



DIPLOMANIA #22 JANUARY 69

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(Front cover is by a cousin of Dann McConnell's; we'll try to find out his name for you by next issue. Note that page 4 is unnumbered.)

In Brief --

This issue will be a bit later than planned. This is the last page being typed, and it is now Friday, Jan. 24. We were promised delivery of our mimeo paper today -- but it failed to arrive. It won't come now until Monday, if then -- which means the mag. can't be mailed out before Tuesday, at the earliest. (Sigh!)

Cover art is urgently needed for future issues of both DIPLOMANIA and THE GAMESMAN. Art is preferred in black ink on white paper, suitable for photo-offset reproduction (100% copy-size). However, art will be accepted on Gestetner (or Rex Rotary) 9-hole, legal-length stencils. Please do not send art on any other type of stencil; the cover this ish was sent on 4-hole stencil; we managed to make the required nine holes to use it on our mimeo, but it was too narrow, and the registration was too high. Most of you will find excess ink streaked down one or both sides of the cover. Also, if sending cover art on stencil, please fold on or below line 65; the stencil for this issue's cover was folded too high -- hence the crooked line across the bottom of the stencil. Include magazine title, but not date or issue number.

We will also accept interior art, but on stencil only (9-hole, legal-length, Gestetner), one drawing to a page, preferably no larger than 1/2-page.

A bit of biographical data concerning Fred Davis, Jr., the author of this issue's lead article: Fred is 39, a member of Mensa, and works for the Social Security Administration. He's only been involved in Diplomacy for about three months, but has been interested in various war games ever since high school.

DIPLOMANIA #23 should follow fairly closely behind #22 (would you believe less than a month?), now that we have a bit more time for magazine-publishing. We have a box full of material for future DIPLOMANIAS (but don't let that stop you from sending more; we particularly need articles, cover art, and letters -- particularly letters-of-comment, and controversial letters which breed more letters, etc.; with a more regular and more frequent schedule, our lettercol should, with your help, be able to return to good health), and are very anxious to get a lot of it into print. On tap for #23 are: A second "Pot Luck Diplomacy" article by Jared Johnson; a revised listing of Regular Diplomacy games; some Middle-Earth material; statistical data and some critiques of some of the DIPLOMANIA-family Regular games and Variants finished so far; maybe some more material by Fred Davis (Fred?); perhaps the return of old TTT and his travels back in 1900; and lots of other odds and ends. The same type of material (plus a few surprises) is also on tap for #24 and future issues.

Erroneously omitted from the Von Metzke listing on page 21:

DIES IRAE -- games 1968BW (#1), 1968CE (#2); s/\$1/yr to IFW members, \$2/yr to others; *; g/? (IFW members only); R; none on hand. The "legalist" magazine of the International Federation of Wargaming's Diplomacy Division. Ditto.

DIPLOMANIA is a Diplomacy Genzine, and is a publication of the N3F Games Bureau Diplomacy Division; Editor & Publisher, Don Miller. This is issue #22, dated January, 1969. Schedule: Irregular. Deadline for material for #23, February 15; for #24, April 1. A couple complete sets & scattered back-issues available from editor. Subs, 3/\$1, 40¢ ea. Address code: C, Contributor (1 issue on sub); S, Sample; T, Trade; W, Subscriber (# indicates last ish on sub); X, last issue, unless.... --DLM

CHANGING THE DIPLOMACY MAP -- A FEW SUGGESTIONS
by Fred C. Davis, Jr.

((The following suggestions were culled from several letters received from Mr. Davis. We hope we have located them all, and that the presentation will be acceptable to the author. This article is particularly timely, in view of the recent announcement by Games Research, Inc. (thru BROBDINGNAG) that they were considering revision of the Diplomacy rules. A map, on which the suggested changes appear, will be found on the next page.))

I have only recently become a devotee of Diplomacy. Being both somewhat of an expert on geography and one of those nuts who likes to tinker with games to establish some house-rule "improvements", I was immediately struck by some of the ludicrous geographical situations on the official Diplomacy board. The internal provincial boundaries are things of horror to a purist, and this thing about "North Coast" and "South Coast" in "Spain" and "St. Petersburg" causes an awful lot of trouble. (Bulgaria is so small it doesn't matter.) Also, the first two things I noticed about the board are the way Russia, which occupies almost half of the land playing-area, consists of only seven provinces, and the other 48-odd provinces occupy the other half of the land area; and that Sicily, which is an integral part of Italy, plays no part in the game.

I recognize intellectually that the author's original idea was to keep each Combatant Power restricted to six internal provinces, to keep them equal in strength; and that the more provinces which exist, the more difficult it is to destroy an enemy army, since there are more places left to which said army can retreat. Considering the length of the game, I presume that he selected six provinces as the optimum number consistent with a compromise between reality and speeding up the game.

Anyway, I have come up with some ideas for improving the Diplomacy map. ((He also included a map variant of his own based on the map of North America, which we will omit from this article, as inappropriate to the subject of map improvement, but will run as a separate article in the next issue of DIPLOMANIA, Mr. Davis willing.))

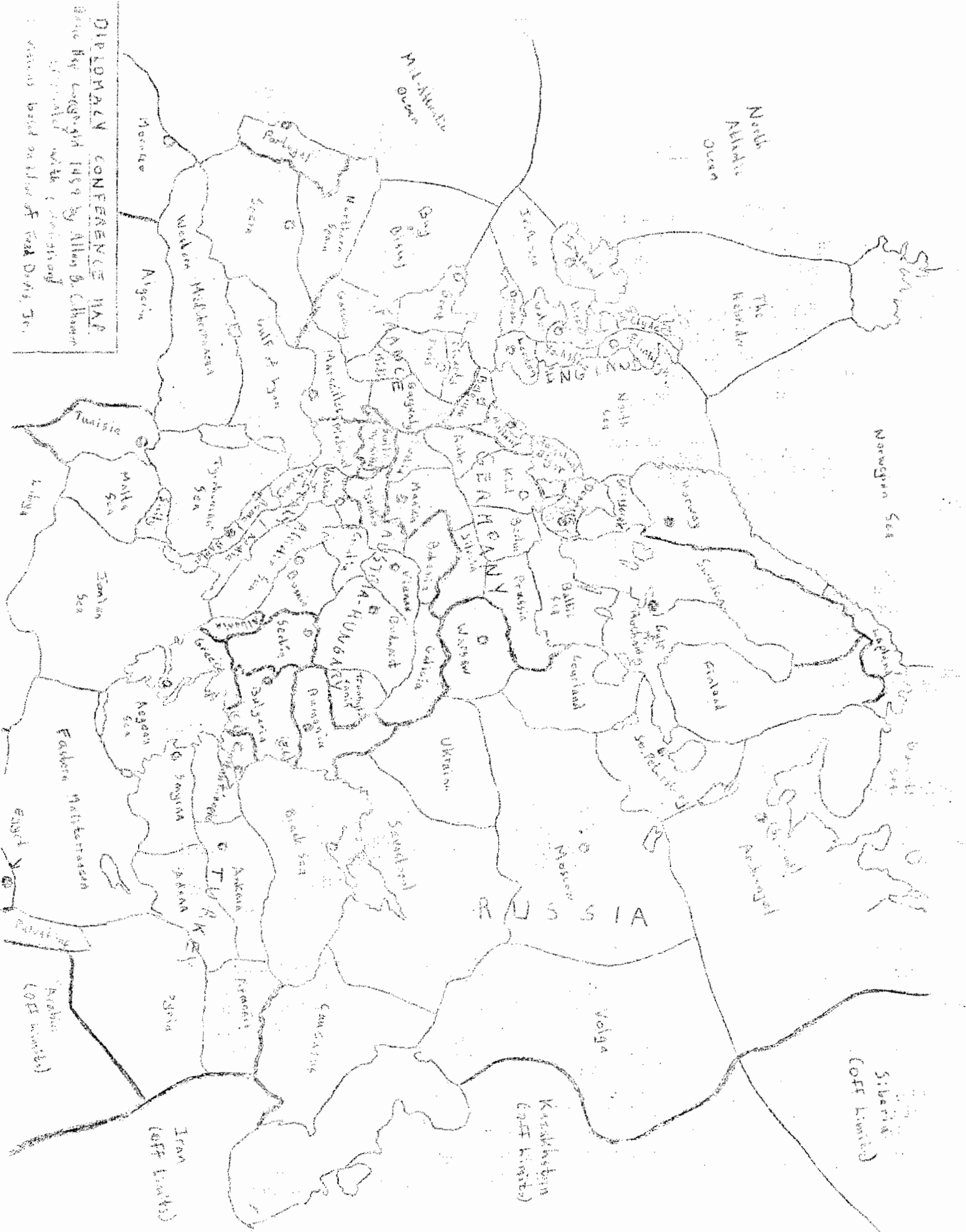
I. Map Changes Not Affecting Play of Game.

Beginning with the standard Diplomacy board, there are first of all five corrections which could be made which would not have any effect on the present game, but which would improve the map. These are:

1. Draw a heavy Imperial boundary line through the Ural Mts. and swinging west to the Caspian Sea, marking the eastern boundary of Russia. This would end the ludicrous situation of the provinces of Moscow and St. Petersburg extending eastward to infinity. The two new areas created, which I have named "Siberia" and "Kazakhstan", can be marked "Off limits", to indicate that a retreat to these areas is the equivalent of "Off the Board". Russia looks far better from an aesthetic viewpoint with this eastern boundary delineated.

2. Complete the boundaries for the province of "Armenia". The 1959 Calhaver maps indicate that "Armenia" extends all the way to the Caspian Sea, but the 1961 Games Research Board map correctly shows an Imperial boundary between Armenia and an unidentified area which, of course, is Iran (or Persia, if you prefer 1900 nomenclature). This is a discrepancy which could cause difficulty in the event of fighting between Turkey and Russia. On my board, I have extended the Armenia-Iran boundary down between the "P" and the "L" in "Diplomacy", and then have extended the Armenia-Syria boundary eastward to meet this line. I have entered the word "Iran" in the unnamed space, and used the same term, "Off Limits", as I used for Siberia and Kazakhstan, to indicate a retreat to here was "Off the Board". (If the author intended this space to be playable, so that Turkey could put a 2-on-1 against Russia, please correct me, but I have assumed from the fact that the space was unnamed that it was not intended to be part of the game.)

DIPLOMACY CONFERENCE MAP
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3. Correct the error in the boundary of "The Ruhr" to show the northern boundary going north-by-northwest to the bulge of Holland, instead of virtually straight west beyond the mid-point. As drawn on the board, all the northern portion of the Ruhr north of the Ruhr River itself has been amputated from the province. This will have no effect on the game, but corrects the worst geographical error.

4. The province "Clyde" on the official board doesn't even include the River Clyde. The southern boundary of this province should be lowered to just above the letter "L" in "Liverpool", and extending west to end in the sea just below the peninsula, which should be part of Clyde. I'd also like to suggest changing the name of the province to "Highlands".

5. The name of the province shown on the map as "Tunis" should be corrected to "Tunisia". "Tunis" is the name of the chief city, but since this is an independent province in Diplomacy, it should be given the name of the country, even though it is a Supply Center.

((Although he didn't mention it above, we note that Mr. Davis also changed the name of "Livonia" to "Courland". ##### We would also like to suggest here the changing of the boundary between Picardy and Belgium. As drawn on the Diplomacy map, Belgium takes in Calais and Boulogne. We feel that the southern boundary of Belgium should be redrawn so that it meets the coast north of the line currently dividing the English Chammel from the North Sea. The English Channel/North Sea line could then be relocated a bit so it meets the mainland coast about 1/8 of an inch from the Belgium/Holland border. ##### In addition, we suggest that the name of the province "Ukraina" be changed to "Ukraine". And, although it is a very minor change, we suggest the Russo-Finnish border be moved slightly eastward near St. Petersburg so it includes the westernmost part of Lake Ladoga (the large lake just north of the supply center.))

II. Diplomacy Map Changes Which Would Affect the Game.

In this section, I'm showing my ideas for adding one province to each of five Great Powers, two new provinces for Turkey, and three new provinces for Russia, and certain other improvements in the map. I decided that it would not be proper to increase the number of provinces in Russia and Italy, unless each of the other combatants also had an increase, in order to keep their strengths equal. I also found a need for three additional bodies of water on the map.

1. Russia. (Add three provinces. This results in Russia consisting of 10 provinces and having four units and supply centers, instead of the present seven provinces and four supply centers. In the present game, all the Combatant Powers but Russia and Turkey have twice as many provinces as supply centers. In my revision, all were to have one more than twice as many provinces as they have supply centers, but, because of the solution at which I finally arrived to solve the two-coast problem for Russia, I had to settle for two more than twice as many provinces as supply centers for Russia. I feel this is not too many -- but even if none of the other changes I am suggesting were made, I would still be in favor of Russia having eight provinces (and Turkey six), so as to have twice as many provinces as supply centers, like the other Great Powers.)

a. Divide "Moscow" in half, with eastern 2/5 to be called **the province of "Volga"**.

b. Divide "Sevastopol", with eastern 2/5 to be called "Caucasus". (See map.) If only an 8th province were to be added, this is the one I would add, as "Caucasus" provides someplace for an Army in either Moscow or Sevastopol to retreat to. It is ridiculous to consider a country as large as Russia to be wiped out if Moscow falls, when a country like Italy is divided into postage-stamp provinces. "Caucasus" also eliminates the absurdity of "Sevastopol" being simultaneously attacked from points as far apart as Rumania and Armenia.

c. Divide "St. Petersburg", with eastern 3/5 to be called "Archangel" (see map) ((Draw a line from the Russo-Finish border just north of the "g" in "St. Petersburg" to the large lake just east of "St. Petersburg", and downward from the lake to the Moscow/St. Petersburg border just north of the large lake in "Moscow" province due north of the word "Moscow". Everything to the north and east of this line now becomes the province of "Archangel".)) Russia would start at present with a Fleet in St. Petersburg, but would have the option of building future fleets in "Archangel" after the first turn instead of in St. Petersburg, for launching into the Barents Sea. (Note that armies may never be built in Archangel.)

2. Germany. Add province "Swabia" in S.W. corner. This area also includes the famous Alsace-Lorraine and the almost impenetrable Black Forest.

3. Austria-Hungary.

a. Add province "Transylvania" between Budapest, Galacia, and Rumania. Anyone for werewolves?

b. Split the province of "Trieste" into two provinces, to be called "Croatia" and "Bosnia", with the A-H Fleet/supply center being moved south from Trieste to "Bosnia". This should keep the Italian and A-H units from crashing into one another on the first move. This can follow standard boundaries. ((But calling the southern half "Bosnia", and maintaining a supply center there, would not follow the pattern of naming provinces in Combatant Powers which contain supply centers after cities rather than giving them actual province names. Perhaps it would be better to call "Bosnia" something like "Ragusa" or "Spalato", preferably the former. Or, if we don't care whether it is named after a city on the sea coast, but merely want to name it after a large or famous city therein, how about "Sarajevo"?) ((We should note here that, with "Trieste" split, Austria-Hungary will have eight provinces, or two more than twice as many provinces as supply centers. This suggestion was one of the ones which appeared in a letter following receipt of the original proposals, and we failed to notice it when we typed the portion at the beginning of section II. We apologize for this, and hope it didn't confuse the reader too much.))

4. Italy. As mentioned earlier in this article, "Sicily" now comes into its own as a separate province. Since there is now a new way to invade Italy, a la 1943, I have added a new body of water, called the "Malta Sea", cut out of the western reaches of the Ionian Sea, and running south to the coast of Libya, in order to provide for additional naval operations. ##### Note that armies can move from Sicily to Naples and vice-versa without the need for a convoy. The Straits of Messina are only two miles wide, and a lot of Axis troops got across without naval assistance in 1943. Some of them even swam across.

5. France. Add a new province, carved out of Burgundy, in the center of the country. According to the geography book, this ought to be called "Lyonais". However, this could cause confusion with the "Gulf of Lyon". I would therefore offer a second choice of "Midi" for nomenclature, this being the French word for "middle". ((But this could then cause confusion with "Mid-Atlantic Ocean". How about "Auvergne", as the Auvergne Mtns. pass through this area?))

6. England. Add province "Devonshire" (abbr. "Devon!") in S.W. England, carved out of the vastly overexpanded "Wales" shown on the map. (Being part Welsh myself, I should feel elated at how "our" Empire has expanded to gobble up half of England.)

7. Turkey. This nation, of course, is the most peculiar one on the board, consisting of only five provinces instead of six, and two of these being cut off with no definite eastern or southern boundaries. Syria appears to serve no purpose except to provide a place for retreating to. I presume that Syria ends at the edge of the map. However, Turkey doesn't really need more provinces, since all the Balkan "goodies"

are so close that Bulgaria and Greece get swiftly gobbled up. Anyway, just to keep things in line, I've added a sixth province, called "Adana", carved out of eastern Smyrna. This makes it slightly more difficult for a Russian attack via the back door or a naval landing to wipe out Turkey with one blow. ((Mr. Davis also suggests adding a seventh province, Palestine, in the section below entitled "Southern Mediterranean Coastline".))

((Hmmm. While we're on the subject of Turkey, perhaps we should add another suggestion concerning "Map Changes Not Affecting Play of Game". Why is "Ankara" called "Ankara"? There was no city by that name during the First World War (we believe it was named that when it was adopted by Turkey as its capital city, in 1923 -- but we're not positive of this). Before its name was changed to "Ankara", it was known as "Angora". If it must be named for an inland city, we suggest the name "Angora". However, why not name it for a coastal city? If this is done, "Sinope" would be most appropriate. We would suggest all supply centers in which fleets are initially raised be named for coastal rather than inland cities.))

8. Spain. End the coastal dilemma by dividing this area into "Spain" (the supply center) and "Northern Spain" (the old "North Coast -- not a supply center). Spain in 1900 was also somewhat more important than places like Serbia and Bulgaria, and probably ought to have consisted of two provinces anyway, from the beginning. ((But we are dealing with 1914, not 1900 -- not that it makes any difference as far as your arguments concerning the division of Spain are concerned. Still, having all neutrals single provinces with country names was rather nice (except that Spain never acted like a single province). Wouldn't it be just as well, in splitting Spain, to name the two halves "Northern Spain" and "Southern Spain"? This would be less confusing than having two parts of a country called "Spain" in its entirety, with one of the provinces of that country also called "Spain".))

9. Norway. I've carved the province "Lapland" out of northern Norway, the area north of Bodo (just south of Narvik). ((The Norway/Lapland boundary being just about 2/3 up the country, in case you don't know where Bodo or Narvik are.)) This is to prevent the silly situation of a unit landing in southern Norway being able to attack the St. Petersburg ((with revisions, now Archangel)) area on the next move, or vice-versa. ((Again, why not call the two halves "Northern Norway" and "Southern Norway", to avoid the confusion of a province name and a country name being the same. Or, perhaps we could name the southern portion which, after all, does contain a supply center, "Christiana", as "Oslo" was then called -- and, if we did this, the southern portion of Spain could be called "Madrid". But we still prefer "N" and "S" to actually assigning the provinces separate names.))

10. Ireland. "Ireland" has been added as a playable area, and is also made a Supply Center. In order to provide more naval maneuvering room around Ireland, a new body of water called "The Hebrides" has been added, so that three seas will touch Ireland. "The Hebrides" is mainly carved out of the North Atlantic Ocean between Ireland and Iceland, but also includes the triangular area bounded by the Faeroes, the Shetlands, and the northern tip of Scotland, which is currently part of the Norwegian Sea. The western boundary of "The Hebrides" leaves Ireland at the cape called Erris Head and runs almost due north.

11. Southern Mediterranean Coastline. It is geographically ridiculous to have all of "North Africa" as a single area, especially when real political boundaries did exist. I've divided North Africa into "Morocco", having both an Atlantic and a Mediterranean coastline, and "Algeria". "Morocco" also serves the useful function of being a place for a fleet from the Mid-Atlantic to move to if the Western Mediterranean is occupied. I had originally thought of adding a body of water called "Gulf of Cadiz" near the Straits of Gibraltar, but decided that "Morocco" would serve the same purpose. ((On his map he appears to have included a supply center in Morocco, so we're including it on the map we have drawn. Fred, did you intend to show a supply center in Morocco?))

Also, "Libya", "Egypt", and "Palestine" have been added to complete the entire Mediterranean coastline. "Egypt" is a supply center. "Palestine" is part of the Turkish Empire, but is not a supply center. "Libya" is independent, and is not a supply center. ((And he has drawn in "Arabia" east of Palestine and south-east of Syria, marked "Off Limits", to complete the southern portion of the map.))

12. Bodies of Water. I've already mentioned the "Malta Sea" between the Tyrrhenian and the Ionian. (The game board map is wrong, anyway, in showing the Ionian Sea as extending beyond the southeast tip of Sicily. Properly speaking, the south coast of Sicily borders on the central portion of the Mediterranean Sea.) And I've also mentioned "The Hebrides", carved out of the eastern part of the North Atlantic Ocean south of Ireland. ##### The other new body of water is the "Bay of Biscay", extending from Northern Spain to Brest, and as far west as the mid-point of the Irish Sea. If we're going to be exact about including items like Helgoland Bight and the Skagerrak, we must be realistic and include this very important area. This also serves a secondary purpose in allowing an additional maneuvering area besides the Mid-Atlantic Ocean.

((This concludes the portions of Mr. Davis' article concerning suggested map changes. Before commenting, we might pass on a couple more suggested changes we have heard made concerning the map. One is to add a province carved out of the southern part of the Mid-Atlantic Ocean, with the dividing line running from the S.W. tip of Portugal due west to the edge of the map; this new sea-province would be called "South Atlantic Ocean". And perhaps "Iceland" should be printed in that large blob of land up there, together with "Off Limits" (but why make it off limits, anyway?). And why not name "Crete", "Cyprus", "Sardinia", and "Corsica" while we're about it, and use them in the war too? And, since we're not too happy about large unnamed areas sitting around, why not name the "Caspian Sea" and mark it "Off Limits", too?

Now, concerning your suggestions, Fred: You might be able to get the changes not affecting play, suggested in Part I, adopted. Certainly these are relatively minor, and no one should object to them. But the ones you suggest in Part II, if adopted in toto, would make a completely new game out of the current game. In fact, we question whether adding all the provinces you suggest would not throw the balance between pieces and provinces so much out of whack that you would also have to have additional units on the board to make the game playable? (We should intersperse here that Fred is designing a Variant to be played on his revised board, "allowing each Great Power to start the game with 4 units and Russia with 5 (Archangel, of course, being the 5th Russ. supply center), ...". We'd be most happy to have the rules to your new Variant when they are completed, Fred.)

It is our opinion that it is highly unlikely that the Diplomacy world would accept any of the Part II changes suggested by Fred. And we would caution against making changes on the board which would affect play of the game, without a very thorough test of the change beforehand. We have heard many persons remark, after playing on many of the Variant boards now in existence, that the more Variant boards they play on, the more they admire Calhmer for the excellent job he did in designing the board now in use. This doesn't mean the current board can not or should not be improved. It just means that any changes, beyond the minor ones suggested in Part I, would have to be proven preferable to the map as now drawn before the Diplomacy world would even consider their adoption. We believe that the manufacturers, and most of the players and Gamesmasters, would say that they feel playability is more important than historical accuracy (and geographical accuracy). And the changes would have to be tested one-by-one, and also in every possible combination, before they would be accepted. This would take a long, long time. Your changes will probably become part of many Variant maps, singly and in combination. Indeed, our nine-man map, and the map for our Hypereconomic Diplomacy, incorporate many of the changes you propose above already. But don't let our pessimism discourage you -- before improvements can be made, someone has to think of -- and suggest them. It may be that some of your suggestions will be adopted in the near future -- and the map may eventually look exactly like the one you propose. Only time will tell....))

UNETHICAL PRACTICES IN DIPLOMACY

by Jared Johnson

In this article I would like to discuss a number of things which seem not to have been given much attention to date. They apply mainly to in-person games, but some could also apply to PBM games.

I would like to talk about what some people might call "unethical practices" in Diplomacy. These practices may be termed legal according to a strict interpretation of the rules, and yet their use I have often found to greatly annoy a number of players including myself. There are a number of things a player may do during a Diplomacy game, among which are the following:

(1) Let another player watch him write his orders or see the finished orders before everyone's orders are exposed, so as to make sure he is conforming with the terms of an alliance or bargain.

(2) A player may drop out of the game from boredom (since he is losing) when he doesn't really have to leave. His sudden departure from the game can often spell doom for certain players and victory for the one player in the best position to gobble up a lot of supply centers without opposition.

(3) Or, instead of completely dropping out of the game and letting his pieces stand, a player may decide to turn control of all his pieces over to another player. He merely lets that player write out the orders for his pieces, while he goes off and does something else (plays another game, watches television, etc.). This is tantamount to the player staying in the game and simply writing down for orders whatever the person he wants to help tells him to, but in this case the player is saved the bother of sticking around.

Regarding the first point, there is nothing in the rules forbidding a player from letting another player watch him write his orders. "Each player writes his 'orders' on a slip of paper, usually keeping them secret, and these orders to the armies and fleets are all exposed at once." (Underlining mine.) However, I think this is a dangerous precedent to set in a game of Diplomacy. If it develops to the point where a person always expects to see you write out the orders you say you are going to write out, the essence of the game could be destroyed. In this case, if a person refused to let an ally see his orders before they are exposed, it would be an outright admission of an upcoming double-cross. This almost got started in the local group with which I play. But, I made it clear that I would never let anyone see my orders ahead of time under any conditions, ally or not, because of the "principle of the matter". I felt it would benefit me personally in all future games to set an example and not set such a dangerous precedent. I am quite confident of my ability to deceive other players, and playing a game where a player always lets his ally see his orders and where refusal to do so would be admission of a double-cross, would ruin everything.

However, there is more to it. Suppose this does become a widespread practice among a local group of Diplomacy players. I could foresee all sorts of underhanded tactics. Player X writes out a "bad order", i.e., a badly-written order. He shows it to his ally (whom he is ready to double-cross), who nods his head, since he knows what the move is supposed to be, and doesn't pay any attention to the ambiguous way in which it is written. When time comes to expose orders, Player X looks at his orders, gives out with a fake moan, and says: "Oh, dear. It seems I have written an ambiguous order. Certainly it is not perfectly clear what this order means, therefore it is invalid." He turns to his opponent smiling: "So much for your support, your attacks fail, and now you've had it!"

Or, all orders are written out clearly and shown to his ally, who nods his head and reveals his own orders. Then it comes time for all players to reveal their orders. Player X quickly whips out another set of orders on a sheet of paper which he has prepared secretly ahead of time. He grins fiendishly as he crumples up the paper he had shown to his ex-ally.

Also, the rules forbid any diplomacy immediately preceding retreats. But suppose you just expose your retreat orders as you write them to avoid the possibility of a conflict, and the loss of a unit by two countries?

Regarding the second point, the rules state: "If a player leaves during the game, it is assumed that civil government in his country has collapsed. His units stand in position and defend themselves, but do not support each other. If they have to retreat, they are routed and removed from the board. . . ." But what if a player is not forced to leave the game. So much for the rules to cover this situation. It has been known for a person to withdraw from the game, leave his units standing, and designate mutual support between pieces in specific situations to continue as long as the units remain on the board in the same positions. Also, his pieces are retreated, rather than immediately removed from the board.

However, some players do not even do this. Instead, they (3) turn full control of their units over to another player; i.e., a player designates someone who will be allowed to write out the orders for his pieces. Is this really legal? The same thing could be accomplished if the withdrawing player actually stayed at the table and wrote down whatever his "ally" told him to, but now he is free to leave. Somehow, I find it hard to harbor any ill feelings when a player does this in certain situations (like when he turns control of his pieces over to me...other situations, also).

When a player sees he is lost, he must look to the future, and it may be advantageous to wreck as much havoc upon the person primarily responsible for his downfall as is possible, as a lesson to be remembered in the next game. I see nothing wrong with using all legal means to bring about the defeat of a certain player in the game, including giving another player your all-out support.

I would much rather see a player do this than to try to prolong his existence in the game when the situation is hopeless (I know a few people who do this -- they are dangerous and untrustworthy allies). When I ally with someone and subsequently find myself in an untenable situation, I am usually ready to offer full support to my ally with my remaining units. Not so with this other type of player -- the only thing that interests him is keeping a piece or two on the board, and he will switch alliances as many times as necessary to accomplish this end.

A few other points, now that I am off on this tangent: I can never really hold it against an "ally" if he turns against me when I am in no position to retaliate. This I should expect him to do, and I do not become too angry or go all-out against him in the next game, etc. What does burn me, however, is the player who double-crosses me when it is obvious that I am still able to defend myself and when it is obvious that the ensuing conflict (as I attempt to recover lost territory) will surely bring about the downfall of both countries. This person I will pay back. An example of this occurred in a recent game with myself as Italy and a short-term ally (as it turned out) as France. France was doing fine in Germany, and had no problems with England who was fighting Russia. If anything she should have invaded England. But no, France turned against Italy, while it was still "easy", although costly, for me to defend myself. At the time I was fighting what turned out to be a losing war in Austria (Austria was dead too, and Turkey and Russia were cleaning up), but I was able to hold France off in a bottleneck with two fleets for some three years. As was inevitable, this capricious campaign resulted in utter defeat for both of us.

It is often the stupid players that I worry about the most. Many times the fool can be far more dangerous than the rational player. The rational player's moves I can try to anticipate and understand, but not those of the fool, because the fool's motives are often contrary to the very object of the game. He may figure from the beginning that he cannot win, so he decides he will just try to stay in the game as long as possible. Or, the player may be so thick that he fails to see that an attack against a certain country will almost inevitably result in defeat not only for that country, but for himself as well.

Knowing how to handle such players is important, because most in-person games have them. When you are looking for a six-or-seven-man game of Diplomacy, you are usually able to find three or four very competent players. Then if you are desperate, you may have to settle for a younger brother and a fool or two to fill up the table. This I have found to be quite often the case. On the board itself, the competent players are the ones I fear tactically, but off the board, it is the fools and the younger brothers, etc., whom I worry about diplomatically, especially when they are unable to recognize a situation that is to two players' advantages or that will inevitably lead to both players' downfall.

Good players cause me to lose; but only stupid players make me angry. I rarely get mad at a good player. When I am double-crossed and outwitted by another competent player, I am somewhat peeved, probably dismayed at the appearance of my crumbling position on the board, and if anything mad at myself for not outguessing my opponent. But, it is stupidity that makes me angry, particularly when a player makes a move that hurts me, and does not help himself either.

Of course, there is another practical motive for siding with a particular player, even if he was the one primarily responsible for your destruction. When one finds oneself losing the game from the very beginning, one begins to feel a bit restless, and starts glancing at one's watch to see if there will be time enough for another game. Then one looks around to see whom one can help to end the game the quickest.

SURVEY

To conclude this article, I am going to take a survey. (Yes, another survey! But after the last Diplomacy survey I took, I won't expect much. Hopefully I will get a few replies, especially from the editors of other Diplomacy 'zines and outstanding players.) I want to take an opinion survey to see what Diplomacy players think about some of the things I've mentioned in this article -- that is, whether these things are "ethical" or "unethical".

For each of the following situations, practices, or whatever you want to call them, please answer four questions:

1. Do you consider this ethical or unethical?
2. Would you resort to this?
3. Would you mind if another player did this?
4. Do you think this should be made illegal?

For the last three questions, a yes or no answer will suffice. For the first question, just answer "ethical" or "unethical". You need not answer the last two questions. They are thrown in just for fun.

Situations:

1. A player agrees to let his ally see his orders before they are exposed to all players, to make sure he is not being double-crossed.

2. A player is bored with the game because he is losing. He decides to let all his units stand, and goes to watch TV. (This action pretty well decides the game in favor of one player.) How would you feel if you lost because a player did this? If you won as a result?

3. A player decides to turn control of all his pieces over to another player. (Suppose player is underdog? Suppose player is already winning?)

4. A player decides to divide up control of his pieces as evenly as possible among the remaining players. (In this situation, as above, another player (or players) simply writes orders for the piece(s) of the "withdrawing" player. It is not meant that the pieces of the withdrawing player are removed from the board and replaced with the colored pieces of the player the "withdrawing" player designates.)

5. Player uses as threats things entirely unrelated to the actual play of the game. For instance:

- (a) "If you don't support me, you can walk home."
- (b) "If you attack me, I'm not going to pay back the \$5 I owe you."

(c) "If you start an alliance against me, I'm going to punch you in the nose!!" Player carries through with threats.

6. Player announces that his younger brother (age 12) whom he has just taught to play, is joining the game.

7. Player attempts to peek at other players' orders.

8. Player (who is losing) decides to do all he can to end the game as quick as possible, so another game can be started. This usually entails giving full support to the player who is already furthest ahead.

9. Player distributes pens filled with disappearing ink, for the purpose of writing out orders.

10. Host has parts of the house bugged so that he can listen in on secret conversations in the corners.

Please send your survey opinions to Jared Johnson, 1458 Rochelle Dr., Chamblee, Georgia, 30005, within one month after you receive this issue -- preferably, as soon as possible. The results will appear in the next issue of DIPLOMANIA.

Any other comments on this subject will be greatly appreciated. Also, I welcome Mr. Don Miller's comments on this article.

How about someone writing an article on unethical practices in Postal Diplomacy games?

((Yes, how about someone writing an article on unethical practices in Postal Diplomacy?

Anyone sending extensive comments on this article to Jared is urged to send a carbon copy to DIPLOMANIA for possible publication in a future issue. Also, any letters on the subject would be welcome -- we are anxious to get our dormant letter-column, THE COURIER, started again.

We will not respond directly to Jared's article in this issue of DIPLOMANIA; rather, we'll send our comments/votes to him for compilation along with the rest of the votes. However, we may have something to say about the results of the survey when they are published in DIPLOMANIA.

Suffice it for now to say that we feel that a fourth "unethical" practice might be added to the three Jared lists (and you can probably think of still more -- so think of them, and communicate your thoughts to us for publication, so others may share them) -- i.e., the player who commits "suicide" (a) when he is tired of a game and wishes to get out without the stigma of just dropping out, and (b) to pay-back an attacker. We are personally most upset by (a), although we can sympathize with (b), as a threat of (b) might be the only way to keep an ally "honest". So, we'll add a couple more questions to Jared's list of situations:

11. Player who commits suicide by getting himself knocked out of the game as fast as possible, because:

- a. He is tired of the game and wants out (or is losing, and wants to end it all).
- b. He is paying back an ally who double-crossed him.

12. Player who uses threats concerning other games when conducting diplomacy for the game at hand.

13. Player who flits from secret discussion to secret discussion, butting in, eavesdropping, or otherwise making it impossible to conduct secret diplomacy (generally, he made a prior alliance with one of the parties in the attempted secret discussion, and is just making sure no one else has a chance to talk to his "ally" in secret and change his mind). We met a character like that at BAYCON.... (Shudder!)

We could go on. But, before we close out this page, we would like to remark that most, if not all, of the rating systems for Postal Diplomacy reward the player who survives, even with only one unit -- particularly if he is around when the game is completed. So -- are the rating systems wrong in encouraging this type of thing? Or is Jared wrong in his dislike of the player bent on survival, with no hope of winning?))

VARIANT POSTAL DIPLOMACY GAMES -- A LISTING

This is a listing of all games which have been included in the Variant Numbering System to date (23 Jan 69). Information given for games which have been completed includes 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, only the name of the magazine is given.

In the numbering system, there are three parts to a game-designation:

- 1. The year in which the game began (or, in some cases, in which the game was picked up by the numbering system; in a few cases, this will be before the play actually started).
- 2. A capital letter (or letters) (i.e., a sequence indicator), used to identify the approximate sequence in which the games began during the year. The first game of each year is assigned the sequence indicator "A", the second "B", and so on; the 27th game of the year picks up sequence indicator "AA", the 28th "AB", etc.
- 3. A lower-case letter (or letters), which indicates the type of Variant (see Part I, below).

Example: Variant game 1966Ad started (or was picked up by the system) in 1966, was the first game started (or picked up by the system) during 1966, and was Variant type "d" (referring to Part I, below, we find that Variant type "d" is a 6-man game, with Turkey omitted). Any Variant can be identified and described through the use of this system. (NOTE: Games in the Variant Numbering System are distinguished from games in the Boardman Numbering System -- i.e., Regular games -- by the presence in the former of the lower-case letter. Regular games under the Boardman system have only two parts to the game-designation -- 1. The year in which the game began; 2. A capital letter or letters used to identify the approximate sequence the games began during the year -- i.e., parts 1. and 2. in the Variant Numbering System. In other words, game 1965A would be a Regular game, while 1965Aa is a Variant.)

Part I -- Types of Variants.

This contains a listing of the types of Variants which are in progress to date. The first column is the lower-case designator which appears in the Variant Numbering System as the third part of the game-designator. The second column contains the name of the Variant (for a description of the Variants, we refer you to the article "VARIANT DIPLOMACY GAMES -- A Brief Description" which began in DIPLOMANIA 16/17 (covering Variants a through o) and will be continued in either DIPLOMANIA 23 or 24, as space and time permit). The third column contains parts 1 and 2 of the Variant game-designation (year and sequence indicator) of the Variants of that particular type played so far. For those games still in progress, the magazine will be given in parenthesis following the game-designation; games which have been abandoned or otherwise terminated without a decision of some sort being reached will be indicated by an asterisk (*) in parens following the game-designation; games which were drawn or won by someone will be those in which the game-designation has nothing following it.

To save space, the following numerical code will be used in lieu of the actual name of the magazine: 1. NORSTRILLIA NOTES; 2. MESKLIN MEMOS; 3. WILD 'N WOOLY; 4. DIPSOMANIA; 5. LA GUERRE; 6. FANTASIA; 7. SUPERCALIFRAGILISTICEXPIALIDOGIOUS; 8. ASGARD ADDENDA; 9. GLOCKORLA; 10. EREHWON; 11. MISKATONIC UNIVERSITY; 12. DIPLOPHOBIA; 13. TS-II; 14. LOMOKOME; 15. ATLANTIS; 16. UTOPIA; 17. STAB; 18. ZENO; 19. ZOTHIQUE; 20. JUTLAND JOLLIES; 21. PEERIPHOBIA; 22. THE OZ FREE PRESS; 23. PEERIGOGIC; 24. THE DIPLOMAT; 25. AUX ARMES!; 26. LONELY MOUNTAIN; 27. PEERIMANIA; 28. PLAYPEERI. (Note that these are the 'zines in which the games are currently being run, and not necessarily the 'zines in which the games started.) There is also a 'zine the name of which we do not know, in which Dan Alderson's Space War is being run; let's call it #29. And there are several more Variants in various 'zines which have been announced, but have not yet filled their rosters or gotten under way. These will be picked up in future issues of DIPLOMANIA. All GM's are asked to help us keep this list up to date.

a	3x3 Team (Turkey Omitted)	1965A, 1965C, 1966U, 1967H, 1966AQ
b	Superdiplomacy	1965B(1), 1966P(2)
c	5-man (Russia & Turkey Omitted)	1963A, 1965D, 1967G(3)
d	6-man (Turkey Omitted)	1966A
e	Middle-Earth II	1966B
f	Anonymity (7-nation)	1966G(4), 1966H(4), 1966W(4), 1968I(5)
g	Economic I	1966D(4)
h	3x3 Team (Italy Omitted)	1966E, 1967L
i	Mythomacy II	1966F
j	3x3 Team, w/Wild-Card Player (Italy)	1966G
k	Mordor-Versus-the-World I	1966I, 1966L(6)
l	Twin-Earths	1966J(4)
m	Mordor-Versus-the-World II	1966K
n	Chaos	1966M(4), 1966AM(4)
o	9-man (Miller Version)	1966N(4)
p	Anarchy I	1966O(7)
q	Morglay	1966Q(8)
r	Indianomacy II	1966R(6), 1967E(9)
s	Clans (Scottomacy)	1966S(6)
t	Middle-Earth IV	1966T, 1966AC(6)
u	3-man (2 teams & Wild-Card Player: England)	1966V
v	Napoleonic Diplomacy (5-man, Italy & Germany Omitted) (also known as "Calhamer 5-man Game")	1966X, 1966Y(11), 1966AL(11), 1967F(12), 1967I(11), 1968P(10)
w	9-man (Cline Version)	1966Z(13), 1966AD(13)
x	9-man (Chalker Version)	1966AA(4)
y	Microdiplomacy	1966AB(4)
z	2-man (2 Teams, Turkey Omitted)	1966AE
aa	Imperialism VII	1966AF(14), 1966AG(14), 1966AK(14), 1967N(14)
ab	Princes	1966AH(15), 1967M(15)
ac	Imperialism VIII	1966AI(16)
ad	Open Door (Colonialism III)	1966AJ(*)
ae	World War I Diplomacy	1966AN, 1966AO
af	Parlement	1966AP
ag	Economic II	1967A(4)
ah	3x3 Team w/Wild-Card Player (Germany) (same type of board as Variant "o")	1967B
ai	Lebling Variant (Neutrals Armed)	1967C(4)
aj	Mordor-Versus-the-World III	1967D
ak	Economic III	1967J(*)
al	Simulation Diplomacy I	1967K(*)
am	Imperialism VII (Revised)	1967O(*) 1967U(14), 1967AK(14), 1967AR(14), 1968G(14), 1968T(14), 1968U(14)
an	Europe 1650	1966AR(*)
ao	Italy 1500	1966AS(*)
ap	3x3 Team w/2 Wild-Card Players (board type an unknown Variant)	1967P(*)
aq	Imperialism IX	1967Q(15), 1967AJ(15)
ar	3-man (2 Teams & Wild-Card Player (Russia)	1967R(17), 1967S, 1968D(17)
as	2-man (England Omitted)	1967T, 1967W, 1967AB
at	Imperialism VIII (Revised)	1967V(16)
au	Omnibus Diplomacy	1966AT(*)

av	Hyperspace II	1967X(7)
aw	Foundation Game	1967Y(7)
ax	Simulation Diplomacy II	1967Z(*)
ay	Anarchy III	1967AA(7)
az	Space War	1967AC(29)
ba	Zeno	1967AD(18)
bb	(Erroneously Assigned. CANCEL.)	-----
bc	(Erroneously Assigned. CANCEL.)	-----
bd	Imperialism XI	1967AG(15), 1967AI(15)
be	Feudalism II	1967AH(19)
bf	3x3 Team w/Wild-Card Player (Russia)	1967AL(20)
bg	Supereconomic	1967AM(9)
bh	Brave New World	1967AN(21)
bi	Hundred Years' War	1967AO, 1967AQ
bj	Griffin Variant ("Peeriland Caper")	1967AP
bk	Kriegspiel Diplomacy	1968B(5), 1968F(5), 1968M(5)
bl	3-man on 9-man board (Cline?)	1968E(13)
bm	Blitzkrieg	1968H, 1968N(5)
bn	Das Dippyspiel	1968J(22)
bo	Peerijavo Caper	1968K(21)
bp	Godawful Game	1968L(23)
bq	Key's Rule Variant	1967AT(24)
br	Hyperspace II $\frac{1}{2}$	1968A(5), 1968C(5)
bs	Hyperspace III	1968)(5)
bt	Hypereconomic	1968Q(25)
bu	Youngstown Variant	1968R(16)
bv	Parlement (Revised)	1968S(26)
bw	Hyperspace V	1968V(5)
bx	Diplomatic Monopoly	1968W(27)
by	2001 A.D.	1968X(28)
bz		
ca		
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co		
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cs		
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cu		
cv		
cw		

Part II -- Games.

- 1963Ac -- GRAUSTARK (Won FO6, Derek Nelson, ITALY).
- 1965Aa -- GRAUSTARK (Won FO2, Team of Derek Nelson, GER; Bob Lake, ITA; John Davey, RUS).
- Bb -- NORSTRILLIA NOTES
- Ca -- GRAUSTARK (Won FO5, Team of Ovilla Pattee, ENG; John Koning, GER (Capt.); Kim Pattee, ITA).
- Dc -- MISKATONIC UNIVERSITY (formerly in LUSITANIA) (Won FO8, Conrad Von Metzke, A-H, via GM declaration).
- 1966Ad -- GRAUSTARK (Won FO7, Donald Berman, ITALY).
- Be -- DIPLOPHOBIA (Began in DIPLOMANIA as DM; later in FANTASIA and HYDROPHOBIA) (Won Coire 3009, Alan Huff, GONDOR) (Game FAA).
- Cf -- DIPSOMANIA (Began in DIPLOMANIA as EE; later in HYDROPHOBIA, LIMBO, and DIPLOPHOBIA) (Game DAA).
- Dg -- DIPSOMANIA, Game DBB (Began in DIPLOMANIA as GC; later in HYDROPHOBIA and DIPLOPHOBIA).
- Eh -- DIPLOPHOBIA, Game PDB (Began in DIPLOMANIA as HT; later in HYDROPHOBIA and VARIOSO) (Drawn WINT 1878 by RAT's -- Jim Latimer, A-H; Dave Lebling, RUS (Capt.); C.Disorder (TUR); FEG's -- Wayne Hoheisel, ENG; Margaret Gemignani, FRA; Alan Huff, GER (Capt.)).
- Fi -- FANTASIA, Game FBB (Began in DIPLOMANIA as IY; later in HYDROPHOBIA and DIPLOPHOBIA) (Won WINT 1008, Dave Lebling, GAILLARDIA).
- Gj -- DIPLOPHOBIA, Game PGD (Began in DIPLOMANIA as KTE) (Won WINT 1874, FEG's: Wayne Hoheisel, ENG; Bob Weston, FRA; Al Huff, GER (Capt.)).
- Hf -- DIPSOMANIA, Game DCA (Began in DIPLOMANIA as LE; later in HYDROPHOBIA, LIMBO, and DIPLOPHOBIA).
- Ik -- FANTASIA, Game FCC (Began in DIPLOMANIA as MME) (Won QUELLE 3004, Banks Mebane, MORDOR).
- Jl -- DIPSOMANIA, Game DDD (Began in DIPLOMANIA as NH; later in HYDROPHOBIA, SCHIZOPHRENIA, and DIPLOPHOBIA).
- Km -- FANTASIA, Game FDC (Began in DIPLOMANIA as OM) (Won YAVIE 3004, Dave Lebling, MORDOR).
- Lk -- FANTASIA, Game FEC (Began in DIPLOMANIA as PM; later in HYDROPHOBIA and DIPLOPHOBIA).
- Mn -- DIPSOMANIA, Game DEE-A (Began in DIPLOMANIA as SE; later in HYDROPHOBIA, CHAOS, and DIPLOPHOBIA).
- No -- DIPSOMANIA, Game DFF (Began in DIPLOMANIA as TN; later in HYDROPHOBIA, BARAD-DUR, and DIPLOPHOBIA).
- Op -- SUPERCALIFRAGILISTICEXPLIALIDOCIOUS, Game SAA. (Spent some time in HYDROPHOBIA and DIPLOPHOBIA).
- Pb -- MESKLIN MEMOS.
- Qq -- ASGARD ADDENDA.
- Rr -- FANTASIA, Game FHD (Spent some time in HYDROPHOBIA, HYSTERIA, and DIPLOPHOBIA).
- Ss -- FANTASIA, Game FIE (Spent some time in HYDROPHOBIA, HYSTERIA, and DIPLOPHOBIA).
- Tt -- FANTASIA, Game FJF (Spent some time in HYDROPHOBIA and DIPLOPHOBIA) (Won TUILLE TA 1907, Alan Huff, RHOVANION).
- Ua -- STAB, Game STAB-I (Won FO8, Jim Latimer, A-H/ENG/RUS).
- Vu -- STAB, Game STAB-II (Won FO8, Derek Nelson, A-H/RUS/TUR).
- Wf -- DIPSOMANIA, Game DGA (Spent some time in HYDROPHOBIA, LIMBO, and DIPLOPHOBIA).
- Xv -- MISKATONIC UNIVERSITY (Won FO5, Charles Turner, FRANCE).
- Yv -- MISKATONIC UNIVERSITY (Game 1966MB).
- Zw -- TS-II (1967-XD) (Formerly in NAME and A.D.A.G.).

- 1966AAx -- DIPSOMANIA, Game GB-1966-XF (Began in BARAD-DUR; later in HYDROPHOBIA and DIPLOPHOBIA).
- ABy -- DIPSOMANIA, Game DHG (Spent some time in HYDROPHOBIA, SCHIZOPHRENIA, and DIPLOPHOBIA).
- ACT -- FANTASIA, game FKF (Spent some time in HYDROPHOBIA and DIPLOPHOBIA).
- ADw -- T.S.-II (1966-XA) (Began in A.D.A.G.).
- AEz -- T.S.-II (1966-XB) (Began in A.D.A.G.) (Won W05, Charles Turner, A-H/GER/ITA).
- AFaa -- LOMOKOME (Began in EREHWON as vE2).
- AGaa -- LOMOKOME (Began in EREHWON as vE3).
- AHab -- ATLANTIS (Began in EREHWON as vE4).
- AIac -- UTOPIA (Began in EREHWON as vE5).
- AJad -- EREHWON (vE6) (Cancelled S'03).
- AKaa -- LOMOKOME (Began in EREHWON as vE7).
- ALv -- MISKATONIC UNIVERSITY (1966MC).
- AMn -- DIPSOMANIA, Game DEE-B (Spent some time in HYDROPHOBIA, CHAOS, and DIPLOPHOBIA).
- ANae -- GRAUSTARK (WWI-A) (Drawn S'22, Dave Lebling, ENG/FRA/RUS; Mehran Thomson, A-H/GER/TUR).
- AOae -- GRAUSTARK (WWI-B) (Won S'07, Richard Uhr, A-H/ITA/TUR).
- APaf -- COUP (1966XI) (Drawn ?, Conrad Von Metzke, ?; Jerry Pournelle, ?).
- AQa -- ARMAGEDDONIA (Won F07, LTA Team, Jim Dygert, ENG; Brian Bailey, ITA; Clyde Johnson, GER).
- ARan -- via Carbon-Copy (Charles Alexander) (Apparently cancelled; understand Charles Alexander is deceased).
- ASao -- via Carbon-Copy (Chas. Alexander) (Apparently cancelled; see above).
- ATau -- ARMAGEDDONIA (Abandoned).

- 1967Aag -- DIPSOMANIA, Game DIH (Spent some time in HYDROPHOBIA and DIPLOPHOBIA).
- Bah -- DIPLOPHOBIA, Game DJI (Began in DIPSOMANIA; later in HYDROPHOBIA and LIMBO) (Won F'04, Michael McIntyre, GER).
- Cai -- DIPSOMANIA, Game DKJ (Spent time in HYDROPHOBIA, VARIOSO, and DIPLOPHOBIA).
- Daj -- FANTASIA, Game FLG (Won HRIVE 3003, Dave Lebling, MORDOR).
- Er -- GLOCKORLA, Game GAA.
- Fv -- DIPLOPHOBIA, Game PME (Spent time in HYDROPHOBIA and VARIOSO).
- Gc -- WILD 'N WOOLY (1967KX).
- Ha -- MISKATONIC UNIVERSITY (1967MA) (Won by Team of Rod Walker, A-H; Stanley Pinck, FRA; Arthur Simon, RUS, by GM Declaration; W'01).
- Iv -- MISKATONIC UNIVERSITY (1967MB).
- Jak -- THE HIGH LIVER (E1967B) (Apparently Abandoned).
- Kal -- THE HIGH LIVER (Cancelled with no moves).
- Lh -- ARMAGEDDONIA (Cancelled after 1902 but officially considered a draw between Teams of Arthur Simon, ENG; Edward Meyer, FRA; Rod Walker, RUS; and Clyde Johnson, GER; Brian Bailey, A-H; Jim Dygert, TUR).
- Mab -- ATLANTIS (Began in EREHWON as vE9).
- Naa -- LOMOKOME (Began in EREHWON as vE10).
- Oam -- LOMOKOME (Began in EREHWON as vE11) (Cancelled SPR 1492).
- Pap -- T.S.-II (Began in A.D.A.G.) (1967-XC) (Cancelled W'01).
- Qaq -- ATLANTIS (Began in EREHWON as vE12).
- Rar -- STAB (STAB-III).
- Sar -- STAB (STAB-IV) (Won S'04, Derek Nelson, A-H/FRA/GER).
- Tas -- XENOGOGIC (X-8) (Won F'04, Hal Naus, A-H/FRA/RUS).
- Uam -- LOMOKOME (Began in EREHWON as vE13).
- Vat -- UTOPIA (Began in EREHWON as vE14).
- Was -- XENOGOGIC (X-9) (Won W'02, Gene Prosnitz, A-H/FRA/RUS).
- Xav -- SUPERCAL, Game SBB (Spent time in HYDROPHOBIA, CHAOS, and DIPLOPHOBIA).
- Yaw -- SUPERCAL, Game SCC (Spent time in HYDROPHOBIA, ASTRA, and DIPLOPHOBIA).
- Zax -- SUPERCAL, Game SDD (Cancelled with no moves).

1967AAay -- SUPERCAL, Game SEE (Spent time in HYDROPHOBIA and DIPLOPHOBIA).
 ABas -- T.S.-II (1967-XE) (Won W'03, John Smythe, A-H/FRA/RUS).
 ACaz -- ? (Dan Alderson).
 ADba -- ZENO.
 AEbb -- (Erroneously assigned. CANCEL.)
 AFbc -- (Erroneously assigned. CANCEL.)
 AGbd -- ATLANTIS (Began in EREHWON as vE16).
 AHbe -- ZOTHIQUE (Began in EREHWON as vE17).
 AIbd -- ATLANTIS (Began in EREHWON as vE18).
 AJaq -- ATLANTIS (Began in EREHWON as vE19).
 AKam -- LOMOKOME (Began in EREHWON as vE20).
 ALbf -- JUTLAND JOLLIES (J.J. Team Game #1).
 AMbg -- GLOCKORLA, Game GBB.
 ANbh -- PEERIPHOBIA (Began in XENOGOGIC) (X-3).
 AObi -- PEERIPHOBIA (Began in XENOGOGIC) (X-7) (Won ?, Greg Long, SAXONY).
 APbj -- XENOGOGIC (X-11) (Won F'08, Jack Greene, RUS, by GM Declaration).
 AQbj -- PEERIPHOBIA (Began in XENOGOGIC) (X-5) (Won ?, Jack Greene, NORMANDY).
 ARam -- LOMOKOME (Began in EREHWON as vE6-II).
 ASc -- (Erroneously assigned. CANCEL.)
 ATbq -- THE DIPLOMAT.

1968Abr -- LA GUERRE, Game LHA (formerly Game LA1).
 Bbk -- LA GUERRE, Game LKA (formerly LDA).
 Cbr -- LA GUERRE, Game LHB (formerly LAB).
 Dar -- STAB (STAB-V).
 Ebl -- T.S.-II (1968-XF).
 Fbk -- LA GUERRE, Game LKB (formerly LDB).
 Gam -- LOMOKOME (Began in EREHWON as vE23).
 Hbm -- LA GUERRE, Game LCA (Won F'09, Chris Tretick, A-H).
 If -- LA GUERRE, Game LRD (formerly LLA).
 Jbn -- THE OZ FREE PRESS.
 Kbo -- PEERIPHOBIA (Began in XENOGOGIC) (X-4).
 Lbp -- PEERIGOGIC (Began in XENOGOGIC) (X-14).
 Mbk -- LA GUERRE, Game LKC (formerly LDC).
 Nbm -- LA GUERRE, Game LBB (formerly LCB).
 Obs -- LA GUERRE, Game LHC (formerly LOC).
 Pv -- EREHWON (vE26).
 Qbt -- AUX ARMES!, Game DMK.
 Rbu -- UTOPIA.
 Sbv -- LONELY MOUNTAIN (LM 1968-XI).
 Tam -- LOMOKOME.
 Uam -- LOMOKOME.
 Vbw -- LA GUERRE, Game LHD.
 Wbx -- PEERIMANIA.
 Xby -- PLAYPEERI.
 Y
 Z

1969A
 B
 C
 D
 E
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THE DIPLOMACY PUBLISHERS AND THEIR MAGAZINES

((("R" indicates 'zine is devoted to Regular Diplomacy; "v" denotes presence of Variant Diplomacy game(s); "Rv" indicates both types of games are present in 'zine; "P" with either "R" or "v" indicates 'zine is devoted to the publication of propaganda only, with no games; "G" indicates Diplomacy "genzine" -- discussion and the like, with no games. "*" indicates that, to the best of our knowledge, 'zine is accepting players for new games -- check with publisher before sending money; "s/" denotes subscription rate for 'zine; "g/" indicates game-fee. Issue numbers or dates when shown indicate only issues of 'zine we have in our collection -- not necessarily all issues published (if anyone has any issues we are missing, we'd be glad to buy them from you); Game-designations are for Variant games when a lower-case letter is present in designation, and for Regular games when no lower-case letter is present. Magazine title preceded by a "@" is a newly-announced title not yet published; title enclosed in parens is one we have not heard from for some time (may have folded). Corrections are requested.))

Dan Alderson, 6720 Day St., Tujunga, Cal., 91042 (West Coast distributor, Dan Brannan, Apt. 1, 951 N. Oxford Ave., Los Angeles, Cal., 90029; East Coast distributor, Don Miller, 12315 Judson Rd., Wheaton, Md., 20906; s/\$1/yr. from Dan, 10¢ a copy from Don for all Alderson 'zines).

(THE ALFHEIM ANNUAL AARDVARK) -- game 1966Qq (propaganda only); Pv; #'s 1,2. Ditto.

(ASGARD ADDENDA) -- game 1966Qq; v; #'s 1-6. Ditto.

(MESKLIN MEMOS) -- game 1966Pb; v; #'s 1-6. Ditto.

(NORSTRILLIA NOTES) -- game 1965Bb; v; #'s 1-23, 28-30. Ditto.

(THE TOOREY TRIENNIAL TURTLE/TERRAPIN/TORTOISE) (alternates every 3rd issue) -- game 1966Pb (propaganda only); Pv; #'s 1-6, 10. Ditto.

(THE WERELD SCHEMERING WEEKLY WOMBAT) -- game 1965Bb (prop. only); Pv; #'s 1-8. Ditto.

(?) -- game 1967ACaz; no issues on hand.

Scott Berschig, 1592 Lago, Apt. 218, San Mateo, Cal., 94403.

@LANKHMAR -- s/?; *; g/?; Rv; no issues on hand; no games at the present.

John Boardman, 592 16th St., Brooklyn, N.Y., 11218.

GRAUSTARK -- games 1967U, 1968G, 1968J, 1968BD, 1968CH, 1968CI, 1968CL; s/10/\$1; R; *; g/\$3.50; #'s 1, 11, 12, 19, 21, 25, 31, 43-172. Mimeo. Recommended.

Dan Brannan, Apt. 1, 951 N. Oxford Ave., Los Angeles, Cal., 90029.

(KALMAR (w/Christina Brannan) -- games 1966BL (1966KR), 1966BM (1966KS), 1966BN (1966KT), 1966BO (1966KV), 1967AB (1967KR); s/10/\$1; R; #'s 1-9. Ditto.

WILD 'N WOOLY -- games 1965C (1965KM), 1965K (1965KQ), 1966C (1966KL), 1966Z (1966KQ), 1967L (1967KY), 1967Gc (1967KX); s/\$4/yr.; Rv; issues 1, 2, 7, 8, 13-22, 24-26, 28, 29, 31-136. Ditto.

XENO -- game 1967ADba; s/10/\$1; *; g/\$2; v; #'s 1-6. Ditto.

Donald Cowan, 1605 8th Ave., S.W., Decatur, Ala., 35601.

ATTAQUER -- no games yet; s/10/\$1.50; *; g/\$4 first, \$3 thereafter; Rv; #1. Mimeo. An N3F Games Bureau Diplomacy Division 'zine.

R. Vanderbilt Foster, 229 N.E. 9th St., Delray Beach, Fla., 33494.

(?) THE PARISIAN REVIEW (?) -- one game, no # assigned yet; R; no other info.

Gerhard Graebner, 309 Hearne, U. of Saskatchewan Residences, Saskatoon, Sask., Canada.

@NEMEDIAN CHRONICLES -- no games yet; R; *(open only to residents of Sask.); no other info. (pub. with Norman Zinkhan).

Eduard Hälle, %Box 903, Gainesville, Fla., 32601.

BRODDINGNAG-3 -- no games yet; s/10¢ ea., 10/\$1; *; g/\$3; Rv; #III-1. Mimeo.

Robert Johnson, Apt. 20-U, Howard Drive, Bergenfield, N.J., 07621.

@DIPLODEUR -- no games yet; *(to AHIKS members only); v; no other information.

Eric Just, Box 131, Paoli, Okla., 73074.

THE DIPLOMAT -- games 1967ATbq and TD2 (no Boardman # yet); s/?; *; g/free; Rv; #'s 15-18, 20-22. Ditto.

Jeff Key, P.O. Box 251, Eatontown, N.J., 07724.

THE VOICE -- game 1968CM; s/25¢ ea.; *; g/\$4; R; Vol II, #'s 1,2. Xerox.

John Koning, 318 S. Belle Vista, Youngstown, Ohio, 44509.

RAGNAROK -- games 1968CA (Ragnarok A), 1968CB (B), 1968CC (C); s/12/\$1.25; *; g/\$3 first, \$1 thereafter; R; #'s 1,2. Mimeo.

STAB -- games 1967Rar (Stab-III), 1968Dar (IV); s/10/\$1; v; #'s 1-58. Mimeo. Rec'd.

MASSIF -- game 1968AD (Massif IV); R; #'s 1-69. Mimeo. In STAB.

ORTHANC -- game 1968AE (Orthanc-L); R; #'s 11-57. Mimeo. In STAB. N3F Games Bureau Diplomacy Division 'zine.

TRANTOR -- games 1967A (Trantor-III), 1968A (IV); R; #'s 1,2,4-84. Mimeo. In STAB.

VALHALLA (w/PAC) -- game 1968AB (Valhalla #1); s/\$2/yr.; R; #'s 1-12. Mimeo. Rec'd.

Terry Kuch, 4242 East-West Highway, Chevy Chase, Md., 20015.

THULCANDRA -- game 1968S; s/none; R; no issues on hand. Xerox.

Bob Lake, 35 Esterbrooke Ave., Apt. 904, Willowdale, Ontario, Canada.

JUTLAND JOLLIES (w/Derek Nelson) -- Games 1967AJ (J.J. Game #1), 1967AW (#2), 1967AZ (#3), 1967ALbf (Team Game #1); s/10/\$1; Rv; #'s 1-16. Mimeo. A "happy" 'zine.

Dave Lebling, Box 2122, Burton House, 420 Memorial Drive, Cambridge, Mass., 02139.

GLOCKORLA -- games 1968AI (GCC), 1968AN (GDC), 1967Er (GAA), 1967AMbg (GBB); s/10/\$1; Rv; #'s 1-26. Mimeo. Recommended. N3F Games Bureau Diplomacy Division.

John McCallum -- %P&M Section SES, Ralston, Alberta, Canada.

ACELDAMA -- games 1967AT (ARMA-7), 1967AY (ARMA-8); s/\$1 'til games end; R; #'s 1-10; mimeo. Recommended.

Bill McDuffie, Clarkson College of Technology, Brooks House, Box 380, Potsdam, NY, 13676.

VERBAL CHAOS LTD -- game 1968BR; s/\$1/yr to IFW members, \$2/yr to others; *; g/free to IFW members, \$2/yr to others; R; no issues on hand. The "realist" magazine of the IFW Diplomacy Division.

Norman McLeod, 906 Kimberwicke Rd., McLean, Va., 22101.

@DUNEVEGAN -- s/?; *; g/\$2 first, \$1.50 thereafter; R; no issues on hand; no games yet.

XANADU (w/Charles Welsh) -- games 1968Q (#1), 1968T (#2), 1968U (#3), 1968AM (#4); s/10/\$1.50; R; #'s 11,12. Mimeo. (Oops -- also, game #5, no Boardman # yet.)

Don Miller, 12315 Judson Road, Wheaton, Maryland, 20906.

AUX ARMES! -- game 1968Qbt (DMK); s/10/\$1; v; #'s 1-3. Mimeo. N3F G.B. Dip. Div.

DIPLOMANIA -- no games (Diplomacy ganzine); s/3/\$1, 35¢ ea.; G; #'s 1-22. Mimeo. Recommended. N3F Games Bureau Diplomacy Division.

DIPLOPHOBIA -- games 1966T (PFC), 1966AS (PHC), 1966AT (PIC), 1966AZ (PJC), 1966BD (PKC), 1967B (PLC), 1967C (PNC), 1967N (POC), 1967AL (PQC), 1967AP (PRC), 1967AQ (PSC), 1967BB (PTC), 1968C (PUC), 1968D (PVC), 1968E (PWC), 1968L (PXC), 1968M (PYC), 1968V (PZC), 1967Fv (PME); s/10/\$1.25 (3rd-class), 10/\$2 (1st-class); Rv; #'s 1-44. Mimeo. N3F Games Bureau Diplomacy Division.

DIPSOMANIA -- games 1966Cf (DAA), 1966Dg (DBB), 1966Hf (DCA), 1966Jl (DDD), 1966Mn (DEE-A), 1966No (DFE), 1966Wf (DGA), 1966Aax (GB-1966-XF), 1966ABY (DHG), 1966AMn (DEE-B), 1967Aag (DIH), 1967Cai (DKJ); v; #'s 1-23. In DIPLOPHOBIA.

FANTASIA -- games 1966Lk (FEC), 1966Rr (FHD), 1966Ss (FIE), 1966Act (FKF); v; #'s 1-24. In DIPLOPHOBIA.

SUPERCALIFRAGILISTICEXPIALIDOCIOUS -- games 1966Op (SAA), 1967Xav (SBB), 1967Yaw (SCC), 1967AAay (SEE); v; #'s 1-23. In DIPLOPHOBIA.

Hal Naus, 1424 National Ave., #9, Chula Vista, Cal., 92010.

A DROITE A GAUCHE (A.D.A.G.) -- games 1966AE, 1966AH, 1967Z, 1967AO, 1967AS, 1967AX, 1968I, 1968AK, 1968AV; s/10/\$1; R; #'s 1-36. Mimeo.

CEREBRAL NEBULA -- games 1967J (CN-1), 1967T (CN-2), 1968Z (CN-4); #'s 1-3,15; R.

EFGLIART (w/Doug Boyerlein) -- games 1967BC, 1968H, 1968CG; R; #'s 2-9,9,11,12.

THE LOST ONES -- games 1968B (TLO #1), 1968AA (#2); R; *; g/\$3; #'s 1,2,6,9,10.5.

T.S.-II -- games 1966Zw (1966-XD), 1966ADw (1966-XA), 1968Ebi (1968-XF); v; #'s 1-18(?),20,21. C.N., EFGLIART, TLO, and T.S.-II are in A.D.A.G.

Tommy Lee Ogle, 2318 Cleveland Ave., S.W., Decatur, Ala., 35601.

@(?) THE SWISS VARIANT (?) -- No games yet; Rv; no other info on hand.

Cliff Olilla, 1501 11th Ave. South, Apt. #6, Minneapolis, Minn., 55404.

INTERNATIONAL INQUIRER (w/Ken Fletcher) -- games 1967AE, 1967AV; s/10/\$1.50; *; g/\$3 first, \$1.50 thereafter; R; issues 1-10 on hand. Ditto. Humorzone.

Larry Peery, 4567 Virginia Ave., San Diego, Cal., 92115.

(PEERIGOGIC) -- game 1968Lbp (X-14); s/10/\$2; v; no issues on hand. Ditto.

PEERIMANIA -- game 1968Wbx; s/10/\$2; v; no issues on hand. Ditto.

PEERIPHOBIA -- games 1967ANbh (X-3), 1968Kbo (X-4); s/10/\$2; v; #1. Ditto.

PLAYPEERI -- game 1968Xby; s/10/\$2; v; no issues on hand. Ditto.

XENOGOGIC -- games 1967O (X-1), 1967W (X-6), 1967Y (X-10), 1967AR (X-12), 1968X (X-13), 1968Y (X-16), 1968AO (X-17), 1968CD (X-18); s/10/\$2; R; #'s I:1-4,6-9,10.5-12; II:1-10. Ditto. Recommended.

Robert Perkins, 2755 Carlaris Rd., San Marino, Cal., 91108.

SPALD, JR. -- game 1968BX; s/12/\$1; *; g/\$1 (g/s at same time \$1.50); #8s 6,7. Ditto.

Charles Reinsel, 120 Eighth Ave., Clarion, Pa., 16214.

BIG BROTHER -- games 1968R (#8), 1968AH (#9), 1968BB (#10), 1968BY (#11), 1968CK (#12); s/None; R; #'s 8,11-20, and 18/4/66. Ditto.

Anders Swenson, 145 Ponderosa Lane, Walnut Creek, Cal., 94529.

(MISKATONIC UNIVERSITY) -- games 1966X, 1966ALv (1966MC), 1967Iv (1967MB), 1966Yv (1966MB); s/?; Rv; #'s 2,4,10-17,21,23-27(?),30-38.5, II:1,2, Ditto.

Buddy Tretick, 3702 Wendy Lane, Silver Spring, Md., 20906.

LA GUERRE -- games 1968AC (LRB), 1968AL (LRC), 1968AY (LRF), 1968AZ (LRG), 1968BU (LRH), LRA (Boardman # not yet assigned), 1968CJ (LEI), 1968Abr (LHA), 1968Bbk (LKA), 1968Cbr (LHB), 1968Fbk (LKB), 1968If (LRD), 1968Mbk (LKC), 1968Nbm (LBB), 1968Obs (LHC), 1968Vbw (LHD); s/None; *; g/\$3 first, \$2 thereafter; Rv; #'s 1-20 partially on hand. Xerox. Games Bureau Diplomacy Division.

Conrad Von Metzke, 3716 Columbia St., San Diego, Cal., 92103.

COSTAGUANA -- games 1968N (Costa #1), 1968O (#2), 1968AF (#3), 1968AW (#4), 1968AN (#5), 1968BS (#6), 1968CF (#7), #8 (no Boardman # yet); s/10/\$1; *; g/\$3; R; #'s I: 1,2,18,20, II: 1-9, III: 1-13. Ditto. Recommended.

Capt. Rodney Walker, 1575-A White Drive, Rantoul, Ill., 61866.

ATLANTIS -- games 1966AHab (vE14), 1967Mab (vE9), 1967Qaq (vE12), 1967AGbd (vE16), 1967AIbd (vE18), 1967AJaq (vE19); s/10/\$1; v; #'s 1-4. Mimeo. G.B. Dipl. Div.

EREWON -- games 1966AO (rE1), 1966BI (rE8), 1967AA (rE15), 1967AH (rE21), 1968K (rE22), 1968W (rE24), 1968AG (rE25), 1968AJ (E9), 1968BA (E10), 1968BX (E11), 1968Pv (nE26); s/10/\$2; *("Diplomacy Widows" only); g/\$4; Rv; #'s I: 1-10, II: 1-10; III: 1-5. Mimeo. Recommended. N3F Games Bureau Diplomacy Division.

LOMOKOME -- games 1966AFaa (vE2), 1966AGaa (vE3), 1966AKaa (vE7), 1967Naa (vE10),
 1967Uam (vE13), 1967AKam (vE20), 1967ARam (vE6-II), 1968Gam (vE23), 1968Tam,
 1968Uam; s/10/\$1.50 or 20/\$3; v; #'s 1-3. Mimeo. N3F G.B. Dipl. Division.
 THE OZ FREE PRESS -- game 1968Jbn; s/10/\$1; v; #4. Mimeo. N3F G.B. Dipl. Div.
 UTOPIA -- games 1966AIac (vE5), 1967Vat (vE14); s/10/\$1; v; #'s 1-4; *; g/\$4.
 Mimeo. (Oops -- also game 1968Rbu.) N3F Games Bureau Diplomacy Division.
 ZOTHIQUE -- game 1967AHbe (vE17); s/10/\$1; v; #'s 1-3. Mimeo. G.B. Dipl. Div.

Charles Wells, 3021 Washington Blvd., Cleveland, Ohio, 44118.

LONELY MOUNTAIN -- games 1965P, 1966Y, 1967AD, 1968Sbv (1968-XI); s/15¢ ea.; Rv;
 #'s 1-14. Ditto. Recommended. Understand there are still openings in 1968Sbv.

Monte Zelazny, P.O. Box 1062, Melbourne, Fla., 32901.

(AEOLUS) -- games 1967BA (#1), 1968BF (#2), 1968BT (#3), 1968BV (#4); s/15¢ ea.; *;
 g/\$3; R; #'s 1-7. Mimeo. Recommended, if it still exists.

Miscellaneous --

Dan Evans, 3405 Westchester, Bakersfield, Cal., 93309, is running a series of games
 in the MARCH OF DIMES TOURNAMENT (all R: games 1968AP thru 1968AU (BC #'s 1-6), and
 1968BE thru 1968BQ (BC #'s 7-19). We understand these are on ditto, with no propa-
 ganda, copies going to players only. We do not know if any more games are forming.

Still no word on the fate of CORSAIR (Bob Speed; current address unknown), which
 was last heard from quite some time ago with issue #15. It and its games (1966AW,
 1966BA, and 1966BP) are presumed "dead". If anyone in any of these games will write
 to us and fill us in on what happened, maybe we could pick up the pieces and get one
 or more of the games going again in DIPLOPHOBIA. Anyone?????

Note that Torry Kuch and Buddy Tretick are Guest-Gamesmasters in some of the DIPSO-
 MANIA games. Buddy Tretick is GGM in one FANTASIA game, and Ray Stokely is GGM in some
 of the LA CONFRE games.

A few general games-'zines with material on Diplomacy included are:

THE GAMESLETTER -- Don Miller (address above); official organ of N3F Games Bureau;
 news of Diplomacy Division, etc.; free to Bureau Regular members (Regular membership
 is \$1/year; #'s 1-14. Mimeo.

THE GAMESMAN -- Don Miller (address above); N3F Games Bureau General Games Divi-
 sion organ/genzine, with occasional articles on Diplomacy; s/3/\$1, 40¢ ea.; #'s 1-4.
 Mimeo with occasional photo-offset cover. Recommended.

PANZERFAUST -- Donald Greenwood, Box 280, RD #2, Sayre, Pa., 18840 (a P.O.W.
 'zine); occasional articles on Diplomacy; s/10/\$3, 50¢ ea.; #'s I: 5,7,8, II: 1-8,
 III: 1,3 (need III:2, Don). Ditto. Recommended.

STRATEGY & TACTICS -- Project Analysis Corporation (PAC), 50 Fairfield Ave.,
 Albany, N.Y., 12205 (Overseas agent: Iain McLellan, 12 South Rd., Wick, Caithness,
 Scotland, UK); among other excellent material, a regular Diplomacy column by Rod
 Walker; s/6/\$7.50, \$1.50 ea.; #'s I: 1-10, II: 1-4. Photo-offset. Highly Recommended.

Note that the above listing of magazines/publishers includes only those magazines
 which are active or presumed active at this time. For the inactive Diplomacy 'zines,
 consult earlier issues of DIPLOMANIA.

DIPLOMANIA

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