fact, we played in teams, 2 players to each great power, and thus more ground was covered during negotiation sessions. This all ended several years ago, May 1975 to be exact, seeing that we all graduated and I've only played Diplomacy now and then. ((How familiar this all sounds! I started playing with a group of fellow grad students in Chemistry when I was at MIT. These games ended when departures (with or without degrees) reduced the number of people available. We were all friends before and after the game; there was never any carryover))

"...I am not a wargame fanatic, but I do like Diplomacy for it is really played not on the board, but in the "backroom" as is much of life. In starting on my search to find an adequate zine in which to amuse myself in play, I have discovered several things:

1. Many zines are cliqueish, having their own inside jokes, stories, and players. ((And nicknames. Its really no mystery how they form. A strong personality (e.g. Kathy Byrne or Bruce Linsey) set a tone for the zine, and those who like it are attracted to the zine and add their own contribution. The inside stories and jokes build a sense of group cohesiveness, of belonging, and of knowing that you're "in" with a group which will appreciate what you have to offer. There are some drawbacks to this, as have been noted. However, as compared to many cliques in real life, these are usually very easy to break into. ByrneCons, for example, are pretty much open to anyone, and Bruce will publish just about any letter. They may seem forbidding to an outsider, but in most cases they are really just in it for the fun.))

2. Players seem to form groups that subscribe to each other's zines, thus playing ((plugging??)) each other in several ways. ((True. If pubbers A and B become friends, they will nearly always sub to each others zines, because they like to hear from each other. Keep in mind that if you are putting out a sizable zine, you've got less time for correspondence, and a zine becomes the vehicle for communicating with your friends. After all, why write a letter to one person when you can contact 50 or 100 by writing it in your zine? (of course, for many types of letters this is not appropriate). And people tend to play under GMs they trust, which are likely to be their friends. Unfortunately, this can make the games somewhat incestuous, as you encounter the same people over and over again. I personally don't like to be in more than one game with a given person, but others don't mind that at all.))

3. Some of these same zines seem to be squabbling among themselves, are temperamental in their treatment of games. Further, they squawk at outside criticism of their zines. ((One person's squabble is another person's Very Important Issue. Postal dippy players tend to be a scrappy lot, and pubbers even more so (tho there are many exceptions). And all too many of them take criticisms of their zine as personal criticism, which is unsurprising since most pubbers are father ego-involved with their zine (I know I am). This squabbling often comes in waves, then recedes for a while. Some of the current wave may be due to the disappearance of Brutus Bulletin. This had a no-holds-barred lettercolumn. A lot of people slugged it out there, siphoning these disputes away from the usual run of zines.))

4. There is no uniformity in style of publication, but consistency in how games are reported, despite all these differences. ((Right, and any uniformity would reduce the variety, and make the hobby a more dull place.))

5. Some have feuds, bad-mouth other zines, or individuals not locally involved in their publications, but more globally involved with Diplomacy ((Exactly so, and these zines attract those interested in that kind of stuff, just as zines which specialize in e.g. very fast paced games will attract people interested in those.))

5. Finally, a novice player seems to be intimidated or frustrated or both. ((This is sad. Of course, any well-organized subculture is going to seem intimidating to a certain extent. Nothing beats a friendly letter to a novice, tho. I still remember clearly the first letter I ever got (from Adam Gruen), tho his zine was awful.))

I certainly do not wish to enter a hobby for enjoyment, only to be libeled or misquoted, or slandered due to my tastes and preferences. ((Who does? These things dont occur very often, tho when they do they get a lot of publicity. And even when they do, the targets are more often than not other pubbers)). I have taken a subscription to Envoy, published by Roy Henricks, who a) does not tolerate the "sideways" commentary ((??)), b) seems quite helpful, and c) reports his games in a "warehouse" style, with some commentary but strictly business. I have noticed several zines have badmouthed you, Rod Walker, Bruce Linsey, but as to the latter two, they have both been extremely helpful to me in getting started in pbm Diplomacy. This makes me believe that some of these other publishers are immature, and do not reflect the entire hobby. ((Indeed they don't. There are many ways to contribute to the hobby, and helping novices is at or near the top of the list. That is high praise indeed, for Roy, Rod and Bruce.))

Diplomacy World seems to be a good publication, as is Supernova and your own DIPLOMACY DIGEST. I've enjoyed all. But my question is how I can avoid these players in other zines. It seems rude to end up in a game and withdraw because you do not want to play with so-and-so. ((Its more than rude)) Thus, I appeal to you. How can I avoid such players? First, by not subscribing to their zines, but how about when they play in other zines? ((Just ask the GM not to put you into a game with certain other people. Most GMs will comply with such a request, and those who won't will tell you to go elsewhere. I question, tho, whether its really necessary. You are making an assumption that these squabbles carry over into postal games. Don't be so sure. For example, I have had my public differences with John Caruso. Yet if I were to get into a game with him, I very much doubt that those differences would have any negative effect on the game. Likewise, Rod Walker and I are good friends, but that fact would do neither of us any good if we got into a game with each other. I assure you that some of these people who seem to be so tight with each other stab one another like mad and would love to have a so-called outsider help them do it again.)) You seem to be spending a lot of your time defending yourself to others, to which it seems to me, might never respect you. ((But things are not always what they "seem" -- you just arrived recently, where there's been a big rash of it. Itsnot the norm; the last time I had to do it was about 1 1/2 years ago (against Boardman). It could easily be another 18 months or more before I spend space in DD on that))

((Checking in with a response to last issue's Letter Column is Kathy Byrne:))

Speaking of spouting off (what are we a bunch of whales), I think that Ron Brown's comments were way off base. He said "If we all played 25 plus games....there'd be very few zines and no one would have time to design variants, look after orphan placement, etc." Well, I for one take exception to that, I happen to be one of those people who does play in 25 games, I also keep up with all my correspondence (even with people I am not in games with), I co-direct the orphan service and all games are placed and leads about any possible fold are followed through on, and before Mr. Brown accuses me of being one of those women with nothing to do with there time, I will also tell him, that I run a household, take care of my three children, am in a bowling league, and hold down a full time job as an office manager of a construction company. And I still manage to have plenty of spare time to write a four page Kathy's Kornor each month. Some people just like to be busy! Does that mean I can't possibly do the orphan service justice - no way - I think John Daly & I have it running more efficiently then it was ever run. Not only that but Don Ditter (BNC) & Bernie Sampson (Everything publisher) also play in many games & have time to help us with finding info on abandoned games. I think maybe the services in the US work so well because of the close

Feeble Excuses

This is probably the latest issue of any Diplomacy magazine in the history of the hobby. I suppose I'd better explain what happened -- if nothing else, it may deter others from making similar delays.

The problem first arose at the office at the beginning of November. Most readers know that I've been stuck in a dreary, run-of-the-mill Civil Service job since 1975. Late last year I started getting paranoid fantasies when I tried to move over to something more interesting (and better suited to my qualifications and abilities); I evolved notions that a Grand Conspiracy was afoot to keep me in my place. By happenstance I discovered a file containing papers which proved that all my paranoid fantasies were true.

I shan't labour the point. My polemic on social sciences in the Civil Service is lengthy and repetitive even by my standards. Struck down in a fit of depression, I visited the doctor, who advised me not to return to work for the sake of my health until my job had changed. In any other circumstances, I'd have been pleased to receive this "license for skiving". As it was, I got very little joy from my holiday. While my enthusiasm for work had gone (it was never very great to begin with), so was my enthusiasm for anything else. It took all the will-power I could muster even to get out of bed in the morning, and my activities for the rest of the day generally consisted of sitting around, "dipping into" (rather than reading) books and magazines, and getting sloshed on cheap wine when I had any. Not a pretty sight.

It took some time for me to snap out of this. Nevertheless, by Christmas the issue ((of EtF)) was ready, in the sense that all the games were adjudicated. So why did I not publish then? Partly, I suppose, there was my ill-advised desire to produce a proper-sized zine -- which never came to anything: the essential momentum was gone. Part of the trouble, I feel sure, was the fact that this particular issue, and the circumstances surrounding it, had unpleasant connotations. There were other factors: distractions, the lack of working space in the bungalow. Pat and I are in the slow process of buying a much larger property, so this problem at least will ease.

And what of the future? Well, I shall try and carry on as before. Some players may see this as unsatisfactory, even irresponsible. There has been talk of my games being rehoused. If the players want this, I can hardly blame them. Certainly, if delays ensue next time, I'll fold at once. I'm not that insensitive (Apropos of this, I must scotch one rumor at once: if Ethil folds, I can repay all the subs: about £220 worth.) But I feel sure that, given a rekindling of my enthusiasm, which has taken quite a beating in recent months, there is no reason why Ethil should not, eventually regain its prestige and quality. I hope so ---- JCP.
((Alas, it was not to be; #23 was indeed the last. John did move, and after disappearing for a while, reappeared to play in a few postal games, and to contribute occasional letters in places like Greatest Hits. He has apparently gotten "into" video games and domesticity; his publishing days are over.))

((And while I'm on the subject of the personal problems of pubbers, I should mention divorce. Here are two notices along that line, with slightly different ~~tone~~ (and fact situations too). The first is from Jack Dumas in his The General Stab #13 3/80))

"This time my excuse --- I really am going to blame the lateness of this issue on my divorce and all the headache and confusion surrounding it. My divorce was final Feb 8, 1980 ... I feel like telling everyone about it but I'll spare you all the details because this is a Diplomacy Magazine (fooled some of you huh) and not a publication of "Men's Rights Association" PO Box... Anyway, if my ex got a copy of this and disagreed with something I said she would probably drag me into court just to give me a hard time and try to strike a blow against the Diplomacy hobby in general."
((Next from Lone Star Diplomat #15, just a few months ago, Mike Conner:))
I will be changing my address in the very near future. Unfortunately my wife will not be accompanying me. After trying to work out our problems, with professional counsel-

ing and on our own, we have decided that it is time to set up separate households. Neither of us is happy about this development, but then, we weren't too happy as things stood. ((He adds in #17:)) Cindy and I still see each other ("date"?) often, since we are still best friends, odd as that may sound.....

((All of which gets me to wondering about the reverse --- viz, a player marrying his or her GM or fellow player. For a married couple to start a game together would probably make the game irregular, particularly if one of them was the GM. But marrying after the game was underway would be a different thing --- or would it? Its not hypothetical --- one of my subbers is in exactly that situation. Any comments?))

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From SerenDip #72, March 6, 1971 comes:

A Tyro Views Postal Diplomacy by Walter Buchanan

Due to bizarre circumstances, a fortuitous event occurred to me in October 1970. I discovered postal Diplomacy. Let me start at the beginning.

For over nine years I've been a postal chess player, mainly in the annual U.S. Open Postal Chess Tournaments conducted by Chess Review ... For 7 of the above years, I considered chess the ultimate in recreational mental stimulation, and also the most enjoyable game as a whole. I enjoyed postal chess especially because there was always plenty of time to think out the moves and be assured of a top-notch opponent.

In 1968 while serving in the Navy, a friend introduced me to Diplomacy. At the time I was unfamiliar with war games in general, and still am, but I became fascinated with the concept of Diplomacy, which in many ways seems to be a sort of 7-way chess with a negotiation element thrown in. Also, it was the first game I had discovered besides chess, unless one wants to count checkers, that had no element of chance. After a few over-the-board games, however, I began to see a few disadvantages. First, it was very hard to get 7 players at one time, let alone good ones. Also, I found that it was almost impossible to finish the game in one sitting and all but the most dedicated players lost interest. For these reasons, after a few months my Diplomacy playing dropped off to zero.

As an aside I might mention that I found it very difficult to obtain a set. When the above events occurred, I was in San Diego and found only one store in the area that sold Diplomacy and I bought their last set. Also, a friend of mine claimed he couldn't even find a set in Los Angeles ((This was in the days when the game was owned by Games Research Incorporated, a small company))! This difficulty in finding a set had the side effect that no one had heard of the game and so it was necessary to recruit and teach players....

Anyway, going back to my story, when I got out of the Navy in the fall of 1969 and returned to California, I had almost forgotten about Diplomacy. Also, I found that my set turned up missing. Maybe one of my former shipmates is making good use of it. I hope so because if my set was "lost" by design, I'm eternally grateful to the culprit since he caused a very fortunate event in my life. I discovered postal Diplomacy.

Once back in Indiana I figured a Diplomacy set would be unobtainable. I hate to admit it, but Indiana is rather provincial, and I reasoned that if one couldn't find a set in L.A., there wasn't much chance of the game being in Indiana. I was wrong. In Sept 1970, I happened to go to a party in Indianapolis. While talking to a girl there, the subject got around to games of skill in which there was no element of chance and I happened to mention that the only game I had ever found besides chess that really interested me was Diplomacy, which I had discovered in the Navy. She mentioned that she had seen the game for sale in Indianapolis in one of the large Department stores...I shortly obtained a set and discovered the GRI flyer on postal Diplomacy. I had never thought of playing by mail, but the idea intrigued me. I immediately shot off 8 post-cards, one to each of the 8 addresses on the list. Six days later I got a fat envelope from Rod Walker and my initiation to postal Diplomacy had begun! Rod informed me that I was the first person to answer the flyer and that made my opinion of Indianapolis

change immensely. The Midwest comes through!

A couple of days after Rod's letter and samples, I got another very informative letter and a sample of SerenDip from John McCallum. Both of these letters impressed me immensely in that strangers would take so much trouble to inform a newcomer about the game. I have therefore arrived at the subject of this article, "A Tyro Views Postal Diplomacy." Because of my background, I will have to view postal diplomacy mainly as an ex-postal chess player. I might add that I've become so interested in postal Diplomacy that after 9 years of postal chess games, I've discontinued my association. As a night law student my time is limited and one had to go.

....Compared to postal chess, I have found the personal element in postal Diplomacy very satisfying. Besides the correspondence with the other players ... I've had a lot of correspondence with Rod Walker and John McCallum. Both have a great desire to promote the game and their enthusiasm is contagious. On the other hand, in postal chess ... correspondence between players is marginal.

Besides correspondence with publishers and players, in postal Diplomacy one sometimes gets a letter out of the blue. After an excerpt from one of my letters was published in SerenDip #58, I got a very helpful letter from John Beshara. It was quite informative ... I can imagine Bobby Fischer or Larry Evans doing this free of charge!

...Rod Walker got me interested in an archives project, and I think this is a great idea. I'm now in the process of collecting material for an archives and hope to use it to further the game. Many old zines are hard to get and I think there is a real need to gather them and extract old Dippy articles from them for reprint as well as use them to compile complete game records with whatever analysis and annotation is available. I think newcomers would find this quite useful. I know I would. ((Walt then went on to describe his publishing plans, which culminated first in Hoosier Archives and later with the much more ambitious Diplomacy World!; tho the latter took 3 years to come about, he was clearly planning for it back in 1971))

...In conclusion, I'd like to say that as a whole I'm very impressed with the present state of affairs of postal Diplomacy. I do feel, however, that if it is to ever grow into a more popular and widespread hobby, it will eventually have to have more organization. At present there are many commendable individual efforts to further the game, but until a more central organization is developed, inefficiency and wasted energy are unavoidable... ((Walt later became one of the founders of the IDA, events which are described in DD #21-22. This letter shows again the great impact that a few friendly letters can have on a newcomer to the hobby. Incidentally, it seems to me that if the hobby were to do some recruiting, a promising area would be postal chess players. Does anyone out there know how the postal chess hobby works? Do then have a central zine in which we could place an ad? Also, maybe I'm just showing my ignorance, but I should think that the advent of chess playing computers would have a rather adverse effect on the hobby --- who knows who you are really playing? Perhaps if this is so, there may be a body of people somewhat disillusioned and looking for a new hobby. Either way, this may be something worth looking into --- I might even be willing to put up some \$\$ for an advert if things look promising. If you know anything about this, let me know!))

((Having printed a letter from someone entering, an exit letter would be in order, this one from Alan Carlson in Poictesme #22 12-26-75))

This is my last letter to you. I am hereby resigning out of '75I and cancelling my sub to Poictesme for the following reasons:

1. The Black Press directed against me in #21 by Fox and Gemignani
2. The fact that they insulted my ancestor (Alexander (1604) is an ancestor of mine and was hanged by the English for said reasons).
3. Diplomacy is taking too much time and is not what it is cracked up to be.
4. Half of #21 was devoted to D&D. Poictesme is supposed to be a Dippy zine, not D&D. If you want to play D&D, fine, but you should never put it in your Diplomacy zine.
5. I really don't like you

Note: Only the press headed Rosyth and London, Greater Scotland are mine. If the other press bore my name, find out who wrote it and throw them out for deceiving the GM.

((That produced the following response from GM Bruce Schlickbernd;))

I wonder why people bother sending me letters like this? To answer Alan's points by number:

1. Oh you poor baby. And how is it Black Press if you know it was written by Fox and Gemignani?
2. Did you ever tell them he was your ancestor? I doubt it. How can you hold them responsible for something they couldn't possibly have known? And if you don't want him insulted, you should never have brought him into the press, or at least have explained who he was.
3. This is the only point I will respect him on: Diplomacy simply isn't for everyone.
4. Last issue was double-sized. Your sub does not cover the extra costs of producing this. I, personally, absorb the added cost to what is already a losing proposition. More than 12 pages --- the 1 oz limit for me -- of #21 was devoted to Diplomacy and its attendant peculiarities. You have absolutely no room for complaint on how much space it took up. Further, Poictesme is whatever the goddam hell I want it to be. Sure I'll cover the games first, but if I want to write about religious freaks, I will, if I want to discuss the price of tea in China, I will, and I can tell all my readers right now that they can take any complaints that I should not write about something and stuff it. If you don't like the material, fine, Henry Kelley thought the D&D stuff was a waste. I'll respect that. You may apply your narrow minded ideas of content to any zine that you may start, but don't try and force them on me. ((force?))
5. I'm all broken up.

And regarding your last note. Why bother deceiving me about the press? Anyone can sign anyone else's name to their press: I'll print it. There is no need to do it by deception. Further, I am not required to throw anyone out for deceiving me about the games: it is my option to do so, only.

((It always surprises me how worked up people get over press, especially black press even in games where the players know BP is permitted. I suggest to GMs that when BP is permitted, the GM not only make this absolutely clear, but also explicitly warn the players that BP has a tendency to get very nasty, as writers compete with each other to see how vulgar they can be.))

((Feuds are among the most flagrant manifestations of personalities in the hobby. What follows are some comments on the Anderson/Walker feud by a real outsider: Walter Luc Haas, who published Bumm from Switzerland. This is from #7/8, Aug/Sept '75))

The following is a copy of a letter I sent to ~~my~~ one of my American friends and it might or might not get published in his Dippy-zine....

"The Good Fairy of Diplomacy" ((Rod Walker)) seems to become more and more the Ugly Poisoner and Bad Witch of Diplomacy, and getting personal and "sarcastic" in the same manner as he, I could ask whether maybe he has some conjugal problems which make him so intolerant and venomous?

I don't care --- at least not here and now --- who might be more wrong and who might be more right ... I only state that he, more than others, grapples with several people at the same time, nagging, squabbling like an old toothless market woman.

As a former Ombudsman of IDA, as one of the old-timers of Diplomacy, as a probably well educated and cultured person (this at least he so obviously tries to show in his press releases), as one of the persons who undoubtedly could be one of the leading figures in postal Diplomacy, and as publisher of one of the better Dippy-zines (which I only assume, since he never answered my letters nor could I manage to get even a single copy of his Erewhon so far) and also the writer of some of the better Dippy-articles and press-releases I have seen up till now --- in short: as a qualified member of a minority in our dippy world, couldn't he, shouldn't he, have found a more intelligent, a more decent and noble, a more appropriate way, too, to utter his opinions and disagreements.

The more I admired him before (after having seen some articles he wrote), the

get my games finished, it's good-bye zine. All I wanted to do was publish a zine. I didn't start this to be yelled at, and I'm not going to take it any more. Next time, I'll just tell the offender where to go, and be done with it. And never, never, never will I ever take another orphan. Never again will I try to do a few players a service like that. Its all I can do to keep my language out of the gutter right now.

Thanks to all of you who say/have said kind words and given encouragement. Those of you who have simply been silent I also thank, for NOT yelling at me. The others --- they know how I feel. I wonder if its painful to blow your brains out. ((Unsurprisingly, TB only lasted a few more issues, before it underwent a (clean) fold. DD #32 reprinted an article of his on being a novice GM which had a similar, emotional edge.)) ((Next are a few shorter ones from Pellucidar #13, Sept 29, 1973:))

David B. Lagerson I have lived in the LA area all my life. I attended SFVSC (Now Cal State University Northridge) and now have teaching credentials and BA in History and English. Am going to teach at a school for emotionally disturbed children and young adults. I am 24 and married to a teacher of Math at a Junior High School. I have been playing Diplomacy for about 1/2 year and enjoy it very much...((Dave went on to win the DipCon XI tournament in Northridge CA in 1978)).

Dan Stafford Age 15. This is my first Diplomacy Game! Have a great interest in board-games and miniatures as well as Diplomacy. I also play chess...I hope this game will have: little aggression in the first year, lots of Diplomacy, and no grudges ((I assume this is the same guy who now runs a postal game in Diplomacy by Fluorescence))

Randolph Smyth Age:20, Unmarried (so far!) and a graduate student at U. of Ottawa. I've only become interested in Diplomacy since two months ago, but I've played postal chess for several years now. I love every wargame I've encountered so far, including chess, GO, and many card games; I hope I'll be able to say the same after being properly introduced to Diplomacy. Other hobbies including fencing, handball, marathon running, and coin collecting; if I'm at loose ends I'll read anything I can get my hands on. I was born and raised in eastern Canada but have been all over the continent while on summer vacations in recent years.((For more on Randolph, see page 2)).

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(Continued from Page 2)

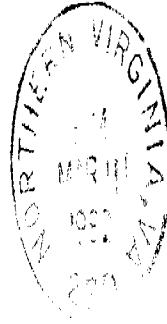
Jack Fleming continues to elevate the art of putting a zine on a postcard to new heights; #20 was two full pages on one (5x8) card, which includes an all-too-short account of a visit to Ethiopia. Jack, I think those Anjira paccakes are made from Millet, not barley (or at least they are in Ethiopian restaurants here).

Farrago #6 is out and available to anyone who wants it. It is a general press release on DipCon planning, and as things are shaping up in many respects into final form, this will be the last such release I'll issue. A scoring system has been picked (mine). This DipCon will have several major innovations. One was mentioned before --- a long first round for the games that need the time. Another is that there will be a souvineer Booklet that will be published shortly after the Con ---- with not only the standings, but all sorts of reports on what happened, including any short items that I can extract from people who attended. It will also have the moves for the top-board game, probably with some commentary, an account of the DipCon Society meeting, and much more. It will run 11-23 pages (depending on material) and will be mailed automatically to those who attended and will be on sale to others as well..There will also be a player survey (a short questionnaire to fill out) so we can get some idea of what sort of people attend these tourney, and the results should be in the booklet. Sat Morning will have at 10 AM-Noon a panel discussion on the present and future of the game and Hobby (pretty all-inclusive, eh?). This panel will include me, Rod Walker, Kathy Byrne, Bruce Linsey and several other people. We'll shoot our mouths off a bit, and then we'll throw it open to questions on any topic from the floor, so if any of you have some really EMBARRASING QUESTIONS TO ASK, be sure to come! We are hoping that DipCon XV will be the biggest and best DipCon of all time. If any of you know addresses of east coast gamestores that I could send a flyer to, please let me know; Ditto for game clubs, even college or High School game clubs. Things are well-organized, and I want to get the word out in every way possible.

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Mark L Berch
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If you think I'm going to go
thru the same old pitch about
how if the number "56" appears
after your name you sub is up,
forget it. I'm tired of that
routine, so I'm not going to
waste the space on it



Franklin D. Roosevelt

*Put me down
for another \$3.50
worth of X*

Larry Henry (36)
Box 6116
San Diego CA 92106