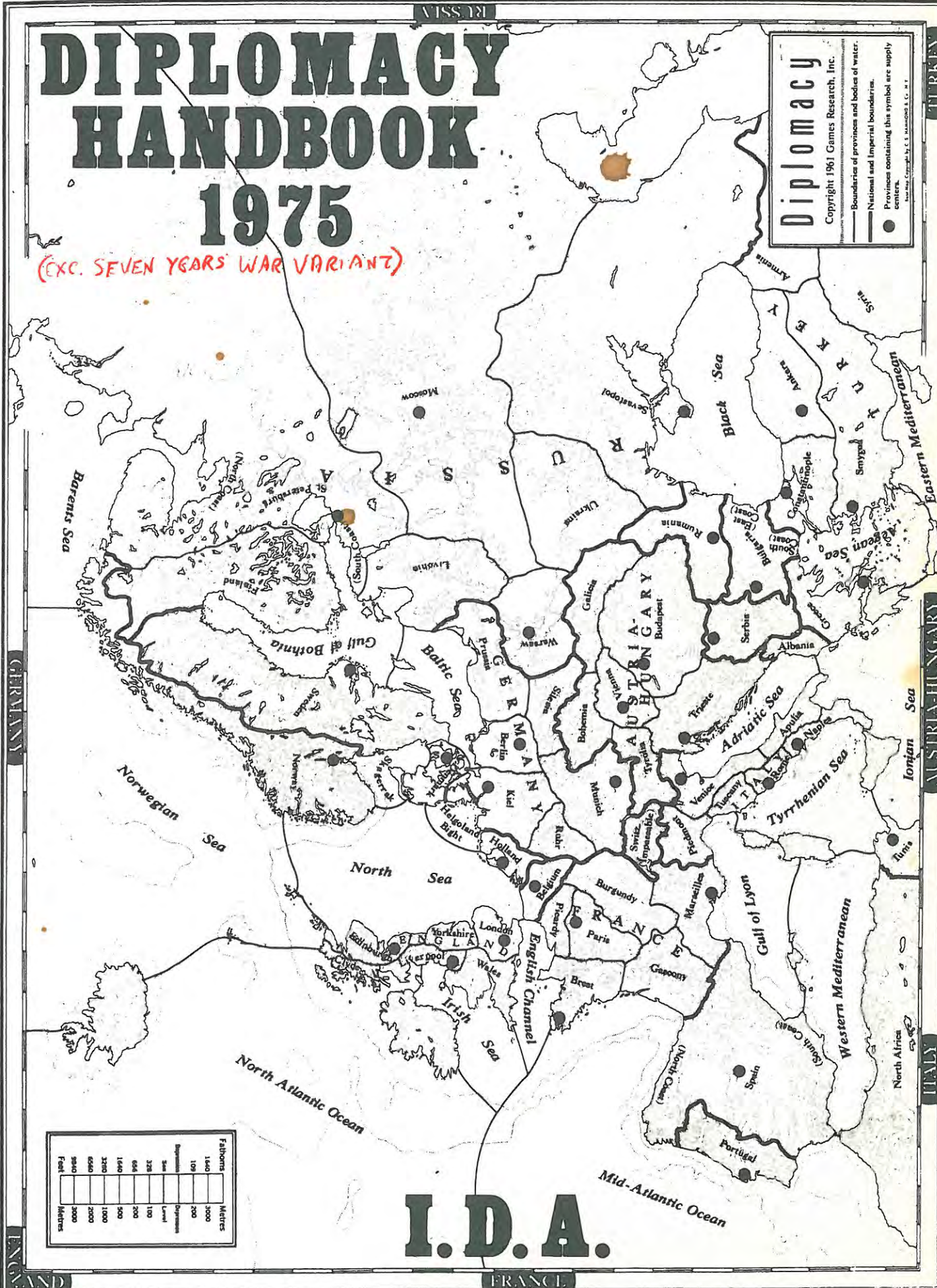


DIPLOMACY HANDBOOK 1975

(EXC. SEVEN YEARS' WAR VARIANT)

Diplomacy

Copyright 1961 Games Research, Inc.
 Boundaries of provinces and bodies of water.
 National and Imperial boundaries.
 Provinces containing this symbol are supply centers.



Fathoms		Metres	
1840	3400		
160	300		
140	260		
120	220		
100	180		
80	140		
60	110		
40	70		
20	30		
10	15		
5	7		
3	4		
2	3		
1	2		
0	0		
Fathoms		Metres	

I.D.A.

INTRODUCTION:

For the third time in a row, the International Diplomacy Association presents its annual Diplomacy Handbook. The Handbook is intended as an I.D.A. service to the hobby as a whole--it is the only all-Diplomacy article collection available.

This year's edition, although not quite as large as last year's, is the first one that is all original material. This was accomplished only with the help of a great many people, including publishers, players and most of all authors.

Of greatest help to me were Edi Birsan, who aided with advice, articles, and physical help (such as picking up all the paper that this is printed on); Gil Neiger, Walt Buchanan, and John Boyer, all of whom offered their oft-needed counsel; Raymond Heuer, who was kind enough to run off the map to SEVEN YEARS' WAR, the variant contained herein; and the New York Conspiracy, for help in collating.

It is very pleasing to note that the hobby has reached the level where it is possible to assemble so large a collection of articles. This year's Handbook sports contributions from both the old-timers, who have written articles for the past Handbooks, and many new faces, whose contributions are if anything even more welcome, foretelling as they do more great articles to come.

One less than gratifying aspect of the Handbook is the lack of international contributions. I had hoped to be able to present a well-rounded, truly international article collection, but such is not the case. I thank Peter Swanson for both his fine article and his efforts to encourage more submissions from overseas.

Among the contributors, Lew Pulsipher is especially outstanding, with both his variant SEVEN YEARS' WAR and his massive poll effort.

This Handbook is "non-denominational"--meaning that although it is sponsored and funded by I.D.A., it is intended to be of interest to anyone, no matter what his political affiliation within the hobby may be. The only political material included herein is whatever Pulsipher's poll encompassed, but discretion here leads me to include it, since it is public and not private opinion.

This Handbook has been produced only with great amounts of work and effort. I sincerely hope you enjoy reading it!

Scott Rosenberg
Editor, I.D.A. Handbook 1975

FAMOUS STABS IN POSTAL DIPLOMACY
by Edi Ersalesi Birsan

When a group gets together and talks of Diplomacy, they invariably come to the topic of stabs. Who stabbed whom? How? How often? Isn't it terrible? Isn't it fun? Stabs are one of the most dramatic parts of the game and give it that spicy flavor of suspense when reading the moves. What follows is a brief review of some of the more notorious knifings from North American games, with a short write-up on each stab's strong points, weak points and lessons.

GAME: 1971EH 'ZINE: Platypus Pie GM: Brenton ver Ploeg

Positions at end of Winter 1901:

- AUSTRIA (Bob Ward): A's Vie, Tri, Ser, Bud; F Gre (5).
- ENGLAND (Walt Buchanan): A Bel; F's Lpl, Lon, Nth, Nwy (5).
- FRANCE (Greg Warden): A's Par, Bur, Por; F's Mar, Spa(sc) (5).
- GERMANY (Edi Birsan): A's Mun, Hol, Ruh; F's Den, Kie (5).
- ITALY (Conrad von Metzke): A's Pie, Tun; F's Rom, Trn (4).
- RUSSIA (Randy Bytwerk): A's War, Mos, Sev, Rum, StP; F's Sve, Ank (7).
- TURKEY (Buddy Tretick): A's Arm, Bul; F Aeg (3).

Past History: France had attacked Munich on FO1 and was stood out; Turkey had ordered A Arm-Rum via Russian convoy which was not ordered by the Russians, obviously. Austria had ordered to Bud in the SO1 turn and ordered it to hold there in FO1, not supporting the Russians. So presumably we have France and Germany at war with Italy and England committing themselves also to attack France. Austria remains uncommitted in the East in the face of a Russo-Turkish war with Turkey on the hurting side.

As an exercise, picture in your mind or write down what you think would be the most effective stab. Take into consideration what you think would be the best strategic stab as well as tactical. Take into account not only what you plan to get out of it immediately, but also what affect it will have on the future of the game, for whatever country(s) you choose.

The sTab:

- AUSTRIA: A Ser-Bul, F Gre S A Ser-Bul, A Vie-Boh, A Tri-Tyo, A Bud-Vie.
- RUSSIA: A War-Sil, A StP-Lva, A Sev-Arm, F Ank S A Sev-Arm, A Mos-War, F Swe-Den, A Rum S AUSTRIAN A Ser-Bul.
- GERMANY: A Ruh-Bur, A Mun S A Ruh-Bur, A Hol-Kie, F Kie-Bal, F Den S F Kie-Bal.
- ENGLAND: F Nwy S F Nth, F Nth S F Nwy, F Lpl-NAt, F Lon-Eng, A Bel-Pic.
- ITALY: A Tun H, A Pie-Mar, F Rom-Tus, F Trn-Lyo.
- FRANCE: F Spa(sc)-Wes, F Mar-Lyo, A Bur-Mar (dislodged), A For-Spa, A Par-Bur.
- TURKEY: F Aeg-Con, A Bul S F Aeg-Con, A Arm unordered (-Smy), A Rum-Sev/No such unit/.

For this stab, Randy Bytwerk and Bob Ward won the 1972 Johnny Award for the Best Stab. (The Johnny Awards were the precursors to the current Calhamer Awards.) Let's look at it in detail:

Strong Points: There is no real indication at the end of Winter 01 that such a move is to come off. The lack of Austrian support for the Russians into Rumania in the FO1 moves would give support to the mistaken belief that the two were not going to cooperate. Furthermore the Germans had really no choice but to play to the west and trust that things would stay quiet on the central front in time for him to deploy in the Baltic. Note that there was

a good possibility for a German stab on England, taking Belgium and putting two fleets on the North Sea; however, with France tied down by an Italian attack, and the lack of a Russian build of a fleet in StP(nc), it would have gotten Germany very little strategic ground.

The use of six armies into Germany, three on the front and three following up, spells a very bad time of it for the Germans, who are still faced with a hostile France that can cut vital supports needed for the defense of Munich. The Austrians also cooperate with the Russians against Turkey. Note the total utilization of forces by the stabbing alliance, thus making it somewhat more difficult than usual for an intra-alliance stab as there are no really uncommitted units available for a decisive sting. Also note how quickly the game is moving, with fast development and heavy blows crossing the great divide between the East and West spheres of the game.

Weak Points: Such a move is a diplomatic gamble as it presents to the other players the very good possibility that Austria and Russia are long-term allies as their forces are jointly committed on two fronts thus giving them more reasons to maintain the alliance than break it. This will force a solidification of the English-German alliance which will fight Russia in the north while trying to eliminate France and stalemate the center. It puts Italy in a strategic pivot-point between the block alliances of G-E and A-R once Turkey and France have been eliminated. It also projects England into the limelight as the dominant western power forced to prop up a weak German ally for as long as the Eastern alliance holds together. If the west is able to move diplomatically fast, they might be able to clobber Russia in the North and hold the center. Thus from a Russian viewpoint the stab, to be game-long effective, must be followed up by a breakdown in English-German coordination which will allow Russia to build up in the north. Otherwise the game moves between a strategic battle between Austria and England, each dominating their own spheres of power and using stabs in the middle and end-game against Germany, Italy, and Russia to race for the win.

The Outcome, for those interested, was the elimination of France and Turkey early in the game, with the East halted at the line Bur-Ruh-Kie. The endgame saw a replacement player for Italy (Vagts) go with the west as England stabbed Germany before the east could get it together. Confused play on the part of the east allowed England to steamroll for the win. A poor finish to what could have been a successful blitzing from the start.

GAME: 1971BC

'ZINE: Hoosier Archives

GM: Walt Buchanan

Positions at the end of Spring 1904:

AUSTRIA (Len Iakofka): A's Gal, Bud, Ser, Bul; F Aeg (5).
 FRANCE (Edi Birsan): A's Edi, Bel, Bur, Pie; F's Cly, Nth, Eng, Mid (8).
 GERMANY (Jeff Key): A's Hol, Boh, Mun; F's Den, Hel (5).
 ITALY (Rod Walker): A's Smy, Tyo; F's Ion, Eas (4).
 RUSSIA (John Smythe Sr.): A's Swe, Mos, Rum, Ukr; F's Nrg, Sev, Nwy (7).
 TURKEY (Buddy Tretick): A's Arm, Con; F Bla (3).

Past History: This was the first of the Hoosier Archives Winner Invitational games. France had just finished a blitz of England (Gene Prosnitz) by convincing him, erroneously, that Russia was behind the three-pronged attack on him and thus England literally gave his centers away to France. France had received three builds in O2 and declined one during 1903. In the Spring there was a Russian-Austrian alliance formed as Russia pulled out of Budapest to destroy a Turkish army in Rumania. Germany had moved east becoming part of a confused constant switching of alliances that had seen Austro-Russian, Austro-Turkish, Austro-Italian, Russo-Italian alliance moves in as many moves.

The sTab:

AUSTRIA: A Gal-Vie, A Bud-Vie, A Ser-Bud, F Aeg-Con, A Bul S F Aeg-Con.

FRANCE: A Edi-Hol, F Nth C A Edi-Hol, A Bel S A Edi-Hol, F Cly-Edi, F Eng S F Nth, A Bur-Mun, A Pie-Tyo.

GERMANY: F Den-Bal, F Hel-Den, A Hol-Bel/r/, A Mun-Sil, A Boh-Gal.

ITALY: A Smy S AUSTRIA A Bul-Con/nso/, F Eas S A Smy, A Tyo-Ven, F Ion-Trn.

RUSSIA: F Nrg S F Nwy, F Nwy S F Nrg, A Swe S A Nwy, A Mos-War, A Ukr S F Sev, A Rum S AUSTRIAN A Bul, F Sev H.

TURKEY (replacement--Doug Beyerlein): A Con H, F Bla S A Con, A Arm-Smy.

As a result of the moves: Austria build one, France build three, Germany remove two, Italy build one, Turkey remove one, Russia even. For this stab, besides going on to win the game, the subtle French player would earn a reputation for the sharper arts that would remain with him to this writing.

Strong Points: The key to the stab was the tie-in with a diplomatic overture. Unlike the previous stab this one's emphasis and charm comes from the talking of the Germans into moving completely east, thus not only opening up the German homeland, but at the same time putting the Germans in a position where they had previously alienated the Austrians, and, on the stab turn, they alienated the Russians by attacking them. In contrast with the previous stab which was a massive attack, this one employed somewhat less force, though for a more direct gain. Note the move from Piedmont to Tyrolia which simultaneously ends the cause of conflict with Italy as well as pulls the Italians out of position. It also would allow the French to turn the corner on Munich should something have gone wrong and the German army remained in Munich.

Furthermore, the sTab was a heavy psychological blow to Germany who was confronted with the alternatives of fighting on the side of the east and thus being most likely eliminated--or accepting an offer, simultaneously with the stab by France, to "Run Before the Bulls" and thus survive by becoming, in effect, the vanguard of the advancing French forces.

Weak Points: The stab was a strategic gamble that the east would not be able to solidify in time to stop the French. There was no easy fight of it in the North with the two Russian fleets. Concerted action by the East could have propped Germany up long enough to defeat Turkey and swing back in force. However, the history of the constant betrayals in the east and the personalities involved tended to play down this strategic weak point and gave further emphasis to making the attack now before Germany had a chance to build up or France was forced to become committed against either Russia in the north or Italy in the south.

The Outcome: Germany ran before the French hordes which quickly moved against Italy using the Tyrolian pivot-point to first support the Germans into Vienna and then to support himself into Venice. The east tried to get it together but were once again caught disorganized. Walker's Italy moved on Austria, and in an almost identical set-up with that of Germany a year earlier, the French forces slammed into Italy from the sea and the north, thus sewing up the game, and winning by concession in 1906.

GAME: 1972CR

'ZINE: Hoosier Archives

GM: Walt Buchanan

Positions at the end of the Spring 1907 move:

FRANCE (Edi Birsan): A Bre, A Par, F Mid (3).

GERMANY (Gene Prosnitz): F Eng, A Kie, A Bur, A Ruh, A Pic (5).

ITALY (Douglas Beyerlein): A's Spa, Mar, Pie, Mun, Tyo, Tri; F's Lyo, Wes, Trn, Tun, Gre (11).

RUSSIA (Brenton Ver Ploeg): F's Nrg, Nth, Ion, Den, Bot, Bla; A's Yor, Pru, Sil, Boh, Gal, Bud, Sev, StP (14).

Past History: France and Germany were in their seventh year of consecutive war while Italy and Russia were crowning off a seven-year alliance. In the Spring move the Russians had convoyed A Ank out of Turkey back to Russia, apparently signalling to the Italians that the alliance would continue to a sweep. Italy moved further west with his units, picking up support from the Russians into Munich. This was the second Winners-Only Invitational game in Hoosier Archives and had already seen Hal Naus (Austria), Len Lakofka (Turkey), and John McCallum (England) all wiped out by decisive stabs.

The stab:

FRANCE: F Mid-Bre, A Bre-Pic, A Par S A Bre-Pic/a/.

GERMANY: F Eng-Bre, A Pic-Par, A Bur S A Pic-Par, A Kie-Mun, A Ruh S A Kie-Mun.

ITALY: A Spa-Gas, A Mar S A Spa-Gas, A Mun-Kie (-Sil), A Tyo-Mun, A Pie-Tyo, A Tri-Vie, F Tun-NAf, F Lyo-Spa(sc), F Trn-Wes, F Wes-Mid.

RUSSIA: F Mrg-Nat, F Den-Kie, F Nth-Hel, F Lon-Nth, A Yor-Lon, A StP-Nwy, F Bot-Bal, A Sil-Ber, A Fru S A Sil-Ber, A Boh-Vie, A Bud-Ser, A Gal-Bud, A Sev-Con, F Bla C A Sev-Con. Gains Ser, Con, Ber, Kie for 18 centers and win.

By winning with such a stab, Brenton became the "Most Outstanding Player" for 1973's Calhamer Awards as well as winning the game and the trophy for the HA victory.

Strong Points: The basis of the stab lies in ver Ploeg's lulling Beyerlein asleep during the game and his constant eye to the set-up. Note the move out of Ankara in the spring. Also note how the Italians were pulled way out of position by commitments against the west. The follow-up of the units into Austria indicates that even if Doug had been able to stand off the first push, by guarding both Vienna and Serbia, the Balkans would have fallen the next season anyway. Also note that Germany was pulled into an attack on Italy and thus was talked out of Kiel by a stab of the stabber. Note the same technique here as in the previous stab: arrange to have someone stab a third party and then nail him in the process of the victim attacking another. That's the mark of a good stab--besides taking many centers, it knocks someone out of the game, or wins, in this case.

Weak Points: It was a gamble in that Russia was aware of the constant stream of letters and phone calls from France and Germany predicting such a stab of Italy as part of a virtual necessity of Russian foreign policy. If the Russians were unable to talk the Germans into joining for one turn and directing the attack on Munich, then there would be a possibility that Italian safe moves in the south combined with German wait-and-see moves could have given the game to a sudden-death play-off in 1908 with Russia tottering at seventeen centers. Outside of that, the stab was once again well planned and executed.

Points of Note: One important factor is the premeditation of the stab. Is it planned, and if so for how long and how did it develop? So stabs like the one above and the forthcoming report on 1973BI come across as planned from the start with an almost timetable precision. Others, like 1971BC and probably the majority of the experienced stabs, come when there is much shorter time periods of setting-up involved and the chances of success momentarily flutter before the eyes of the knife wielders. Several players have come up with what approaches a moral question of "How could he be so diabolical as to do that to good ole _____?" because things seems so premeditated. To them I can only say that the techniques of the great stab are known fairly well and they are employed repeatedly in the well played Winner's Only games because in those games there is an added incentive to use the stab--the incentive of glory, ego, fame, or whatever you want to call it. I prefer to call it "playing under the lights." These winner games are special, and thus they bring out in players the extreme of the arts they know. Neither Bytwerk, ver Ploeg, nor later Rocamora are particularly known for stabbing, yet, when under the lights, none of them hesitated to get the cutting action in motion. None of

their reputations has been heavily damaged by it, as was the case with the victor of the first Hoosier Archives game. Premeditation is a very difficult thing, and when done, and done with a flair, players should be prepared for any backlash that may come from minor playing segments of the Dippy community. Hopefully as the analysis of the stabs becomes more widely known, players will understand the extent to which one goes to gain it, the careful considering that goes into making the go decision and the incentives that encourage it. With this in mind we now have one of the best set-up stabs ever conducted in a Hoosier Archives game.

GAME: 1973BI 'ZINE:Hoosier Archives GM: Walt Buchanan

Positions at end of the Winter 1906 Season:

AUSTRIA (Arnold Vagts): A's Bud, Ser; F Alb (3).

FRANCE (Mike Rocamora): F's Edi, Eng, Lyo, Tun, Wes, Bre; A's Bel, Bur, Mar, Pie (10).

GERMANY (Randy Bytwerk): A's Mun, Ber, Boh, Sil, War, Lva, Mos; F's Nwy, Den (9).

ITALY (Eric Verheiden): F Rom; A's Ven, Vie (3).

RUSSIA (Pete Rosamilia): F Rum; A's Sev, StP (3).

TURKEY (Allan Calhamer): A's Con, Ank; F's Smy, Nap, Gre, Bul(ec) (6).

Past History: For six game-years the French-German alliance has been holding strong, first eliminating England and then turning east on Russia and Italy. The eastern powers had, after great amounts of internal strife, got together to form a stalemate line against what they saw as a holy alliance in the west.

In the 1906 moves Allan Calhamer stabbed the eastern allies and took three centers from them, thus going from three centers as Turkey to six and destroying the stalemate line. The inspiration of the Turkish stab could only have been from the west, for A.B.C. was giving up an almost-assured six-way draw if he continued for a chance, a very long chance at that, at a win or a smaller draw. Verheiden and Vagts, the principle targets in the attack, were caught flat in the middle of a knifing Turkey and an advancing Franco-German force that seemed as strong as ever.

The sTab:

AUSTRIA: F Alb-Gre, A Ser S F Alb-Gre, A Bud-Vie.

FRANCE: F Edi-Nrg, F Eng-Nth, F Bre-Eng, A Bel-Hol, A Bur-Ruh, A Mar-Bur, A Pie-Ven, F Lyo-Tus, F Wes-Trn, F Tun S F Wes-Trn .

GERMANY: A Mun-Tyo, A Boh S A Mun-Tyo, A Ber-Mun, A Sil-Gal, A War-Ukr, A Lva S A Mos, A Mos H, F Den H, F Nwy H.

ITALY: A Vie H, A Ven-Apu, F Rom-Nap.

RUSSIA: A StP-Mos, A Sev S A StP-Mos, F Rum H.

TURKEY: F Bul(ec)-Bla, A Con-Bul, A Ank-Con, F Gre-Ion, F Nap S F Gre-Ion, F Smy-Aeg.

Strong Points: The Germans have been caught as they moved east by the French coming in on all sides. Holland is lost, Kiel is gone, Norway hopeless and Munich strictly a matter of time. With the advances in the south, the stalemate line in Italy is lost which means that even if the Germans are able to regroup in Russia the French can always force the 18th supply center in the south. The stab was made strategically possible by the style of play used by Turkey, which brought him to stab his allies in hope of securing a greater draw and that slim chance of pulling a possible victory, if the Germans stood the French off long enough for the Turks to clear the east out before French presence was heavily felt. However, the Turks were convinced to move before the French, thus giving the French the green light, or go-ahead signal, to nail the Germans in the next turn. With the movement of the French fleets, the Turks had already lost the gamble of getting to Italy in force before France.

This was a premeditated stab, planned for some time before it came off, with diplomatic overtures to the east, namely to Turkey, being made long in advance to prepare for this knifing. Bytwerk, tending to have a reputation for keeping with one long-term ally, was ripe for such a stab as are all people who go for the Holy Alliance structure in a high-pressure game. What Mike did was to realize this, and build on it, knowing that the time would come when the road to victory would rest on Randy's back and he would take it.

Weak Points: If the board had united against France they probably could have stopped him, though Austria and Russia would probably go down in the process. Initially I thought that this is the way that the game would develop as I was writing the analysis for the game at the time. The weak points were that Turkey could cause trouble for France if he had been able to ally with the Austrians and the Italians to initially halt the French in the south and then to support the Germans in the north. As a two-player exercise, it might be a valuable experience to replay this with a friend, one side taking France and the other the rest of the board.

Also note that the Germans made no attempt at making safe moves such as a self-stand-off in the North sea with his fleets Den and Nwy. This could have saved Nwy and blunted the French attack long enough to give the Germans time to redeploy some of the critical central armies into the German centers before they were forced by removals to eliminate the armies. The idea of safe moves, moves which guard against a stab, is something that players do not seem to employ as readily as they should. When an alliance reaches the point of having extra units, the potential for stab increases and therefore the alliance partners should begin a series of agreed stand-offs in neutral zones to assure that their trust in each other will be supported by a lack of opportunity to stab.

Outcome: The east refused to get together and the Germans made some poor moves thus hurting any chance for stopping the French, and Mike sailed in for a well-planned victory. Since then Mike made a clean sweep of the 1974 pressure games by winning the three-round DipCon VII tournament, employing both the stab technique of the set-up and the long-term alliance as the situation called for.

The prior set-ups and stabs have all been executed with an acceptable range of risk and chance of success. The strategic considerations were taken into account and the party(s) involved decided to make a go of the stab. What follows is an example from a current game in which there was an apparent lack of proper consideration for strategic settings which resulted in a poor stab. Such moves are characteristic of too many current stabs and their victims have a genuine right to feel quite annoyed, for if there is anything worse than being stabbed, it is being stabbed poorly or foolishly.

GAME: 1975A 'ZINE: Hoosier Archives GM: Walt Buchanan

Positions at the end of the Spring 1902 Season:

AUSTRIA (Len Iakofka): A's Bul, Ser, Tyo, Tri; F Gre (5).

ENGLAND (Mike Rocamora): F's Spa(sc), Eng, Nth; A Nwy (4).

FRANCE (Ted Holcombe): F's Mid, Por; A's Mar, Pic (4).

GERMANY (Steve Brooks): A's Bur, Mun, Kie; F's Bel, Bal (5).

ITALY (Edi Birsan): F's Wes, Ion; A's Pie, Ven (4).

RUSSIA (Don Pitsch): F's Swe, StP(nc), Bla; A's Ukr, Rum, Lva (6).

TURKEY (Marie Beyerlein): A's Bul, Con; F's Ank, Aeg (4).

Past History: England, Germany, and Italy had designed a perfect stab/attack on France in Spring 01 managing to pull the French army out of Marseilles into Burgundy whereas the French were hoping for a stand-off (pre-arranged) with the Germans. In the east Russia was in Galicia and it looked

good for the attack on Austria to allow for the west to concentrate on France. In the Fall, however, Russia and Turkey apparently decided each to ally with Austria against the other and promptly went to war, with Russia pulling out of Galicia. In the Spring the Austrians moved to Tyrolia thus practically gaining a lock on Venice, while the attack on France continued and the Austrians sided with Russia against Turkey.

The pre-Fall agreements are somewhat critical to understanding what happened: the E-G-I triple alliance had agreed that Venice was hopeless and the best thing to do was to have the Germans come down from Munich to Tyrolia to cover in the following year while at the same time exposing Austrian home centers. Also, the Germans were to support Italy into Marseilles so as to assure that Italy would not have a removal and thus would be able to assist in throwing the Austrians out of Venice and continue to press the French. In the north the E-G-alliance was to take Sweden from the Russians and prepare to move on central Russia in the following year. In the east the Russians and the Austrians were prepared to move further against the Turks if possible.

The stab:

- AUSTRIA: A Tyo-Ven, A Tri S A Tyo-Ven, A Ser S F Gre, F Gre S A Bul, A Bul H.
- ENGLAND: F Spa(sc) S ITALIAN A Pie-Mar, F Eng-Bre, F Nth S A Nwy, A Nwy H(retreats)
- FRANCE: A Pie-Bur, F Mid-Bre, A Mar-Pie, F Por-Spa(sc).
- GERMANY: F Bal-Swe, F Bel-Nth, A Kie-Den, A Bur-Far, A Mun-Bur.
- ITALY: A Pie-Mar, F Wes S Eng F Spa(sc), A Ven-Tri(retreats), F Ion-Gre.
- RUSSIA: F Swe-Nwy, F Stp(nc) S F Swe-Nwy, A Lva H, A Rum S AUSTRIAN A Bul, F Sev-Pla, A Ukr-Sev.
- TURKEY: F Aeg S ITALIAN F Ion-Gre, A Con-Bul, F Ank-Bla.

The German moves gained him two centers, Den and Swe, both of which could have been obtained without breaking any existing alliance, but in doing so he stabbed England and Italy and pulled off one of the more infamous knifings.

Strong Points: Not many. It was a sheer hope that by swinging back and forth the Germans would be able to pick up enough supply centers and maybe an effective Russian ally to gain a superior position in the game.

Weak Points: The refusal of the support to Italy in Marseilles and not going to Tyrolia meant that Italy would either have to remove one unit on the French borders or give up territory to Austria, i.e. Naples and Rome. If the unit were pulled off the French border, such as F Wes, then France would become more of a nuisance to Germany and England thus probably ending German hopes for a quick western campaign. If the Italians removed from the Italian frontier, i.e. F Ion or retreating A Ven, then Austria would grow very quickly without any counterbalance in the east and with enough excess units to threaten Germany in 1903. So the refusal to move on Tyrolia and support Italy in Marseilles hurt the Germans strategically, not to mention what diplomatic damage was done.

In the north the results of the German moves were even less profitable. By cutting the English support on Norway he took a center from his ally and was able to sneak into Sweden for an extra build. However, had he informed the English of his supposed deal with Russia--for he must have known about the cutting of the support or else the Russians might have been better off playing in from StP--he could have taken Sweden by asking for English support from Norway. In this manner the Germans had made a deal with the Russians, and then took Sweden and broke his previous deal with England by attacking North Sea. England was the other key in the elimination of France, as without the English fleets in the Channel and moving on the Mid-Atlantic, France could hold for a long time. However, if the Germans intended to ally with France and Russia in the following move, one must expect that he would not play to Sweden and Paris, thus, in effect, attacking all four of his neighbors in whom he might have a vested interest in making at least one alliance with for a season or two.

In effect what the German player did was to take a knife, and, closing his eyes to the current strategic balance or the projected possibilities of the aftermath, swing it in as wide an arc as possible, intending it to do more than it was capable.

The outcome: At the current writing the game is still in progress, so not much can be said except that in the following year the Austrians attacked the Germans in a sTab as the Germans once again flared out against patched-up alliances in the west.

CONCLUSIONS: I should hope that by reviewing some of these moves the players would learn to look for the strong points and weak points of their own intended stabs and would take careful consideration of the strategic aftermath of the changed world they bring about. A sTab is not a particularly repulsive play, unless poorly done or done blindly in passion of an expected single supply-center gain. Consideration of many aspects should be given to the sTab's effect on the game, as well as taking into account whether there are outside considerations, such as fear of reputation building, that one cares to be guided by. Certainly, when the game is played under the lights of a great audience, to hesitate when the time is ripe will cost you victory, but to move in haste will only result in infamy.

FUTURE GROWTH IN DIPLOMACY: IS IT DESIRABLE?
by Douglas Beyerlein

When John Boardman started the first postal game of Diplomacy in 1963 it is doubtful that he envisioned the hobby growing to its present size some 12 years later. Today between 1000 and 2000 players compete in over 100 'zines. Growth between 1963 and 1973 was momentous. Now there appears to be a lull before the next wave of novices come marching in. So perhaps we should take this time to seriously consider whether future hobby growth is necessarily good or whether no growth is more desirable, and what outside factors must be considered.

There are many arguments why the continued growth of the hobby is desirable. However, as we are now seeing on a worldwide scale, growth does not always mean progress, nor does it always promote quality. Growth makes possible economies of scale through the use of a greater supporting base. In turn, this reduces the unit cost or price for each individual. This is certainly true when publishing a Diplomacy 'zine. Also, with more participants comes a wider range of interests. This allows more opportunity for specialization and greater variety.

On the opposite side, a no-growth policy would help stabilize the resources of the hobby. Assessment of possible future hobby-wide projects could be made with a fair knowledge of what the future work load will be. Quality in all aspects of the hobby can be emphasized over quantity. Perhaps the greatest argument in favor of no growth is that certain functions within the hobby are reaching their threshold limit. All hobby-wide functions or services are done by volunteer labor, which only has a very limited amount of free time to devote to the cause. Once the amount of work (which is invariably proportional to the size of the hobby) equals or exceeds the available capacity certain things must give--with obvious consequences. Today the services most strongly affected and threatened by growth are those involving the Boardman Number Custodian, the archives collectors, the organizational leaders, and the ratingskeepers. These people can farm out some of their work to other willing and available workers, but that is not necessarily a solution to the problem.

Before we can discuss what the future can bring and the options available in planning for it, let's look at the past to see how we arrived at where we are today.

The growth of postal Diplomacy has not been constant over the years. Instead, there have been a series of immigrations into the hobby from other sources. Postal Diplomacy was founded in the ranks of science fiction fandom and derives much of its character and flavor from that source. The format of the 'zine and the idea of the press release are directly related to the SF fanzines. And nearly all of the early players recruited to the ranks of Postal Diplomacy were initially science fiction fans and fanzine publishers. This was true until 1966 when the first wave of immigrants arrived. Avalon Hill wargamers invaded the hobby in record numbers from 1966 through 1968. These players were (and are) more oriented towards the tactical and strategic side of the game--as opposed to the SF fans' literary interests. Thus, many of the best players (Edi Birsan, Brenton ver Ploeg, Len Lakofka, etc.) came from this group. Next to come were the first people to buy the Diplomacy sets that contained the GRI flyer. This wave started in 1970 and apparently has gradually tapered off since then. Also in the early 70s came the British crowd.

Most of their first contact with Diplomacy came through SF circles--which might explain why many of them are not interested in cooperating with the wargamer-dominated North American side of the hobby. Since 1973 there has not been a large-scale influx into the hobby. Fewer postal games were started in 1974 than in '73, and that trend appears to be continuing this year.

Future growth is certainly still a strong possibility, however. Postal Diplomacy is beginning to find more interest in Continental Europe, especially in West Germany, and the next boom will most likely come from that part of the world. In addition, South Africa and Australia have the affluency and cultural heritage to find a growing interest in the game. And, of course, the seeds of interest have been planted with the publication of 'zines in most of those countries.

There is also the possibility that someday Diplomacy may strike the interest of the general American public in a like manner as has Monopoly, Backgammon, and Scrabble. What an influx like this would do to the present structure of the hobby is anyone's guess.

However, while the possibilities of large-scale future growth are present, there are some built-in limitations. The non-English-speaking influx will have a difficult time integrating into the mainstream of the hobby. Some measures have been taken by people like Walter Luc Haas of Switzerland, who publishes a German language 'zine and translates English-written articles on the game into German for his readers. Another limitation is the limited marketing appeal of the game. Mass marketing of the game through the commercial media would only serve to debase the game to make it appeal to all. This, hopefully, is not our goal.

Thus, what can we conclude? That the future course of events lies outside of our grasp whether we are pro-growth or not? That is difficult to say. We may not have a choice of action, but we do have a choice of philosophy. Now it is more important than ever to individually decide what the choice is to be. Only in that way can one best serve the interests of the hobby and have the hobby best serve one's own interests in the future.

THE MAKING OF AN ALLIANCE
by Len Lakofka

A player must multiply the holdings of his country by six to win a game of Diplomacy. An occasional center gained by a stab will not amount to fifteen centers if the balance of the board is united against you. Thus the gaining of centers must be via campaign, and campaign requires allies.

A roster of players is given to you in "1900." From that roster your ally(s) for opening game must be chosen, but you must keep an eye on middle and end game in that selection! If your first alliance hurts a particular country then don't expect to find that country an easy ally to gain in middle game.

How do you select an ammy? Correspondence, phone calls, and/or knowledge of the player(s) is your first guide. You ally with people, not with countries-- do not forget that axiom. Next you look to see if the player(s) you have selected will fit into a reasonable game plan for opening and, at least, middle game.

What are you looking for in your ally? You wish to find ability, candor, a reasonable level of honesty, and a desire for cooperation. A player who is sly (or thinks he is sly or clever), hesitant, vascillating, insulting and/or non-cooperative will make a lousy ally. He will sink his own ship and you with it!

Let's look at the negative quality players and their traits. (Remember that every player is out to win--don't mistake that intention.) A poor player will be disgustingly transparent about his intentions and will play you for a fool. A negotiation can not insult a player's intelligence and be effective. If someone sends you a negotiation that favours his position over yours that is part of the game. Don't be insulted by it unless it clearly places you in a horrid position at his whim (e.g., if you are already fighting two opponents, and your ally then tells you to attack two more he is not a good ally).

Another classic mark of a poor player is vascillation. First he is allied with you, then neutral to you, then against you. You don't need this kind of ally and you should shun him like the plague as your possible long-term ally or "Counterpoint."

Another mark of an ally to watch is one who accepts all the information you give him but does not reciprocate. He is getting ready to stab you and is marking the road with red flares.

An ally who coordinates the tactical moves poorly is another type of obvious back-stabber. A series of "little" stabs are just preparation for one big stab.

Good players make staunch enemies and good allies for the most part. If you tie yourself to a weak, sneaky, or poor player you will pay for it later. Good players' offers of alliance should always be given strong consideration. If such a player offers an alliance see if it will fit in a sound game plan.

What is a sound game plan? A sound game plan looks to opening and middle game alliances and furthering of a counterpoint, or a mass fight in the area of the correct counterpoint. Then what is a counterpoint?

A counterpoint is a country whose growth takes pressure off you. A classic point/counterpoint is England and Turkey. As England grows she must be afraid of a concerted attack. If Turkey is also growing then one or more of the countries that might attack England will be busy with Turkey. Note that a counterpoint is not necessarily an aggressive ally. It is a country whose existance in force helps you by taking pressure off of you.

Other point/counterpoint combinations are Russia-France, Germany-Italy, France-Russia, Russia-Italy, Germany-Turkey, Turkey-France, Italy-England, etc. If a massive fight is going on in the territory of your "counterpoint" pressure is also taken off you.

Thus your game plan takes into consideration allies and counterpoints. In other words, your game plan should consider the entire board and not just your neighbors and opening game!

In opening games you seek to secure your classic neutral(s) and cripple one neighbor while building a counterpoint or counterpoint conflict. In middle game you seek to strengthen your primary alliance by attacking your counterpoint or your ally with your counterpoint against the balance of the board. In endgame you attempt to gain enough puppets or such a superior tactical position so that you can win by force or an unstoppable stab. A bad ally will screw up any such game plan!

AN INTIMATE AFFAIR (The Tale of A Scapegoat)
by Peter Swanson

November 1973 to November 1974 saw a phenomenon in Postal Diplomacy which even now causes grown men to visibly weaken at the knees. Not since the fake MOESHOESHOE and Richard Sharp had such a wave of hysteria swept through the hobby. The Europeans were ecstatic as they basked in the glory of this new awakening, and the Americans grew frantic as they desperately tried to find what the hell was going on. What, in one short year, could cause such passion, such fascination, such grief? Only one simple game. What, you scream in disbelief? One game was the perpetrator of what amounts to an attempt at International Diplomacy? Yes, I reassure you, for this is the story of the rise and fall of Intimate Diplomacy, the Scourge of Diplomacy Variants.

It all actually started before that fateful November day in 1973. The idea for a game of Diplomacy for only two people has plagued all players at least once, and Adrien Baird was no exception. While dusting his collection of antique trouser legs, he formulated the idea of a bidding system, used to gain control of the five mercenary countries left over once the two players had picked their own home countries. This was all well and good for Adrien; he was quite content to have a few games with some friends, and he kept this potential monster under lock and key--until...

One day, Steve Doubleday invited Adrien over to watch him eat. During a lull in the chewing, Adrien explained his idea of a two-player game to Steve, who was actually impressed enough to push his plate to one side for long enough to have a game. When Adrien left, Steve resumed eating, but in the back of his brain cell, he was developing the game. Finally, he decided he could not keep this under his ~~hat~~ fork any longer, and wrote an article about the game, including the rules, which was printed in the NGC ((National Games Club)) organ, DOLCHSTOSS number XIV, which came out on the eighth of November, 1973.

Now under ordinary conditions, as with most innovations of this nature, it would have been received with little enthusiasm from the player community. However, it is at this stage that Steve Wyatt, the true culprit, arrives on the scene. Wyatt has at least two black marks to his name, and when the day of judgement arrives, he'll be the first to suffer at the hands of the great Diplomacist down below. The first unforgivable sin was to publicize Adrien Baird's unfortunate fetish, a cruel mock of an afflicted person. The second was to actually offer free games of postal Intimate Diplomacy!

Such a rash step was not undertaken without great preparation and thought by Steve. He had played a game against Richard Scott, organized through Richard's 'zine FIFTH COLUMN, which until then had been the only other form of publicity of the new game. Finally, a few of Steve's fellow players in Dippy games received the first issue of a photocopied minizine from Steve, entitled ORION. Steve intended to run about three or four informal games, and the first issue of ORION carried the start of three Intimate games. The second issue started four more, the third had another six. You see, Diplomacy players had found the perfect, cheap outlet for their personal revenge. Challenges to Intimate flashed back and forth in the post, and once the games started, some of the best insulting press ever swamped ORION, the battle not confined to the board. The new 'zine was elevated to dizzy heights in the 'zine ranks. Steve, on to a good thing, instituted the usual 'zine features: subscription rates, house rules, editorial, letter column, etc. ORION became one of the most

interesting 'zines around; many people submitted articles investigating the game, suggesting rule revisions, and even totally new games based on the original version. After much discussion, some rules were revised, although these mostly concerned the problems with postal play. Everything was rosey...

Steve Wyatt's meteoric rise to fame had to have some adverse consequences--not even Gerlad Ford had such a smooth ride. Anyway, Steve dropped out...

It was about November of 1974 that ORION 14 came out, carrying 24 games, and Steve's regretful decision to restrict publication of ORION. We never saw another issue.

Of course, we still saw Intimate Diplomacy. The NGC started its own 'zine for that purpose, BETELGEUSE, but with game fees and deposits, very few games got going. There were occasional challenges run in other 'zines as well, but after the ease and simplicity of ORION, well, the game fell into the inevitable chasm filled with other "boring variants." ORION's orphans lay abandoned.

But that's not the whole picture. Meanwhile across the Atlantic, during that same summer when Intimate was at its height, it won the Calhamer award for the best variant, and ORION got the variant 'zine award. Amidst the horror and confusion when the Americans heard how the "upstart" Europeans had won their awards, certain questions were of course asked. One of them was "what the hell is Intimate Diplomacy?" Yes, that almighty puddle between the two great Dippy communities of the world was too big a gulf for Intimate to cross on its lonesome. By the time the Americans had figured out where the damn thing came from ORION was on its last legs, and we had pushed Intimate Diplomacy to the back of our minds. To this day, America is still not sure it even existed; could it be another von Metzke fake?

Of course, what with the CAs et al, America decided that those "nouveaux riches" across the water might actually have something, and the spate of communication that followed is Intimate's one and only redeeming feature.

So finally, what are the rules of this game, the one that put Baird off trouser legs, put Doubleday off his food, sent Wyatt to Australia (where he still resides to this day), shocked a whole DipCon, put the I in IDA, caused the variant committee no end of confusion and left Diplomacy players gibbering over rusting daggers?

Well, I might not tell you.

INTIMATE DIPLOMACY

by Adrien Baird & Steve Doubleday,
revised by Steve Wyatt

At the start of the game the two players write preference lists. If the seven countries listed are in identical order, the GM draws lots to decide who gets which country. Each country is allocated so much credit according to its relative position. The following list will be used (subject to personal taste):

- 20 unit group--England, France, Russia, Turkey
- 22 unit group--Germany
- 24 unit group--Austria, Italy

Units can be pounds, dollars, etc. After each player has drawn his "home" country, he receives the credit due and puts in bids for "mercenary" nations. The higher bidder in each case secures control of that particular mercenary country for the following game year, including the build period following. Where bids are equal neither player controls that country, which is treated as though in anarchy. The players are allowed to bid more than their credit will cover. However, if a player's successful bids amount to more than his credit balance, he shall forfeit all of his money, subsequently allowing his opponent to gain control of all the countries the opponent bid for, at half price (rounded up). The next year the offending party starts his credit again from scratch. All successful bids are deducted from players' credit balances.

After the bidding season, moves are carried out as in normal Diplomacy for the next year. At the end of that year the number of supply centers controlled by each player's home country is totalled, and one credit unit for each of these is added to his credit balance. Bidding then starts afresh for the next year's moves.

The game ends when one player occupies one of his opponent's home centers with one of his own home country's units. If this happens to both players simultaneously, the one with the largest credit balance wins, supply centers being counted in at one unit each.

"You cad sir!" denounced Sir Archibald Boodle-Watt, stripping his glove from his hand and lightly striking the cheeks of the offender.

Grimly, Lieutenant accepted the challenge, and informed his challenger that his seconds would contact him. "Intimate at ten paces."

GENERAL CONSIDERATIONS OF STALEMATE LINES
by Eric Verheiden

A stalemate line is a line of units defending an interior area from the maximum possible outside attack at any given point. Some terms of relevance in consideration of stalemate lines are: black hole--a space to which no movement is possible, separating at least two spaces bordering on it; strong point--a heavily fortified space subject to equally strong enemy attack; ringing defense--a partial ring of units around an enemy-held space.

An example may clarify some of the above concepts: (regular board.)

Units and orders: F Naf S F Wes, F Trn S F Wes, A Tus S A Pie, A Tyo S A Boh, A Vie S A Boh, A Ser S A Bud, A Bul H, F Arm S F Bla, supported units hold (13 units).

Centers held: Tun, Nap, Rom, Ven, Tri, Vie, Bud, Ser, Gre, Bul, Con, Ank, Smy (13).

Switzerland is the regular board's only black hole (aside from the edge of the board). Black holes are particularly valuable in the construction of stalemate lines inasmuch as they form an invulnerable link in the stalemate line without any need of using precious pieces or valuable space to defend them. In the case of the example, the presence of Switzerland not only removes the need to provide A Tyo with a support, it affords the opportunity to use A Tyo to give an effective support itself, in the sense that while A Mun-Tyo could cut A Tyo S A Boh, it would also remove one of the potential attackers, thereby leaving A Boh as safe as before. The net gain is thus essentially two units, one for the unit which is not now needed to support A Tyo and one additional unit which is saved in the defense of A Boh. Note however that with no vacant interior spaces behind it, A Boh could not be defended at all without A Tyo, so the space saved is critical as well.

Strong points are fortified units subject to the brunt of a potential enemy attack. In the example, F Wes, A Pie, A Boh, A Bud and F Bla are all located at strong points. The objective in creating efficient stalemate lines is to make front-line units supply as much of the necessary support for strong points as possible. In the example, no rearward units are needed at all, which of course is particularly good. Note however that this can only be done by making as many front-line units as possible border on only a single enemy-held space, one which also borders on the space into which support is given. Here F Naf can only be attacked from the Mid-Atlantic, one of the spaces which can be used to launch an attack on F Wes. Similar circumstances hold for F Trn, A Tus, A Tyo, A Vie, A Ser, and F Arm.

In addition, for maximum efficiency, it is necessary to make sure that strong points are not subject to attack from too many enemy units. The optimal number would seem to be about three (in the normal topological setting), if both flanking units are available for support (i.e., F Naf and F Trn for F Wes) and barring special circumstances such as units on the edge of the board or bordering black holes. Units subject to triple-supported attacks or better will require rearward supports; strong points subject to fewer attacks may lead to other inefficiencies.

A ringing defense is one way to obtain those front-line units which may be used for effective support. Optimal in many cases would seem to be a ring of about four units (e.g., Wes-Trn-Tus-Pie around Lyo). Here the inner two units can be used to provide effective supports for the outer two strong points. In most cases, it would seem that occupying the ringed space would

GAME THEORY AND DIPLOMACY
by Mark Zimmermann

There's an interesting branch of mathematics called Game Theory which occasionally has some relevance to Diplomacy. This article is intended to be an introduction and guide to applying game theory to certain tactical problems. But first, some warnings:

1) The theory applies to "2-person, zero-sum" games, that is, games with two sides playing, and rules such that whatever one side wins, the other side loses. This isn't true in Diplomacy since (obviously) there are more than two players, and moreover, two players may rate the same situation differently enough that both think they are winning (or losing) when it occurs. (For example, two players don't usually agree to trade home supply centers with each other--a home center is worth more to each owner than an alien center.

2) To use the theory, you have to be able to rate all the possible results of a season's moves numerically. If your ratings don't have much correspondence with your long-term goals in the game, the advice that the theory gives won't be any good.

3) Game theory presupposes that your opponent is as smart as you and will do his best to hurt you. If you judge yourself smarter and can predict what the other guy will do, don't waste your time on this article!

In spite of the above objections, however, sometimes there are clear-cut decisions to be made concerning tactics on a front where two rational players (or two alliances) clash, and in that case game theory may help avoid agonizing over what moves to make.

To apply the theory, first write down all reasonable or conceivable sets of orders for each side. To take a crude example, suppose you are Russia and (somehow) find yourself with F Bul(ec) and F Bla facing Turkey's A Con. Nothing else is in the area and you'd like to gain a center from Turkey this season. (Probably the best moves for both sides are pretty obvious, but this is an introductory example.) Two plans come to mind: (A) support a fleet into Con; (B) order F Bul-Con, F Bla-Ank. For Turkey, two conceivable sets of orders (besides NMR!) are (I) A Con H; (II) A Con-Ank.

Now, set up a little 2x2 matrix and begin to look at what results when plan A meets Defense I, A vs. II, etc. Each situation which results after adjudicating the orders must be given a numerical rating on a scale on which the higher the number, the happier you are with your position. Experience is probably the only way to get talented at giving good ratings to positions, but anyone can make a rough estimate. Suppose, for our example's sake, you rate a standoff as "0" and gaining Ank as "1." Also, for unknown reasons, if you gain Con by dislodging the Turkish army you rate the result "2", but if you get Con after Turkey has moved out you only rate it 1.3 (crazy, yes, but it's only for purposes of an example of how to do the math). Fill the results in the matrix, row and column corresponding to the plans used (see right).

	I	II
A	2	1.3
B	1	0

The first thing to check for is what's called a "saddle point," which is roughly an unbeatable pure strategy for each side. To find whether or not such a strategy exists, look across each row of the matrix (your strategies) and jot down to the right of each the worst result you could possibly get, i.e., the lowest number in that row. Then look down the columns (enemy strategies) and write below each one the worst result from his viewpoint, that is, the highest number in each column.

Now circle the maximum number you have written to the right (the max of the mins for each row) and then circle the minimum number under the matrix (the min of the maxs for each column). In our example, we have:

	I	II	
A	2	1.3	1.3
B	1	0	0
	2	1.3	

(If several numbers are equal, circle any or all of them.) Now, if the number(s) circled to the right (your maxmin) equals the number(s) circled below, as it does in our example, then the strategies corresponding to those circled numbers are the best you can play, according to your ratings at least. (In our example, it was probably obvious all along what to do.) If the numbers circled are not equal, you can either crumple up the paper and curse me, or continue with the following.

When the "maxmin" is not equal to the "minmax," then no single strategy is "best." To do well, you must randomize your actions, toss a coin or roll a die to decide which set of orders to submit.

For example, suppose as Russia with your F Bul(ec) and F Bla you are confronted by Turkey with A Con and A Smy. As before, two plans suggest themselves to you: (A) Support a fleet into Con; (B) Order F Bul-Con, F Bla-Ank. Turkey can reasonably consider either (I) A Smy S A Con, A Con H; (II) A Smy-Ank, A Con S A Smy-Ank.

Suppose you still want to get Con and would rate such a result "2"; getting Ank is only worth "1", in your judgement, and a standoff is bad and rates "-1." Set up the game matrix and check for a saddle-point. In this case, the maxmin equals -1 but the min of the max is 1. So, you know that no single strategy is favored. (In addition, you can tell that your "expectation," the average result you can expect to get if you played this over and over, is somewhere between -1 and 1...which doesn't tell you much.) There are techniques that can tell you exactly with what odds you should play a given strategy (like, "play A 40% of the time and B 60% of the time"), but the mathematics gets messy and impossible to remember for matrices larger than 2x2. Better is to use an approximation method outlined below--it always works (even if there is a saddle point you overlooked) and gives as accurate an answer as you ever want to know, if you use it properly.

	I	II	
A	-1	2	-1
B	1	-1	-1
	1	2	

Basically, it amounts to "playing" the matrix repeatedly and accumulating the results. To start, recopy the matrix or erase the numbers you wrote for the saddle point check. Pick one of your strategies, either at random or one you prefer subconsciously, and write a * to the right of that row. Then write that row down below the matrix, put yourself in the enemy's shoes, and pick the column he would prefer from that result--that is, pick the smallest (most negative or least positive) number you have written below, and put a * by it. Our example looks like:

	I	II	
A	-1	2	*
B	1	-1	
	-1*	2	

(I chose plan "A" to get started.) Now copy the column over the number you starred, to the right of the matrix. You want to get the best, highest rating--result, so put a star by the largest number you have to the right. Now, take that row that you just starred and add it to the numbers below the matrix. Our example now looks like:

	I	II	
A	-1	2	* -1
B	1	-1	1*
	-1	2	
	0	1	

where we wrote the result of adding row "B" to the numbers already below the matrix underneath the previous stuff. Now, the enemy chooses the best option he has, the smallest number among those you just wrote under the matrix--in our case, he chooses Column "I" and stars it. Then you take the Column("I") starred last and add it to the numbers to the right of the matrix, where you are accumulating results.

That's the pattern ("algorithm") to follow from now on: pick the best result in the cumulative total (largest number for you, or smallest for the

enemy), star it, and add the row or column it corresponds to, to the other guy's cumulative total. After five plays for each side, for example, our matrix has given:

	I	II				
A	-1	2	*-1	-2	0	2*
B	1	-1	1*	2*	1*	0
	-1*	2				
	0*	1				
	1	0*				
	2	-1*				
	1*	1				

To find what odds to play each strategy with, just count up the stars next to each. Our example has given odds A:B of 2:3. So 60% of the time you should do plan "B", and 40% of the time "A". That course of action maximizes the result you can expect, according to your personal rating of each outcome (and presuming that your opponent knows what you want and is out to stop you).

This mechanical trick for getting the best frequency to play each plan is simple enough for a computer to do. For more accurate results, you need only continue the procedure more steps (though in our example, 2:3 turns out to be the exact solution)...ten or twenty times should always be plenty, however. It works on any size matrix, so if you have four plausible plans and the enemy has six, it may be of some real help in deciding what to do.

(For more data on the above, check a library for a math book on the subject--though many are deadly boring and have such clever titles as "Game Theory." One readable book worth asking for is The Compleat Strategyst by Williams, written on an elementary level and containing hundreds of good examples.)

STANDARD ABBREVIATIONS FOR PROVINCES
by Scott Rosenberg

The Diplomacy Rulebook states that all provinces may be referred to by their first three letters. This is a fine way of working things except in a few places. I will attempt to cover those problems here and, I hope, perhaps provide some sort of more or less universal abbreviation system.

The biggest problems come with those provinces that have the same first three letters. The rationale I use here is that when coming up with new abbreviations for these, they should be as different as possible: thus, "Nwy and Nrg" are preferable to "Nwy and Nwg."

The Norths: These are the most numerous of the problem cases: North Sea, Norway, Norwegian Sea, North Atlantic Ocean, and North Africa. Hobby tradition has always used "NAT" for North Atlantic, "NAF" for North Africa, and "Nth" for North sea. The only variations I have seen are with the other two: Norway is usually "Nwy" but Norwegian varies from "Nwg" to "Nrg." It seems to me that "Nrg" is clearer since it is more distinguishable from "Nwy."

The Tyros: Tyrolia and Tyrrhenian Sea. Some 'zines have used the same abbreviation for both, arguing that only an army can be in Tyrolian and only a fleet in Tyrrhenian. This doesn't seem satisfactory to me; what if the letter "A" or "F" before the unit is unclear, as can very often be the case with the various non-professional printing methods used in the hobby?

In any case, the two best, most easily recognizable abbreviations for these seem to be "Tyo" for Tyrolia and "Trn" for Tyrrhenian. The pair "Trl" and "Trn" is not as satisfactory since they only differ by one letter.

The Livs: Livonia and Liverpool. Again, some publishers have not bothered to use different abbreviations for these, arguing that they are far enough away from each other so that one need not bother. What if an interim listing of units for an England that is sprawling all over Scandinavia and the Baltic says A Liv? Which is it?

I have seen, for Livonia, "Lvn" and "Lva;" for Liverpool, "Lvp" and "Lpl." It seems that the best combination, most easily distinguishable, is "Lva" and "Lpl."

The Meds: Some publishers use "EMed" and "WMed" instead of "Eas" and "Wes." This is unnecessary and problem-causing since the abbreviations are four letters apiece and differ by but one letter. I would suggest "Eas" and "Wes."

The Gulfs: Gulf of Bothnia, Gulf of Lyon. Obviously one must circumvent the "first three letters" rule here. It seems most logical to use the first three letters of the name of the Gulf instead. Thus, use "Bot" for Gulf of Bothnia and "Lyo" for Gulf of Lyon.

For easy reference purposes (and for Gamemasters who have to make lists of provinces for Black Hole variants!) I present here a list of all provinces on the standard Diplomacy map and the suggested abbreviations.

Vie-Vienna	Lpl-Liverpool
Bud-Budapest	Yor-Yorkshire
Tri-Trieste	Wal-Wales
Boh-Bohemia	Lon-London
Gal-Galicia	Par-Paris
Tyo-Tyrolia	Bre-Brest
Cly-Clyde	Mar-Marseilles
Edi-Edinburgh	Pic-Picardy

Bur-Burgundy
Gas-Gascony
Mun-Munich
Ber-Berlin
Kie-Kiel
Ruh-Ruhr
Fru-Prussia
Sil-Silesia
Ven-Venice
Rom-Rome
Nap-Naples
Pie-Piedmont
Tus-Tuscany
Apu-Apulia
StP-St. Petersburg
Mos-Moscow
War-Warsaw
Sev-Sevastopol
Ukr-Ukraine
Lva-Livonia
Fin-Finland
Con-Constantinople
Ank-Ankara
Smy-Smyrna
Arm-Armenia
Syr-Syria
Nwy-Norway
Swe-Sweden
Den-Denmark
Bel-Belgium
Hol-Holland
Spa-Spain
Por-Portugal
Tun-Tunis
Gre-Greece
Bul-Bulgaria
Ser-Serbia
Rum-Rumania
Alb-Albania
NAf-North Africa
Bar-Barents Sea
Nrg-Norwegian Sea
Nth-North Sea
Eng-English Channel
Iri-Irish Sea
NAt-North Atlantic Ocean
Mid-Mid-Atlantic Ocean
Hel-Helgoland Bight
Ska-Skagerrak
Bal-Baltic Sea
Bot-Gulf of Bothnia
Wes-Western Mediterranean
Lyo-Gulf of Lyon
Trn-Tyrrhenian Sea
Adr-Adriatic Sea
Ion-Ionian Sea
Aeg-Aegean Sea
Eas-Eastern Mediterranean
Bla-Black Sea

PLAYING RUSSIA IN THE YOUNGSTOWN VARIANT
by Arnold Proujansky

The secret of playing Russia lies in the utilization of one unit, A Omsk. Strategy must be based on diplomacy. Ideally you would prefer alliances with China and Germany while Austria and Turkey wage war, India plays A Delhi-Afghanistan, and France and England cooperate thus insuring the faithfulness of your two allies.

If you have indeed achieved this set-up, here are the tactics:

SPRING 1901	FALL 1901	
F Vla-SoJ	F Vla-Kor	The bumps A War-Gal and F Sev-Bla should be agreed on, as you will then be holding the balance of power and should be able to move your three Southern units most efficiently. A StP must go to Norway to insure Germany of at least two builds. It is best to keep Turkey out of the Black sea as long as possible.
A Oms-StP	A StP-Nwy	
F Stp-Bot	F Bot-Swe	
A Mos-Ukr	?	
A War-Gal	?	
F Sev-Bla	?	

If you failed to get the Chinese alliance but found a friendly Japan, then this is the only case in which you play A Oms-Sib. You play F Vla-Kor and only build armies in the east.

If both Germany and China are inimical, get some friend you dislike to replace you!

An alliance with Turkey will work well only if there is complete trust between you. It involves a quick knockout of Austria and requires a neutral Germany. (This is best achieved by promoting a Franco-German war.) The moves:

RUSSIA	TURKEY	
A Oms-Mos (covering War)	F Ank-Con	You will get Rumania by force. If necessary, Turkey will support you from Bulgaria. If not, A Bul-Gre or Ser will hold Austria to one build. This alliance is more important than the one with Japan, therefore A Oms-Mos.
A Mos-Sev	A Con-Bul	
A War-Ukr	A Bag-Jor	
F Sev-Bla	A Smy-Arm	

To be allied with Austria one would need the same conditions as to ally with Turkey. There should be complete trust--and no nonsense about Galicia.

RUSSIA	AUSTRIA
A Oms-Mos	F Tri-Adr or Mon
A Mos-Ukr	A Vie-Tri
A War-Gal	A Bud-Ser
F Sev-Bla	A Clu-Rum

With the Austro-Russian, if Turkey played:

TURKEY	then--	RUSSIA	and	AUSTRIA
A Bag-Ira	(Fall 01)	F Sev-Bla		F ? -Alb
A Smy-Arm		A Mos-Sev		A Vie H
A Con-Bul		A Ukr S A Mos-Sev		A Rum-Bul
F Ank-Bla		A Gal-Rum		A Ser S A Rum-Bul

if TURKEY played:	then	RUSSIA	and	AUSTRIA
A Bag-Ira		A Mos-Sev		A Ser-Gre
A Con-Bul		F Sev-Bla		A Rum-Ser
A Smy-Con		A Gal S A Ukr-Rum		A Tri S A Rum-Ser
F Ank-Bla		A Ukr-Rum		F ? -Alb OR use above moves but Austria could wind up with only one build--this doesn't matter. guess right! He will get two builds the next year.

Alliances with France, England, Italy, or India will have little effect at the beginning of the game and by the time they can help you it will usually be too late to do any good.

MEASURING THE RELEVANCE OF THE O.D.D. RATING SYSTEM
by Robert Correll

One question which has long bothered many postal Diplomacy players relates to the ability of ratings systems to separate the good players from the poor ones. Are ratings a true reflection of skill, or do they simply act as reputation-builders for those lucky enough to have had a relatively easy go in their first few games? This has long been a subject of interest to the author, so when the opportunity arose to do a statistical analysis of the subject, the challenge was accepted.

A good measure of a player's ability is the speed with which he wins the game. Postal Diplomacy is certainly a long enough game as it is; thus, winning quickly is a desirable attribute. Multiple Linear Regression Analysis was the statistical technique used to prepare the results. Multiple Regression is a mathematical technique which examines a set of points and attempts to interpret a linear function, or produce a "straight-line" equation from these points. To complete the model, and also to consider other contributing factors to the amount of time (in game years) one requires to achieve victory, variables were added representing the number of replacement players in the game, a game's progress toward the "endgame" (measured by the year in which the second country was eliminated), and the initial success of the eventual victor (determined by a count of supply centers at the end of 1902).

What rating system was used, and why? The O.D.D. Rating System¹ was chosen because it is one of a few rating systems that is published with a listing of all active Diplomacy players rated. The O.D.D. system was also felt to be more appropriate because of the "handicap" principle on which it is based. A "handicap"-based rating system works well with regression analysis because it defines an actual "level" of player ability. The games chosen for the sample of 26 games were taken from listings of completed games provided in issues of EVERYTHING #s 8-20. Only games where seven players had established ratings were used as part of the sample. A rating was formed for each of the seven participating players by taking each player's rating at a point just before the conclusion of the game under study. It was felt that rating the players at the game's beginning was somewhat unfair, as players tend to improve their abilities as a game progresses.

What were the results of this analysis? The ratings assigned by the ODD Rating System were found in almost all cases to correlate with the proposition that better players should achieve victory in a shorter time. Tests were conducted at 95% significance (that is, a test that the proposition has a 95% chance of being correct if the sample indicates it to be correct). It was found that stronger players at the winner's immediate flanks (i.e., the three closest countries) should increase the time taken to achieve victory. The amount of time, as expressed in the intercept of the term, was 3.38 game-years for every 50 O.D.D. points that the three closest players' averaged ODD scores are in excess of the winner's. A winner's three farthest rivals were also found to significantly affect the amount of additional playing time if their averaged O.D.D. scores were greatly in excess of, or greatly less than the winner's O.D.D. score. As expected, the value of the intercept (or effect) was much less than that value assigned to your three closest neighbors. Particularly good opposition (defined as an average rating fifty or more in excess of the winner's) would produce a game shorter by about two years. Particularly poor opposition (O.D.D. average scores of 200 less than the winner) would produce, on average, a game longer by three years.

A little confusing? Well, let's backtrack a bit. From our analysis it is apparent, as one would predict, that better players playing the winner's three¹ O.D.D. is short for "Organisation de Diplomatie," and the system is currently maintained by Doug Beyerlein.

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closest neighbors produce a longer game. In addition, analysis of the players controlling the three farthest countries reveals that better players in these positions produce a shorter game; the reason is that better players playing the countries farthest from the winner would bring the game to its "endgame situation" (two or three large powers in dominance) more rapidly than would poor players, whereas better players on the immediate flanks of a winner would tend to forestall the winner's development.

The effect of replacement players was also tested, and they were found to be a significant force in increasing a game's length. As expected, the necessity for an early winner to get a good start in a game was also a significant factor contributing to a speedy win. The importance of each additional center gained at the outset was equivalent to 2/3's of a year off the game's duration.

It is important to emphasize the biases possible in the experiment in any analysis of statistical technique. As many postal Diplomacy players are well aware, the game has many angles to which one cannot pin a cardinal value. One's interest in the game is an important indicator. Values adjusting for the countries played would have been a useful addition although unfortunately time wasn't available to compile an "average" figure for the time taken to win a Diplomacy game for each country. One other difficulty encountered was the assignment of responsibility when a number of players had played a particular position. In most cases a personal evaluation was made based on the player who had the "most significant effect on the position."

It is important to stress, however, the fact that, working within all of these limitations, the O.D.D. rating system was found to be a significant measure of player ability. If this were not the case, the results would not have proved significant in a form congruent to physical observation. It is difficult for one to relate a study of this sort within the context of one short article. The author invites your inquiries on any matter relating to this study.

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GETTING STARTED

by John Torrey

Let's say you're a postal Diplomacy novice. You've played a couple of face-to-face games with your circle of friends, found yourself a game opening, and have a country assignment in a postal game with six people you have never heard of. What now? Perhaps you've read about some of the opening variations for your country--even tried one in a face-to-face game. But the published openings always seem to work only in a particular diplomatic context, and you don't think you can trust anyone.

You have four practical options:

(1) Write all the other powers offering game-length alliances and see what kind of responses you get. Follow up all responses.

(2) Write the other powers expressing a desire for friendship, non-aggression, and neutrality. Go for your obvious neutral centers in 1901; hope that by 1902 things will have clarified, or that someone will have offered an alliance you can trust.

(3) Pick a target. Write your non-target neighbors informing them of your target and requesting non-aggression. Write your target's neighbors requesting assistance (but only if necessary) or neutrality. Make moves that confirm your intent.

(4) Pick a published opening; try to arrange the appropriate diplomatic atmosphere by soliciting allies and spreading rumors.

The options are listed in order of increasing honesty and commitment and of decreasing flexibility.

Most players seem to follow option (1), with the result that, as Brenton ver Ploeg wrote, "everyone allies closely with everyone else, and we find out what's really happening in the fall of 1901 and spring of 1902." Option (1) gets you in for a relatively unstructured brawl in which the first real alliance may not appear until 1903, and is unlikely to include you.

Option (2) may be good enough to prevent your early elimination, but you are likely to find after 1902 that you have neither the allies nor the head start and momentum needed for a drive to victory. Corner powers--England and Turkey--may find that the other powers' conflicts give them a chance to play option (2) and grow slowly and steadily before the others, absorbed with each other, see the danger. But interior countries are just waiting to be devoured or vassalized.

Option (3) is my choice, especially for interior countries. It puts you in the role of actor, rather than reactor. It makes you a "known quantity" for negotiation; your neighbors will believe what you tell them. It puts you in a good position to entertain offers from another power; if you throw in with him, he will owe you a lot for it--he will be loyal to you. And it can tend to take you off a neighbor's "target list." My experience shows that most players would rather try to do well among the remaining five powers than intervene in a two-power war. Your neighbor will probably be grateful for the assurance that his border with you is not threatened, so that his forces can be used elsewhere. Finally, if your attack succeeds, you should have the momentum needed to do well in the next stage of the game. On the negative side, you will be vulnerable to attack by one or more of your "neutral" neighbors, should they decide to try it.

The danger of playing Option (4) is that your intended ally may mistake you for an Option (1) player, in which case you will wind up friendless with

your neck very far out. On the other hand, the result could be the game's first firm alliance, which can give you a big head start towards victory.

Once you select your game opening strategy, stick with it unless you become convinced that your intended ally will stab you. One way to assess your chances--and a good way to improve them--is to offer an information exchange to some far-distant power. Be as honest with him as you can afford to be--your exchange could develop into a secondary alliance and the edge needed to propel you successfully through the middle game.

Remember that Diplomacy is like football--the one who gets hurt is the one standing around, not the one in motion, the one with the initiative. So--take the initiative, fast, and you'll be surprised at your success.

REVENGE, WEAPON IN YOUR ARSENAL

by Howard Mahler

The proper use of revenge, when applied as a well thought-out strategy rather than as some emotional outburst, can improve your success in Diplomacy. In postal play or face-to-face play among a regular crowd, you bring one other important asset to the game besides your knowledge and ability: your reputation. Besides being aware of your superb diplomatic and tactical skills, your opponents probably have their individual ideas of how likely you are to stab, and, as important, how you are likely to react when attacked yourself.

Which naturally brings us to the key question of what to do when attacked. Arnold Proujansky and Gene Prosnitz, although among the best players, represent to me two opposite extremes which you should try to avoid. Arnold is a self-styled feudist; once you attack him in a game, he's your enemy for the rest of that one game. Of course he's a mature human being, so it's nothing personal, but within the context of that one game you are evil incarnate. On the other hand, Gene is always willing to listen, if after you attack him you decide it would be a good idea to cease hostilities. Gene's a member, or better yet a high priest, of the Balance of Power philosophy. He's always eager, all too often much too eager, to heed the cry to unite to "stop the leader from winning!"

Both attitudes in their extreme forms have disadvantages which outweigh the possible advantages. Suppose you were deciding whether to attack a player and knew he was an extreme follower of the Balance of Power philosophy. You would be more likely to attack him, since you'd be taking less of a risk. He would not necessarily be a permanent enemy (even if you plan to wipe him out, the best laid plans of mice and men oft go astray), and he would still always be on tap if you need him to help form a stop-the-leader alliance. It's precisely in this aspect that the feudist shines; people are very wary of attacking him. However, the inflexibility of the true extreme feudist means many opportunities for draws (and even wins) are thrown away. The true feudist says, "I don't care whether that fellow over there wins, you attacked me and thus are the enemy. I will never ally with you again this game, even if it's to stop the devil himself."

More profitable than either of these extremes is a mixture, in which your attitude is based on how "treacherous" the attack was. Possible gains in this one game must be balanced against long-term gain from improving your reputation. First let me explain the factors that I use, in my own mind, to determine how "treacherous" an attack has been. First and most important, what sort of agreements did we have? An attack by a long-range ally, who you've been successfully working with, is the most treacherous. One by someone with whom you've made a neutrality pact is less so. If you had no agreement, then you shouldn't be surprised that he attacked you. Also, take into account whether this is his first attack on you this game. You should frown on repeat performances. A third factor is how much your attacker had to gain by his attack. If he had a lot to gain, then you can understand it; on the other hand a stupid stab should be regarded as an affront to your honor. Another factor is whether your attacker gave you even a hint of his coming attack; if he's warned you in advance that's a point in his favor. Also, consider what your intentions were towards him. If you planned to attack him soon, can you blame him for moving before you were ready? Finally, what was your attacker's attitude after the attack? Did he gloat or did he try to explain his move?

As you may have noticed, if he doesn't want to be labeled treacherous your opponent has to give away a certain edge to you. For example, declaring war on someone rarely works as well as a surprise attack. You are trying to make your opponents "respect" you enough precisely in order to gain these advantages. For example, your opponent might decide that it would be better in certain cases to announce his attack, so as not to lead you to label him the permanent enemy fit only for revenge. Other times he'll think twice before trying to grab one quick center from you.

Once you've decided how treacherous your opponent has been, you can weigh your possible short-term gains against your long-term reputation. Various situations lead to different possibilities to choose among.

Many times you'll be faced by a massive attack which you'll be unable to survive. Sometimes in spite of this there remains means to exact revenge, if you are imaginative. For example, in the first demonstration game in Hoosier Archives (The Grudge Game), Gene Prosnitz as England was attacked by his three neighbors. He decided, after being completely unable to change any of the three's minds, to threaten to teach Russia and Germany a lesson by seeing that France got all of the English centers. When neither Germany nor Russia then changed their course, Gene went through with his threat and succeeded in throwing the game to France. Perhaps Gene made one mistake: Edi Birsan as France was the one who'd instigated the grand alliance against Gene. On the other hand, the tactical situation was much better for holding off Russia and Germany (rather than France and one of the others), and Russia and Germany were more likely to be turned around by the threat.

In any case, the general idea of "pulling a Prosnitz," i.e., picking one of multiple attackers for some sort of special treatment, is a very useful idea. The threat to pull a Prosnitz may turn around one or more of your attackers. If not, when you go through with the threat (after all, you have nothing to lose, while you can do wonders for your reputation) you can hopefully manage to reward your more honorable opponents while getting revenge on your more treacherous ones. Sometimes this idea of picking out your more treacherous opponents for revenge will be impractical. In pulling a Prosnitz, as in all of the schemes I'll discuss, the possibilities are sometimes limited by the tactical situation.

Other times, rather than be the target of a massive attack, you'll be beset by a nibbler, who goes after one of your less well protected crumbs. Your attacker says he's now got what he wanted and will stop there. If you believe he's really done nibbling for now, you've the choice of either accepting the fait accompli, or taking some punitive action. If you're involved elsewhere, the temptation will be great to let bygones be bygones, at least for now while remembering it for future reference. However, you then risk finding the nibbler coming back for seconds. Eventually you can find yourself nibbled down to so weak a position that not only are you doomed, but you can't even affect the game on your way out. On the other hand, if you turn around and take revenge on the nibbler, you can hurt him, but only by also hurting yourself. Whether to take revenge here is among the toughest decisions you'll have. We all find it tough to completely abandon our hopes of doing well, or even surviving, just in order to ruin someone else's game, particularly over something that seems so easy to ignore.

An extreme case of repeated stabs was in a game in WARLORD where Austria stabbed Russia bloodily at least three separate times (and perhaps more, since it's unclear to an outside observer exactly when they had a deal). By this I mean Russia made a new agreement with Austria only to have Austria break it in short order. This Russian player gave a fabulous example of what not to do. He preferred to attack Turkey and England who'd never attacked him, while allying with Germany and Austria who had. Far from thinking of revenge, he allowed Austria to walk into his centers. His stay in the game was appropriately ended when he kept an English unit out of Silesia, thus giving Austria, who'd stabbed him again that same season, a lock on the last Russian center, Warsaw.

This Russian player could never bring himself to abandon hopes of doing well himself, no matter how unlikely they became. At some point he could have realized that his position had become so weak that he would be lucky to survive without being part of a draw. Thus free of the restraints put on him by false hopes, he could've made Austria pay for his stabs.

Up to now I've been discussing situations in which some firm alliances have formed. However, rough-and-tumble situations often occur (sometimes only in your section of the board) in which the constant switching of temporary allies is like a game of musical chairs. You do not want to be caught as odd man out when the music stops and some stability enters the alliance structure. On the other hand, you may find yourself being stabbed repeatedly by the same fellow. You must call on your full powers of judgement to balance off two conflicting goals, whether to stay flexible and risk being nibbled to death, or to seek revenge and risk helping to form a firm alliance against yourself.

One last situation of interest is when an ally of yours stabs a mutual ally. Sometimes, you should realize that the three of you were going to have had to part pretty soon anyway. Be grateful that you are now in the most flexible position of the three, and use that fact to your own best advantage.

Other times this is not the case, as when you were all allied in order to stop some major power or alliance from winning. In this case, your attitude should be to take revenge against the breaker of the joint alliance unless you hear some very, very good arguments against it.

One fun way of having your cake and eating it, too, is to offer to puppet your units to the ally who was stabbed. Thus if he wants to take revenge against his attacker you'll have kept good faith with him. On the other hand, you can explain to the attacker that it's none of your doing; you no longer exercise any control over your units since you had an agreement which forced you to puppet your units to your other ally who was stabbed. On the other hand, if your ally who was stabbed doesn't want to bother to control your units, you can then look out for your own interests with a clear conscience. If he's too lazy to take revenge, why should you do so for him?

In any case, this ploy can really lead to some great fun if the personalities are right (even more so if the stabbed ally's position has been eliminated thus making him a ghost coming back from the grave). Your side of the discussion could go as follows: "Don't come to me about that German unit in your Russian center...Yes, I know I'm Germany, but go talk to England. He's now controlling the German units...Well, you should have thought of that when you stabbed him. I had an agreement with him that I'd let him control my units if you stabbed him...Yes, I know you and I are allied, but as I said I've got to keep this agreement with England." The discussion continues in the same vein until the Russian player starts climbing the walls.

The subject of puppeting is closely linked to that of revenge. Occasionally, you'll find yourself in a very weak position. A major power will offer you survival in exchange for doing exactly what he says. (He may also promise you a certain-place finish or perhaps that a certain third party will be eliminated.)

Often puppeting to a third party will be a fantastic way to get revenge on your attacker. In fact you can take the initiative and make an offer to puppet to someone provided he agrees to help you wipe out your treacherous attacker.

Other times someone who has attacked you will ask you to puppet to him. Here puppeting and revenge are two mutually opposed alternatives. As always consider how treacherous your opponent's attack was. Puppeting too often and too eagerly in this type of situation can be the most damaging of all to your reputation. Reputation aside, great caution must be used, since often you'll be giving up control of your fate permanently and giving it to someone who who's already attacked you once. Do not be overly afraid of death with honor.

Before you grasp at this seeming chance for survival, carefully consider exactly what your puppeteer will have to gain by stabbing you, particularly in the more distant future. On the other hand, sometimes as a puppet you'll get a chance for revenge in the future, but this is rare. More commonly, you can sometimes participate in a draw. (Consider feeding information to the "enemy" in order to steer the game into a deadlocked situation.) Besides the damage to your reputation, puppeting is a hazardous affair with many traps for the unwary.

As a specific example of the pitfalls of puppeting, we'll return to that paragon of poor play, The Russian player in the aforementioned game. As Russia, he agreed to puppet to Austria who'd already stabbed him twice before. He was afraid France and England would win so he tried to stop them and thus be part of a five-way draw. He made a fundamental error: he didn't realize that he would inevitably become superfluous to both sides. To be specific, France and England had a stalemate (and 18 centers) behind the line of Tunis, France, Germany, and St. Petersburg, while Austria and Italy obtained a stalemate behind the line of Sevastopol, Austria and Italy. Meanwhile, Russia, who'd helped Austria obtain his stalemate line, was now sitting in Warsaw and Moscow. Neither side needed him as part of a stalemate line. He could neither help nor harm either side. Therefore it was in the other players' interests to eliminate him, if for no other reason than to reduce the number of players in a draw. He thought he was following the balance of power philosophy, while in fact he was digging his own grave and jumping in it. A little knowledge can be a dangerous thing.

We all know how missed moves and tactical blunders can ruin a game. However, less obvious is that playing a reasonable game also means not throwing your hands up in the air when stabbed. Dropping out of the game with the resultant missed moves and new player who does not feel stabbed will totally unbalance the game for everyone who's left.

By puppeting you'll often be risking losing a draw. I therefore do not consider it a step to be taken lightly. Weak players have a tendency to puppet at the drop of the hat and turn the game from a contest of skill into a farce.

You owe it to the other players in the game to try to play a reasonable game. Avoid missing moves, making tactical blunders, and having poor reactions to stabs. If you try to play with people who also play a reasonable game, you'll find yourself having a lot more fun, and after all that's why we play this crazy game.

Although I've meandered down many side paths, I hope you haven't lost my main stream of thought. Your reputation is one of your most valuable possessions. One factor that's part of this reputation is how you react to attacks on yourself. When attacked you are often faced with a choice between your chances in this one game and maintaining your long-term reputation. The criterion of how "treacherous" your attacker has been will help you to decide when to take revenge. This selective and proper use of revenge will guard and improve your reputation, without having to sacrifice your chances in an excessive number of games. You'll reap substantial rewards in the long run.

NORTH AMERICAN DIPLOMACY PLAYERS' SURVEY NUMBER TWO--RESULTS
by Lewis Pulsipher

"Man's greatest enemy is ignorance." -- Anon.

Many of you probably read the results of the first NADPS as printed in DIPLOMACY WORLD 1,6. A five-page report of the raw data, without most accompanying comment, but including the results of the overseas section of the survey, is available from me for a stamped, self-addressed envelope (Lewis Pulsipher, 423 N. Main St., Bellevue, MICH 49021). It is also being printed in a number of issues of IMPASSABLE. As in the DW article, I will comment on the results as I report them, this time, I hope, with somewhat more organization so that data is easier to find. Since NADPS #1 I have not seen any surveys but #2 and Thomas Galloway's SF&F Variant Poll. I hope that this summer we will see a little more activity. I've also found that a few people would prefer to ignore results. Among those who call for "democracy" as a prerequisite for action, this could only be described as hypocritical. I do not claim that NADPS results are gospel, but they are the best indicator we have of the characteristics and beliefs of hobbyists, and I hope that those who must deal with large groups of Dippy fans will pay attention to what they have said here.

Copies of these results are available from me at cost (20¢). The entire results will be printed also in the 1975 Handbook or in DIPLOMACY WORLD, probably the former ((both)). Permission is hereby given to any publisher to reprint any titled section of the results, even the entire thing if desired, provided credit for original publication is given of course. Naturally the raw results can be repeated as you choose--the information is the property of the hobby, though my words are my own property. I am eager to see the reprinted sections and comments on the results, of course.

INTRODUCTION

168 males and 3 females replied to NADPS #2, compared to 156 and 2 for #1. This amounts to more than 15% of the total North American fans. The form was printed in several more 'zines than #1 and more fans were reached, though I am sure that many more did not see the form. A chronological list with 'zine, publisher, and number of replies follows: DIPLOMACY WORLD (Buchanan) 73, BLOOD AND IRON (Pulsipher) 14 & 5 private distribution, LORD OF HOSTS (Sacks) 2, PAROXYSM (Correll, Ronson, Drews) 9, IMPASSABLE (Boyer) 14, RAGWEED (A. and T. Burkacki) 1, AMERICAN WARGAMER (Slimak and AWA) 1, BOOK OF STAB (Bart et al) 3, FOICTESME (Schlickbernd) 3, EXPONENT (Kovalcik) 14, BERSERKER (Ronson) 2, PEN & SWORD (Lind) 3, POUCH (Neiger) 2, RUNESTONE (Leeder) 7, SPECULUM (Kadlecek) 3, RURITANIA (Watson) 2, EREWHON (Walker) 2, LIASONS DANGEREUSES (Iakofka) 5, ARRAKIS (Head) 1, CIMMERIA (Nozik) 2, SHAAFT (Phillips) 2, 1 uncredited photocopy. Herb Barents offered to distribute it, but I couldn't print more copies and his machine wasn't up to it. Thanks to all who printed and replied to the survey.

By state and province, replies came from NY-23, CA-20, Ont-16, MICH-11, PA-10, IL-MA-8, VA-IN-6, Alb-NC-OH-5, MD-NJ-4, WA-3, 19 states with 0, others with 1 or 2. Only 2 from a state as large as Texas is surprising. 3 replies came from overseas people who play in North American 'zines (Sweden, Denmark, Switzerland). 29 more were from Canada, the rest from the US.

Two duplicates were sent in, and three without names: these were not tallied. The figures seldom add up to 171 because not all questions were answered and because of inevitable tallying errors.

You may have noticed that #1 was officially supported by IDA, while #2 was not associated with any club. I did this with the hope that those who do not particularly care for IDA, especially members of other organizations, would be more likely to participate in #2. Insofar as 'zines go, at least, this was not the case.

Despite my estimate (in the form of a percentage) given in the #1 results, and the listing of over 300 subbers to DW, some amazing estimates of the number of postal Dip. players were sent in even by DW subscribers. I asked "How many postal Dip. players do you think there are?" Highest answer was 25,000, lowest 50. 20 answered 2,500 or more, 43 answered less than 600. The median is somewhere along 1,100. The answer most often given was between 1,000 and 1,099 (often "1,000 plus"). The latest Diplomacy Census lists about 1,250 players worldwide. Considering turnover rate, error, etc., my estimate of the number of postal players in the world is 1,350. Walt Buchanan's was 1,500 as of January. In my opinion the hobby is growing very little if at all. We have now saturated wargaming, that is, most wargamers know of Diplomacy and a surprisingly large percentage know how to play, so we'll recruit fewer persons from that group as time passes and as wargaming itself saturates the continent. So long as the flyer is in the new sets we can expect to recruit 100-250 a year in that manner. There will also be friends of players and others who learn of postal Dippy through other means. But we seem to be losing almost as many every year to boredom, school, marriage/family life, etc. I suppose it is possible that Diplomacy may catch on nationally the way Backgammon has, but it seems unlikely in the foreseeable future. Until then, we can plan on staying below 1,500 players in North America.

In some questions I organized responses according to the number of games played, in order to see what difference experience might make. I asked "How many games (standard and variant) have you been in (completed and in progress)", with four categories. It was with near-horror that I noticed after initial distribution that I had not said "postal". However, I found that almost everyone understood what I meant, and I could spot virtually all (I think) who didn't by my personal knowledge of them, by the year they began playing, by the 'zines they received, or other indications. A few times in doubt I shoveled the respondent into the 0-5 game category. In the next NADPS (if there is one) I want to do more of this, but I am not sure which categories ought to be used. Would it be better to go by the year one started to play postal Dip.? If the present scheme is retained, I'll have to revise the categories so that responses to each are more nearly equal in number; I may also reduce to three categories. Or I might use different categories for different questions. I would appreciate suggestions for handling this problem.

You will find many times below a statement followed by six categories of answers, what I call degree questions. I made the statement and then asked players to answer with one of the following: Z-unfamiliar with idea, A-agree strongly, b-agree somewhat, C-neutral, D-disagree somewhat, E-disagree strongly.

I asked people to check the top right corner of the form if they read the introductory paragraph. 64 (37%) did. I guess we're no better at reading instructions than anyone else. I also asked whether the respondent had replied to #1. 71 (42%) had not, 17 because they didn't get around to it, 40 because they didn't see it, 2 because they thought it was a waste of time, and the rest for other reasons (often that they didn't feel qualified). At least 4 who had said they did not, had. That may have been true for others as well whom I didn't recall.

RESPONDENT CHARACTERISTICS

I asked people if they knew what these are, giving only the letters: AWA (American Wargaming Association) 60, TDA (The Diplomacy Association) 127 (74%),

MGA (Midwest Gaming Association)-93, GHS-6, IDA (International Diplomacy Association)-165 (96%). I haven't listed what GHS means because I don't know myself. I put it in as a dummy just to see how many yeses I'd get. I don't doubt that there is a GHS somewhere, though, and I'd appreciate it if one of the people who answered yes would let me know what it is--if they didn't goof, that is.

88 (51%) knew who the Orphan Game Director is (Greg Warden). 118 (69%, 4% less than #1) knew who the Boardman Number Custodian is (Doug Beyerlein). 55 (32%, 8% less than #1) knew who the Miller Number Custodian is (Robert Sacks). Of course, both BNC and MNC have changes since NADPS #1.

I asked how many years people expected to remain in the hobby. Many didn't know or answered "many." Of those who answered more specifically, 22 said "life," "forever," "infinity." 55 answered five years or more (half of those over ten years), 26 three years or less.

Degree questions: "Diplomacy is the best game I have ever played" Agree strongly 42, somewhat 47, neutral 24, disagree somewhat 33, strongly 23, unfamiliar 1 (huh?). "I am quick to explain to people about Dippy" agree strongly 53, somewhat 72, neutral 28, disagree somewhat 22, strongly 7, unfamiliar 2. "Postal Dippy Players are abnormal" agree strongly 52, somewhat 42, neutral 22, disagree somewhat 11, strongly 34, unfamiliar 4. This was admittedly a somewhat whimsical question.

"Which subject area are you interested in most": social science 47, math 35, natural science 29, humanities 29, Pprofessional (law, med)" 27. I hypothesized a fairly strong showing against math and natural science, which require a more abstract kind of thinking which, in my opinion, is more suitable for play of two-player wargames than for Dippy. I am not surprised that social science came out on top, but it seems my initial idea has little validity in reflecting the kinds of people who play the game.

131 (77%) read science fiction/fantasy. 89 have at least one close person (wife, girl/boy friend, parent) who thinks he's crazy to play Dip.

Of men, 20 of their wives/girl friends play Dip., 91 do not, 45 not applicable, others no answer. Of women, 1 no, 1 not applicable, 1 no answer.

Time spent on wargaming (including Dip.) and Dippy alone, in hours per week: 0-2 3-5 6-9 10-15 16-20 21-25 26 plus

Wargames	21	42	25	51	19	6	9
Dip.	53	45	33	28	6	1	3

Pages of press releases written per quarter year: 0-1) 78, 1-5) 49, 5-10) 13, 10-20) 14, 20 plus) 10.

I asked, "Why are you in the hobby:" mental competition-96, meeting people-65, release aggressions-33, escape-50, boost to ego-46, God knows-68, other: variant design, masochistic desire for self-abasement, publishing, blackmail, regressive trait, like to get mail, to be creative, keeps me off streets, can't figure it all out, love to persuade, need to be always planning, I'm crazy--it's good therapy, thrill of victory and agony of defeat, I am mad, renews my faith in humanity.

"What part (in %) would you say luck (as opposed to skill) plays in:"

% Luck	Diplomacy	Chess	Bridge	Poker
0-5	29	118	8	1
6-15	54	35	14	7
16-25	41	10	31	14
26-50	37	2	50	62
51-70	5	1	10	44
71-100	0	0	10	25

The breakdown I tallied includes four times as many categories. I've simplified it for this report. I kept track of Diplomacy's place among the four. First (lowest luck) 18 times, second 114, third 25, fourth 6. 86 (52%) play bridge, 124 poker, 133 other card games (81%). (This is of 164 due to printing error.)

Age: mean age was 24.48, median 24. The means is .54 higher than for #1, the median the same. Youngest was 14, oldest 51. Rather than say more I'll list the entire boodle, from both surveys.

Age 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35
 #2 2 8 10 2 11 14 5 8 5 8 14 11 10 5 7 4 5 7 5 5 4 5
 #1 4 7 15 5 5 10 5 6 4 11 7 10 12 7 12 1 5 10 2 2 3 4
 plus one each for 36, 37, 38, 44, 46, 51 in #2 and one each for 41, 37, 38, 43, 45 and two for 42 in #1. 10 did not answer in #2.

PLAYING CHARACTERISTICS

I asked people what year they began playing:

	Standard Diplomacy		Variant Diplomacy	
	postal	face-to-face	postal	Face-to-face
thru 65	5 (4)	8	1 (2)	2
1966	4 (5)	1	2 (3)	0
1967	1 (1)	5	2 (0)	1
1968	3 (3)	13	4 (2)	1
1969	5 (5)	12	3 (4)	1
1970	5 (4)	11	1 (0)	4
1971	17 (17)	21	6 (5)	6
1972	36 (29)	29	13 (8)	13
1973	37 (41)	23	33 (35)	21
1974	38 (31)	24	25 (19)	17
1975	10 ----	3	4 -----	2

The figures in parenthesis are from NADPS #1.

I listed a number of 'zines, asking which ones people read regularly. I was curious to see what percentage response #2 got from the readers of 'zines that are often concerned with the hobby as a whole (though not all on the list are such). DIPLOMACY WORLD 123, DIPLOMACY REVIEW 80, STRATEGY & TACTICS 87, FOUCH 45, GRAUSTARK 35, IMPASSABLE 63, any wargame 'zine 104, EREWHON 41. Approximately one-third response from the Dipzines is pretty good. If I could get that kind of response from the entire North American hobby I would have received twice as many replies.

I asked "how many overseas Dipzines do you read regularly?" A total of 37 people read 144 zines, or 3.89 each. 27 of these were publishers, and two from overseas. Only 8 of 122 non-publishers read any overseas Dipzines regularly. The links at the "grass roots" level between the two segments of the hobby are very tenuous.

I asked "How well do you think you play Dip. (1-very poorly to 9-very well)"

# games	9	8	7	6	5	4	3	2	1	NoAns	Avg.	total # respon.
0-5	3	2	19	15	9	5	3	7	2	5	5.47	70
6-10	0	2	16	6	6	7	2	0	0	0	5.85	39
11-20	3	8	13	7	4	0	1	0	0	0	6.86	36
20 plus	8	1	5	7	1	1	0	0	1	1	6.92	25
Total	14	13	53	35	20	13	6	7	3	6	6.09	170

In a future survey this question ought to be divided for postal and FTF skill.

I asked people to "indicate relative importance in play of these 3 oft-identified elements of Dippy from 0-no importance to 10-very important." I think now that a better question would have been to assign a total of 10 among the three. No zeroes were assigned

# games	TACTICS										avg.	diff. w/tot. avg.
	10	9	8	7	6	5	4	3	2	1		
0-5	8	8	6	20	6	11	3	2	1	1	6.85	-.98
6-10	1	1	8	12	5	5	1	0	2	0	6.57	-1.20
11-20	1	1	7	7	8	8	3	1	0	0	6.31	-1.35
20 plus	3	3	3	8	2	1	1	2	0	2	6.64	-.96
total	13	13	24	47	21	25	8	5	3	3	6.64	-1.09

The last column relates the average given by each experience group for the element to the average for that group of all three elements. This is for most purposes of comparison more accurate than the next-to-last column.

# games	STRATEGY										avg.	diff. w/avg.
	10	9	8	7	6	5	4	3	2	1		
0-5	16	8	16	11	5	6	1	1	2	1	7.60	-.23
6-10	5	6	9	4	2	4	2	1	1	0	7.32	-.45
11-20	6	4	9	6	6	4	1	0	0	0	7.50	-.16
20 plus	6	2	6	3	3	2	0	0	2	1	7.20	-.40
total	33	20	40	24	16	16	4	2	5	2	7.47	-.26

# games	NEGOTIATIONS										avg.	diff. w/avg.
	10	9	8	7	6	5	4	3	2	1		
0-5	39	8	10	4	2	3	0	0	0	1	9.05	+1.22
6-10	22	7	3	1	1	0	0	0	0	0	9.41	+1.64
11-20	17	12	4	2	1	0	0	0	0	0	9.17	+1.51
20 plus	15	3	2	3	0	2	0	0	0	0	8.96	+1.36
total	93	30	19	10	4	5	0	0	0	1	9.09	+1.36

Overall average was 7.73. For 0-5, 7.83, for 6-10, 7.77. For 11-20, 7.66, for 20 plus, 7.60.

I kept track of which element was given the highest rating by each respondent.

	0-5	6-10	11-20	20plus
Tactics	8	$\frac{1}{2}$	1	1
Strategy	9	$4\frac{1}{2}$	6	4
Negotiations	46	28	28	19

The overall results are not unexpected. I thought that the more experienced players might discount the role of tactics more than those less experienced, but there seems to be no significant pattern in the averages. While the middle two groups discount tactics and give more strength to negotiations than the least experienced group, the most experienced players reverse the trend. However, very few of the players with more than 5 games consider tactics most important--3% compared to 12%. A different (and to me preferable) way to put the question would be to ask how difficult it is to become a proficient player in each of these elements. In my opinion tactics are easily learned, so that you become as good as anyone else in them very easily. (Of course, this doesn't take intuition into account, since intuition cannot be learned.) It might be interesting to compare the ratings on importance of tactics and difficulty of learning tactics by wargamers and non-wargamers. I doubt that many people who play wargames successfully could think of Diplomacy tactics as complex or difficult.

I asked players to "assign numbers (1-very weak to 9-very strong, 5-average) to indicate relative strength of the countries in standard Dip." I suppose I should have stressed "relative." Whatever the reason, only four people gave a variation of one (that is, for example, assigned all fives and sixes or all fours and fives, indicating that the countries are quite close together in strength), and only two gave variation of 2. I assigned four fives and three sixes, a very uncommon configuration. The reason I mention this is that I understood the question to mean that a country with a strength of 3 would be half as strong as one with strength 6. Looking at the averages, I can hardly believe that people answered the question with this in mind. Are some countries really three times as strong as others? Of course not. Is Russia really almost twice as strong as Italy? No. Inexperienced and incompetent players may tend to go down more easily when playing the inner three countries than the outer four, but this is not true for experienced players. I've managed less than a 3-way draw (a 3rd in my first game) only once in nine games with the Central Powers, so perhaps this effects my thinking.

AUSTRIA										
# games	9	8	7	6	5	4	3	2	1	avg.
0-5	0	2	4	4	12	10	16	11	7	3.71
6-10	0	0	2	3	6	8	9	6	1	3.83
11-20	0	0	1	3	6	9	11	4	2	3.72
20 plus	0	0	3	5	3	5	4	1	3	4.29
										total avg. 3.83

ENGLAND										
# games	9	8	7	6	5	4	3	2	1	avg.
0-5	9	17	23	6	10	2	2	0	0	6.93
6-10	5	7	11	7	3	0	1	1	0	6.86
11-20	5	8	7	11	2	2	0	0	0	6.91
20 plus	3	5	6	4	3	1	2	0	0	6.58
										total avg. 6.86

FRANCE										
# games	9	8	7	6	5	4	3	2	1	avg.
0-5	4	14	16	20	10	4	0	1	0	6.49
6-10	3	4	7	8	11	1	0	0	1	6.17
11-20	2	7	11	9	4	3	0	0	0	6.58
20 plus	2	3	5	6	7	1	0	0	0	6.33
										total avg. 6.42

GERMANY										
# games	9	8	7	6	5	4	3	2	1	avg.
0-5	0	4	4	16	16	13	12	3	0	4.85
6-10	0	0	6	3	9	7	5	3	2	4.46
11-20	0	2	3	5	10	8	6	2	0	4.75
20 plus	1	1	1	2	10	7	1	1	0	4.96
										total avg. 4.75

ITALY										
# games	9	8	7	6	5	4	3	2	1	avg.
0-5	1	1	1	5	8	19	17	12	4	3.66
6-10	0	0	2	1	4	8	11	6	3	3.43
11-20	0	0	1	1	7	11	10	3	4	3.57
20 plus	0	0	1	2	5	4	6	3	3	3.63
										total avg. 3.59

RUSSIA										
# games	9	8	7	6	5	4	3	2	1	avg.
0-5	8	9	13	17	8	9	0	2	0	6.32
6-10	4	8	10	6	4	2	1	0	0	6.77
11-20	5	8	7	11	5	0	0	0	0	6.92
20 plus	4	3	7	5	2	3	0	0	0	6.71
										total avg. 6.61

TURKEY										
# games	9	8	7	6	5	4	3	2	1	avg.
0-5	11	10	23	4	13	3	2	0	1	6.42
6-10	3	6	5	8	7	2	2	2	0	6.03
11-20	4	6	12	7	7	2	0	0	0	6.66
20 plus	5	5	3	4	4	3	0	0	0	6.75
										total avg. 6.59

I compared the countries, taking the average of all values (5.51) as 1.00:

	Aus	Eng	Fra	Ger	Ita	Rus	Tur	
Avg.	3.83	6.86	6.42	4.76	3.59	6.61	6.59	5.51
% comp	.70	1.25	1.17	.86	.65	1.20	1.20	1.00

The relative ranking of strength here does not differ from NADPS #1 results, where players were asked to rank the seven.

	0-5	6-10	11-20	20 plus	Total
Total average	5.48	5.36	5.59	5.61	5.51
range	3.27	3.43	3.35	3.12	3.27
standard deviation of 7 averages	1.39	1.43	1.52	1.29	1.42

Here I again looked for smaller differences from the more experienced players, to no avail. The standard deviation and total range are indications of how much variation there was in strength assignments. The least experienced confound the trend toward a smaller range with less experience.

When comparing the strengths assigned to a country by each experience group, remember to compensate for the difference in their averages. For example, it looks like the 20-plus group has a higher regard for Russia than the average, but when you subtract .10 because the 20-plus group's overall average is .10 higher than the total average, you find that no difference exists. (This is not fully accurate, but anyone with any math background can see what I'm getting at.)

Degree questions: "It is better to be a one-unit puppet than to be wiped out" 64 agree strongly, 47 somewhat, 20 neutral, 15 disagree somewhat, 19 strongly, 1 unfamiliar. That helps restore my faith in the players. A follow-up question would ask the same thing "if there were no rating systems," since most ratings give more credit for survival than elimination. "How Do Play' Articles contribute to my enjoyment of the hobby" 59 agree strongly, 74 somewhat, 17 neutral, 8 disagree somewhat, 8 strongly, 2 unfamiliar. "FTF play offers greater possibilities and variety than postal play" 4 agree strongly, 27 somewhat, 30 neutral, 61 disagree somewhat, 37 strongly, 9 unfamiliar. "FTF games are more likely to end in a draw than postal games" 38 agree strongly, 38 somewhat, 35 neutral, 29 disagree somewhat, 14 strongly, 14 unfamiliar. I expected even more agreement to the last question.

BOARDMAN NUMBERS AND RATINGS

I link these because ratingmasters would have great difficulty functioning without the help of the activities of the Boardman Number Custodian (BNC), and there is little justification for the BN other than ratings needs.

I have already mentioned that 69% knew who the BNC is. I asked three degree questions about the BN. "The continued maintenance of the Boardman Numbers is 'vital' to the hobby" 45 agree strongly, 61 somewhat, 25 neutral, 16 disagree somewhat, 16 strongly, 4 unfamiliar. "Same as above except substitute 'an asset' for 'vital'" 105 agree strongly, 42 somewhat, 9 neutral, 5 disagree somewhat, 2 strongly, 3 unfamiliar. "The hobby would be better off if the Boardman numbers did not exist" 1 agree strongly, 1 somewhat, 19 neutral, 57 disagree somewhat, 86 strongly, 4 unfamiliar. I suspect that many people, especially those little experienced in the hobby, believe the BN are vital because a few bigwigs (almost always ratingmasters) say that they are. When you come down to it, BN are important almost solely for ratings (the other purpose is statistics), and the hobby would exist just as well, and perhaps more amicably, if there were no ratings. The ratings chasers have helped drive many of the old-time people, who just like to play, out of the hobby. All this noise about chaos in the hobby if something happens to the BN means chaos in the ratings. Games will form, games will be played, 'zines will be published, whether there are BN or not. On the other hand, the BN Custodianship could become a political football, and nearly did last year. The erection of a second BNC, antagonistic to the first, could bring much trouble; but this would be a symptom of a deeper split, and not a cause. See my article in THE POUCH #74 for more on this subject.

I also gave players a choice of means by which the BNC "should be selected": predecessor 71, election 25, independent committee 24, IDA committee 24, TDA committee 2. Others--divine revelation, a game tourney of those interested (?), PDRC, GRI, Boardman if he'd like, divine revelation through Calhamer. Naturally conservatism wins here--many people are not willing to change things until there is an emergency (witness the CA flaps last year), but other methods received more support altogether than predecessor.

I asked players to "assign numbers indicating relative value to you of the following outcomes from 0-no importance to 100-highest importance (assign 100 to at least one outcome)." In NADPS #1 I asked people to rank outcomes. Below column (A) is total number (out of 15,900 possible), column (B) is a percentage conversion, with the value for win taken as 100. Column (C) lists total values (for 140 people) in the #1 rankings. Of course, the necessity for ranking

showed the results, since whatever outcome was listed second could only be half as valuable as a win, and the lower values had to be less than 1/10th of a value for a win, but could not be less than 8%. Column (D) is a conversion of these scores for curiosity's sake. You'll note that in two cases draws are shifted one place lower in the present survey than in #1.

	A	B	C	D
Win	15,309	100	140	100
2-way draw	12,550	79	295	47
3-way draw	9,918	63	502	28
2nd place	9,489	60	612	23
4-way draw	7,498	47	708	20
3rd place	6,823	43	941	15
5-way draw	5,563	35	930	15
4th place	4,244	27	1147	12
6-way draw	3,904	25	1122	12
7-way draw	2,691	17	1318	11
5th place	2,613	17	1345	10
6th place	1,638	10	1521	09
7th place	628	04	(1750)	08

You'll notice that I counted some cases in which a win was given less than 100. There were four results which I did not count. I look for data about competition from this kind of question (what else is it worth?), and obviously anyone who assigns 100 to a 7-way draw and decreasing values to 50 for a 2-way draw and 0 for other outcomes (including win) is not a competitive player. An assignment of 100 for third place (25 for win, 45 for second, 80 for 7-way) is also extremely unusual. Of the listings which were not of this type, some had to make me wonder what criteria (if any) were being used. I believe that many people just lopped off 5 or so with each reduction of outcome, for example, without thinking about it. How can 4th or 5th place, or worse, a 7th place, where you are surely eliminated, be better than a draw where you surely are not eliminated? Well, I don't worry too much about this anymore: it only shows how varied opinions can be. I'd like to devise another way of asking this outcome question, but I have no hard ideas right now.

I mentioned with the first survey results printed in DW that while the idea of a universal rating system is silly and impractical, perhaps the best means of determining values for such a system would be to ask the question for which results are now above. No other system comes close to giving these rankings and relative weights to outcomes. It would be very easy to use the figures in column B or A to create a rating system. Simply average the values of the outcomes a player obtains. To take a brief example, if a player scores a 2-way draw in one game and a 5th place in another, his total score (which is useless as a rating of skill) is 96 (or if you wish to be more accurate, $1516\frac{2}{3}$) and his average, which is his rating, is 48 (or $7,581\frac{1}{2}$). If the results are computerized, then the entire process could be redone each time new values are obtained from a survey. I've never understood why the results of games five and more years old are retained in rating systems, since competition was so different and skill can change in that length of time. Why not rate the outcomes of games the player has finished in the last 3-4 years, with an additional listing of the total number of games he has played in his career to indicate experience? I think the only reason is that it would be too difficult to police the ratings every year to throw out the oldest year's games. A computerized rating would not entail such difficulty.

I have no intention of starting a rating myself; I would be perfectly content if there were none at all. But if there must be some, I would like to see them run well and run in a manner most advantageous to those who like them and use them.

A FACE-TO-FACE RATING?

I have recently been considering the trend toward more FTF play as more opponents are available, and the relative stagnation in growth of the postal hobby. What can we offer to people to get them interested in Postal Diplomacy when they already have FTF opponents? One answer is variants. Another answer is glory, ego--that is, ratings. I have already proposed the following system to the IDA Council in somewhat abbreviated form. I have no idea how they will react to it. I imagine that if a number of people can be found to take care of it, IDA will support it. If not IDA, perhaps some other organization or individual will take up the idea. At any rate, what I proposed was a rating system for FTF play only. The rating would cover a calendar year, with a new one to start each year (good month to start would be February or October). This means that new players will be attracted to the system because they will not have to overcome huge leads as many people have to do in many postal systems. One year ought to be enough for participants to play 6 games or whatever is considered enough to give a valid rating. At the beginning of the year and throughout the first half players who wish to be rated would be asked to register with one of the curators. A registration fee would be required both to indicate serious interest and to support administrative costs, primarily publication of two 'zines. 50¢ would be enough. The first publication, going to all participants, would indicate who was registered for the benefit of those looking for enough registered players to play a game which would count. The second publication would give final ratings. NO interim ratings would be revealed, to encourage competition and to discourage gang-ups on rating leaders. It might create difficulties for players already registered to permit others to register after the initial publication, but on the other hand it would not be satisfactory to force people to wait a year to register for the next rating--six months would be enough. An alternative would be to have two ratings series running at once, starting six months apart. Players would be permitted to register in only one of the two, so that one game could contribute to different rating series. One rating would end its year every six months, so that the wait for a new player to sign up in one or the other rating series would not be long.

In order to be counted a game would have to either be part of a recognized tournament at a convention, or it would have to meet fairly strict criteria so that packing and collusion could be avoided. As for recognition, this could come from the curators. Probably they would require submission of game results as a condition for recognition. I think at least 4-5 conventions each year run tournaments, with 2-3 games played by each person in each one, and this would provide good base material. (It might even give players the incentive to stick it out in a tournament they no longer have a chance to win, since resignations and dropouts would be treated pretty severely.) As for criteria if the game is not part of a tournament, I tentatively suggest the following. (1) At least 5 of the 7 players must be registered (it might be found impractical to require this many--perhaps only 4). (2) Only one game per quarter year could be rated in which three players are the same, that is, if three people (one or more of whom are registered) get together and decide to push the rating of one of their number, at best they can get four games rated in this manner; this also prevents a huge influx of scores from one active group of local players, collusion or not. (3) 5 (or perhaps 4) players would be required to sign the results, which would be sent to the curator for that region. (4) The only results required would be placing of each player and listing replacements, if any. It would be desired, however, that a complete center chart be submitted so that data could be used by statistics fans. (5) Every game which is eligible to be rated must be rated (unless players agree not to beforehand?); this is to prevent five registered players from playing with two unregistered ones and rating only those games in which the two unregistered ones do very poorly, throwing out those games where the unregistered players do very well.

(6) An additional possible limitation would be to permit no more than one game per month to be rated, excluding recognized tournaments.

What rating system would be used? First, it would have to be an average system; second, one that could be used only with bare results without center charts; third, one that could be easily used and understood. The obvious choice is the Averaged Calhamer Point Count. Another good choice (having the virtue of no previous use) would be the rating I described above based on survey results. I suggest one very important addition, no matter which system is used--RATE VARIANTS. Though some variants are very strange and it would be undesirable to include them, many require as much or more skill and effort as standard Diplomacy. FTF variant play is not uncommon. Many years ago Don Miller maintained a Calhamer Point Count Rating which included variants as well as standard Dip., but he did not discriminate between ratable and non-ratable (especially very unbalanced) variants. While it would be difficult for rating-masters to go back to try to pick up variants now, it would not be difficult to add variants in a new FTF rating. In fact, for clarity, it would be desirable to specify at the beginning of the year exactly which variants would be counted.

DIPPY AND WARGAMES

I have been trying to convince some people for quite a while that for most Dip-players it is only one good game among many, not "the only game." The data from NADPS #1 helped show that, and here is some more. First, Diplomacy is considered a very good game: "Diplomacy is the best game I have ever played" 41 agree strongly, 47 somewhat, 24 neutral, 33 disagree somewhat, 23 strongly, 1 unfamiliar (huh?). Of course, not all of the disagreement originates with wargames--card games must also be included. But consider. 130 of 167 (83%) of respondents have played an Avalon Hill or SPI wargame, and a few may have played wargames only of the smaller companies. 87 regularly read the largest circulation wargame magazine (STRATEGY & TACTICS). Altogether 104 regularly read at least one wargaming 'zine. That is 61% of the most active segment of Diplomacy fandom. I am sure that there are many people who consider themselves wargamers who play only a few postal Dipgames, and who consequently did not believe it worthwhile to reply to the survey. See also the figures for time spent on wargaming and Dip.

ORGANIZATION

"The hobby would be better off if The Diplomacy Association did not exist" 17 agree strongly, 16 agree somewhat, 57 neutral, 22 disagree somewhat, 33 disagree strongly, 23 unfamiliar. Same question but for International Diplomacy Association: 5 agree strongly, 5 somewhat, 37 neutral, 44 disagree somewhat, 64 strongly, 12 unfamiliar. I at first looked for some differences in the opinions of New Yorkers, Californians, and (in the opinion of IDA) from those who answered disagree strongly on the TDA question. It was not easy to keep track of, and I gave up when I found no apparent trends. I suspect that, in this response group, support for organizations in themselves is pretty strong, no matter which organization you are talking about. It is reasonable that the people most interested in the hobby (that is, those most likely to respond to NADPS) are also interested in hobby organizations. Of course, there is a great difference between TDA, which is a private organization primarily interested in helping its own members, and the mass-membership IDA which tends to support hobby-wide projects more often.

I also asked: "A hobby-wide organization must be administered by elected officers" 51 agree strongly, 37 somewhat, 38 neutral, 31 disagree somewhat, 9 strongly, 4 unfamiliar. Of the various clubs which are involved in the hobby, only IDA has elections. I think what is much more important than elections is that capable people can participate in the government (not guaranteed

by elections as present IDA practice shows) and that members can throw out officers they find inadequate for whatever reason (not possible in practice in any club at present--only officers have any real power to can other officers).

I assume that most of those who read DIPLOMACY REVIEW are IDA members. The 80 who do include more than half of all North American members of IDA.

ADMINISTRATIVE QUESTIONS

This is a hodgepodge category. Let's take degree questions first. "The Rulebook is clear and concise" 23 agree strongly, 65 somewhat, 19 neutral, 40 disagree somewhat, 19 strongly, 4 unfamiliar. I am surprised at the disagreement. The rulebook has been revised once and is much more clear than before; it is MUCH more clear than the average wargame rulebook. There are virtually no rule questions which ever come up in play that are not clearly ruled upon. "Gamefess are generally too high" 6 agree strongly, 22 somewhat, 45 neutral, 51 disagree somewhat, 36 strongly, 3 unfamiliar. "Unordered units should not be eliminated when dislodged in order to minimize the effects of missed moves on postal play" 46 agree strongly, 45 somewhat, 16 neutral, 24 disagree somewhat, 32 strongly, 5 unfamiliar. I understand that a dispute over this recently took place on the west coast. I strongly agree with the majority. It is stupid to worship the rules to the extent of screwing up a postal game, when postal games were not foreseen in the original rules and largely if not totally ignored in the revised set (since postal fans make up only a very small portion of those who buy the game). Why let a missed move louse up the game any more than it has to? And why cripple a replacement when you can just as easily let him retreat the unit as part of his first move? This is another argument against the use of "prophetics" which require a player to list all possible retreats with his moves, and an argument in favor of those who require moves to be made conditional on retreats (a procedure which is easier on players anyway).

I asked "who 'owns' the postal game." I divided up replies by my four categories, to see if the more experienced players, who are familiar with the kinds of problems that can come up, would differ from the less experienced ones who would be more likely to see the gamesmaster as a kind of hero or "Ghod of Diplomacy." I tried to separate out publishers but failed to do so in some cases, I think.

	0-5	6-10	11-20	20 plus	GMs
GM	12(22%)	7(30%)	5(24%)	2(20%)	9(23%)
Players	29(55%)	12(52%)	12(57%)	6(60%)	24(62%)
Both	13	4	4	2	6

I didn't give "btoh" as an alternative, but many wrote it in. This omission was deliberate, because I wanted to force players to choose one or the other. Naturally both GM and players have rights and duties, but in a dispute, I think the players have the greater right to determine what will happen to the game (after all they're paying for it, and more).

In the results of NADPS #1 I discussed a possible GM group, membership in which would be an indication of reliability though it would not involve actual game guarantees. In the next issue of DW was a little article by me, "Listening Post," which suggested that a listing of gm's/publishers who overstep certain objective limits of involvement in the hobby ought to be printed periodically in hobby 'zines in order to make players aware that such persons are more susceptible to burnouts, on the average, than others. The article was about six months old when printed, and I no longer entirely agree with the limits I suggested. I asked in the survey, "should a GM limit himself in the number of games he runs--if yes, how many?"

games	yes, but don't know what limit	yes with median limit	no
0-5	23 (35%)	28--7	15 (23%)
6-10	16 (42%)	19--7-8	3 (8%)
11-20	7 (21%)	21--8	5 (15%)
20 plus	4 (15%)	15--7	7 (27%)

I will not again go through the arguments in favor of establishing some kind of objective limit for identification of possible problems. I stand foursquare for letting people use their own judgment; but I want to help reduce their ignorance of what they might be getting into. I also want to see if public pressure on GMs, publishers, and 'zines, not coercion by any organization, can persuade those who are over-involved to alter their ways. I have introduced the following resolution into the IDA Council. "The IDA Council strongly recommends to all postal players that they avoid joining any new games under a GM, 'zine, or publisher that runs more than 6 uninsured/unguaranteed games or 9 insured/guaranteed games. For those with less than one year experience the Council recommends a limit of 4 uninsured/unguaranteed games or 6 insured/guaranteed games. Any GM, 'zine, or publisher who opens a new game above these limits is acting irresponsibly. This is because (1) a large number of games contributes to the possibility of drop-out of the GM, 'zine or publisher through overwork. (2) Just as important, in those cases where a drop-out occurs, for whatever reason, those that have a large number of games help create a chaos in which other GMs, 'zines, and publishers can become overburdened with orphan games and players are forced to undergo long delays before their games are restarted, if they are at all. The latter problem contributes to the hobby drop-out rate. The IDA further hopes that all IDA publishers will frequently publish this recommendation and that they will urge players to do as it suggests."

I recorded the number of GMs and publishers (the latter excluding carbon copy and guest GMs).

	0-5	6-10	11-20	20 plus
GMs	10 (14%)	14 (36%)	16 (44%)	14 (56%)
Pubbers	9 (13%)	14 (36%)	13 (36%)	10 (40%)

The percentages refer to the total number of respondents in each experience category. Mean age of publishers was 22.89, median 22-3; mean of GMs who aren't publishers is 22.33, median 21.

VARIANTS

Degree question: "Variants contribute to my enjoyment of the hobby:" 56 agree strongly, 43 somewhat, 28 neutral, 11 disagree somewhat, 13 strongly, 13 unfamiliar. I must say I am very pleased. Variants have come a long way in North America since 1972, when Dick Vedder and I were the only people who really cared about them.

I mentioned in connection with the FTF rating that variants are one thing that can be used to attract FTF players to the hobby. Several people have already been introduced to Diplomacy itself through variants, or never became active players until they discovered a variant which particularly struck their fancy. I suspect that there are many people who become bored with standard Diplomacy and drop out of the hobby, who would remain if they could find a few variants which offered new opportunities not found in the standard game. Unfortunately it is difficult to obtain information about variants unless you go looking--even the columns in DW are not adequate.

I asked whether people have played a Dipvariant. 0-5 games 33 (47% of that group), 6-10 games 25 (64%), 11-20 games 29 (81%), 20 plus games 23 (92%), total 110 (64%). As one might expect, the more experienced players are more often variant players, and the most experienced ones, the ones who haven't become bored to the point of dropping out, almost all have played variants.

I asked people to name their three favorite Dipvariants. The listing below does not include games mentioned only once. In a few cases I have combined versions which are related but may have considerable differences, because people did not specify which version they meant. The first number is for those who have played FTF, the second for those who haven't.

Youngstown Variant 33-22	Black Hole (3 vers) 11-4	Anarchy 2-7
Middle Earth V 4-7	Michigan 7-0	Militarism III 1-4

1723 (2 vers) 6-2	Lord of the Rings (2 vers) 5-3
Downfall etc. 5-1	Jihad (2 vers) 4-2
Scottie Scripti III 3-2	1835 2-1
Diadochi (4 vers) 2-0	Atlantica (2 vers) 4-2
Colonia 3-1	Variants of the Ghods 2-0
Dalarna II 2-1	Slobbovia 3-0
Westphalia (2 Vers) 4-0	Napoleon's Europe 4-0
Lunatic (3 vers) 2-0	Coyne-Hubbard 1-1
Economic (4?) 1-1	Imperialism VIIIR 2-1
Imperialism IX (2 vers) 2-0	1600 2-0
North American 2-0	Biodiplomacy 3-0
Middle Earth IV 1-3	HyperEc (many vers) 2-0
Mordor Vs. The World (4 Vers) 1-1	War of the Roses 2-0
	Kriegsmarine 2-0
	1648 0-2
	Intimate 2-0
	Abstraction 0-3

CONVENTIONS

"I go to conventions to" play in tourneys-43, play non-tourney games-24, socialize-54, other: negotiate meeting, observe, run Dip-tourneys, play variants; remainder don't go.

"Do you prefer one national or several regional DipCons per year" national 27, regional 73, both 16. The last alternative is a write-in. Of course, that is what will probably happen. I would like to see regional DipCons springing up which can take turns handling the North American DipCon.

At present there is considerable discussion about how the site of the DipCon ought to be chosen if more than one group is interested in holding it. I summarize here an article forthcoming in IMPASSABLE. I suggest a modified version of the method used by science fiction fans. A Committee (presumably appointed by the IDA) would supervise what would amount to an election by persons interested enough to contribute money toward the con (say, \$1). Money remaining after expenses of running the voting process would be given to the convention organizers at the convention. The first committee would be responsible for setting up guidelines to determine whether a group bidding for the site would be considered reliable enough to be placed on the ballot--for example, one-man shows would be frowned on. Otherwise it would be the advertising and campaigns of the various competing groups and the reputation of the persons involved which would probably determine which group won the vote. Final votes would be due about late March.

I also asked what month is best for a DipCon. June-30, July-26, August-34, September-7, December-4, others 0-2 each. The period from June 15 to August 20, when everyone is out of school, is the only practical time for a Dipcon. I see no imperative reason to hold it in August as it has been in the past.

CALHAMER AWARDS

I asked a number of questions about the Calhamer Awards to determine how they ought to be reformed, if at all. "The Calhamer Awards (CA) contribute to my enjoyment of the hobby" 9 agree strongly, 28 agree somewhat, 50 neutral, 32 disagree somewhat, 27 strongly, 22 unfamiliar. "The Calhamer Awards should be abolished" 12 agree strongly, 13 somewhat, 56 neutral, 29 disagree somewhat, 31 strongly, 24 unfamiliar. Though only 25 can be found against the CA, only 60 out of 171 can be found to defend them. Obviously people are very dissatisfied with the past performance of the CA but feel that something can be done to improve them rather than ditch them altogether. "If the CA are not abolished, there ought to be separate awards for North America and overseas" 25 agree strongly, 41 somewhat, 41 neutral, 15 disagree somewhat, 24 strongly, 21 unfamiliar. Some people continue to want to buck forces stronger than we can do anything about. With the very small number of 'zines which pass across the sea, how can we compare or even, most of us, be aware of what is going on in the other segment of the hobby? "A self-perpetuating (by co-optation) panel of experts should choose the CA recipients" 6 agree strongly, 12 somewhat,

55 neutral, 26 disagree somewhat, 37 strongly, 29 unfamiliar. "A panel of experts elected by players should choose the CA winners" 16 agree strongly, 36 somewhat, 54 neutral, 20 disagree somewhat, 14 strongly, 26 unfamiliar. It's been shown time and time again that most average players don't know enough, aren't knowledgeable enough to be able to select winners. Yet it is pretty apparent that people don't like the idea of not participating at any level. I suggest that a panel be elected in a vote of the hobbyists involved (North America--the British do it whatever way they like). Most players will be able to vote for, say, five people whose judgement they trust/agree with. People will also be asked to suggest nominees. The panel will do the actual nominations and final voting (using Australian ballot). There are of course many minor details that must be changed, such as permitting persons the opportunity to remove themselves from the ballot if they so desire. The categories need some revision, too. I hope that such things will be accomplished by the IDA CA Committee.

MISCELLANEOUS

"Name the three most important people in the hobby (in order):" I assigned 3 points for first, 2 for second, 1 for third. I am listing only those who received at least 10 points. After that, the next largest total was 7. In the list, point total is followed by the number of people who named the person.

W. Buchanan 168-68	L. Pulsipher 34-18	G. Warden 16-9
D. Beyerlein 129 $\frac{1}{2}$ -60	J. Boyer 30-15	C. von Metzke 14 $\frac{1}{2}$ -8
E. Birsan 73 $\frac{1}{2}$ -38	J. Boardman 29-15	G. Neiger 10-7
A. Calhamer 61-26	R. Walker 26 $\frac{1}{2}$ -18	J. Leeder 10-4
	J. Beshara 17-10	

Many people did not answer this, often because they felt unqualified to.

I did not ask this question as an ego booster for anyone. I wanted to "test" a hypothesis, that people would either name the only Big Name Fan they knew or they would name people according to their function or jobs. It was not hard to anticipate that Buchanan, whose function is DW editor/publisher and who is identified almost exclusively with DW, and Beyerlein, as BNC, would be named most often. I wanted three names in order to see who would be selected after these two went by. The choice in this case depended on what official function (if any) one thought was important. Birsan was named because he is IDA President. A few chose the IDA editor (Neiger) or the TDA Chairman of the Board (Beshara). Yet others faced with this choice named Calhamer or no one at all. Another factor that naturally affected choice was how one defined "important." I deliberately left the term undefined, again to see, by looking at who was selected, what kinds of things hobbyists consider important. Three definitions come to mind (roughly). One, the most important are those least likely to be replaced in a hobby function. For example, how many people are willing and able to be DW editor or BNC? A second definition might be, the most important are those whose removal without replacement would most hurt the hobby. A third definition would be that the ones whose contributions are the most valuable, more valuable than those of others, are the most important. This probably was my unconscious definition. I chose Buchanan, Boyer, Neiger.

Degree questions: "The hobby would be better off if DIPLOMACY WORLD did not exist" 6 agree strongly, 4 somewhat, 16 neutral, 47 disagree somewhat, 83 strongly, 12 unfamiliar. At first I looked for a trend among publisher respondents, but I gave up when they seemed to be spread in the same manner as others. "Games Research Inc. ownership of DIPLOMACY WORLD is good for the hobby" 17 agree strongly, 35 somewhat, 75 neutral, 13 disagree somewhat, 11 strongly, 17 unfamiliar.

FUTURE OF NADPS

I assume that the Beyerlein Player Foll will appear again this summer; I understand there is another effort afoot to sabotage it (there was one unpublicized effort last time). There may be a variant survey forthcoming from California, and Thomas Galloway's SF&F Variant poll is an ongoing project. I know of two people who have vague plans to do surveys of the characteristics (good and bad) of hobby 'zines. A survey for GMs only, asking about their methods in crucial areas of disagreement such as draw vote procedures, might be useful. An obvious subject for a survey is a more in-depth look at playing characteristics than I've attempted in the NADPS. One of the great advantages of a general survey like this one is that there is something in it to interest almost everyone so that they'll be willing to answer some uninteresting questions as well as the interesting ones. For most purposes the more responses you can get from the relatively uninterested, the more accurate your results will be.

Someone suggested that more responses would be obtained if a prize were offered. This is fine when financial backing is available, but I already spend quite a bit on this and I don't wish to spend a lot more. Ideally, support of GRI and of major organizations ought to be obtained so that prizes could be offered for respondents and for publishers who print the form, so that people would be urged to participate. If there is ever another NADPS I will try to obtain some external support.

DIPLOMACY AND WOMEN

Recently I've read a discussion by both sexes concerning the reasons why wargamers are so seldom female. The same question can be asked of Diplomacy. There is only one female player with as many as two wins, and the two NADPS together have received only 2% of their response from women. Why the lack of interest in our game? First, let's throw out the stupid delusion that "women are of inferior intelligence." My view is that differences of nature between the two sexes are very limited. The only ones definitely proven to be differences of nature are physiological, of reproductive systems and size (and possibly muscular development). I cannot accept the reason advanced by one woman that wargames are an expression of a territorial imperative instinct in man which somehow doesn't affect women. One man suggested that interest in wargames stems from the attractions of the glory of war and of the hunt. This may influence a small (and immature?) minority of wargamers, but I seriously doubt that this has much to do with playing Diplomacy. Even if it does, this is a consequence of nurture, of the way men are brought up, not an "instinct" or some such rot.

I think that most people play Diplomacy at least in part because they like to compete. This is not true for everyone, of course. Also, it is clear that women, even many women who get around to playing Dip., are not particularly interested in this kind of competition. This may be partly a matter of nature but is largely because of differences in nurture. As for the former, women are generally smaller than men and consequently they are forced to find some other means than brute physical aggression to accomplish their ends. This could just as well be presented as a reason why women ought to be interested in board games, since the physical attributes of the players don't affect the game (except under unusual circumstances, of course...). On the other hand, the actual presentation is of brute military force, which women might generally have learned to avoid. The second, and far more convincing reason, is that women have been taught and in many quarters are still being taught that open competition, especially anything smacking of aggression, is unladylike and ought to be avoided, while men are taught just the opposite. This "teaching" takes place not only in the home, but wherever the person goes. This is changing (look at high school and college sports, for example), but at this time most women have been affected by the older style of upbringing.

They learn not to be interested in competition such as we indulge in in Dippy.

They also learn, in some cases, to avoid using their heads as much as possible because this is supposed to be unattractive or useless. Those women who can't overcome this teaching are certainly not going to wish to play a game as cerebral as Diplomacy, whether they feel like competing or not. Many men are also taught that mental competition is somehow unmasculine or inferior, and you seldom see these types playing Dip. I have listed the "play dumb" reason in a subsidiary position because even women who have overcome this teaching or who were fortunate enough not to be subjected to it in the home, are seldom interested in playing Diplomacy. The teaching against competition is far more important.

QUESTIONS

I'll use the remaining space to list some suggested questions. I would like to get the bugs out before the questions are actually put in a survey form, and other poll-takers might want to use some of the suggestions themselves.

*To what degree are things like the NADPS needed and useful? (Automatic bias in favor of such--those who don't think so probably won't answer.)

*Are players "oppressed" by GMs, are they careful enough of player interests--breakdown between GMs and players.

*In a perfectly played game, what would be the inevitable outcome (if any): win __, 2-player draw __, etc.

*"If my first __((3?)) postal games had been orphaned, I would have quit the hobby." A-E.

*Race (to see how WASish we are)

*Rate your skill and experience (on 1-9 scale as in #2) for FTF and for postal play (total of 4 ratings).

*Name the three most important hobby offices-jobs-functions in order"

*Should countries be assigned by lot__ or by preference__."

*"I would never ally again with someone who stabbed me." A-E

*How many hours/week do you watch on TV: sports __, movies __, other __

*Is Dip. a wargame__ "Is chess a wargame__"

*Which rating do you consider the least inaccurate reflection of skill?

*What type of 'zine do you prefer to play in? One game __, 2-6 games __, 7-10 __, 11 or more __. Publisher pubs only one 'zine __, more than one __.

Circulation of less than 25 __, 26-50 __, 50-100 __, over 100 __. IDA game insurance __, regional association guarantee __, no guarantee needed __.

One editor __, more than one __. Your GM is publisher __, your GM is not publisher __.