

DIPLOMANIA

Diplomacy Genzine - - - NFFF Games Bureau Diplomacy Division - - - Issue Number 18
Editor and Publisher: Don Miller - - - - - October, 1967

In brief --

Yes, it has been a long time since publication of DIPLOMANIA 16/17, but we were overseas for most of the summer, as most of you know, and are just now resuming activity at full blast. Readers will note this issue is only 20 pages in length and is a single issue, as contrasted to issue 16/17, which had 42 pages. We are going to try to put out smaller issues of only 20 pages in length and get this magazine out monthly, on a regular schedule. This is necessary if we are to keep up to date with the rapidly-changing world of postal Diplomacy.

Because of the necessity of printing the revised DIPLOMANIA House-Rules in this issue, many of our usual features were crowded out. Returning next time will be old TTT and his report on Russia of 1901; an updated roster of variant games; a continuation of the survey and description of the various variants which began in DIPLOMANIA 16/17; the third in the series of Prosnitz articles, and other material.

We thank John Boardman, Gene Prosnitz, and Harry Manogg for the feature material which appears in this issue, and Dick Bryant for his letter, and hope others (and, of course, those persons whose material appears in this issue) will send us material for future issues (LoC's, articles, etc.; Rod?). Our file is getting low....

We call the attention of the HYPERSPACE II players to the corrections to the "Connectability Table" (page 7, DIPLOMANIA 16/17) which appear on page 10 in this issue of DIPLOMANIA.

We call particular attention to all players in all games in DIPLOPHOBIA, DIPSO-MANIA, FANTASIA, and SUPERCALIFRAGILISTICEXPIALIDOCIOUS, to the revised DIPLOMANIA "House-Rules" published on pages 11-16 in this issue. Read these rules very carefully; there have been some changes from the house-rules with which the older players are familiar. In particular note rules 10 (no more SPRING builds for players who fail to retreat a unit in an AUTUMN season but forget to take an extra build for this in the WINTER); 11 (we are cracking down on late moves); 15 (be sure to write correct and complete orders as stated in H-R #14); 25 (new air-mail fees); 26 (greatly-modified replacement rule, now almost defunct); 27 (new rule to soften lack of replacement rule and crackdown on late moves); 30 (revised notation in printing of moves in games-'zines); and 45 (formalization of new and orderly procedure for removing units when "remove" orders are not submitted to GM in a WINTER season). Note also that rules 31-46 are formal statements of interpretations of various situations not adequately covered in the rulebook. For more information on these and other interpretations, players are advised to consult our 16-page article on the rules which appeared in DIPLOMANIA 14/15; a careful study of this article will reveal how we will rule in a situation not covered in these or any other rules because it has yet to occur in a Diplomacy game, as it will give an insight into our philosophy. Finally, note that the victory criterion is not covered in these H-R's because it is stated for each individual game, at the time the game starts. We thank EREHWON (Capt. Rod Walker; address on page 8 of this issue) for the wording and/or ideas behind some of these H-R's.

Remove from DIPLOMANIA Black-List published in DIPLOMANIA 16/17 Conrad von Metzke, and add Bill Forlines (DGA; \$1). Remove from DIPLOMANIA Grey-List published in DIPLOMANIA 16/17 Mike Hakulin, and add Charles Alexander (PKC, PLC) and Bill Forlines (PFC, LC, ME; DAA). New, revised lists to be published in DIPLOMANIA 19.

Check the address code carefully; if you have an "X" by your name, this is your last issue of DIPLOMANIA unless you resubscribe (10/\$1.50). All players in DIPLO-MANIA games are receiving this issue as a sample (unless, of course, they are already subscribers) because of the revised House-Rules.

DLH

2

THE COURIER
(Just one letter this time)

Richard Bryant, 45 Willow St., Brockton, Mass., 02401

(June, 1967)

. . . As for Margaret Gemignani:

I was very surprised to learn that (if true) anyone playing Diplomacy thinks that the propaganda (vile as it may become on the surface) is anything but tongue-in-cheek. Anyone who would be personally insulted by even the most disparaging remarks and innuendos made as propaganda should not, repeat not, be playing Diplomacy. They have not the stomach for it. I am not ashamed to admit that I, a practicing Roman Catholic, made the remarks about the Pope's social disease. After all, historically, some popes did die of such ailments, and in some cases others had their illegitimate sons made bishops and cardinals. Is there any reason to believe that a modern pope (circa 1900) who would take over as premier of a country, etc., would not be as corrupt as some of the earlier ones were? Attacking a pseudo-individual no matter what his title, or poking fun at nationalities and races (we all could use some deflating) is not meant as a bigoted attack on the real-world equivalents. Those who would think so lack self-confidence and maturity. (Are not some of the best and most cutting Negro and Jewish jokes told by Negro and Jewish comedians, respectively?)

As far as what is said about an individual's honesty in the play of the game is concerned -- it is perfectly justified to get everyone in the game to believe that a certain individual cheats, etc. It is not personal. How can it be? Ninety-nine percent of the people involved have never met each other except by pen.

In the office where I work a noon Dip game was undertaken -- people had to change the keys on their desks so that others staying at night would not rifle the desks to get information on the next move. Remember the main Diplomacy premise -- ANYTHING GOES. I understand that in some of Calhamer's over-the-board games people actually put on extra armies or fleets when no one was looking -- if not caught before the move-reading was finished, the extra pieces stayed. Margaret would have had a fit, and have had everyone at the game committed for un-American activities. Finally, I believe that the only censorship should be the insertion of dashes (or what-have-you) for four-letter words when someone gets carried away.

. . . As for over-the-board play -- I would appreciate advance notice of any conference or other get-together you will be having in the future so that I may come down and partake in a few games.

The following may be of interest to fellow Dip-fans. You can add a little life to your Dip game by replacing the standard wooden blocks by something more attractive. Players with money could use scale model soldiers and sailors with uniforms of the proper period and country -- these are available through the many model soldier outlets which cater to table-top wargamers. An inexpensive solution that I found was use of the cannon and ship pieces used in Parker Brothers' "Conflict" game -- they are available from Parker Brothers (at least I was able to get some) for about 2¢ each (which amounts to about \$3.00 for an entire set). They come in only four colors, however, and will have to be painted with model spray-paint. Somehow the effect is to add more interest to the game.

((The first three paragraphs in the above letter were intended as an Open Letter to Margaret Gemignani. As for local conferences, there are none planned as of the moment, although we have bi-weekly sessions (lately at the home of Buddy Tretick, 3702 Wendy Lane, Silver Spring, Md., 20906; ph. 942-8306) on Friday nights, and there may be a session or tournament at the 1968 DISCLAVE (to be held over Mother's Day weekend; full details to be announced later; this is a Science-Fiction conclave sponsored by the Washington Science Fiction Association, of which many of the members are gamesmen). --ed.))

"HIDE THE DIPLOMACY BOARD -- THE CAMPBELLS ARE COMING!"

by John Boardman

As a Diplomacy player of long standing, it is my duty to warn other gamesmasters and players that certain of our group have a built-in hereditary tendency to win this game. This hereditary ability was evolved in one of the harshest of schools -- the Highlands of Scotland prior to their conquest in the 18th century.

The proud and warlike Highland clans were continually involved in bitter internecine warfare, interspersed with cattle raids into the fertile Lowlands. Fantastic massacres were perpetrated in the dark glens of the north, and the memories of these slaughters were lovingly cherished and transmitted by the victors. The clans were bitterly jealous of their rights. "How dare the Campbells steal those lands from us!" a Macdonald might claim. "They've been ours ever since we stole them from the Macintoshes!"

Obviously, such a tradition is an excellent breeding-ground for Diplomacy players. And of all the clans, two in particular had the reputation of being underhanded, ambitious, and aggressive. These were the Campbells in the southern highlands, and the Mackenzies in the north.

It is not exactly an accident that the best-known of the Highland clan marches is "The Campbells Are Coming". Wherever the Campbells came, they stayed. From about the middle of the 17th century the Chiefs of Clan Campbell realized that the petty kingdoms of the Highlands were a thing of the past, and they tried to come to an accomodation not merely with England, but with the English factions most friendly to civil and religious liberty. For treating with Cromwell, one Chief of Clan Campbell was guillotined in 1660 -- for the Scots had anticipated the French with this instrument by several centuries. His son and successor suffered the same death in 1686, for his support of the Duke of Monmouth's rebellion against the tyranny of James VII. As a consequence, the Campbells were, after the deposition of James, the most influential clan in Scotland, and the mainstay of the rule of William III in the Highlands. In the Jacobite risings of the 18th century they generally supported the Hanoverian kings. It goes without saying that the lands, wealth, and power of the Campbells increased at the expense of the more conservative clans.

The other clans, zealous for their traditional autonomy (which included the right to plunder each other and the Lowland farmers whenever the larder ran low), bitterly hated the Campbells, a feeling not yet dead today. It is unlikely that anyone who, in 1967, piped up "The Campbells Are Coming" in Lochaber would have his skull split with a Lochaber axe, but there would be a decided amount of forcefully expressed resentment.

The Mackenzies repeated in a minor key the Campbells' aggressiveness, and carved themselves a sizeable domain in Ross-shire and the Outer Hebrides -- at the expense of the Macleods' age-old rule in Lewis Island. Here the population has a Viking strain, and the bloodthirstiness of the inhabitants attests to it.

With these considerations in mind, let us turn to the record of postal Diplomacy. The first seven-man game to be completed was won by James Mackenzie, whose reputation as a postal Diplomacy player is marred only by the fact that he has entered so few games that many players are not aware of his skills. And the estimable John McCallum is a Campbell; his forebears were hereditary smiths and armorers to the Chief of the clan, and in fact one of the titles of the Campbell Chief was and is "MacCallum More", The Great MacCallum". From their legendary ancestor Diarmid, the Campbells are also called "the race of Diarmid" -- and MacDiarmid is

in its modern form McDermott, the name of one of the leading players in the Diplomacy fandom of the State of Washington.

As for the other eminences of postal Diplomacy, Derek Nelson was born in Ulster, which was heavily settled by Scots in the early 17th century. I will leave it to professional genealogists to trace him back to the Campbells, or to find out whether John Smythe fetches his name from an ancestor who practiced the same profession as the early McCallums in the glens of Argyllshire.

For the purposes of this study, Jim Goldman, Fred Lerner, Mike Aita, Don Berman, and Gene Prosnitz will be ignored.

WHO'S WHO IN 1914

The following is a list of the reigning monarchs and leading figures of each of the Diplomacy "Great Powers" at the beginning of 1914, according to BROBDINGNAG #1 (published by Dick Schultz at its inception); names are given in the following order: reigning monarch, age, and dynasty; heir to the throne and relationship to the monarch; Prime Minister; Minister of Foreign Affairs; War or Defense Minister; Navy Minister --

AUSTRIA-HUNGARY -- Kaiser Franz-Josef I, 70, Habsburg-Lorraine; Archduke Franz Ferdinand, 37, grand-nephew; Dr. F. von Koerber (in Austria) and Koloman von Szell von Duka and Szent-Györgyvölgye (in Hungary); Graf A. Goluchowski von Goluchowo; Baron E. von Krief-Hammer; Baron H. von Spaun.

ENGLAND -- King Edward VII, 59, Saxe-Coburg-Gotha, or House of Windsor; George, Prince of Wales, 35, son; Marquis of Salisbury; Marquis of Lansdowne; W. St. John Broderick; Earl of Selborne.

FRANCE -- President Emile Loubet; None (France, as a Republic, had no monarch and therefore no heir apparent); Waldeck-Rousseau; Delcassé; General André; Ode Lanessan.

GERMANY -- Kaiser Wilhelm II, 42, Hohenzollern; Crown Prince Wilhelm, 18, son; Graf B. von Bülow; Baron Dr. von Richtofen; Graf B. von Bülow; Admiral von Tirpitz.

ITALY -- King Vittorio-Emanuele III, 31, Savoy; Prince Emanuele, Duke of Aosta, 32, first cousin; G. Saracco; Marquis E. Visconti-Venosta; General Count C. Panza di San Martino; Admiral C. Morin.

RUSSIA -- Tsar Nicholas II, 32, Romanov; Grand Duke Mikhail, 22, brother; J.N. Durnovo; Count Lamsdorf; General Kuropatkin; Admiral Tyrtov.

TURKEY -- Abdul Hamid I, Sultan, 58, Osman (Ottoman); Mohammed, 56, brother; Halil Rifat Pasha; Ahmed Tewfik Pasha; Riza Pasha; Hassan Pasha.

Monarchs of the "Lesser" Powers were: ALBANIA -- William, Prince of Wied; BELGIUM -- Leopold II, Saxe-Coburg-Gotha; BULGARIA -- Ferdinand, Coburg; DENMARK -- Christian IX, Holstein; GREECE -- George I, Holstein; HOLLAND -- Wilhelmina; NORWAY -- Haakon VII, Holstein; PORTUGAL -- Carlos I, Saxe-Coburg et Gotha-Bragance; RUMANIA -- Carol I, Hohenzollern-Sigmaringen; SERBIA -- Alexander I, Obrenovitch; SPAIN -- Alfonso XIII, Bourbon; SWEDEN -- Oskar II, Bernadotte. This list is according to TRANTOR #1 (published by John Smythe at its inception).

For further information on the dynasties and administrations of these and other nations, consult the ALMANACH DE GOTHA for the relevant years.

We realize that most Regular Diplomacy games start in the year 1901; however, since the map used is for the year 1914, it would seem best to use the names of the rulers as of 1914 (Albania, for example, didn't even exist as a nation in 1901; it was then a part of the Ottoman Empire). Of course, it would also seem best to start Diplomacy games at the year 1914 instead of the year 1901....

DLM

5

ALLIANCE-BREAKING, DOUBLE-CROSSING, AND THE BALANCE-OF-POWER PRINCIPLE
by Gene Prosnitz

This is the second in a series of articles dealing with different aspects of postal Diplomacy strategy. The first dealt with "Principles of Alliances", and appeared in DIPLOMANIA 16/17; the third, "Correspondence in Postal Diplomacy", will appear in DIPLOMANIA 19.

One of the most neglected areas in Diplomacy, especially in the postal game, is the art of alliance-breaking. A player who is in the process of being conquered by two or more enemies will frequently make no effort to change the power line-up, but will just sit back passively and await the inevitable defeat.

Of course, alliance-breaking is not easy, and it's usually wiser for the allies to stick together until they've completed the job (for reasons to be discussed later in this article), but there are various techniques which can be tried.

First, the one-sided offer. Usually, agreements between powers should be on a 50-50 basis, or close to it, but when one side has a much better bargaining position this is not so. When you're trying to break an enemy alliance, you may make headway by offering one of your foes a deal which is tremendously one-sided in his favor, and is just too good for him to turn down. For example, suppose that, as Turkey, I'm fighting Austria and Russia. I might offer to support Austria into both Rumania and Sevastopol (both belonging to Russia), and ask nothing in return. There's nothing wrong in being very generous with a third party's possessions.

If you are in the unfortunate position of being the victim of a three-way attack (as seems to happen to Austria, for example, very often these days), the three powers will undoubtedly have to fight among themselves after they've wiped you out. Try to pick the enemy power which is most likely to end up on the short end of the stick, and detach him from the alliance. For example, if two of your three enemies are from the same city, and the third is from a different geographical area, the two neighbors are likely to stay allied -- so this should be pointed out to the third.

Or suppose one of the three aggressors stands to get the smallest portion of your territory (e.g., in a three-way attack on France, England usually comes out without too much -- i.e., just one supply center, Brest) -- work on him, trying hard to get him to shift sides.

Sometimes one of the powers involved in a three-way attack seems very likely to be "caught in the middle" because of the position on the board. For example, France, Germany, and Russia all attack England; afterwards, Germany is in between France and Russia -- therefore, England should probably concentrate its efforts on detaching Germany from the alliance.

When you are the victim of a two-way alliance, it's often more difficult to convince one of the allies to change sides. For one thing, two powers working together closely are more likely to stick together, even after you're defeated. Also, if they're successful, the rewards are greater -- the pie only has to be cut two ways.

With either a two-way or a three-way alliance, things frequently work out so that one ally emerges much stronger than the other(s). If things are pointing in that direction, show the weaker ally how his compatriot is taking advantage of him.

Very often one of the allies will have engaged in double-dealing, making a phony agreement with you and, at the same time, an "honest" agreement with his true ally.

Point this out to the other party, and perhaps the two of you can get together against the double-dealer.

Suppose all rational methods of persuasion fail. You might then try "kamikaze" tactics. This entails concentrating your forces in one direction, as a way of showing one particular enemy that, no matter what happens to you, you're going to make sure he doesn't get any of the spoils, and the lion's share goes to the others. This may convince him that he should make peace with you. Of course, this tactic often means that you leave your rear unguarded and get wiped out even more quickly, so it should be treated as a last resort.

Closely related to this is the threat to throw the game to one of your enemies if the other doesn't cooperate with you. I consider this a legitimate tactic, as you're just trying to save your own neck, and it's up to the party with whom you're trying to deal to preserve the balance of power, since he can do so by making concessions to you, or making peace, and still remain in a good position.

What about multiple-game alliances? This raises serious ethical questions. Obviously if someone double-crosses me or shows himself to be a selfish ally in one game, I'd be less likely to deal with him the next time we cross paths, other things being equal. However, when it gets to the point of saying, "Unless you change sides and join me in game A, I'll attack you in game B", I feel the boundaries of proper Diplomacy have been transcended, because deals of this type give an unfair advantage to players who are in a lot of games. However, it seems to me that thinking of this type, even if not expressed, will at least go on subconsciously, and is difficult, if not impossible, to curtail.

Turning to the question of when, and how, to double-cross -- When contemplating a "double-cross" (or, to put it more euphemistically, a "shifting of alliances" -- which may be a lesser category of backstab), one must weigh the immediate gain against the following considerations: (1) Will you need to deal with the victim again in this game? (2) How will this affect your dealings with him in other games (concurrent or future)? (3) How will this affect the other players' opinion of your trustworthiness?

First, the question of first-move strategy. I've noticed that a number of players enter into inconsistent alliances at the beginning of the game -- e.g., Austria forms an anti-Turkish alliance with Russia, forms an anti-Russian alliance with Turkey, and breaks one of them. The argument is that if you write to everybody, you're more likely to get an ally.

However, this reasoning is somewhat faulty. Suppose, in the above example, that Austria writes to Russia and gets turned down. Chances are that Russia and Turkey are already allied and a letter to Turkey at this point would do no good. On the other hand, maybe Austria would have gotten results by writing to Turkey right away, before the Turks and Russians got together -- so there's no clear answer. I consider the question of what negotiations to enter into at the start of a game to be the most difficult problem in Diplomacy.

On balance, however, I think that the practice of making inconsistent alliances and following them up with first-year (or second-year) double-crosses is unwise. For one thing, once you get a reputation for doing this, players are less likely to deal with you at the beginning of a game, and this can be disastrous. Also, the backstab in this case does not have the effect of knocking your enemy out of commission; you may need his help later in the game, and have a tough time getting it.

In a game in which I'm playing Italy, for example, Austria made alliances with Italy, Russia, and Turkey the first move, and immediately double-crossed both Russia and

Italy. He gained a tempo -- i.e., he acquired Galicia and kept Italy out of Tyrolia, which he could not have done if his intentions had been known in advance. However, this compensation was not nearly enough when compared with the price he paid concerning his chances for future dealings with the Russian and Italian players. The result, which could be foreseen, was that, shortly thereafter, Austria made what he thought was a deal with Russia. However, Russia, feeling that one good turn deserved another, double-crossed Austria, who was then almost completely destroyed in a short time.

Another point -- if you enter into inconsistent alliances, the players may let each other know about your double-dealing. Or, worse yet, they may prove your double-dealing by sending each other copies of your letters (which is one of the reasons why a telephone game figures to be the dirtiest game of all).

In my opinion, the best time to double-cross another player is not when it's a question of a small gain, but rather when the backstab will cripple him beyond repair. Thus, you won't have to worry about whether or not this player will ever trust you again in this game, because you'll have no need to deal with him anymore; he'll be in no position to hurt you. If your ally is foolish enough to leave himself wide open for this sort of thing, it's his own funeral.

On the other hand, it's best to be scrupulously honest in the small-scale promises and deals which go on all the time between allies. If you lie to an ally or a friendly neutral in a small matter, where you don't actually intend to declare war on him, you're sowing seeds of mistrust without gaining any great benefits. My philosophy is to be completely truthful in about 95% of my dealings and correspondence, and to hope other players become aware of this. However, the other 5% of the time they'll get hit with everything but the kitchen sink.

Similarly, it's unwise, in my opinion, to offer false promises to an enemy who's trying to make a deal with you and is already on the ropes, if you can defeat him by straight-forward play.

With respect to the balance-of-power principle -- this is mentioned because of the disturbing tendency, in many postal games, for a player to ally with a strong neighbor against a weak neighbor, instead of the other way around.

My understanding has always been that the object of the game is to win (or tie), or, if you can't do that, to prevent someone else from winning. If you permit another power to conquer Europe, you should get no credit for finishing second.

However, this does not seem to be universally accepted. For example, consider DIPLOPHOBIA PBA, where Russia had 17 supply centers, yet the other six powers were all squabbling among themselves.

The situation where two allies attack a third, and continue the attack until the victim is obliterated, is quite common. If the two allies in this situation expand at equal strength, it's quite feasible; however, if one of the allies is getting much the better of it, the logical thing would be for the other ally to switch sides, to prevent the first party from winning or gaining a significant edge.

When one country becomes significantly strong, all his neighbors should rally against him. This often leads to a situation where each power is protesting, "I'm not so strong -- he's really in better shape than I."

Sometimes a single expeditionary force can help restore the balance of power. In a recent over-the-board game wherein France was doing quite well, Italy, who was not really fighting France (being engaged primarily on the Eastern front), sent a

solitary fleet into the Mid-Atlantic. This maneuver didn't really help Italy at all (at least in the short-term sense), but, by harassing France considerably, it helped to restore the balance of power in Western Europe.

I've noticed that, in postal games, Turkey almost always does very well, as contrasted to many of our over-the-board games, in which Turkey has turned out to be one of the weaker powers. This is because the players realize that Turkey, once it gets off the ground, grows into a Frankenstein's monster, and so must be stopped at the outset of the game. Usually, in our games, nobody wants to play Turkey because of the difficulty of getting allies. (I can see that this article will probably bounce back in my face the first time I get Turkey in a postal game.)

Many players feel they can wait until a power obtains 14 or 15 supply centers before uniting against it. However, this often proves fallacious, as difficulties in communication and coordination, as well as lack of trust, usually result in giving the front-runner an easy victory at this point in the game.

MARSHALL CHESS CLUB DIPLOMACY TOURNAMENT RESULTS

The Marshall Chess Club Diplomacy Tournament was held in that renowned Chess club on August 20 and 27. Results were as follows:

Player	Country	Score	Country	Score	Total Score	Place
Robin Spital	Russia	10	Turkey	10	20	I
Tom Griffin	England	3	France	12	15	II
Peter Sepulveda	Germany	7	Germany	4	11	III
Andrew Soltis	Austria	1	Russia	7	8	IV
Bruce Pandolfini	Italy	5	England	0	5	V
Steve Gordon	Turkey	5	Italy	0	5	V
John Beshara	France	5			5	V
Ralph Buciano			Austria	0		

Players scored one point for each piece on the board when the game ended. If any player had won a game, he would have scored 34 and the others 0. Tournament score was the sum of the game scores.

In the first game, Russia made alliances with Germany and Turkey which remained firm throughout. The other players failed to unite against the three-power encroachment.

In the second game, Turkey, with ten points and the corner position, was formidable. Italy and Austria-Hungary attempted to block Turkey, but Turkey gained the alliance of Russia by limiting himself largely to fleets and arguing that Russia, with only one point, had the best chance to win the tournament if he attempted to win the game by sweeping northern Europe.

The tournament was planned by Allan B. Calhamer and directed by Peter Sepulveda.

Judging from the first-game totals, scores were bolstered by the presence of at least two pieces to which the players were not entitled....

Tom Griffin (?)

Fans of Middle-Earth or of imaginary worlds in general contact Capt. Rodney C. Walker, FV-3129356, 3345th Technical Training School (SAFM), Chanute AFB, Illinois, 61866, for information on the newly-formed TOLKIEN DIVISION of the N3F Games Bureau.

THE DIRT DIGGER

Khazad-Dum

Dwarrowdelf

Moria

"The World's Dirtiest Newspaper" - - - - - "We Smell High, We Hit Low."

Published with irregularity from the bowels of the earth.

Carn Dum: The keeper of the Royal Stables has been removed from his post and sent to his regiment, which is presently engaged in action on the northern front. Accused of dereliction of duty for permitting the theft of all nine of the Royal Wheelbarrows, Colonel Haufenmist was not able to give any explanation for the occurrence. "Those wheelbarrows were especially constructed for the use of His Majesty, the Witch King", the colonel sobbed as our reporter interviewed him. "Specially constructed, finest elf-skin hand-grips -- so difficult to obtain, that elf-skin, you know -- and the interior padding: left dress, of course, with an overhang, hand-rubbed finish, seven coats of yellow paint on the outside, with the horned crown done in crystal jet -- I just don't see how anyone else could find a use for them."

Carn Dum: Official palace sources have announced that there will be no public appearances of the Witch King for the next thirty to forty days. Our usual reliable source within the palace tells us that this is because of the recent mysterious disappearance of certain necessary vehicles of royal transportation.

Fornost Erain: The chief custodian of the Royal Palace has been removed from his post, demoted to a private, third-class, and sent to his regiment, which is presently engaged in action on the southern front. Gross and continued incompetence was the charge. "It wasn't only that plumbing incident," said a palace spokesman, "but when ordered to provide some wine barrels for the Royal Cellars, the idiot turned up with nine of the damndest looking wheelbarrows you ever saw -- yellow yet, it makes you sick just to look at them."

Paid Advt.

Paid Advt.

WANTED

Skilled upholsterer wanted. Must be able to repad, re-contour, and reline nine wheelbarrows. Also wanted -- skilled wheelwright, experience in wheelbarrow reinforcing desirable. Also wanted -- painter with good eye for color. Apply Custodian, Royal Palace, Fornost Erain.

Khazad-Dum: Things have been bright here in K-D lately; armies come and armies go, but profiteering is forever. We hail the arrival of the green banners of Rhovanion's Lord.

Paid Advt.

Paid Advt.

CLOTH -- CHEAP CLOTH -- CLOTH

Highest quality woolen bunting now available -- blue color, with white tree pattern. Pick and Pick War Surplus, 7th Level, Great North Gallery, Khazad-Dum 52419 -- Area Code 462. For those who do not like this color combination, it is expected that a

THE DIRT DIGGER

Paid Advt.

CLOTH -- Continued

Paid Advt.

large supply of plain green cloth will be available shortly. We express regrets to a certain customer that yellow cloth with a red and black crown design will not be available as he had hoped, in the near future at least -- and we doubt that he will be able to get it at all as war surplus.

* * * * *

Khadad-Dum: THE DIRT DIGGER is pleased to announce that it has been able to secure the services of the noted all-around snoop, Gandalf Grayhame. Here follows his analysis of the war in the north of Middle-Earth, to date:

"It is evident now that the northern powers, through their failure to heed the advice of the most war-worthy of their leaders -- I refer, of course, to the Witch King of Angmar -- now have serious problems to face -- problems which would have been even graver, had not Harad's latest move been nullified by faulty communications. Oh well, he isn't the only ruler in Middle-Earth who doesn't know what a ship is. The northern powers have no fleets available, and it is unlikely that they will be able to acquire any in the near future. The fleets of Harad thus are a constant threat to them, and effectively outflank them. If Gondor falls, as fall she may, what northern power expects to find itself in possession of a Gondorian supply center? Failure of the northern powers to achieve mutual cooperation at the beginning of the war and develop a strong southward thrust has now placed Mordor and Harad in the stronger positions. And it is doubtful whether the three northern rulers can now form a united front. The Witch King, in particular, is most bitter. At my last visit to Carn Dum I had a brief talk with him. "I've had to turn my attention from east to west and then west to east", he told me. "Just to protect the integrity of Angmarian territory. I have the good will of Gondor -- her Queen had, and still has, mine. But what does this serve if I cannot back it up with aid. Though I bear no burden of ill-will so great that I would be unable to discard it, my Eastern neighbor in particular must realize that the presence of his armies in areas adjacent to the borders of this Kingdom is no longer tolerable. There are also others who profess friendship, yet whose armies, presumably under some direction of their rulers, make moves which are clearly threatening."

Gandalf will continue his analysis in the next issue of TDD.

((The above edition of THE DIRT DIGGER was sent to us by one of our informants in the Kingdom of Angmar, in alternate world FKF, and is published here for the information and enlightenment of the rest of Middle-Earth in FKF. --ed.))

A couple of corrections to DIPLOMANIA 16/17 --

- On page 7, opposite 1, underline 46.
- On page 7, opposite 24, remove parens from around 23.
- On page 16, opposite Map Quiz Answer #17, delete "Barents Sea (1)".
- On page 16, opposite Map Quiz Answer #19, add "Spain (1)" and "London (1)".
- On page 16, opposite Map Quiz Answer #14, change "England (1) 11 (2)" to "England (1), 11(1)".

DLM

DIPLOMANIA "HOUSE-RULES"

These rules are designed to supplement the rules of Diplomacy as published by Games Research, Inc., for use in games played in DIPLOPHOBIA, DIPSOMANIA, FANTASIA, SUPERCALIFRAGILISTICEXPLALIDOCIOUS, and any new games-'zines which may be born to the DIPLOMANIA family in the future. Supplements will be published as the need arises.

1. Except as noted below and in the rules for specific games, the rules as stated in the Diplomacy instructions published by Games Research, Inc., will apply.

2. The DIPLOMANIA family is a part of the Diplomacy Division of the NFFF Games Bureau. As such, there is a reciprocity in games-fees between it and other magazines in the Division: anyone who is already playing in a game in a Division magazine may enter a game in any other Division magazine for a flat \$2.00 fee, regardless of the usual fee of that magazine. In addition, there is a policy of discounts and rebates for persons who are Regular members of the Games Bureau (Regular membership is \$1 per year). Players in Division magazines who are not Regular members will be carried on the Bureau roster as Associate members as long as they are active.

3. First-game fee in a DIPLOMANIA-family magazine for a person who is not already playing in a game in a Division magazine is \$3.00; first-game fee for a person who is playing in a game in a Division magazine, and fees for additional games in DIPLOMANIA-family magazines, are \$2.00 per game.

4. Fees should be paid at time application is made for a particular game; exceptions will be made by prearrangement with the Gamesmaster.

5. Subscription to any DIPLOMANIA games-'zine is \$1.00 for 10 issues; subscription to DIPLOMANIA itself is \$1.50 for 10 issues; individual issue price of games-'zine is 10¢, and, for DIPLOMANIA, 20¢ (35¢ for double-issue); discounts and rebates are available on subscriptions to Regular members of Games Bureau.

6. There will generally be four weeks between issues of DIPLOMANIA games-'zines; however, for the benefit of those persons wishing faster games, games with two weeks between deadlines will be run by carbon-copy, with moves, etc., to be published at completion of game in a one-shot magazine. Fee for this game will be a flat \$3.00, regardless of whether person is playing in another Games Bureau game. However, discount/rebate will be available to Games Bureau Regular member.

7. Unless otherwise indicated in the rules to a particular game, seasons shall consist of: SPRING (moves and propaganda); SUMMER (retreats and propaganda); FALL (moves and propaganda); AUTUMN (retreats and propaganda); WINTER (builds or removals and propaganda). To keep games moving, in most games SUMMER retreats will be called for at same time as FALL moves, and AUTUMN retreats at same time as WINTER builds/removals; in such cases, FALL moves may be made conditional upon possible SUMMER retreats, and WINTER builds/removals upon possible AUTUMN retreats.

8. A player who fails to submit SPRING move orders may still submit SUMMER retreat orders, if any of his units are dislodged as a result of SPRING actions; a player who fails to submit FALL move orders may still submit AUTUMN retreat orders if any of his units are dislodged as a result of FALL actions.

9. The retreating units of a player who fails to submit legal retreat orders for them will be considered annihilated, and will be removed from the board by the Gamesmaster. An order for a retreating unit to "fight to the death" will have the same effect.

10. Since, in most games, AUTUMN retreat orders and WINTER build/removal orders are asked for by the GM at the same time, a player, in such a case, who fails to submit a retreat order for a retreating unit (or submits an invalid or illegal retreat order for the unit) should remember to submit an additional build order to replace the retreating unit (which is considered annihilated). If he fails to submit such a build order, he will have to play a unit short during the following year. No "make-up" will be allowed by the Gamesmaster.

11. All orders (i.e., moves, retreats, builds, and removals) and propaganda should be mailed to the Gamesmaster, and must arrive not later than the deadline date and time. Moves will be accepted by phone, at the player's own risk and expense, but only in the case of an emergency (what constitutes an "emergency" will be entirely up to the Gamesmaster). However, no moves will be accepted by any means after the deadline time and date. We cannot emphasize this rule enough -- deadline is time and date of receipt, and not postmark time and date. Moves arriving late will not be considered by Gamesmaster.

12. The last order received from a player will be the one which counts, unless the player specifies otherwise by the deadline; however, no order received after the deadline will be considered by the Gamesmaster. If you do send in revisions to previous orders, be sure to state so in your orders; otherwise, the Gamesmaster may goof and use the wrong set of orders.

13. At his discretion, the Gamesmaster may collect retreats by phone; the same applies for builds and removals.

14. All orders sent by mail should be fully written out (i.e., no abbreviations). A separate order should be written for each unit moving, supporting, convoying, etc. Each set of orders should contain SEASON and YEAR, COUNTRY making move, and any other information necessary to clearly convey move (e.g., a move-order should also contain LOCATION of piece moving, TYPE of piece moving -- i.e., whether ARMY or FLEET; TYPE of move -- i.e., MOVE, HOLD, SUPPORT, or CONVOY; and DESTINATION of move). Also, coast must be named if Fleet order involves province with two coasts.

15. Move-orders must be correct in every aspect, and complete, regardless of whether or not the intent is clear to the Gamesmaster. Units for which the orders submitted were incorrect (such as ordering a Fleet when there is an Army in the province ordered and not a Fleet, or specifying the wrong coast in a multi-coastal province) or were incomplete (such as not specifying the coast in a multi-coastal province in an order to a Fleet which involves that province) will be considered unordered by the Gamesmaster.

16. In the published moves, the Gamesmaster will write "Hold" for a unit which has been ordered to remain in place, and "Stand" for a unit which has not been ordered or has been incorrectly ordered (and so remains in place for lack of a valid order). Players are requested to use "Hold" to order a unit to remain in place, although "Stand" will be accepted, in most games, by the GM to mean "Hold". We would like the players, for their own benefit, to become familiar with the use of this terminology, as this distinction is vital to the play of some variants.

17. Although moves and builds/removals may be made conditional upon retreats, they may not, under any circumstances, be made conditional upon the moves or builds/removals of another player during the same season.

18. No joint orders are allowed. All orders must be signed by the player for whose country they are.

19. Under no circumstances may two units exchange positions.

20. Precedents, once set in a game, will be followed throughout.

21. While the Gamesmaster generally frowns upon changes to rules after a game is in progress, it sometimes happens that a major point has been overlooked during the formulation of the rules to a variant which does not become apparent until the game is under way. In such a case, the Gamesmaster reserves the right to publish a suggested rule-change which will correct the flaw in the original rules. However, to be fair to all players, one objection by a player to a suggested rule-change will result in the suggested change being abandoned, and the game continuing under the original rules.

22. Players may publish propaganda under each other's names ("black propaganda"), but they may not send in orders to the Gamesmaster under another player's name, or otherwise deceive the Gamesmaster. A player found deceiving the Gamesmaster will be immediately removed from all games in magazines in the DIPLOMANIA family, and will be refused admission to any games in the future in DIPLOMANIA 'zines. Deceit in dealing with the other players is, of course, a part of the game. Players who are unhappy about the possibility of "black propaganda" are reminded that there are ways of identifying your own propaganda to the other players beyond all doubt.

23. All propaganda submitted for publication should be in good taste. The Gamesmaster reserves the right to edit, condense, or even delete entirely propaganda which is over-long, is not related or essential to the game, or is in bad taste. We will do our best, however, to exercise this option only in the case of propaganda which is in bad taste, except that over-long propaganda may appear in DIPLOMANIA rather than in a games-'zine. If a player does wish to write a particularly long piece of propaganda, he would be well-advised to send seven copies of it to the Gamesmaster (legible carbons acceptable) for distribution to the other players in the case of a two-week carbon-copy game, or, in the case of a game carried in one of the games-'zines, to send out copies of his propaganda directly to the other players in the game.

24. All decisions of the Gamesmaster are final (except that we will correct obvious and demonstrable errors if brought to our attention by the deadline following the publication of the issue in which the errors occurred). The Gamesmaster may answer questions about interpretations of rules, etc., but may give no information about the strategies, etc., of the players while the game is in progress.

25. All players and subscribers may receive a particular games'zine by airmail by paying an extra fee of 50¢ per 10 issues (\$1.50/10 issues for DIPLOMANIA). Normally, all games-'zines are sent by first-class mail to players and subscribers, and by third-class mail to traders, two issues at a time. DIPLOMANIA is sent by third-class mail to all persons receiving it (persons wishing to receive it by first-class mail may do so by paying an extra 75¢ per 10 issues).

26. If a player misses a move-deadline, his units will stand in place, unordered, for that season. A player will not be automatically replaced if he misses two moves in a row, but the Gamesmaster reserves the right to replace a person who misses two moves in a row if that person is a chronic move-misser or if the Gamesmaster has reason to believe that person has abandoned the game. If the Gamesmaster does replace a player, he must give the other players at least two weeks' notice before the move-deadline at which the change becomes effective. The Gamesmaster may also replace a player who has not missed two moves in a row if that player notifies the Gamesmaster that he is dropping out of the game. Game-fee will not be refunded to a player dropping out of a game after the game has started. A player dropping out of a game may name his replacement, providing the replacement has already agreed to it and is not a player already in the game. A player dropping out of a game without informing the Gamesmaster will be denied entrance to future DIPLOMANIA games.

14

27. A player may, at any time in the game, send to the Gamesmaster a set of "General Orders", in which he requests the use of a substitute in the event he misses a move, and gives general policy guidance for the substitute to use in formulating specific moves (or he may simply request the use of a substitute in the event he misses a move, and may give no guidance, in which case it is considered that the substitute is free to make any moves he wishes). Such "General Orders" become effective one week after their receipt by the Gamesmaster, and so must be received at least one week before a particular deadline if the player wishes a substitute to be available for that deadline. A "General Order" may be made effective for as long as a player specifies -- for a particular move only, for a series of moves, or for an entire game. In the absence of specific instructions, the Gamesmaster will consider the "General Orders" effective until an order is received from the player countermanding them, or until a new set of "General Orders" is received replacing the old ones. A player sending in a set of "General Orders" may name his substitute, providing the substitute has already agreed to it and is not a player already in the game.

28. Unless otherwise stated, countries in all games will be assigned by lot, with the exception that a player will not play the same country twice in a Regular game in DIPLOPHOBIA until he has played all countries once (unless he requests that this exception be dropped in his case, and he be given any country drawn). This exception does not apply where a player comes into a particular country as a replacement player -- it applies only where a player starts the game in a particular country. Exchanges of assigned countries are not permitted.

29. All orders and propaganda should be printed or typed, and should appear on one side of the paper only; if orders and propaganda are submitted for more than one game, and more than one game appears on the same sheet of paper, the player should keep all propaganda and other related material with the moves to the game to which the propaganda and other material relate). Moves, propaganda, and other material for each game should be clearly designated as to country, season, year, and game-designation (e.g., "ARNOR, QUELLE 3007, game FAa", or in any other order as long as the same elements are present), and should be clearly and unmistakably separated from moves, propaganda, and other material for other games. The Gamesmaster will not take responsibility for correctly interpreting and reproducing orders, propaganda, etc. which he cannot read or which he is not certain belongs with a particular game.

30. DIPLOMANIA games-zines will use the following notation, except that in certain variants special symbols are sometimes necessary to denote pieces or actions peculiar to those variants (e.g., the use of "W" to denote "War-Party" in INDIANOMACY): moves which are underlined do not succeed; a dash (-) in a move denotes "moves to", "tries to move to", or "attacks"; A, army; F, fleet; (C), convoyed by; (S), supports; (H), holds; (U), is unordered (stands); (R), retreats to; (B), builds; (A), is dislodged and annihilated, or is annihilated because it was retreating and no retreat order, or an incorrect retreat order, was submitted for it; (D), is dislodged and must retreat (provinces to which retreat may take place will be named in parentheses following symbol "(D)"); (E), eliminates (removes). In annual lists of supply centers held, newly-acquired centers will be underlined (e.g., "Ber"), and centers lost during that year will be denoted by slashes through the name of the province (e.g., "~~Ber~~"). In Regular Diplomacy games and in other games using the standard 7-player Regular Diplomacy map, all provinces will be indicated by the first three letters of the province name except as follows: Norwegian Sea (Nwg), North Atlantic Ocean (NAO), Gulf of Bothnia (Bot), North Sea (NtS), English Channel (EnC), Western Mediterranean (WMe), Gulf of Lyon (Lyo), Tyrrhenian Sea (Tyn), Eastern Mediterranean (EMe), Liverpool (Lvp), North Africa (NAf), Norway (Nwy), Livonia (Lvn), Tyrolia (Tyo). Coasts of multi-coastal provinces will be denoted by "(EC)" (East Coast), "(NC)" (North Coast), or "(SC)" (South Coast).

31. Koning's Rule: If a unit attempting to enter a province is dislodged by an attack from that province, the unit which was attempting to enter the province cannot stand off a unit attempting to enter the province from another direction. For example, in the situation GER: A Ber-Mun; FRA: A Mun-Ber, A Kie (S) A Mun-Ber, A Bur-Mun, the German attack on Munich does not succeed in standing off the French piece moving into Munich from Burgundy. This rule applies even if the unit moving into Munich belonged to a third power,^{and} even if the piece dislodged from Berlin had been supported in its attack on Munich (with the Munich attack, of course, also having another support against Berlin) (Wells' Extension). Furthermore, any unit (other than the unit dislodged by the attack from Munich) could retreat to Munich on the following retreat season if the move "A Bur-Mun" were eliminated from the above example (Turner's Extension).

32. Miller's Rule: Under no circumstances may support be given by a unit which is dislodged. For example, in the situation FRA: A Bur (S) ITA A Mun-Ruh; GER: A Ber-Mun, A Ruh (S) A Ber-Mun; ITA: A Mun-Ruh; A Tyo-Mun, the Italian attack dislodges the German A Ruhr, which, under the Miller Rule, renders any support given by the German A Ruhr invalid. The German move A Ber-Mun therefore is unsupported, and this move and the Italian A Tyo-Mun stand each other off, 1-1. This situation is also known as "Boardman's Dilemma", and its solution, and Miller's Rule, are contrary to what seems to be standard rule-book interpretation. Nevertheless, Miller's Rule will be followed in DIPLOMANIA games (see DIPLOMANIA 14/15 for our reasons for using this rule). Note, however, that a unit which is dislodged may still cut support being given by another unit; the fact that it is itself dislodged does not negate its support-cutting ability.

33. A country may not cut support being given by one of its own forces; nor may it force one of its own units to retreat by attacking it with support, or by supporting the unit of another country in an attack upon one of its own units. Note that this does not mean a player may not support the attack of another player against one of his own units -- only that his unit may not be dislodged by such an attack (unless, of course, the other player has sufficient support, disregarding the support of the player whose piece is being attacked, to dislodge the attacked piece).

34. A single unit may avoid defeat by a superior force in only two cases: 1. When the single unit is attacked by two single units in an uncoordinated attack (e.g., GER: A Mun (H); ITA: A Tyo-Mun; A Boh-Mun; or, GER: A Mun (H); ITA: A Tyo-Mun; A-H: A Boh-Mun) or when the single unit is both attacking a province which is itself being attacked by an unsupported unit and is itself being attacked (e.g., GER: A Mun-Tyo; ITA: A Ven-Tyo; A-H: A Boh-Mun); 2. When the single unit (rather, the province occupied by the single unit) is attacked by two superior but equal forces (e.g., GER: A Mun (H); FRA: A Bur (S) A Ruh-Mun; A Ruh-Mun; ITA: A Tyo-Mun; A Boh (S) A Tyo-Mun). This holds true even if the unit in the province being attacked attempts to move but is unsuccessful. A single unsupported unit may also stand off three or more units attacking individually, or three or more attacks of superior but equal force.

35. A player may stand off an enemy attack on a province by himself attacking that province with support equal to or greater than that of the enemy. This holds true even if the player standing off the enemy attack has a single unsupported unit in the province under attack, and, most importantly, even if that single unsupported unit had attempted unsuccessfully to move on the same turn as the attack. For example, ENG: A Kie-Ber; F Den-Kie; F Hol (S) F Den-Kie; F NtS-Den; F Hel (S) F NtS-Den; RUS: F Ska-Den; F Bal (S) F Ska-Den; A Ber-Kie. (We do not, then, follow the Chalker Rule, which would have allowed the Russian move F Ska-Den to succeed.)

36. Even though a player may have only retreat available to a unit which is dislodged, he must submit a valid retreat order for that unit, or it will be considered annihilated and removed from the board. The Gamesmaster will not automatically retreat a unit which has only one possible retreat. Also, if two units are ordered, either by the same player or by different players, to the same province, they are both annihilated and are removed from the board by the GM. Players can avoid such double-destructions through negotiations with each other as to just who is to retreat to where, or by not ordering one of the retreating units or by ordering one of the retreating units to stand in place and "fight to the death".

37. Retreats may not be made by convoy.

38. Retreats occur before builds; thus, if a player retreats into another player's supply center, he may build for that center.

39. Fleets may support into multi-coastal provinces without regard to coast (e.g., F Gas (S) F WMe-Spa(SC) would be legal as F Gas could move to Spain, even though it could only move to Spa(NC) and not to Spa(SC)); however, a Fleet in a multi-coastal province must consider what coast it is on as to whether or not its support would be legal (e.g., F Spa(SC) (S) F Bre-Gas would not be legal, as under no circumstances could the F Spa(SC) itself have moved to the province of Gascony -- and, remember, a Fleet or Army can only support an attack upon a province to which it itself could have moved that turn). (Yes, we know not allowing one but allowing the other is illogical; see DIPLOMANIA 14/15 for explanation.)

40. DIPLOMANIA does not recognize Brannan's Rule ("A convoy move does not cut support against the fleet in the body of water through which the army is convoyed last. When one of the fleets in the convoy-chain is dislodged, the attempted convoy does not cut any support at all.") because of the many side-effects this rule can lead to. The second sentence in Brannan's Rule is merely a restatement of the rulebook rule: "If the fleet is dislodged in the move, the army may not move . . ."; if an army may not move, it may, of course, have no effect on the province to which it would have moved -- if a Fleet is knocked out of a convoy-chain, the convoy never takes place. This makes the first sentence (as we argued in DIPLOMANIA 14/15) superfluous -- and, as the second sentence merely echoes the written rules in the rulebook, it, too is superfluous -- and therefore the entire "Brannan's Rule" is unnecessary, and merely adds confusion in some convoy situations.

41. Since, under rule #19, above, all exchanges of position are illegal, then such sophisticated maneuvers as Convoyed Exchanges (e.g., FRA: A Gas-Bre; A Bre-Gas; F Mid (C) A Bre-Gas), the Coastal Crawl (e.g., FRA: F Spa(NC)-Por; F Por-Spa(SC)), and the Changing of the Guard (e.g., A Gas-Bre; F Bre-Gas), will not be allowed in DIPLOMANIA games.

42. Convoying between contiguous provinces (e.g., A Gas-Bre; F Mid (C) A Gas-Bre) is allowed, although it would serve no purpose without Brannan's Rule.

43. Convoying of support is not allowed.

44. Orders for all elements in a convoy (i.e., Fleets and Army) must state same province of origin and destination for Army being convoyed, or convoy fails.

45. If a required removal order is not submitted, Gamesmaster will remove unit under criteria: furthest from home first, fleet before army, non-supply center before supply center, north before south.

46. Occupation of a supply center is established only when a player has a unit in it at the completion of a FALL season, complete with AUTUMN retreats, if any.

REGULAR POSTAL DIPLOMACY GAMES -- A LISTING

This is a listing of all games which have been included in the Boardman system to date (7 October 1967) (at least, insofar as we know). Information is given only for 7-man Regular Diplomacy games either in progress or completed; cross-reference is made to the Variant number for 5-man, 6-man, and Team games which used to be carried in the Boardman system -- consult the listing of Variant games for information on these games. Team, 5-man, and 6-man games will be excluded completely from future rosters of Regular games. Information given below for Regular games which have been completed included magazine in which played, game-season and -year in which won or drawn, name(s) of person(s) winning or drawing, and country/countries of the winner or persons drawing the game. For games in progress, the name of the magazine and the year in which the battle is currently (according to our latest information) taking place is given. In addition, for both completed games and games in progress the game-designation of the magazine in which the game is taking place is given (if any) in addition to the Boardman-designation. We refer you to BROBDINGNAG #70 (John McCallum, %P&M Section, SES, Ralston, Alberta, Canada; 10/\$1) for a listing of the players and the supply-center count of the games in progress, and we thank BROBDINGNAG for information on the current year for games in magazines which we do not receive.

- 1963A -- (see 1963Ac).
- B -- RURITANIA; won F18, Bruce Pelz, Russia.
- C -- WORLDIP; won F14, Phil Castoria, England.

- 1964A -- GRAUSTARK; won F11, James MacKenzie, Turkey.
- B -- FREDONIA; won F09, John Smythe, Austria-Hungary.
- C -- BROBDINGNAG; won F13, John Boardman, England (who played two positions unknown to the other players and the Gamesmaster).
- D -- TRANTOR (Trantor-I); won F16, John McCallum, Austria-Hungary.

- 1965A -- GRAUSTARK; won F12, Charles Wells, Turkey.
- B -- WILD 'N WOOLY (1965KL); won F14 by Conrad von Metzke, Russia.
- C -- WILD 'N WOOLY (1965KM); 1914.
- D -- WILD 'N WOOLY (1965KX); won F12, Jerry Pournelle, Italy.
- E -- MASSIF (Massif-I); won F11, John Smythe, England.
- F -- GRAUSTARK (formerly in COSTAGUANA); won S14 by Charles Wells, Turkey.
- G -- WILD 'N WOOLY (1965KY); won F10, Derek Nelson, England.
- H -- WILD 'N WOOLY (1965KN); won F11, John Smythe, Italy.
- I -- WILD 'N WOOLY (1965KJ); won S11, John Smythe, Italy.
- Jt - (see 1965Aa).
- K -- WILD 'N WOOLY (1965KQ); 1910.
- L -- GRAUSTARK; drawn F09 by Frank Clark (Germany) and John Koning (Russia).
- M -- ADAG (formerly in COSTAGUANA); 1914.
- Nt - (see 1965Ca).
- O -- (see 1965Dc).
- P -- LONELY MOUNTAIN; 1913.
- Q -- GRAUSTARK; 1918.
- R -- ORTHANC (began in BARAD-DUR) (now part of STAB) (GB-1965-A); 1911.
- S -- BARAD-DUR (GB-1965-B); won F13, Don Miller, Turkey.
- T -- BARAD-DUR (GB-1965-C); drawn F11, Rick Brooks (Russia) and Banks Mebane (Turkey).
- U -- TRANTOR (Trantor-II) (now part of STAB); 1913.
- V -- DIPLOPHOBIA (PAA) (formerly in DIPLOMANIA); 1910.
- W -- ORTHANC (began in BARAD-DUR) (now part of STAB) (GB-1965-D); 1908.

15

1966A -- LONELY MOUNTAIN; 1912.
 B -- GRAUSTARK (formerly in COSTAGUANA) (won F12 by Jerry Pournelle, Turkey).
 C -- WILD 'N WOOLY (1966KL); 1908.
 D -- BARAD-DUR (GB-1966-E); won F07, Alan Huff, England.
 E -- DIPLOPHOBIA (PBA) (formerly in DIPLOMANIA); won W07, Jim Latimer, Russia).
 F -- DIPLOPHOBIA (PCA) (formerly in DIPLOMANIA); 1908.
 G -- (see 1966Ad).
 H -- WILD 'N WOOLY (1966KN); 1906.
 I -- MASSIF (Massif-II) (now part of STAB); 1909.
 J -- (see 1966Cf).
 K -- DIPLOPHOBIA (PEA) (formerly in DIPLOMANIA); 1906.
 L -- BIG BROTHER (#1); 1915.
 M -- ARMAGEDDONIA (Arma-I) (formerly in T.S. and COSTAGUANA); 1910.
 N -- MARSOVIA!; 1906.
 O -- ADAG (formerly in COSTAGUANA and COSTA-II); 1908.
 P -- (a hoax).
 Q -- GRAUSTARK; won W15 by Michael Aita, Russia.
 R -- GRAUSTARK; 1915.
 St -- (see 1966Eh).
 T -- DIPLOPHOBIA (PFC) (formerly in DIPLOMANIA); 1905.
 Ut -- (see 1966Gj).
 V -- (see 1966Hf).
 W -- BOLVERK (R1966B); won F13, Karl Thompson, England.
 X -- MISKATONIC UNIVERSITY (formerly in LUSITANIA); 1903.
 Y -- LONELY MOUNTAIN; 1908.
 Z -- WILD 'N WOOLY (1966KQ); 1905.
 AA - GRAUSTARK; 1912.
 AB - ORTHANC (GB-1966-H) (now part of STAB); 1904.
 AC - ADAG (formerly in COSTAGUANA and COSTA-II); 1906.
 ADt- (see 1966Ua).
 AE - ADAG (formerly in COSTAGUANA); 1906.
 Aft- (see 1966Vu).
 AG - ADAG (formerly in COSTAGUANA and COSTA-II); 1905.
 AH - ADAG (Formerly in COSTAGUANA); 1905.
 AI - ADAG; 1905.
 AJ - WILD 'N WOOLY; cancelled with no moves made.
 AK - BIG BROTHER (#2); 1911.
 AL - ADAG (formerly in COSTA-II); 1907.
 AM - ADAG; 1909.
 AN - (see 1966Wf).
 AO - EREHWON (rE1); 1905.
 AP - (see 1966Xv).
 AQ - BROBDINGNAG; 1909.
 AR - (see 1966Yv).
 AS - DIPLOPHOBIA (PHC); 1905.
 AT - DIPLOPHOBIA (PIC); 1905.
 AU - ADAG; 1906.
 AV - BROBDINGNAG; 1908.
 AW - CORSAIR; ? (inactive??)
 AX - BARAD-DUR (GB-1967-G); 1901.
 AYt- (see 1966AEz).
 AZ - DIPLOPHOBIA (PJC); 1905.
 BA - CORSAIR (RS 66:2); ? (inactive??)
 BB - ADAG; 1905.
 BC - ADAG (formerly in EURALIA); 1903.
 BD - DIPLOPHOBIA (PKC); 1904.
 BE - (see 1966ALv).
 BF - BARAD-DUR (GB-1967-J); 1901.

14

1966BG - ARMAGEDDONIA (Arma-2); 1907.
 Bht- (see 1966AQa).
 BI - EREHWON (rE8); 1904.
 BJ - BIG BROTHER (#3); 1906.
 BK - ARMAGEDDONIA (Arma-5); 1904.
 BL - KALMAR (1966KR); 1903.
 EM - KALMAR (1966KS); 1903.
 BN - KALMAR (1966KT); 1903.
 BO - KALMAR (1966KV); 1903.
 BP - CORSAIR (RS 66:3); ? (inactive??)

1967A -- TRANTOR (Trantor-III) (now part of STAB); 1905.
 B -- DIPLOPHOBIA (PLC); 1903.
 Ct - (see 1967Lh).
 Dt - (see 1967Ha).
 E -- MASSIF (Massif-III) (now part of STAB); 1904.
 F -- GRAUSTARK; 1913.
 G -- (see 1967Iv).
 H -- MISKATONIC UNIVERSITY (1967MC); 1905.
 I -- DIPLOPHOBIA (PNC); 1902.
 J -- CEREBRAL NEBULA (CN-1); 1903.
 K -- (see 1967AEbb).
 L -- (see 1967AFbc).
 M -- (see 1967Fv).
 N -- DIPLOPHOBIA (POC); 1902.
 O -- XENOGOGIC (X-1); 1903.
 P -- XENOGOGIC (X-2); 1903.
 Qt - (see 1967Tas).
 Rt - (see 1967Rar).
 St - (see 1967Sar).
 T -- CEREBRAL NEBULA (CN-2); 1903.
 U -- GRAUSTARK; 1904.
 V -- GRAUSTARK; 1903.
 W -- XENOGOGIC (X-6); 1902.
 Xt - (see 1967Was).
 Y -- XENOGOGIC (X-10); 1901.
 Z -- ADAG; 1902.
 AA - EREHWON (rE15); 1902.
 AB - KALMAR (1967KR); 1901.
 AC - DIPLOPHOBIA (PPC); 1902.
 AD - LONELY MOUNTAIN; 1901.
 AE - INTERNATIONAL ENQUIRER; 1901.
 AF - BIG BROTHER (#4); 1903.
 AG - CEREBRAL NEBULA (CN-3); 1902.
 AH - EREHWON (rE21); 1901.
 AI - (Not assigned).
 AJ - JUTLAND JOLLIES (#1).
 AK - BIG BROTHER (#5); 1901.
 AL - DIPLOPHOBIA (PQC); 1902.
 AM - XENOGOGIC (X-11); 1901.
 AN - BARAD-DUR (GB-1967-K); 1901.
 AO - ADAG (E-1); 1901.
 AP - DIPLOPHOBIA (PRC); 1901.
 AQ - DIPLOPHOBIA (PSC); 1901.
 AR -
 AS -
 AT -
 AU -

TABLE OF CONTENTS

In Brief (editor's notes)	page 1
The Courier (letter) (Richard Bryant)	page 2
"Hide the Diplomacy Board -- The Campbells Are Coming" (John Boardman)	pages 3,4
Who's Who in 1914	page 4
"Alliance-Breaking, Double-Crossing, and the Balance-of-Power Principle"	(Gene Prosnitz)
Marshall Chess Club Diplomacy Tournament Results .. (Tom Griffin)(?) ..	page 8
Tolkien Division (announcement)	page 8
"THE DIRT DIGGER"	(Harry Manogg)
A Couple of Corrections to DIPLOMANIA 16/17	page 10
DIPLOMANIA "House-Rules"	pages 11-16
Regular Postal Diplomacy Games -- A Listing	pages 17-19
Table of Contents	page 20
More In Brief (editor's notes)	page 20
Colophon	page 20

More In Brief --

All news of new Regular games, changes to Regular game rosters, and the like, should be sent to Charles Wells, 3678 Lindholm Rd., Cleveland, Ohio, 44120, who now is assigning Boardman numbers and keeping track of the progress of Regular games. Information on all variants should be sent to Don Miller, who is assigning variant numbers and keeping track of the progress of variant games.

The revised House-Rules published in this issue are effective October 20. Extra copies of the House-Rules are available at 5¢ per set.

A look at the listing of Regular games in this issue reveals the fact that of the 22 Regular 7-man games completed to date (20 resulting in a win, 2 in a draw), ENGLAND has won 6, TURKEY has won 5 and been involved in one draw, RUSSIA has won 4 and been involved in 2 draws, ITALY has won 3, AUSTRIA-HUNGARY has won 2, and neither GERMANY nor FRANCE has won (although GERMANY has been involved in one draw). The average length of a completed game has been 12 years (where did they get that "9 years"?). Shortest game was 7 years (1966D and E); longest was 18 (1963B).

Gamesmen note that RULESHEET PORTFOLIO #1 is out (35¢) and that THE GAMESMAN #4 (35¢; 4/\$1) will be out by the time you receive this issue of DIPLOMANIA.

STRATEGY & TACTICS #8 is devoted largely to Diplomacy (Chris Wagner, % Strategy and Tactics, Box 11-187, Loudonville, N.Y., 12211; 60¢, 1 year/\$5; recommended).

New Games -- Last call for MIDDLE-EARTH II in FANTASIA; replacement players urgently needed for ANARCHY III (17-player, each with 2 widely-separated supply centers) for first move; one more player needed for 2nd game of HYPERSPACE II (Buddy Tretick, GGM); one more team needed for SIMULATION DIPLOMACY (5 men each team); game PTC (Regular Diplomacy Game #13) now open in DIPLOPHOBIA. INSURRECTION and HYPERECONOMIC DIPLOMACY coming. Fast, two-weeks-between-moves carbon-copy games now open (see House-Rule #6). Also coming, KRIEGSPIEL DIPLOMACY.

DIPLOMANIA is published monthly, and is 10 issues for \$1.50; single issues are 20¢ each, and double-issues 35¢ each. Back-issues are still available. Address code: S, Sample; T, Trade; W, Subscriber; X, last issue, unless . . .

Don Miller

DIPLOMANIA
% D. Miller
12315 Judson Rd.
Wheaton, Md., 20906

TO: Charles Wells (T)
3678 Lindholm Road
Cleveland, Ohio, 44120

Return Requested
Printed Matter Only --
Third-Class Mail

