

DIPLOMACY DIGEST

Issue #57
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Son of Lexicon

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- Son of Lexicon is, of necessity, a hodgepodge. There are 4 types of items here:
1. Corrections to previous entries. These are labeled with "(C)".
 2. Additional information for previous entries. These are labeled "(A)".
 3. New entries for items I simply forgot last time, or hadn't uncovered.
 4. Brand new terms which have arisen since Spring 1980

I received some help for this issue. The typing is courtesy of Porter Wightman, who did it on his word processor and earned mucho free issues. I also received a significant amount of feedback from the original Lexicon, in terms of error-spotting and suggestion of additional terms, from John Leeder, Robert Lipton, Lew Pulsipher and Rod Walker. And a scattering of other people have written me with suggestions. I appreciate those even if they were not eventually used.

There had been some discussion, particularly in 1980 over whether some terms had been concocted solely to get into the Lexicon. I haven't seen any evidence, tho, that this has ever occurred. There are of course artificial words and phrases in here, but that's been going on for long before there was a Lexicon. I did have to make some arbitrary decisions on what to include. Some criteria that I used were: Was the term used in more than one zine? Was it used over a period of time, or just briefly? Was the term entirely self-explanatory? Did more than one person use it? Did the term look useful --- i.e. were others likely to use it?

As before, any feedback you have to this one will be appreciated. There will probably be a "Grandson of Lexicon" in another two years. I urge publishers to plug this publication, as I think it will be entertaining and useful. You can get it in one of two ways. You can sub to DD, asking your sub to start with #57, in which case it will cost you 35¢, in effect, as a single issue. Its purchase price, as a single issue for a non-subber is 50¢. The Lexicon itself is still in print, and I urge anyone who has enjoyed this to order it if they do not already have it. It is \$1.00 to subscribers, and \$1.25 to non-subbers. The price break is to encourage people to sub.

The previous issue, on personalities, got an unusually good response, and prompted one person, who asked his name not be used, to ask, "Why not just skip all the strategy and tactics issues and stick to the stuff we really like." I've gotten such letters before, but with the categories different (or even reversed). If I cater just to your (or anyone else's) preferences, that will turn other people off completely. As the index, which appears later, shows, I go for the broadest range possible. Specializations is fine for some zines, but it wouldn't work here. Stick around, there will be more personality oriented issues (including another interview this summer) as well as S&T, hobby history, GMing and all the rest

Aberration IV (C) Earlier "versions", by Davis and Walker, were different games.

Alias (A) First alias was Bruce Pelz's "Adhemar Grauhugel" in Boardman's first regular seven man game, 1963B.

Astonishingly Arrogant Ankaran Assault Bruce Linsey's name for the anti Russian opening of F Ank - Bla, A Smy - Arm, A Con - Ank.

Atlantic Bind English Fall 01 F Nth c A Yor - Nwy, F Eng - Mid. England passes up the slim chance of Bre for the forward position. (The Mid is much harder to take once Fr builds a second fleet.) If expelled, the fleet can move to Wes threatening Spain, Tunis and Lyon. Used in 80AY and (without the convoy) in 73GI.

Base Map The map of Europe that underlies the playing map that we use. AH did away with it when they purchased the game from GRI, in part to avoid paying the royalties to Hammond & Co.

Berch's Ghastly Mess England: F Nth c & A Kie s A Bel - Hol; France: F Lon s F Eng - Nth; Russia: F Hol s F Den - Nth. A combination of the Chicken-and-Egg and Finessed Cut contradictions. See DW #24

Black Hole Affair In 1979IC, ("The Black Hole", a local game) player Matt McKibbin accused GM Bruce Linsey of informing player Jack Masters that Bruce had gotten the phone number of player Dave Barker from Matt, and hence Dave and Matt knew each other. This information was supposedly used by Master s to the detriment of Dave and Matt. When Bruce investigated inconsistencies in Matt's story, Matt changed the story in two important respects. Bruce then treated the original story (which included charges of GM-player collusion) as deception of the GM and expelled both Dave and Matt. This touched off a bitter controversy as to the honesty of the main characters and the appropriateness of the expulsion.

Black Jack Nickname for Jack Masters.

Blitzkrieg Variant (A) Created by Buddy Tretick.

Bloodsucker Nickname for Kathy Byrne.

Boardman Number Custodian (A) The full line is Boardman, Wells, Konig, Walker, Von Metzke, Beyerlein, White, Dennis Agosta, Bernie Agosta, Kendter Sr., Ditter.

Brannon Rule A convoyed attack is assumed to come from the direction of the last convoying piece. Now somewhat obsolete.

Brazilian Variant A name given to a pirate version of Diplomacy supposedly sold in Brazil. It differs only in that Italy begins with F Rom, and Naf is a supply center. As such both F and I are strengthened, although an I-F war is more difficult to avoid.

Brux Nickname for Bruce Linsey.

Byrne Con A series of gatherings of east coast Dippy players at Kathy Byrne's place. As of January 1982 there had been at least 8 of them.

Calhamerian See win only. Example: ODD

Calhamer Tournament Scoring System A winner gets 30 points; losers nothing. In games not won each player gets 10 points plus his number of centers. If the leader has more than 8 all other scores are reduced by the amount the leader has in excess of 8. No one may score more than 3 times his number of centers. A sole leader gets 2 extra points. A very similar system was used at Dipcon XIII in Michigan in June 1980.

Central Gamestart Service (A) Later went to James O'Fee and now done by Richard Hucknall.

Century Club (A) Add Randolph Smyth's Fol Si Fie and John Michalski's Brutus Bulletin

Chalker Rule An obsolete rule which said that a player could not save his own position by attacking it in order to establish a beleaguered garrison.

Chicken and Egg Convoy England: A Yor - Hol c by F Nth & s by A Kie. France: F Lon s F Eng - Nth. Russia: F Hol s F Den - Nth. F Nth is not dislodged, since it is a "beleaguered garrison". This being the case, the convoy goes through since F Hol is not cut (Rule XII, 5). This dislodges F Hol, providing a rulebook contradiction, since under Rule X a dislodged piece cannot give support. See DW #29, p16 and Berch's Ghastly Mess.

Clean Fold A fold is clean if the remainder of the sub fees are returned and the GM (if there are games going to other GMs and/or publishers) cooperates in placing the games. The GM must do all this in a reasonable period of time so that the games are not unduly delayed, and traders don't send a lot of extra copies in exchange for a defunct zine.

Combined Order Players may combine orders without repeating certain elements. E.G. A Lon - Kie; F Nth & F Hel c A Lon - Kie combines the two convoy orders. For special cases, see Mutual Support and Unexpressed Move.

Compendium John Hopkins' compilation of all British zines available and the games they run.

Computer Formated Zine The issue is typed into a computer, which then prints it out on a better quality printer which makes copy suitable for photo copying. This permits easy editing of errors and, in many cases, right justification. Examples are The Tetracupid, Dot Happy, and Just Among Friends.

Computerized GMing (A) Apparently neither Pandin nor Alderson completed their programs. Steve McLendon employs his program on an Apple in GMing D&L, and Rick Loomis uses his North Star Horizon computer to GM Flying Buffalo

Computer Output Zines (A) The earliest was High Liver. Others have been Saeta, Binary and Gassed. The zine is literally a computer printout.

Conquest of the New World Lew Pulsipher's variant for 2-5 players set in the Western Hemisphere of 1500. See DW #25.

Contradiction A rulebook problem where any possible adjudication violates one of the rules. I.E. there are no correct adjudications. These arise when there are conflicting rules with no order of precedence given. See Unwanted Convoy, Finessed Cut, Chicken and Egg Convoy, Berch's Ghastly Mess, and Paradox.

Contradictory Order (N) If the order for one unit does not match a second unit's order to support or convoy the orders are contradictory. E.G. A Por - Spa, F Mid s A Por. Nso (No such order) is often placed after the convoying or supporting unit.

Control of Neutrals A category of variants which permit a player to control, at least temporarily, units not belonging to other players. Includes Intimate Diplomacy, Active Neutrals, and Seven Years War.

Country Variants (C) Scotice Scripti was originally by Pete Comber.

Crud Nickname for Dick Martin.

Dipcon (A, C) This should be "Usually the largest FtF Diplomacy Tournament." There is often, but not always, a hobby business meeting and/or a seminar/panel discussion aswell. ⁽³⁾

Diplomacy Games and Variants (A) Now available from Gamescience, 01956 Pass Road, Gulfport, MS, 30501 (\$5.50)

DIPLOWINN (C) Reference should be DD #13

Digest A 'zine format involving a split (folded) page and usually reduction, e.g. DD. Also called "center staple."

Disorganization (A) See Blitzkrieg Variant, created by Buddy Tretick.

Doomie A nickname affectionately bestowed by Bruce Linsey upon readers, especially enthusiastic fans, of The Voice of Doom.

Doomie of the Year Contest An annual, humorous, essay contest in VOD to determine who best exemplifies the qualities of a "true Doomie." DotY in 1980 was Bob Olsen; in '81, Garry Hamlin.

Drop Fee See Deposit.

Dropout A player who is removed from a game by the GM for not submitting either orders or a formal resignation.

Earliest Dipzines (C) 6 should be Wild 'n Woolly ("Charles or Dan Brannon" (Steve Cartier)). 7 should be MASSIF (later STab) John Konig. And Mongo, if real (see 1962A) would be the first.

East Patterson NJ Diplomacy Club Earliest Dip club, it promoted the game in its infancy and supplied most of the members of Graustark's first game. President was Fred Lerner.

Egoboo Short for "ego boost", the psychic reward that a publisher, or anyone, gets from seeing his name in print, or a project of his succeeding, etc.

Embarkation In variants that permit combined F/A units ("piggyback convoy") this is the process of joining the two. It usually requires a season.

Endgame Statement A player's essay, running from one line to pages, about the game or his play in it. Normally this is printed once the game has ended. Players may give motivations for particular actions, descriptions of special tricks, their impressions of other players, or just a history of their performance. GM's occasionally comment. Such a statement may be cathartic; permitting the player to get the game "behind" him.

European Diplomacy Club Founded in Nov 1974 by Michel Feron (France), Walter Luc Hovas (Switzerland), Ake Jonsson (Sweden), Michel Liesnard (Belgium), and Enrico Manfredi (Italy); its goal was to hasten the spread of intra and extra continental contact, help new players and pubbers, etc. Never had a house 'zine. Most activity was in Bumm. One year later it became "IDA - Central European Region."

EYRIE Hucknall's press byline in his Fall of Eagles.

Fantasy Variant (C) Pulsipher did not invent Witch World I (entry is out of order.)

Feud A vague, and usually perjorative, term for a controversy which has escalated in some way. Characteristics include personality conflicts overshadowing the issues, use of multiple forums (e.g. arguing in several 'zines at once), recourse to over generalization, and ad hominem arguments. Also, attempts to bring in as many other issues as possible, elevated levels of bitchiness and invective, attempts to polarize the hobby by each side lining up allies. Moreover, exaggeration of the importance of the issues involved, and generally an avoidance of procedures for actually resolving the issues. The first well known one was Boardman/Reinsel (1966). The longest running is Walker/Boardman. Other well known ones have been Von Metzke/Reinsel, Walker/Sacks, Boardman/IDA, Caruso/Linsey, Linsey/Masters, and Tretick/Everybody.

Finessed Cut Rulebook contradiction, England: F Nth c Fr A Bel - Hol; France: A Bel - Hol; Russia: F Hol s F Den - Nth. The unanswered question is whether A Bel-Hol is a convoyed move or not. If it is, then by Rule XII,5 the support of F Hol is not cut, and so F Nth is dislodged. If it is not a convoyed move, F Hol is cut and F Nth is not dislodged. See DW #29, page 15.

Flintlock II (A) Invented by John Leeder.

Fold The discontinuation of a 'zine. The GGMs must find a new publisher. The games may continue via flyer, but are usually transferred to a new GM. See "Clean Fold."

Frederich Opening John Mark's name for A Mun - Ruh, A Ber - Sil. France should be pleased and more inclined to move against E, and A Sil can guard Mun against A Bur - Mun just as well as A Kie can. It also gives protection against A War - Sil.

Functional Stalemate Line This is a line that is not technically a stalemate line, but functions as one because the opposers do not have, nor can they generate, the right mix of units to crack the line. See pseudo stalemate line.

Gamesmaster A postal GM sets the deadline, collects the orders and adjudicates them. He writes up the results, and either mails them to the players or makes sure someone else does. He also creates and interprets house rules, makes decisions on season separations, badly written orders, and deadline extentions. He arranges for the correction of errors and may write the headline or other commentary. He also should find a new GM if he cannot continue, assign standbys if he needs them and explain adjudications in complex situations. He also reports changes of address. He should also supply the Boardman Number Custodian with the full names of the players and country assignments, and publish the SC and player chart when the game is completed.

Gemgnani Awards Run by Sacks, awards were voted in various categories of hobby disservice, serious and humorous, in the mid 70's. Named after Margeret Gemgnani, one of the most persistant but maladroitt hobbists. Categories included; "Most Infamous Person", "Least Reliable Ally", "Award for Confusion", "Publication most in need of improvement".

Genzine (A) First was Diplomania.

Ghostzine (C) Remove Black Emerald, since the zine did appear as a local 'zine.

Gladys Awards British awards for zines in various categories; Best for news, Diplomacy games, Best variant, Best GM, Most efficient, Best letter column. Voters choose in each category from a list of, generally, 3-6 nominees. Also incorporates the Les Pimley award.

Global Variant (A) First one was Walker's "Imperialism VIII".

Golden Frog Awards Given by Jack Masters, the 1980 awards included Murd'ring Ministers as best zine, Lone Star Diplomat as best new zine, Emhain Macha as sophomore zine, Linsey as Hobbist of the Year, proliferation of fake zines as "event of the year", and "Caruso vs Linsey" as controversy of the year. Not given in 1981 for obvious reasons.

Granite Archives The zine archives kept by Elmer Hinton Jr.

Gunboat Diplomacy A variant with anonymous players and no press - so that no diplomacy is possible. A 7 player, 7 game tournament run by Vern Shaller in 1980-81 was won by Karl Schwetz.

Hall of Fame (A) See International Diplomacy Hall of Fame.

Hoax 'Zines Other zines hoaxed have included, Brutus Bulletin, EggNog, Whitestonia, VOD, SNAFU!, DD, Shogun's Sword, Europa Express, and Retaliation. The modern trend seems to be to label the hoaxes specifically as such, (5)

and to omit the games. (e.g. hoax as satire)

Hop, Step and Jump Opening Named by Iain Forsyth, this has A Bud - Rum followed in the fall by a Russian convoy of A Rum - Ank. He suggests A War - Gal as camouflage in the spring.

Hostage Center A center held by one player, usually a puppet, but in reality controlled by another. Its the best way for a master to keep his puppet in line.

Iberia (A) Also, can be just Spain and Portugal.

Implied Build or Removal If a unit is not ordered in spring and a removal was needed, that removal may be considered implied. However, this violates the notion that W and S are different seasons.

Implied Order (N) An order which is (possibly) inferrable but is not separately written. See Unexpressed Order, Incomplete Order and Combined Order.

Incomplete Order An order which, though implied, appears in no specific form. Thus, A Pic - Lon, F Eng unordered is incomplete in that F Eng c A Pic - Lon does not appear, and few - if any - GMs will permit the move to go through. See related, Unexpressed Order and Combined Order.

International Diplomacy Federation (A) The hobby's first attempt (summer 1966) at organization. It never got its constitution approved. Primarily the work of Von Metzke, Ward, Cling, and Naus.

International Diplomacy Hall of Fame (A --- previously "Hall of Fame") Now in operation and run by Larry Peery, its first inductees were Edi Birsan, Hal Naus, Ron Miller, John Koning, John McCallum, Walt Buchanan and Conrad von Metzke.

Interstellar Diplomacy Versions I-III by Pulsipher, IV by Roland Prevot, uses a 3 dimensional map, stacked units and detailed economics.

Intimate Diplomacy - Knockout Competition An I.D. single elimination tournament. First started by Shawn Perrich in Entente (1975) and a second in FOE by Richard Hucknall (1980). (Latter had 16 players, and a 56 Pound first prize pot.)

JAMUL (C) This was not the earliest press byline, as Boardman's "Beauxouillon" and Walker's "Poderkagg" were earlier.

Kendall Key Opening A variation on the Key in which Austria does A Bud s A Ser - Rum in F'01. Thus, the Aus attack on Russia is delayed until F'01 to allow an R-T war to develop. (Alan Wells, see Dot Happy #6).

Lapland Lurch The F StP(sc) - Fin opening. If R anticipates both A Nwy - Fin and F Den - Swe in S'02 (after a F'01 standoff in Swe), F Fin can block both, but F Bot cannot. If Russian anticipates G building F Kie in W'01, F Fin is much less threatening, making it easier for G to move against E. See DW #27

Lerner's Theory of Fannish Institutions "All genuine needs will be spontaneously filled." Would that this were true!

Lexicon of Diplomacy An alphabetical collection of the hobby's terminology, including 450 openings, variants, strategic concepts, special projects, publishing and GMing jargon, etc. Published in spring 1980 along with an essay.

Liverpool Telephone Diplomacy Club Operating in the early '80s, this was mostly lawyers and law students with a few doctors and med students. GMed by John Marks.

Livonian Lunacy Russia's F StP(sc) - Lvn opening. If R wishes to distract G away from F Den - Swe in F '01 with a threat to the Baltic, Lvn is a better place to make the threat, since it has no other good place to go. See DW #27.

Madman (A) In postal play, all players submit orders, one set is chosen at random so that no one knows whose orders were used. Invented by Blair Casak, named by John Leeder.

Map Error (A) Clyde should be extended further south to include the river Clyde. The northern portion of the Ruhr (north of the Ruhr River) is missing. For consistency sake, Tunis should be Tunisia. The Russo-Finnish border should be moved a bit east to include the western most part of Lake Ladoga (just north of the "StP(sc)"). Dot for Trieste is actually placed on the city of Fiume (now Rijeka). "Kiel" is placed on Hamburg, and "Lyo" should be "Gulf of Lions".

Mark Berch Department The utterly inappropriate label all too often given to boring and totally dated reports on the weather.

Mensa Diplomacy Club (C) This is just the British outfit; see Mensa Diplomacy SIG in US.

Mensa Diplomacy SIG A "special interest group" devoted to those interested in Diplomacy. Founded by Fred Davis, the service 'zine is Diplomag, and is now chaired by Ronald Brown.

Midgame Definitions vary greatly: 1) When the Barren zone is crossed in force (traditional, but this is too dependent on the German alliance structure.) 2) First spring after a major power is down to 2 or fewer pieces. (Lokofka) 3) When the "opening game" alliances start to obstruct the progress of one of those successful in the opening game. (Smyth). See Fol Si Fi # 138.

Militarism IV Lew Pulsipher's variant which has a W '00 build season, one "Double Unit" per country, units in neutral centers which players can order, and "loans" of supply centers. See DW #28

Miller Number Custodian (A) Just after Conrad von Metzke, add Burt Labelle. After Costikyan, Walker acted briefly, and now its John Leeder.

Mimeo (C) Replace "can't use colors" with "colors possible only by changing drums" (e.g. Turnbull's Albion).

Moose Factory John Leeder's press byline in Runestone.

Multigame Zine The earliest gamezines only carried one game each, a second zine was started for a second game. First one was Brannon's Wild 'n Wolly.

Mutual Support (N) A Rom ms A Nap means that A Rom supports A Nap and A Nap s A Rom. This is a special case of a combined order.

National Diplomacy Championship Hoax Jack Masters' most electrifying hoax. This involved 6 regional tournaments, with winners competing in Las Vegas for a \$25,000 prize, complete with "paramutual wagering and coverage by ABC Wide World of Sports." Quite a few people were fooled.

Need-a-Game (A) Two services now available: Known Game Openings (Sacks) and Pontevedria (Walker). Both cover standard and variant games, and P includes pubbers seeking standby players aswell.

New Blood Now available on an approximately quarterly basis as Pontevedria Supplement.

1962-A (C) Walker now claims this was not a hoax, but a real game which did not get beyond 1902; and has produced photo copies of the supposed original zine in which the game was run, MONGO.

Nixon Award Given by Ron Brown of Murd'ring Ministers for spectacular dishonesty in

a postal game. It was won by Al Pearson in 1980 (for '80AF) and Kathy Byrne in 1981 (for '81R).

North American Variant Bank Numbers Descriptors assigned by Rod Walker to variants held in the NAVB. E.G. PE/04/08: P is "Portions of Europe" category, E is "British Isles" subcategory, 04 is the 4th one in the "PE" group, and 08 means 8 players (this is Gesta Danorum I).

North American Zine and GM Poll Conducted by John Leeder. 1981 saw the 5th 'zine and 4th GM poll.

Northern Tier Alliance Opening Based on EFG alliance this has E convoying to Den, with A Mar - Pie and A Mun - Tyo for an immediate southern attack. Subsequently E builds a minimum of fleets, F builds mostly F Mar. (Richard Hacknall in FOE #57)

Novicezine (A) Add "Supernova" (Linsey) and "Compendium" (Simon Billeness).

ODD (A) Invented by John McCallum.

ODDMOD (A) Invented by John Leeder, it is not based on "win only".

Off-Board Boxes (C) Actually originated in Walker's Youngstown II.

Origins (A) Origins V (Chester Pa), Origins VII (San Francisco), Origins VIII (Baltimore), Origins IX (Detroit).

Orphaned Game (A) Game transfer may also be done by a third party, usually a service project. The first orphaned game was 1964B, transferred from Dave McDaniel to John Boardman in 1965. The most games orphaned from one zine were 23 by Roger Oliver when The Diplomatic Journal folded.

Pandin's Paradox (A) This is actually one of a wider class of convoy paradoxes. See Apalling Greed #10

Paradox A rulebook problem where there are 2 adjudications possible, each internally self consistent, but different. See Pandin's Paradox and Contradiction.

Philmar (C) They are the publishers and distributors of Diplomacy in England, not the owners.

Piggyback Convoy A combined A/F unit, first appearing in Abstraction, but later in variants such as DALARNA II (Leeder) and Holocaust. Rules vary on how they retreat, are formed and disbanded, and in whether mixed nationality is permitted.

Pimley Memorial Award Named after Les Pimley who published Black Spot, Shelob's Lair and an orphanzine, The Ultimate Chaotic Act in Britain in the early and mid '70s and died in May 1976 of a brain hemorrhage. It recognizes major contributions to the British hobby. The first winner was Richard Sharp, Bob Brown won it in 1979 for his organization of Poly Con, and John Marsden won in 1980 for his orphan rescue work. Voting is conducted in conjunction with Gladys Awards balloting.

Press Characters Fictional characters which appear repeatedly in press releases, often in more than one game. They're generally humorous. Famous ones have included Pope Joan II (Walker), The Great Plattypus (ver Ploeg), Kaiser Max (John Boardman).

Pseudo Stalemate Line A line, that while not impregnable, will take so much time and effort to crack that 1) chances of error or NMR increase, 2) players may not want to bother or take the risk that alliances may fall apart in the process 3) players may not realize that the line is only pseudo - particularly if defenders label it as a real line. See Functional Stalemate Line.

Realism / Play Balance (C) Actually, the main problem with realism is less that it dictates one side must always win, but rather that greater realism usually requires

greater complexity. Greater complexity means less playability at some point.

Rulebook (A) There was also a 1966 rulebook, identical to 1961 but with extra examples.

Russian Frolic Allen Wells' name for the AT opening based on A Vie - Gal, A Bud - Rum, A Con H, A Smy - Arm, F Ank - Bla. The key here is A Con H which, by eliminating Turkey's 1901 risk to Serbia, permits Austria to move safely to Rum. See DW # 29.

San Diego Crowd A group of publishers active in the mid and late 60's, including Rod Walker, Larry Peery, Conrad von Metzke, Hal Naus, Robert Cline and Robert Ward.

Sleeze Nickname for Dan Stafford.

Solo Diplomacy Lew Pulsipher's variant for one person, which has an algorithm for determining moves of the enemy. Details in DW #26.

Song of the Night (C) Is a mixture of Diplomacy and "traditional fantasy" (not D&D), as it is not a role-playing game.

Succedaneum! A variant created by Mark Berch which changes neither the map nor adjudication rules. In addition to primary orders for ones own country, secondary orders for another country are submitted (either to help an ally or harm an enemy). If no secondary orders are submitted for a given country the primary orders are used; otherwise the proxy (secondary) orders are used. See DW #27.

"SUPERNOVA" The name for Bruce Linsey's 35 page novice publication. It covers nearly all aspects of the hobby and game. Cost is \$1, free to novices.

Spring Raid (C) Entering a center in spring only makes it neutral, to take possession you must also retain it in Fall. Use in regular games very rare, but was seen in '66F and '66K.

Team Game (C) The Runestone games had 3 people from one area (e.g. Toronto, Montreal, Ontario, Alberta) vs a team from a different area.

Tenure If a player NMRed out of any game, he would be placed on "tenure" status, meaning he would not be permitted to enter new games for 1 year, or assume standby positions for 6 months. This would apply to all cooperating GMS. Plan was by Bob Lipton, taken up by John Leeder, but never fully operational.

Terminal Tunisitis The result of a country being reduced to a sole unit, usually an army in Tunis or Portugal. It may survive there a long time.

Toady A humorous or derisive term for someone who, supposedly, always agrees with another specific person.

Toots Nickname for John Michalski.

Trade An arrangement whereby two publishers send each other their zines and no money changes hands. Can be done on a zine for zine basis, or an everything for everything basis in cases where more than one zine is involved.

Tro 1) Nickname for Kieth Sherwood. 2) A deliberately vague adjective or noun such as, "Tro free issues".

Tro Affair In 1980KB, Kieth Sherwood's "A Vie - Tro" was ruled ambiguous, touching off an extended debate in VOD over the correctness of Bruce Linsey's ruling, and on the general question of abbreviations.

Turnaround The length of time between the deadline of a postal game and the mailing of the zine carrying its results. An average of 72 hours is considered excellent. More than 1 week may bring grumbling. In England it appears to include the delivery

time aswell, i.e. "deadline to doormat."

Uncuttable Support A support which, apparently, cannot be cut, even if the piece is dislodged. See Chicken and Egg Convoy.

Unexpressed Move (A) See also Combined Order, Incomplete Order and Mutual Support.

U.S. Orphan Service (A) Now run by John Daly and Kathy Byrne; service zine is The Doghouse, appearing as a subzine of Everything.

Variant (A) First published was Middle-Earth Dip II in Graustark in 1965. Machiavelli is now produced by Avalon Hill.

WAHF column "We also heard from." Sometimes the editor has too many letters to print, but doesn't want to discourage writers so a WAHF column, laced with snippets, is used to acknowledge receipt. Used in Dolchstoss and Greatest Hits.

Who's Where In England, an alphabetical listing of active players with a notation as to which zines and games they are in.

Wilman Rating System John Wilman's system for scoring completed and running games. Completed games give 100 points to winners or divided evenly among drawers. For running games score triple the number of sc's (game is thus worth $3 \times 34 = 102$ points). Add totals for all games and divide by number of games.

Women (A) First woman to play in a Postal Dip game was Dion Pelz in 1963B, who finished second to her husband.

Woody Nickname for Steve Arnawoodian.

Youngstown University Dip Club (C) Should be Smythe, and subject taught was economics.

Youngstown Variant (A) John Konig designed the first version, with help from other Youngstown U Dip Club members. Rod did Youngstown II and adapted it for postal play.

Zine Directory Mike Mills' publication giving details on nearly all North American dipzines. Includes a short publisher's statement and a listing of address for British dipzines.

Zine Poll (A) Now run by Richard Walkerdine. Winners have been Dolchstoss (May '74, '75, '78), Ethyl the Frog (Jan '74), Chimera ('76, '77), Greatest Hits ('79, '80, '81).

The DIPLOMACY DIGEST Index

Since this issue is somewhat of a reference type issue, I figured this would be a good place to do an index. If you want to put your hands on something you saw earlier here, this should make it a lot easier. The first number is the issue; if it was a double issue, I've just put the first number of the pair. After the slash comes the first page of the article, or series of articles for the topic. In some cases, I've extracted a portion of an article, letter, etc, and in that case, I've indexed it under the actual page where the extract starts. People are sometimes listed under their zine's name and vice versa, so be sure to check the other, tho rarely do I use both. This is a subject index, so "Smyth, Randolph" means it about him, not necessarily by him. For those who want to buy back issues, here are the prices:

30¢ -- 2,3,6,9,12,13,16,17,18,19,20,23,24,27,28,29

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The Zine Column #49

News, Nooze, and Gnus

There's not enuf room for my Heavy Pontificating, so lets just have a look around.

Eric Ozog is organizing Mid-West Con, a minicon set for May 15-16. If you're interested, contact Eric at 1526 North Lawler Ave, Chicago Il 60651. Let him know if you need a place to stay, as he may have people lined up who can accept houseguests. I suspect this one will have a pretty good turnout.

Two rather different theme issues have appeared recently. Eric Ozog (remember him?) had a Poland issue in his Diplomacy by Moonlight #39, reprinting a variety of material from professional zines, commentary on two aspects of all this by John Michalski and Dan Palter ---- and cartoons from "Mad Magazine." On a more substantive matter, Europa Express #12 had as its theme Women in Diplomacy. There were articles on women in Canada, Belgium/France, Great Britian and many others. Also included was a tasty selection of original and reprinted stuff, including a "centerfold" listing of 31 women from the present and past in the U.S. Hobby, tho many of them have only the most tenuous of connections to the hobby. All-in-all, a splendid collection, and it showed quite a bit of work.

Quote of the month comes from the letter-column of VOD #59. Bob Howerton, who was active in the hobby back in the early 70s and has recently returned, writes, "My twenty years in the US Army was as an intellegence agent, where deceit, ruses, misinformation, lies, etc were stock in trade. Such a career prepares one very little for civilian life, except for Diplomacy or marketing." The same issue has an interesting article by Jeff Noto, questioning the practice of publishers, such as Bruce Lindsey, publishing what purport to be play-of-the-game, but are in fact pieces of propagan-da designed to influence (somehow) games they themselves are in.

If you are looking for a large, already playtested variant, I recommend World War IIIb, Bob Sergeant's 15 player variant. The game will be GMed by Jeff Richmond, and Bob will be a player. If this appeals to you, send the gamefee of \$3 to Bob at 3242 Lupine Drive Indianapolis IN 46224. You must also keep up a sub to St Geo, which is 10/\$5.50. A section of this game had been run previously in StGeo, and worked out fine.

Bernie Sampson writes that, contrary to what has been reproted, "Torpedo has not folded, its has merely been placed in 'linbo' until I move back to Baltimore." Games are still continuing.

Writing in Greatest Hits #94, Pete Birks moans, "Most American trades I start turn out to be insular American zines of pretty grotty quality...." Grotty? I guess if you can'tthink of the right word, just make one up, eh Pete?