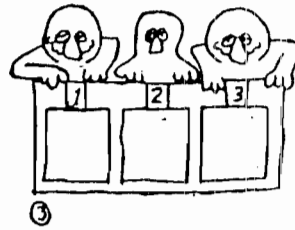
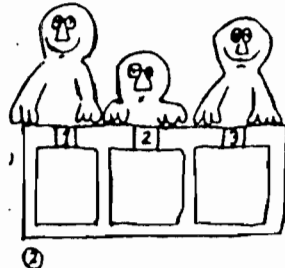
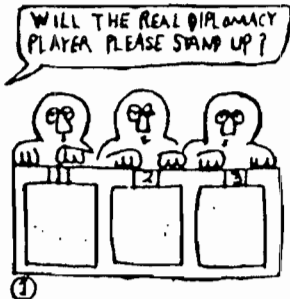


# DIPLOMAT

16

Juli 1992



Credit: WILD 'N WOOLY  
#50, 16 April 1966.

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This zine is brought to you by:

Thomas Franke, Haarenufer 12, D-2900 Oldenburg, Germany. Phone: Germany 0441/75192 and calls are usually accepted between 7.00 and 11.00 p.m. Central European Time, but there is no guarantee that I'm in. Players are urged to send your orders by mail, except in dire emergencies. Adjudication errors should be reported promptly either by phone or by mail !

BKE-GM is: Ingolf Markhof, Redtenbacher Str. 34, D-4600 Dortmund 1, Germany. Phone 0231/124779.

Kap-Dip-GM is: Volker Schnell, Stresemannstr. 165, D-2000 Hamburg, 50, Germany

There are no game fees, but you have to pay for the zine and the postage. Every player is asked to maintain a sub and keep his account up, at least DM +3,00. Accounts are shown on your envelope in German Marks (DM).

For Germans the zine costs DM 3,00, for Europeans DM 3,50 and for subbers outside Europe DM 4,50 per issue. BKE-players have to pay an extra fee.

For those of you living outside Germany I recommend to put cash into the envelope or send an Euro-cheque with the remark "Verrechnung". For all players: My bank account is:

Postgiroamt Essen, No. 189673-433. National games are usually adjudicated every 3-4 weeks.

If you don't possess a set of house rules, please give me a note and I'll mail them to you !

---

ZAT for ROSMERTA, SERAPIS, TANIT, URANOS, WOTAN, YGGDRASIL: Monday, 7th September 92  
ZAT for STINKENSAURUS and VESTA: Tuesday, 11th August 1992

Dear friends,

I could have finished this issue a few days earlier, but now we have summer time and I travel around a lot at the moment, mainly from Oldenburg to the Ruhr area and back, which costs a lot of petrol (and money). But what can you do when you intend to visit some good old friends again here and there !

I have finally split up with Jutta and those of you who still know me from the "good old days" of SAU/G know as well that we were together for quite a long time, more than 11 years with a break in between. But life style and ideas are too different and after having a hard time for more than one and a half year it's better how it turned out as it did during the last months.



## THE ALTERNATE WORLD APPROACH

by Rod Walker

Diplomacy is a unique wargame. Not surprisingly, postal Diplomacy is likewise unique among PBM games. Its most unique and most entertaining feature is certainly the PR (press release).

PRs can be really dull, too. Many are merely abjurations or warnings, and statements regarding the game itself. These are sometimes part of an active diplomacy, but are more frequently used in place of it. Reading such stuff is a good way to combat insomnia.

Other PRs try to be more creative. Many turn out to be corny one-liners and other juvenalia. They may get printed, but usually go unread. At least those players are in there trying. (Parenthetically, I have never understood editors who print everything they get. A little judicious bluepenciling would be a great boon to many zines and countless readers. For one thing, it saves us a lot of tedium. For another, it helps establish a zine's character. This was always true of Erewhon, for instance, and of Hoosier Archives. I have never approved of how Carol edited my stuff, but I can only applaud the principle involved).

Not everybody has a flair for writing. For those who do, the PR is a good medium of expression. The alternate-world approach to your game and your writing promises good fun for you and your readers.

In the paragraphs that follow, I would like to discuss this approach in general terms. I then propose to devote a series of seven short articles to the alternate-world potential of each of the Great Powers. In the course of these discussions, I hope to make a few specific suggestions which the PR writer may want to think about as approaches to his art.

As a background for variations in history, Diplomacy is a "natural". It is set in a situation which was perfectly real, and close enough to our own time so as to be reasonably familiar to the average reader. Furthermore, there is a comic-opera atmosphere hanging over the Europe of the Victorian and Edwardian eras, unlike the real and bloody terror of that epic conflict and the ghastlier horror perpetrated by the so-called "Third Reich" a generation later.

Such a background can yield entertaining results. Almost anything was possible in antebellum Europe. The element of fun seems to me to be enhanced, moreover, if the variations used are within the realm of the possible, in some sense -- more on this shortly.

The alternate-world approach to PRs takes into account the fundamental fact of the game -- that in every instance of play, World War I as we knew it does not take place. Instead, an entirely different war is fought, with new and shifting alliances and an alternate outcome. The imagination can run almost amuck in such a milieu. The result can make good reading -- if. That "if" suggests that the entertainment value of your PRs in a game depend on what I will call the three "C"s of PR writing: care, concreteness, and consistency.

It is one thing to invent a new King or Prime Minister or whatever, give him a name which may or may not be silly, and have him do or say a few things which may or may not be ludicrous, and write PRs which will attract the reader's eye. (You must recognize, however, that not all postal Dippy players like PRs, and not all those who do will like your approach).

CARE: A really good PR is not something you can just dash off, as a general rule. I can remember a few moments of real inspiration, when something witty tumbled from my typewriter in a matter of minutes. Ordinarily, when I was doing anything in the way of PRs for a game, it took me but a few minutes to do the moves and an hour or more to write the PRs.

The fact is, to do something worth reading takes time. My own method was to sit and brood about what I was going to write and then, when it was clear in my mind, sit down and put it on paper. For others, doing a rough draft or two may help. (And, by the way, there is just no substitute for a typewriter. Even in doing rough drafts, it is quicker and clearer. Do a draft double- or even triple-spaced, and then write in corrections. The result will be a lot better than anything dashed off on the spur of the moment.)

Care may not be a matter of spending a lot of time. It's merely a matter of applying yourself to the task of turning out something worth the effort of reading it, and not throwing something on a piece of paper merely for the sake of having it there. When you take care, it shows -- like the soft and subtle glow of fine wax on good wood. When you don't care, that shows, too -- like a lawn knee-deep in crabgrass.

CONCRETENESS: No matter how silly or fantastic a PR might be ultimately, it seems to me that it is vastly improved if it is believable. It does not have to be realistic necessarily, but the quality of the PR should be such that the reader in some way accepts the situation presented and plausible. Two ways of doing this come to mind.

One way is to provide your PRs with background and depth. An easy method here is to key and base the actions of your characters in the actual movement of the game. This relates them to something the players are familiar with and gives them some degree of concreteness. More importantly, there should be some identification of these people with the past, so that they do not seem to spring from nowhere. Finally, and most importantly, they should not be only names, merely cardboard entities; they should be drawn as real people, with personalities and motivations, so that what they do falls within the pattern of the kinds of people they are.

If, for instance, I were to write PRs about a "Pope Pimple III", my readers would be given some idea as to where this guy came from, how he got to be Pope, and how he came to choose a name like that (overaffection in childhood left him with a morbid fear of being squeezed...) -- and how come there were two other Popes with the same name, even. Pope Pimple would obviously suffer from claustrophobia, which would then explain his fondness of dirigibles, national expansion, and other things. He would, in other words, have a concrete character and act within that character.

Over the years, some writers have achieved real concreteness in their PRs. John Boardman, in his Beaucauillon releases, did an outstanding job, although it must be admitted he had an actual literary work on which to draw. His "Honj the Horny, Esperoar of Pollutidar" appeared in many places, and was a concrete character. Terry Kuch's Hernia releases, and my own Podderkag things, are other examples. I guess I should mention Pope John II (Lucretia Borgia), who has figured in more releases than I care to recall. A good current example of a concrete character is Edi Birsan's "Madame Edythe", who has seen many maudlin incarnations, each more soggy with wanton emotionalists than the last (but that is in character for her). These, and other characters, were, I think, memorable for those of us who followed their various doings because they gave us something to hang on to in a literary sense.

The other road to concreteness is plausibility. Countries and areas have certain characteristics which are associated with them. PRs which take these into account and which use them to advantage will be more striking than those which do not. One could write, for instance, at great length about a Turkish Prime Minister named "Sam Brown", who is a WASP ((White Anglo-Saxon Protestant)), and perhaps even provide him with character and some concreteness -- but it is difficult even then to accept him as even approaching reality because he does not fit his milieu; he does not seem Turkish. On the other hand, PRs setting up the rulers of Turkey as Byzantine Greeks have been written. These may not be "realistic" from a historical point of view, but they seem real because of the Byzantine background (long since passed) of the country.

The more plausible, probable, and possible your PR situation seem, the more concrete they will be to the reader. That doesn't mean that they cannot at the same time be wildly improbable. The advent of anyone like my Pope Joan is a near-impossibility. However, reaching back into the past of Italy and the Papacy, and projecting forward in time a new branch of the Borgias who operated in the best old family traditions, it was possible to create for Joan II a background which made Her seem possible. Once the reader accepts Joan for what She is, then any of Her exploits take on the sweet glow of rescnability -- even Her penchant for dipping people who displeased Her into vats of boiling cheese (thus making each one persona au gratin).

CONSISTENCY: No matter how clever it is, one release is just that. It is read and probably forgotten with last month's Playgirl. Really outstanding PRs -- from my point of view, at least -- are those which follows a consistent pattern.

The most difficult achievement with PRs is to create a series of them which runs throughout a game. The same character(s), together with some sort of plot or connective tissue, run through such a series. It may or may not follow the action of the game itself, and it may or may not interact with the releases of other players.

I've seen games with this sort of interaction. Game 1966A in Graustark was, for me, a real high point, and had the players, the GM, and even outsiders writing releases. I understand the

"dirty press" games in Costaguana, currently, are getting much the same sort of goings-on. Such games can be tremendous fun -- for the players and for the readers -- because the competition between writers can lead to some real effort being put into the releases. The results will be several months of entertaining reading.

The terrible thing is that these sorts of fireworks can't be organized in advance. We've tried it in the past. Several "PR" games have been organized, drawing on some of the recognized masters of the art. All those with which I am familiar turned out to be, alas, flops. The PR war -- which is often hotter than the military one -- is like Topsy, something that just grows. Writing a consistent, or even consistently good, series of PRs will not guarantee that sort of interaction you need. Even interacting with the PRs of others will not insure that they will react back at you.

The moral there is not be get discouraged. If you enjoy writing PRs, just hop to it in every game. The time and effort you put into it will pay off in the long run and there will come a time when you will be participating in a game whose every season you await with anticipation and delight -- not because of the game so much as the PRs. Those who have had that happen to them in a game can tell you that there is no experience like it. With his introduction, I would like to turn to each of the seven Great Powers in turn. In a series of articles, I plan to examine each of them from the point of view of what possibilities and probabilities are inherent in that Power on which the PR writer can draw.

There now, wasn't that better than another stupid old tactics article ?  
(This article written by Rod Walker first appeared in Diplomacy World 28, Fall 1981 - many thanks to Rod !)

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**Mail-Box**

**Mark Nelson** (Leeds, England): I've written before about the desirability of including such details as the zine from which you reprint an article and the original date of publication. You didn't print either of these two pieces of information for the Rod Walker article on the 1979 DipCon ! I think that this first appeared in Diplomacy World, certainly I have seen this article before and my collection of US zines in this period is rather scanty so there is a good chance that it did appear in Diplomacy World.

It's only by knowing the original date of publication of an article that it's possible to understand how people's attitudes towards the hobby and the game of Diplomacy have changed. I have articles on Diplomacy going back to the mid 1960's in my collection. One interesting idea which I've toyed with in the past is to run a collection of articles on the same subject, with the articles being written at, say, five yearly intervals. A collection of, for example, articles on German Opening Theory written in 1965, 1970, 1975, 1980, 1985 and 1990 would make for interesting reading just to see how ideas have changed. This kind of understanding is not possible if you don't know the original date of publication.

**TF:** I'm sorry for having forgotten to mentioned to mention those necessary informations and of course you are right that I should have included them ! Indeed the last article was from Diplomacy World (I told it to mark in a separate letter, too lazy to work it out again now....). I will reprint the articles with full source material from now on, at least concerning those sources I know about !

Did you get my info on WDC '96 and what do you think about it ? I have also informed Shaun derrick, but he told me it's not his thing - who else ???

Mark, could you please send me the address of the current Boardman Number Custodian for the British Isles ? Thanks....

I've also got a copy of your Dip Dictionary - am I allowed to reprint parts of it ?

**Mark Nelson:** Whilst sending food and basic necessities to Russia will give us the impression that we are doing something for the Russians until methods of distributions are reformed it is unlikely that massive aid will achieve anything. Unfortunately whilst there has been some

political reform at the top and the bottom real power still resides in the middle, under people who worked under old regime and where, indeed, appointed by the old regime. people with little incentive to kick start Yeltsin's, and our, dream of reform into reality.

**TF:** I also don't think that massive aid will help a great deal unless the Russian do really reform their system, which means a new and effective administration and also transportation system. But Yeltsin might be the only hope of the west as he is the only person of "some" integrity and loyalty - so the "big 7" should support him, otherwise the CIS states will descend into chaos...

**Mark Nelson:** I haven't played "Britannia" very often, but it was a cult game with hobby members between 1987-1989 with many games being played at UK Cons. You're right about the playability of the 3/5 player versions, the 4-player game is definitely the best.

Like Diplomacy the game isn't perfectly balanced but the game should be much closer than the one you report - I would put this down to players not being familiar with the game: It is essential to plan ahead so that you can take your scoring areas on the turns that you score for them ! As ever with a multi-player game you shouldn't attach too much importance to your first play-test.

**TF:** Indeed it's a very good game, but you have to play it with 4 players, who are nearly on the same experience level, otherwise the unbalanced (you are quite correct) would turn out rather messy. I have played for several times with the students right now, but they are not so experienced as I am and I still make mistakes on my own. The last results turned out close enough, but purple is still a hard nut to play. I would like to offer a pbm-version in D and I have asked a US-GM and publisher for the pbm-rules. Are these available in Britain too ?

**Fred Davis** (Ellicott City, Maryland): Inge and I were both quite concerned about the rise of this new Republican party, headed by a former SS officer. Our TV coverage of recent German elections was somewhat frightening, with the hand salutes, the drums, and the banners. I wonder how much of this is just an anti-Gastarbeiter reaction, based on the impression that there are too many Turks and Yugoslavs in Germany; how much may be a deep down interest in the philosophy of the Austrian Housepainter. I know Inge says that in her little home town, people are afraid of Turks the way people in America are afraid of blacks, especially after dark.

I saw this coming 20 years ago. I said to some people then, stop bringing in all these people from Eastern Europe, or you'll wind up in the same situation American cities got into when the blacks all left the rural South and came to the big cities in the North in the 40's & 50's. It's nice to have an "underclass" to do all the dirty work that no one else wants to do, but people forget that the so-called "underclass" has a reproduction rate much higher than that of their "betters", and, if constantly kept down, will find their outlets in crime and destruction of property. In the long run, it would be cheaper to do the dirty work ourselves. Even the "savings" which the pre-Civil War U.S. made with slave labor have long-since been eaten up in the social problems we've faced with in the past 120 years.

Perhaps you can comment on some of the problems in Germany, with emphasis on the Republikans, in a future issue. How many of those people out there in the streets marching and "Sieg-Heiling" are really neo-Nazis ? Have they forgotten in the outcome of World War II ?

Yes, I know, there's the old saying. "The squeaky wheel gets the grease". We had a similar problem here with fringe groups like the Black Panthers and the Weathermen in the 60's. When things quieted down around 1974, we found out that these groups were much smaller than had been believed. Still, it was scary to see the Republikans get so many votes in Baden-Württemberg and Berlin, although they did not get as many as David Duke got in Louisiana.

**TF:** Not only you and Inge were quite concerned about the rise of this new ultra-right wing "Republican" Party, me too. Sometimes I really wonder who voted for them so that they could get into the county parliaments of Berlin and Baden-Württemberg. It's not only a anti-Gastarbeiter reaction, it's based on the strained economical situation here in Germany, the high unemployment rate, the "Wiedervereinigung" with the final loss of the territories beyond the Oder-Neiße and the loss of credibility of the established parties like CDU, FDP and SPD. This is

mixed up with the outbreak of ordinary neo-fascism in Eastern Germany (marching and "Sieg-Heiling"), but I think that the hard core of them is relative small. There are a lot of "fellow-travellers", mainly disorientated and unemployed youngsters looking for steadiness. I don't know if they have really forgotten the outcome of WWII, but what we can only do is tell them about what has really happened, a task which should not only be done in school ! At first they need a course in discussion in order to be able to speak with other people in the true sense of the word !

If today there were elections in Germany the Republikaner would get some 7-8% and get into the Bundestag - mad, isn't it ?

**Marc Houston** (London, England): On the Anschluss-Iraq comparison that is still being talked off in the pages of D: Again it's nice to read some long pieces by Markus, as what he says is generally thought provoking, and neither is any stone left unturned ! Also by Tom Butcher who gives a more authoratitive, and with greater regard to provenance and source, expansion on my previous and simplistic accounty of the Wehrmacht's superiority in doctrine and training, compared with France and Britain in the 1938-40 period.

Still I feel that the comparison of Germany (in '38-40) and Iraq (in '90) is less useful and in-structive, than comparing the natures of their respective beasts. Of course you must compare the world situation of these two countries in the chosen time frames, but only because of the driving force of the dictators guiding them.

In the same vein, it's also interesting to hear that Markus would give to Saddam the higher intelligence: Well, there is no right and wrong way of looking at this, but it could be potentially misleading. No one could rightly describe either man as unintelligent, rather it is a question of 'pathological dementia' (I am no psychiatrist, thank God !, but the word seems to fit...), which Hitler certainly was in a position to exercise more so than Saddam - their wish to eliminate their targets and scapegoats with no regard as to how their own countries suffered in the process. Perhaps given the leeway that Hitler enjoyed, Saddam might have proved similar....

Also on the point of 'adventurism', it is obvious that Hitler had more of his shame for the green light to 'go ahead' in the 1936-40 than Saddam ever had: Saddam may have been a better poker player, but was never given the opportunity. Also, Thomas, I will disagree with you when you say "he (Hitler) only got the imagination to be able to achieve all of his aims after his successes in Austria and Czechoslovakia....": His aims of a reckoning with the 'subhumans', and also 'Lebensraum' are well documented in the dreary track of "Mein Kampf". To him, it would seem, it was never a question of would he get to his objectives, as to when he could ascertain a definite time table for them.

It seems as though Saddam neither wanted to telegraph his demented aspirations in a manifesto, nor had reason to do so. He was more the product of his environment - dictator of a pugnacious, but 2nd rate Islamic world power, than Hitler, whose capacity for pathological dementia coupled with his brand of charisma will probably be never equalled again.

**TF**: Unfortunately Markus hasn't sent in any letter this time, which makes the letter col a bit small looking - maybe next time again ?

I also think that you can't compare the Germany of '38-40 with the Iraq of '90 as you have to look at both countries in their respective situations. Also both dictators are of very different character, which are not comparable ! Don't really know which dictator is/was more intelligent, but Saddam seems to be more careful, has more of a poker player and doesn't "play a game" to the bitter end. He knows quite well when to stop, but of course the dimesions are different too. Saddam wanted Kuwait, Hitler the world, at least Europe. So we agree on this - of course Hitler's mad "dreams" were published years ago in his "Mein Kampf", but this pamphlet was never taken seriously (also I agree it should have been...), even not by most of the highest Nazi leaders. I think that this was his "program", but after Austria, Munich and Czechoslovakia Hitler got the imagination that the time was "ripe", insofar you are correct that he waited for a suitable time table. But this time table would not "be given" to him if the western powers had acted more seriously and with more pressure, for example the demand the withdraw of the German troops from Austria, otherwise it would mean war ! Then Hitler wouldn't have had the chance for Munich and all the other "adventures"...

Any comments on my questions on Yugoslavia/Serbia ?

**Marc Houston:** The press for Kapitalisten-Diplomacy is very funny - are all these gents comedians in their spare time ? Keep it up, guys.

I also liked your article 'Mountain of the Gods', as it contains information you don't really find in the history books. I'd heard of Antiochus I and also his Kingdom before, but that was all I knew of them, just names. If you can, how about some more 1-2 page sketches like this ? In particular, there were some excavations I heard going on in the Teutoburger Wald (in fact, a little while back) area to find some artifacts that may have belonged to Varus' troops and the tribes men that fought him. The results of these excavations would be very interesting.

Also, I usually look with interest at - but little understanding - the two B.K.E. games run by Ingolf. Is this based on a boardgame, or designed specifically for the D - maybe you could tell me a little bit about it ?

**TF:** Thank you, you were the only one commenting on my article about the "Mountain of Gods". As you know there's currently another exhibition in the Oldenburg Museum about Babylon, which originally comes from Berlin. It's also very interesting (and I keep telling the people what they should know about the topic...), but I have desisted from writing another article on this because of the low reaction, also this issue is rather thick anyway. But should I do so in a later issue of D ?

The Battle of Teutoburg Forest in 9 AD was described by me in a former issue of D - they have found more (very interesting !) Roman items which leads to the conclusion that the battle took place here indeed !

"Barbarian, Kingdom & Empire" is a US- boardgame, which I discovered in 1984. You can buy it in the States, but also here in Germany in the more specialized games shops ! Maybe Ingolf could write an article about the game....??

**Marc Houston:** NAPOLEONIC RESEARCH - HELP NEEDED !

I wonder if any of my fellow readers can help me with some long-term research I intend to conduct on an aspect of the Napoleonic Era. Specifically, I hope to look at the relations between France and it's satellites and allies (for example the Duchy of Kleve-Berg and Saxony) - an area not well trodden before in Britain.

As currently I read little of any other language than English, the secondary sources are out for me at the moment. However, a good place for me to start would be with war memorials erected in French satellite/allied areas to commemorate their regiments fighting in French service. I have it on good authority that some still exist in Germany and Italy, having escaped the ravages of time and bombing in the last war, but as yet I've been unable to determine any locations.

If any reader does know of such a memorial in their area or elsewhere, I'd be extremely grateful if they could send me a few details (such as the legend or a transcription, and a physical description). Any news received would be a good boost for my project !

Contact: Marc Houston, 3 Tamarind house, Hereford Retreat, Peckham, London SE 15 , England.

**TF:** If you can, please, help Marc with his project and send him some infos. Unfortunately enough nothing has remained here in Oldenburg of what is called a war memorial of the Napoleonic time, although a regiment of the Duchy of Oldenburg took part in the wars, as March reports.

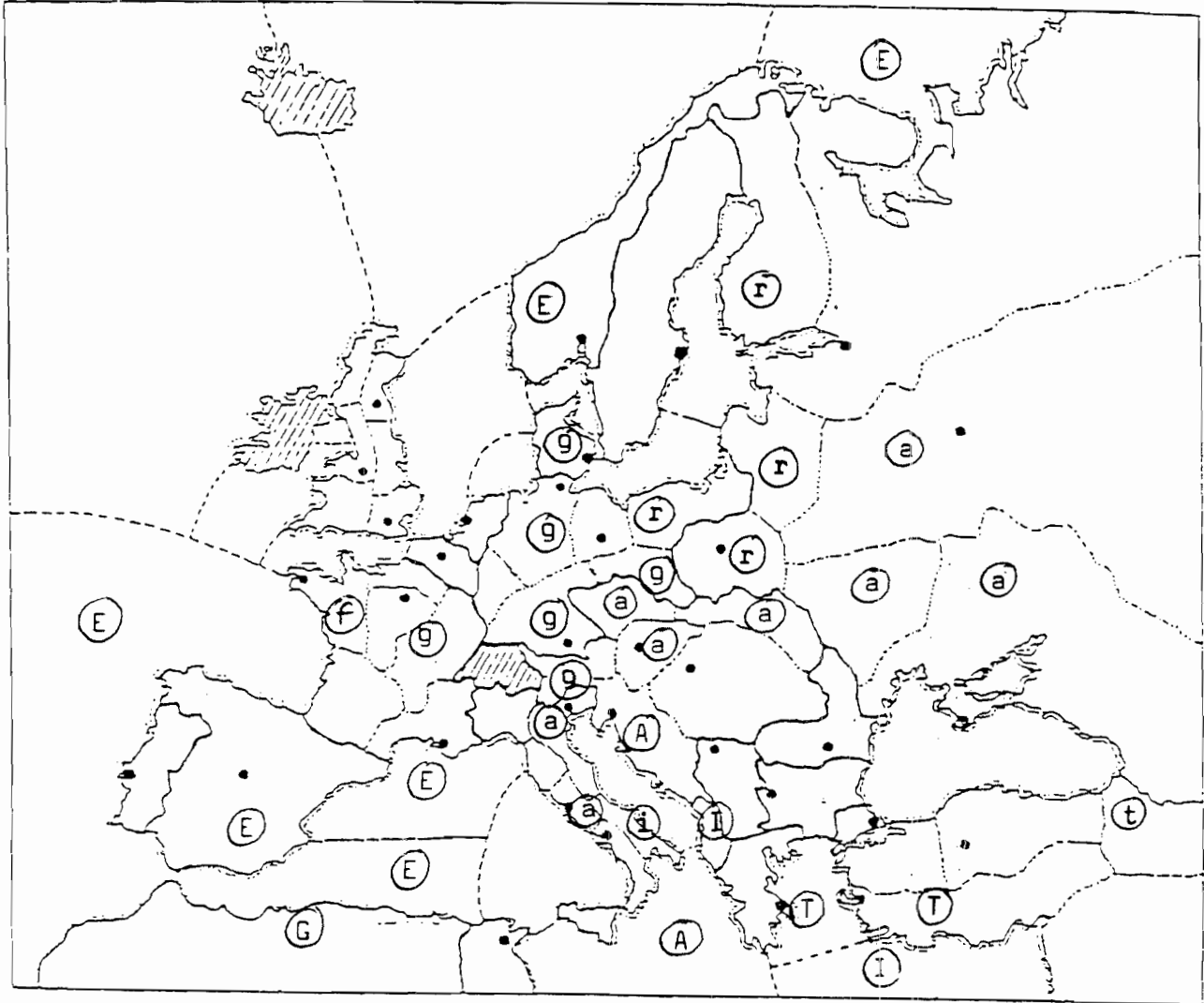
**Garret Schenck** (New York): I've been enjoying Diplomat all along, but unfortunately have been too busy to write, which is maybe too bad as it has allowed Marcus K. to go unanswered - a bad thing ! Here's Zine Register #20 - and on-time around this time. Sorry you got #19 so much later than everybody else.

If you "plug" this in your zine, please mention these "Euro-prices":

\$ 4.00 Zine Register only - air mail, \$ 6.00 North American Zine Bank (NAZB) packet about 20 sample zines - surface mail, \$ 8.00 super-duper combo of Zine register and about 15 sample zines (via surface mail), US Dollars only !

**TF:** It's okay, Garrett, and I hope that we can go on trading. Maybe be you could send me a sample copy of your Upstart just to get an imagination of your "main" zine ? Garrett is the editor of the Zine Register, which lists all available zines in North America. Highly recommendable - give it a try and have a look at the ad somewhere in this issue. Garrett, you can still comment on Markus' articles...





**AUSTRIA** (R. Baty): A War - Mos, A Sev S A War - Mos, A Rum - Ukr, A Sil - Pru(&),  
 A Tus - Rom, A Ven S A Tus - Rom, F Tri S A Ven - xxx,  
 F Gre - ION, A Vie - Tyr, A Bud - Gal

**ENGLAND** (U. Mannherz): F NWS - BAR, F NTH - Nor, F IRI - MID, F MID - Spa(sc),  
F WMS - Tun, F Mar - LYO

**FRANCE** (cd): A Bre - xxx NMR !

**GERMANY** (Th. Butcher): A Den - xxx, A Ber S A Mun - Sil, A Mun - Sil, A Tyr - Ven,  
 A Par - Bur, A Bur - Mun, F N Af - Tun

**ITALY** (Ch. Arsenault): A Apu - xxx, F ION - xxx(&), F EAS - xxx NMR !

**RUSSIA** (Chr. Thielscher): A Swe - Fin, A Ukr - War, A Pru S A Ukr - War,  
A Mos S A Ukr - War(&)

**TURKEY** (I. Markhof): F Smy - EAS, F AEG S AUSTRIAN F Gre - ION,  
 A Arm S AUSTRIAN A Sev - xxx

Retreats(&):  
**RUSSIA** A Mos - Lvn (NMR - GM)  
**AUSTRIA** A Sil - Boh (NMR - GM)  
**ITALY** F ION - Alb (NMR - GM)

**Change of Adress(COA):** Uwe Mannherz to Orchideenweg 37, D-5300 Bonn 1, Germany

Upon request I repeat all the current addresses of the players involved in the game at the moment:

**A:** Ralph Baty, 4551 Pauling Ave., San Diego, CA 92192, U.S.A.

**E:** Uwe Mannherz, Orchideenweg 37, D-5300 Bonn 1, Germany

**F:** civil disorder

**G:** Thomas D. Butcher, Kami-Osaki 3-1-31-201, Shinagawa-ku, Tokyo #141, Japan

**I:** Charles Arsenault, 559 Davidson, Montreal, Quebec H1W 2X9, Canada

**R:** Christian Thielscher, Buschhovener Str. 37, D-5305 Alfter 3, Germany

**T:** Ingolf Markhof, Redtenbacher Str. 34, D-4600 Dortmund 1, Germany

I'm sorry to read that you got two letters back, Tom. Hopefully the above mentioned addresses will help you ! Please, note Uwe's new address and the fact that this was the **last** issue of D for Charles Arsenault, if he won't send me some money to eliminate his debts - more than DM 20,00 by now - and renew the sub immediately !!!

**STANDBY WANTED FOR ITALY - WHO WOULD LIKE TO SEND IN ORDERS ????**

*Press*

**Vienna** - Rome: Thank you !

**London** to all: Sorry. I'm employed as an engineer since April, and simply everything has changed. I will write to you as soon as the new adjudications has been published. Please, remark my new address, although I will be reachable under the old one for a while.

**Xenophon:** Congratulations for the new job and the new flat - maybe we'll meet on the 26th July in Bonn....?

**For the next ZAT please send the A06 - moves !**

---

**XEINE**

Carolina Routemaster

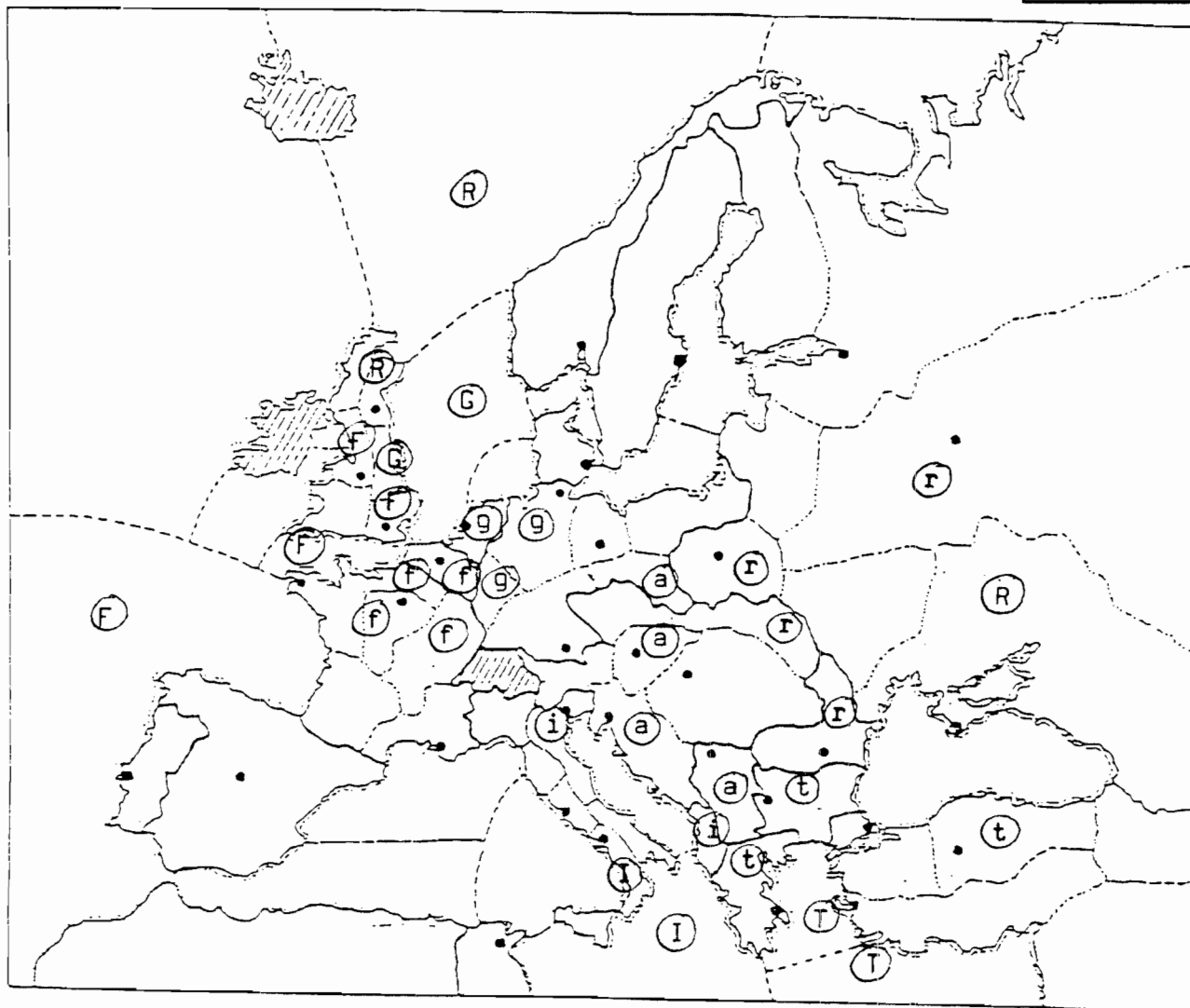
**Thomas Butcher:** I'm afraid we are going to have cancel Xeine. I only received one reply to my request for orders for a three- or four-player game. It was from Marc Houston, who deserves an "A" for effort in loyally forwarding orders. Andreas Gomolka on the other hand never sent me anything after his initial request to be included.

All this is quite disappointing since I'm sure the mechanism of the game is sound and that it would reward the players with a lot of pleasure if they would take the time to master it. Compared with Third Reich for example this game is a breeze. Perhaps the rules were unclear. It's always easy to understand what one has written oneself of course, but it's rather discouraging to find presumably experienced games players failing to comprehend things that were explained and clarified repeatedly. Well, some day if I ever get back to the States I'll start my own zine and try to put it over again.

**TF:** I'm very sorry to read your lines, Tom ! I can imagine how disappointed you are after all these efforts you (and to a lesser degree I) have made to promote this game. I'm also disappointed about the behaviour of Thomas Scheben, Andreas Gomolka, John Webley and David Hood (to have a look at the original start list) - all these guys should have told you right in time that they won't be able to master the game, but it's not really polite to say nothing at all and let the potential GM hope up to the deadline that the game will start, nevertheless !!!

There was plenty of time to ask you about the rules, which were not quite clear and I'm also sure that the game could be mastered after having studied the rules carefully. So why have you signed up for the game, chaps, if you don't have time to work out the rules ?

Again sorry and I can understand that you are rather disappointed - I am too. I'll use the name XEINE for another Dip to be started in the future....



**AUSTRIA** (R. Röllig):

A Vie - Gal, A Sil S A Vie - Gal, A Tri S A Ser - xxx,  
A Ser S ITALIAN A Alb - Gre

**ENGLAND** (cd):

A Edi - xxx(&)

NMR !

**FRANCE** (J. Webley):

A Bur - Mun, A Bel - xxx, A Pic S A Bel - xxx, A Par - Bur,  
F ENG - NTH, F Lon S F ENG - NTH, F Bre - MID, F Lpl - xxx

**GERMANY** (A. Bustany):

F Yor S F NTH - xxx, F NTH S A Hol - Bel, A Hol - Bel,  
A Kie - Mun, A Ruh - Bur

**ITALY** (D. Dahmann):

A Alb - Gre, F ION S A Alb - Gre, F Apu S F ION - xxx,  
A Ven - xxx

**RUSSIA** (C. Gautron):

F Cly - Edi, F NWS S F Cly - Edi, A Ukr - Gal,  
A War S A Ukr - Gal, A Rum S A Ukr - Gal, F BLA - Sev

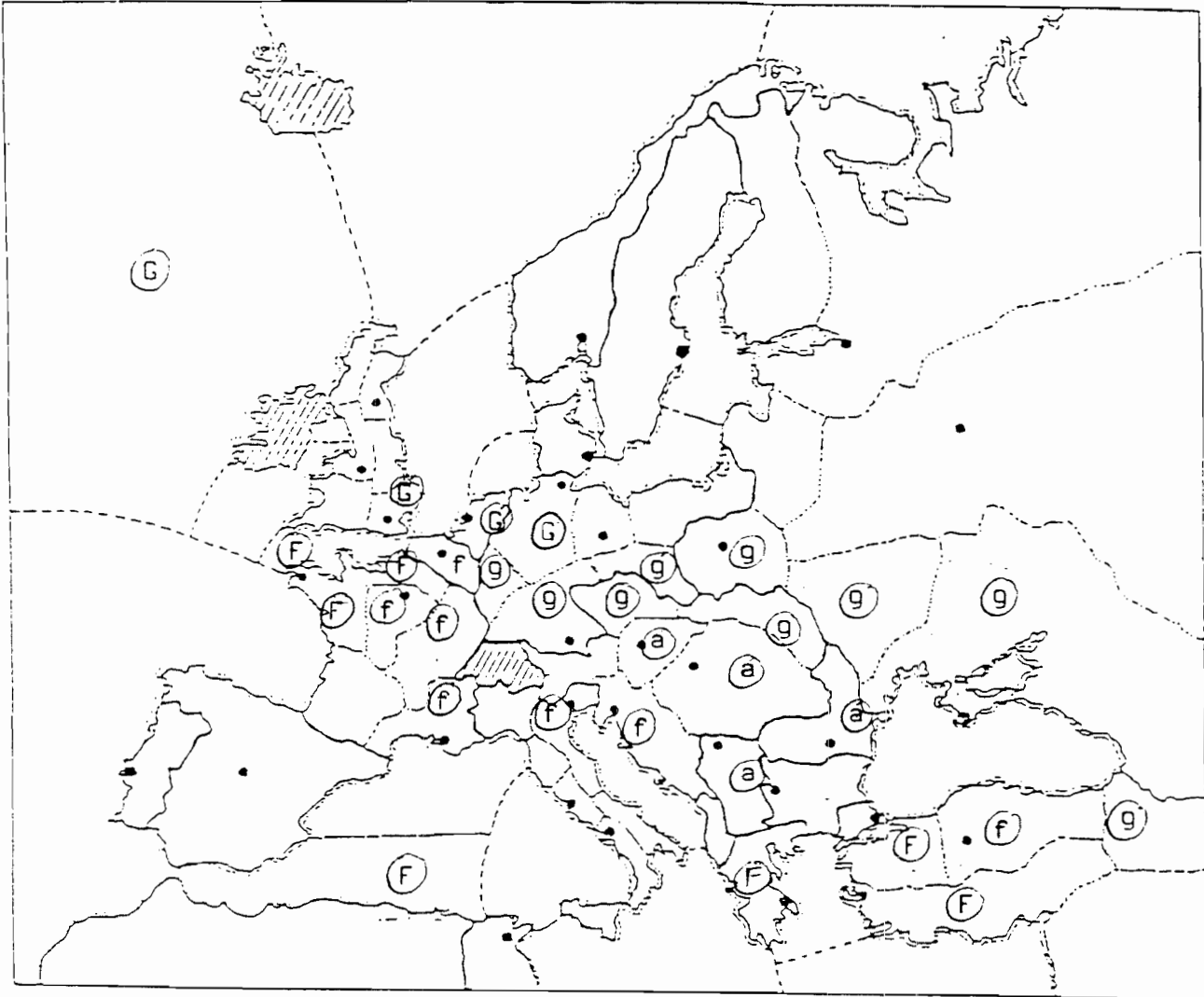
**TURKEY** (A. Stielau):

A Gre - xxx, A Bul S A Gre - xxx, A Con - Ank,  
F AEG S A Gre - xxx, F EAS - ION

Retreats(&):

**ENGLAND** A Edi - ex

(to be continued on p. 13)



**AUSTRIA** (H. Sommer):

A Vie - xxx, A Tri S A Vie - xxx(&), A Rum - xxx,  
 A Bud S A Rum - xxx, A Ser S A Rum - xxx, F Con - BLA,  
A Ank S FRENCH A Smy - Arm(NSO/(&))

**FRANCE** (M. Grünewald):

A Bel - Hol, A Par - Bur, A Bur - Bel, A Tyr - Tri,  
 A Ven S A Tyr - Tri, A Smy - Ank, F AEG - Con, F EAS - Smy,  
 F ION - Gre, F TYS - WMS, F MID - ENG, F Pic S F MID - ENG

**GERMANY** (U. Stähr):

F Cly - NAT, F Lon - ENG, F Hol - xxx, A Gal - Rum,  
 A Ukr S A Gal - Rum, A Sev S A Gal - Rum, A War - Sil,  
 A Mos - War, A Boh S A Mun - xxx, A Mun S A Ruh - xxx,  
A Ruh S A Mun - xxx, A Arm S FRENCH A Smy - Ank

**Retreats(&):**

**AUSTRIA** A Ank - ex  
**AUSTRIA** A Tri - Alb (NMR - GM)

**Supply Centres**

			<u>Builds</u>
<b>A:</b>	<i>Tty</i> , Bud, Ser, Rum, <i>Lbtl</i> , Vie, <i>Attk</i> , <i>Stkly</i>	= 4	6 units -2
<b>F:</b>	Par, Bre, Mar, Bel, Spa, Por, Tun, <i>Lbtl</i> , Lpl, Gre, Ven, Pcm, Nap, Bul, + TRI, + CON, + ANK, + SMY	= 17	12 units +5
<b>G:</b>	Ber, Kie, Den, Hol, Swe, Pet, Nor, Edi, Mun, Mos, War, Sev, + LON	= 13	+1

AUSTRIA: F BLA - ex, A Alb - ex  
FRANCE: F Bre, A Mar - plays 3 short !  
GERMANY: F Kie

NMR - GM !

Sorry, aber das Spiel ist - entgegen meiner voreiligen Ankündigung - nicht zu Ende, da France das SC London an Germany verloren hat, was ich völlig übersehen habe. Daher geht das Spiel nun vorerst gnadenlos weiter, aber ich bin zuversichtlich, daß wir es in absehbarer Zeit beenden können und werden !

**Zum nächsten ZAT bitte die S 14 - Züge !**

%%  
(continued from p. 11, SERAPIS):

Since Alan Bustany has asked me to find a replacement players for him ages ago I have now found one, who has already submitted orders for Germany this time: Marc Houston, who is living in England. Alan, I hope I'm still doing right to announce Marc as Standy for Germany - with the beginning of next season, o. k. ?

Here are all the addresses:

- A: Roland Röllig, Tannenstr. 22, D-6087 Büttelborn, Germany
- F: John Webiey, Töpferreihe 4, D-3320 Salzgitter 51, Germany
- G: Marc Houston, 3 Tamarind House, Hereford Retreat, Peckham, London SE 15, England
- I: Dirk Dahmann, Hustadtring 139, D-4630 Bochum 1, Germany
- R: Claude Gautron, 62 Rue St.-Jean-Baptiste, Winnipeg, Manitoba R2H 2Y1, Canada
- T: Andreas Stielau, Charlottenhöhe 22, D-3300 Braunschweig, Germany

Press

Istanbul - St. Petersburg: Anytime ! All I am waiting for is some feed back from Russia.  
Xenophon: I'm sure the Tsar will write soon as he's very busy at the moment !

Austria - Italy: Tja, jetzt haben wir es endlich richtig vermurkst !  
Xenophon: In English please - by the way, thanks for your letter and I'm looking forward to the results of the Dip discussion. I might agree to "Afr" instead of "NAf" after some research....

**For the next ZAT please send the A + W O6 - moves !**

%%  
(Continued from p. 19, YGGDRASIL):

Godshave, the Queen of England to the participants of the contest: Hello ! Hope you're all fine ! Especially those who didn't respond to my letter. Maybe I'll read something from you soon. Would be really nice.

Xenophon: Indeed it would be....

St. Petersburg: The Tsar would like to emphasize that it is his profoundest intention to foster cultural and commercial exchange between Mother Russia and the rest of the world in friendship and co-operation. If, however, anybody should feel the urge to replace these peaceful goods with bullets and grenades, he will duly get them returned upon himself.

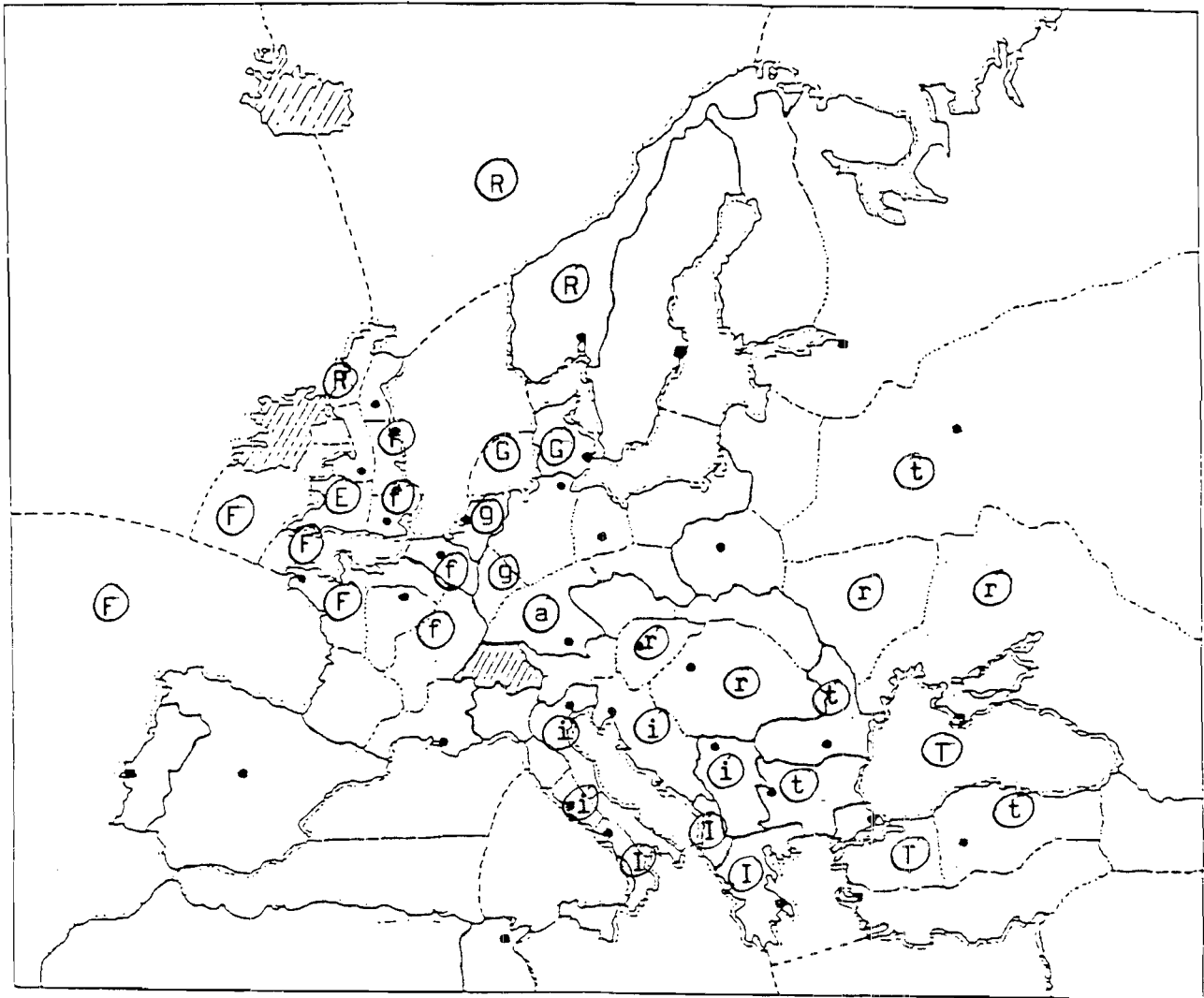
Germany: I welcome you all and hope that we have a very lively game with much correspondence and lack of predictability.

St. Petersburg - You know I mean you: I haven't yet mastered long-distance telepathy or similar useful arts, so the only way to get your views or proposals across to me is to write a letter. Why don't you just do it now ?

Xenophon: I would welcome this very much too - remember, this game is called Diplomacy !

Italy - Austria: I hope you'll be as peacefully as I am !

**For the next ZAT please, send the A O1 - orders !**



**AUSTRIA** (C. Gautron): A Tyr - Mun, A Boh S A Tyr - Mun

**ENGLAND** (Ch. Arsenault ?): F IRI - xxx(&), F Lon - xxx(&) NMR !

**FRANCE** (M. Burgdorf): F Lpl - IRI, A Bur S A Bel - xxx, A Bel - xxx, A Wal - Lon,  
F ENG S A Bel - xxx, F MID S F Lpl - IRI, A Yor S A Wal - Lon

**GERMANY** (R. Baty): A Hol - Bel, A Ruh S A Hol - Bel, F Den S F HEL - NTH,  
F HEL - NTH, F NTH - ENG

**ITALY** (D. Hood): A Tri - Bud, A Ser S A Tri - Bud, A Ven - Tri, F Alb S A Ven - Tri,  
F Gre - xxx

**RUSSIA** (J. Dennett): A Rum - Sev, A Ukr S A Rum - Sev, A Vie S A Bud - xxx,  
A Bud S A Vie - xxx, F NWS - Cly, F Nor - NWS, F Swe - Nor,

**TURKEY** (D. Barnes): A Bul - Rum, A Con - Bul, F BLA S A Con - Bul,  
A Sev S A Bul - Rum(&)

Retreats(&):  
**ENGLAND** F IRI - Wal (NMR - GM)  
**ENGLAND** F Lon - ex (NMR - GM)  
**TURKEY** A Sev - Mos

Supply Centers

Builds

A: <del>Wib, Mh, Sev</del> , + MUN	= 1		-1
E: <del>Lbt</del> , Edi	= 1	1 unit	0
F: Par, Bre, Mar, Spa, Por, Bel, Lpl, + LON	= 8		+1
G: Ber, Kie, <del>Mth</del> , Den, Hol	= 4		-1
I: Rom, Nap, Ven, Tun, Gre, + TRI, + SER	= 7		+2
R: Pet, <del>Mob</del> , War, Sev, Swe, <del>Ruth</del> , Nor, Bud, + VIE	= 7		0
T: Con, Ank, Smy, Bul, + RUM, + MOS	= 6		+2

Winter 1904

AUSTRIA:                   A Boh - ex  
ENGLAND:                   -  
FRANCE:                    F Bre  
GERMANY:                 F NTH - ex (NMR - GM)  
ITALY:                     A Rom, F Nap  
RUSSIA:                   -  
TURKEY:                  A Ank, F Con

Two Complaints this time and Martin writes: "You have written that nobody voted against two seasons. That is wrong, I did. It was, however, on the 1st postcard I sent you, not on the 2nd one with the changed moves. So, please, change the result of the voting accordingly and proceed with 3 seasons".

He writes even more, but we can make it short: In fact you did send me a letter (!!!) and afterwards a postcard with a change of orders. Both didn't contain any voting, so I had to take it as your abstention. Sorry, but that's not my fault - we will go on with two seasons !

David writes: " I cannot find my Diplomat, so I do not know when the deadline is, nor do I know where my units are. Please send me another copy as soon as possible and give me time to send in some orders !"

Well, David, you did send in orders dated 27th May '92, so at least at this date you still had your last D at hand. I have taken these orders right now, because I think it's not justified to hold over the game due to this fact. have you discovered your last D (15) by now or shall I send you a new copy ?

Hope I have handled both complaints in the right way....

Press

Xenophon: No press this time - are you tired ?

**For the next ZAT please send the S 05 - orders !**

#####

(continued from p. 17, URANOS):

Xenophon - Ralph: Thank you very much for your friendly 'family letter', which I enjoyed very much !

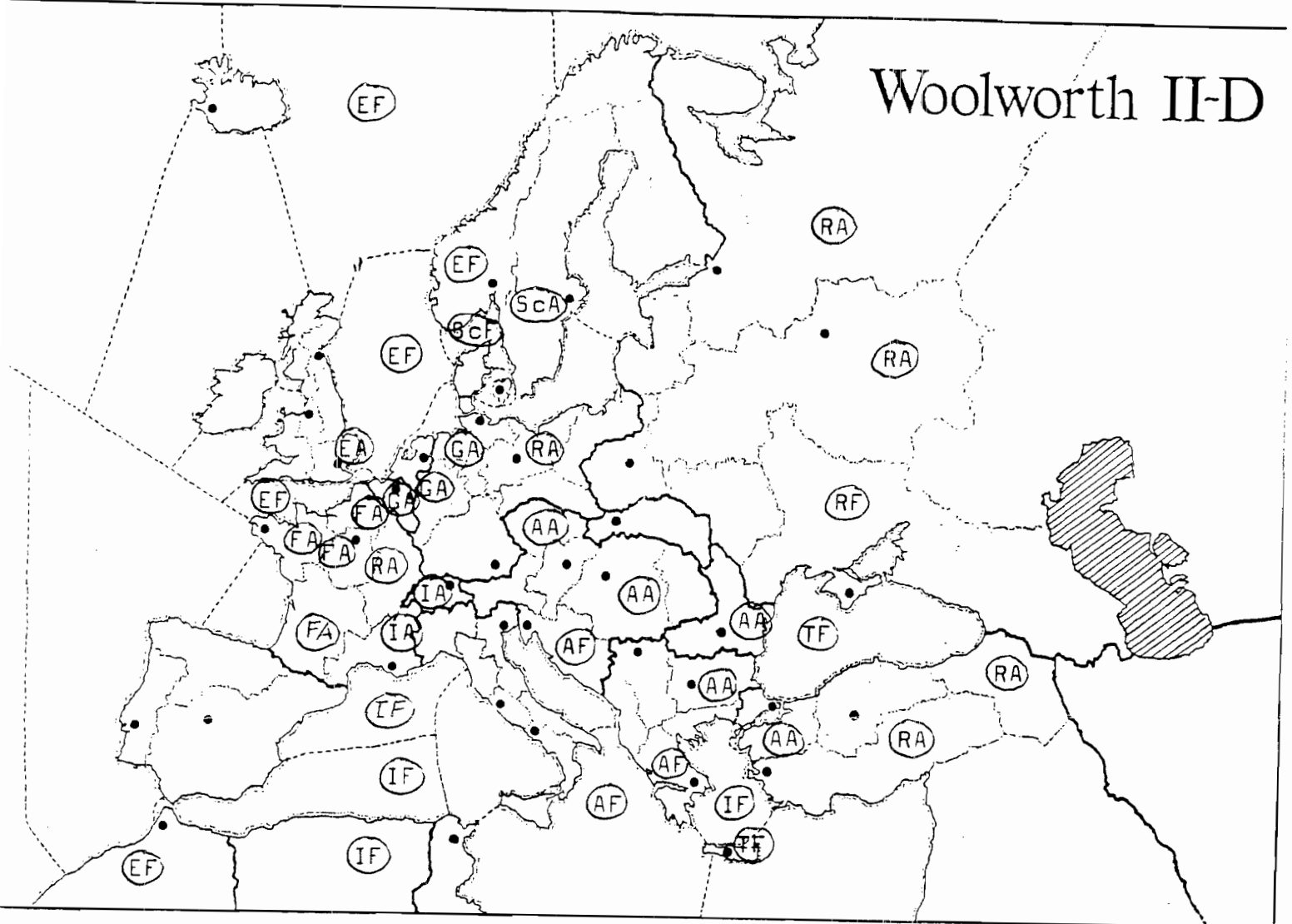
**For the next ZAT please send the S 04 - moves !**

**WOOLWORTH II-D**

**URANOS**

1991HZcbl9

**W 03**

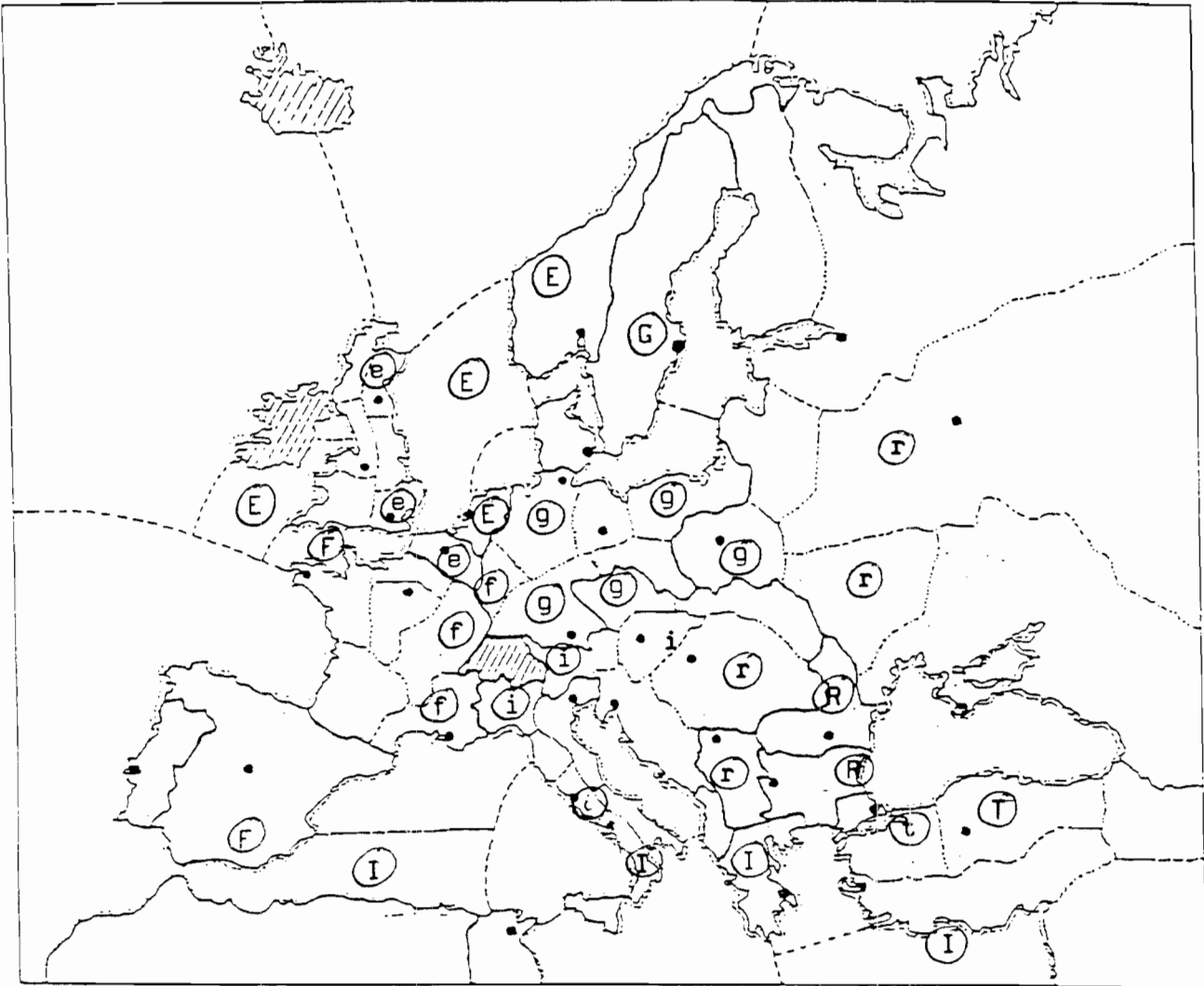


- AUSTRIA ( ? ): F Tri, A Bud
- ENGLAND (U. Stähr): A Lon
- FRANCE (C. Gautron): F Por - ex, A Mdr - ex
- GERMANY ( ? ): -
- ITALY (R. Baty): -
- RUSSIA ( ? ): A War, F Sev
- SCANDINAVIA ( ? ): A Lvn - ex
- TURKEY (J. Dods): A Mac - ex

Press

**Xenophon** - John: Black Press is not allowed - by the way. are we still trading or what has happened to your zine?  
 (to be continued on p. 15)





- AUSTRIA (M. Kässbohrer): A Alb - ex, A Gal - ex
- ENGLAND (H. Thiemann): A Edi, A Lon
- FRANCE (W. Friedrich): -
- GERMANY (J. Spinoza): -
- ITALY (A. Hinrichsen): A Rom, F Nap
- RUSSIA (H. Sommer): A Mos
- TURKEY (Kh. Müller): -

**Korrektur:** Die Karte sollte in der letzten Saison natürlich eine russische Flotte in Rum zeigen und nicht in Sev !

Presse

**Franzi** - Zar: Zur Kenntnis genommen und überlegt. Ich kann es mir allerdings nicht verkneifen, darauf hinzuweisen, daß ich seit Herbst 01 mit DIR garantiert niemanden zu überlisten versucht habe...

**Xenophon:** Na, wer wird denn im Nachhinein noch mit faulen Eiern werfen...

**Italy:** In Gesellschaft schmeckt's doch besser ! Papst Axel der Großzügige lädt zum großen Weinfest nach Paris ein !

**Xenophon:** Na, dann wollen wir doch mal sehen....

**Franzl** - Rom: Ich habe auch etwas vermisst, und nicht nur Deine echt klingenden Zusagen... Na ja, und was soll ich Dir jetzt schon noch vorschlagen ? Du hast Dich mit Frankreich angelegt, das sowieso schon einen guten Grund hat, seine Flotte aus ENG anderswohin zu bringen und gegen das die Chancen einer Offensive Deinerseits nun wirklich nicht gerade berauschend sind, auch nicht mit einer neuen Flotte, während Deine Ostgrenze demnächst zum Scheunentor werden könnte, wenn z. B. Turkey mir nachfolgt oder Deutschland sich etwas anderes überlegen sollte. Du hast Deine Chance, Dich unter die ganz heißen Siegeskandidaten in diesem Spiel einzuordnen, erst einmal an England und Rußland abgegeben. Ach übrigens, ich darf noch darauf hinweisen, daß ich meinen letzten Zug trotz Streik gerade noch rechtzeitig auf das von uns ausgemachte F Bul(ec) - Con geändert zu haben meine (falls Dir das etwas schaden sollte, har, har).

**Xenophon:** Nun ja - probier's halt in einem neuen Spiel !

**Franzl** - Willy: Irgendetwas ist hier ganz granatenmäßig schiefgelaufen, jedenfalls für uns (für Dich hoffentlich noch nicht endgültig). Mit weiteren Ätschibätschs werde ich mich dementsprechend erst einmal ein wenig zurückhalten....

**Xenophon** - England: Danke, aber Präferenzlisten frage ich zu gegebener Zeit noch einmal nach !

**Sender Freie Wiener Abwasserkanäle (SFWAK):** Dabadadumm, dadumm...

**Xenophon** - Sultan: Danke für Deinen Tip - Deine Züge kamen jedoch letztes Mal arg zu spät. Beim nächsten Mal wieder rechtzeitig ... ?

**SFWAK:** Ihr werdet schon sehen, was passiert, wenn man die Völker des Balkans vonhrer Ordnungsmacht "befreit".

**Zum nächsten ZAT bitte die S 04 - Züge !**

%%%

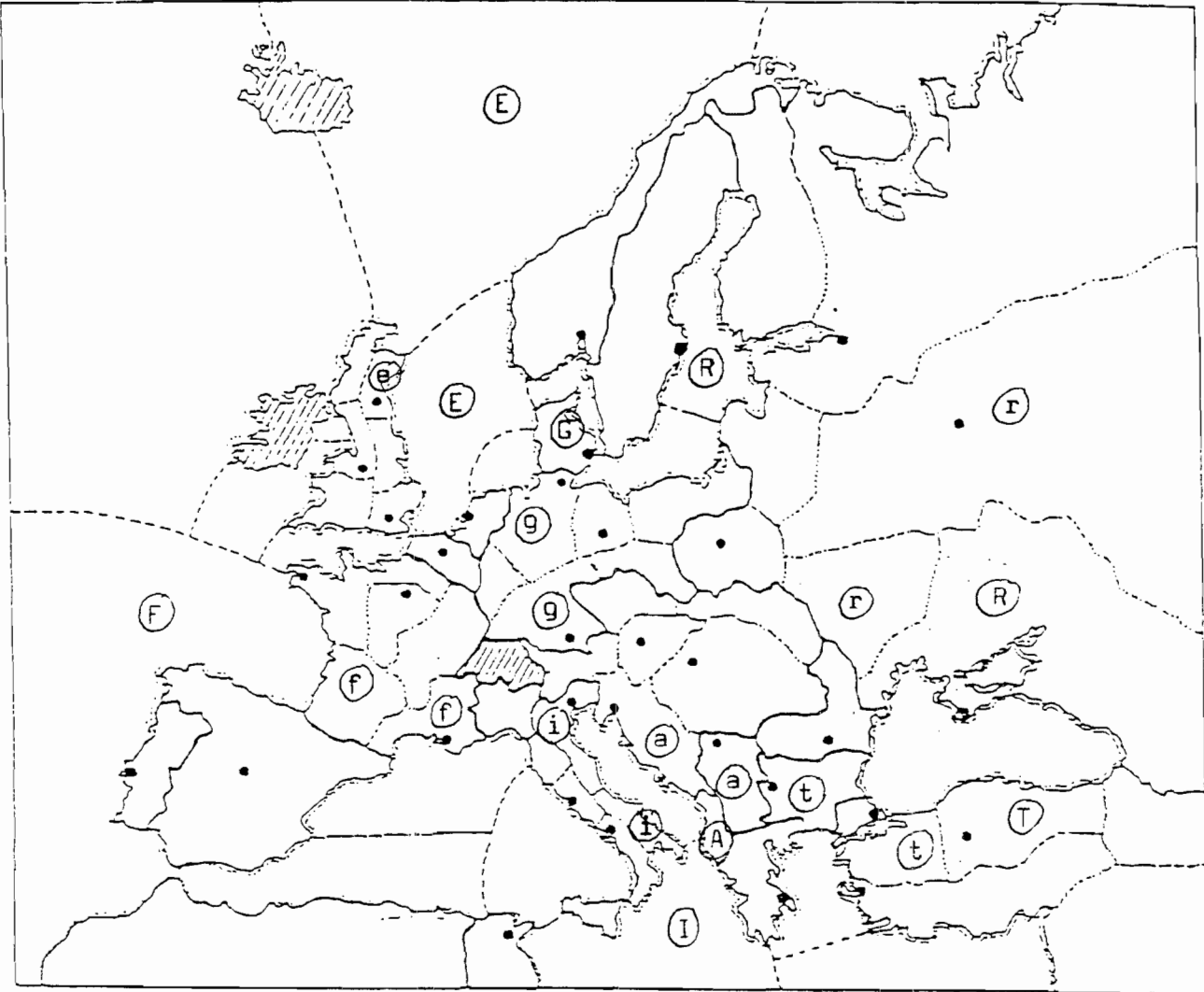
**Kind of a Questionnaire**

We are currently contemporary witnesses of a holocaust, which was not seen after the end of WWII, even not in Vietnam with all its consequences. You all know what I mean: Former Yugoslavia has broken up and the Serbs under Milosevic are conducting an "imperialist" war to "conquer" as much territory from former Croatia and Bosnia-Hercegovina as possible. This obviously has system: At first attacking Croatia in the north to fix up the "new" borders there with the middle age port of Dubrovnik in the south still under attack and then, secondly, round up the "new territory" by bombing all the cities of Bosnia, worst of all Sarajevo, once the place of Winter Olympic Games if I remember right. Hundred of thousands of Muslim people and Croats are taking refuge, mostly in Croatia, which cannot bear the burden anymore.

Some questions for the next letter column:

- 1) What do think about this war ?
- 2) Why didn't the UN intervene much earlier ?
- 3) Why did they UN set Saddam Hussein an ultimatum, but not to the Serbian Government ?
- 4) Do you think it was all right if NATO or WEU would have sent combat troops before Bosnia, maybe Croatia, were attacked by the Serbs ?
- 5) Is it ever possible to integrate the Serbs in a European or even World Wide Community after this bloody war ?

Comments are welcome, gents, please let me know your opinion !!!



**AUSTRIA** (N. Berdichevsky): A Bud - Ser, A Vie - Tri, F Tri - Alb

**ENGLAND** (R. Röllig): F Lon - NTH, F Edi - NWS, A Lpl - Edi

**FRANCE** (R. Baty): F Bre - MID, A Par - Gas, A Mar - Bur

**GERMANY** (D. Barnes): A Mun - Bur, A Ber - Kie, F Kie - Den

**ITALY** (J. Spinoza): A Ven - xxx, A Rom - Apu, F Nap - ION

**RUSSIA** (M. Kässbohrer): F Pet(sc) - BOT, F Sev - BLA, A War - Ukr, A Mos - Sev

**TURKEY** (U. Meyer): A Con - Bul, A Smy - Con, F Ank - BLA

Press

**St. Petersburg** - Konstantinopel: Just in case .... fühl' Dich bitte nicht angegriffen !

**Xenophon**: With such "neutral" orders Turkey won't feel attacked, for sure not...

**St. Petersburg** - London: Well, you see (or don't you) ... I shall write you immediately upon receiving this adjudication. Hope we can sort it out !

**Xenophon** - Tsar/Sultan): Let's see and wait - please, submit your orders for your different games on different sheets of paper from now on - many thanks !

(to be continued on p. 13)

# Kapitalisten-Diplomacy

WOTAN KAP-Dippy im Diplomat Spring 1902  
 GM: Volker Schnell, Stresemannstr 165, 2000 Hamburg 50 ZAT: as D 16

Pseudonym	Kujambel	Kronen	Pfund	Francs	Mark	Lira	Rubel	Piaster
Waldschat	0.45	1503-	503-	5618+	1003-	1503-	2965-	1503-
Eulenspiegel	1746.14	0	0	0	0	0	3048-	<b>3138-</b>
Casanova	1.97	<b>4577-</b>	1078	3044+	578-	<b>2752+</b>	578-	710-
Money penny	0.03	426-	<b>2456+</b>	<b>6975+</b>	1040-	426-	1040-	426-
James Bond	0.21	500-	1043+	5490+	<b>4595-</b>	500-	0-	2045-
Mephisto	2749.75	2635-	531-	2501+	2000-	1772-	501-	1000-
Croix de Feu	0.08	430-	166-	6285+	166-	430-	<b>4648-</b>	430-
Serendipity	0.75	11	177	2621+	2622+	511	511	1011 RED
Veränderung:		-3000	-541	26654	-555	-957	-3500	-3500
Neue Kurse:		1.25	0.83	3.42	1.44	1.04	1.52	1.27
Kosten pro SP:		25.00	27.67	85.50	28.80	26.00	30.40	42.33
Versorgungszentren:		5	3	4	5	4	5	3

Geldtabelle:

1.) Waldschat	30933.30 KJ
2.) Money penny	30487.97 KJ
3.) Croix de Feu	30467.36 KJ
4.) James Bond	30000.65 KJ
5.) Casanova	22503.10 KJ
6.) Mephisto	21792.05 KJ
7.) Serendipity	15493.04 KJ
8.) Eulenspiegel	10364.36 KJ

Hochgerechnete SP-Tabelle:

1.) Waldschat	618.6 SP
2.) James Bond	587.0 SP
3.) Mephisto	583.6 SP
4.) Casanova	572.2 SP
5.) Croix de Feu	548.7 SP
6.) Money penny	507.8 SP
7.) Serendipity	318.2 SP
8.) Eulenspiegel	316.4 SP

Wotan 2-Phasen-Spiel

Kapitalisten-Dippy Frühjahr 1902

<u>AUSTRIA</u> 5 Casanova	<u>ENGLAND</u> 3 Money penny	<u>FRANCE</u> 4 Money penny	<u>GERMANY</u> 5 James Bond	<u>ITALY</u> 4 Mephisto	<u>RUSSIA</u> 5 Croix de	<u>TURKEY</u> 3 Eulenspiegel
A Gal-xxx	A Wal-Bel	<u>F MID-WMS</u>	A Den-Swe	A Ven-xxx	F Swe-Nor	A Smy-Con
A Bud S "	F ENG C "	A Spa-Mar	<u>F Bel-NTH*</u>	<u>F Tun-WMS</u>	<u>A War-Gal</u>	F Con-AEG
A Ser-Bul	F NTH S "	<u>A Bur SEA</u>	<u>A Mun-Bur</u>	<u>A Pie-xxx</u>	<u>A Ukr S "</u>	A Syr-Arm
F Gre S "		<u>Wal-Bel</u>	<u>A Kie-Ruh</u>	F Nap-TYS	A Seb-Rum	
A Tri-Ser		<u>A Par S A</u>	F Ber-Kie		F BLA S "	
		Bur-xxx				

Rückzüge : \*GF Bel-Hol

New leaderships

Wotan 2-Phasen-Spiel

Kapitalisten-Dippy Frühjahr 1902

<u>AUSTRIA</u> 5 Casanova	<u>ENGLAND</u> 3 Money penny	<u>FRANCE</u> 4 Money penny	<u>GERMANY</u> 5 James Bond	<u>ITALY</u> 4 <b>Casanova</b>	<u>RUSSIA</u> 5 Croix de	<u>TURKEY</u> 3 Eulenspiegel
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Press for Wotan:

James an Penny: Why, you're not my enemy, sweetheart! Let's work together (like we share other nice things). Otherwise only the others get the profit. But together we would be unbeatable!

Old Mohamed: Already the Bible says: Love your enemys, if you can't beat them.

Robin Hood to everybody: It's me, just me! Hobbi Robb, eh.... Robin Hood to

Waldschrat: You're the secret Ruler of the Russians? Well, better rule the Russians than my forests?

Moneyppenny - Bond: Hey! Are you still in service of the British Empire? James, it could be soo nice....

Old Mohamed: Wuuaaah. These two ugliest, nastiest persons will join together. What a mess! Hope, they don't get any children like Moneyjames or better bondpennies.

Moneyppenny - Mephisto: You better mind the ways of Casanova!

Moneyppenny - Pity: In Swissfrancs we trust!

Old Mohamed to Serendipity: Please make your orders in numerics.

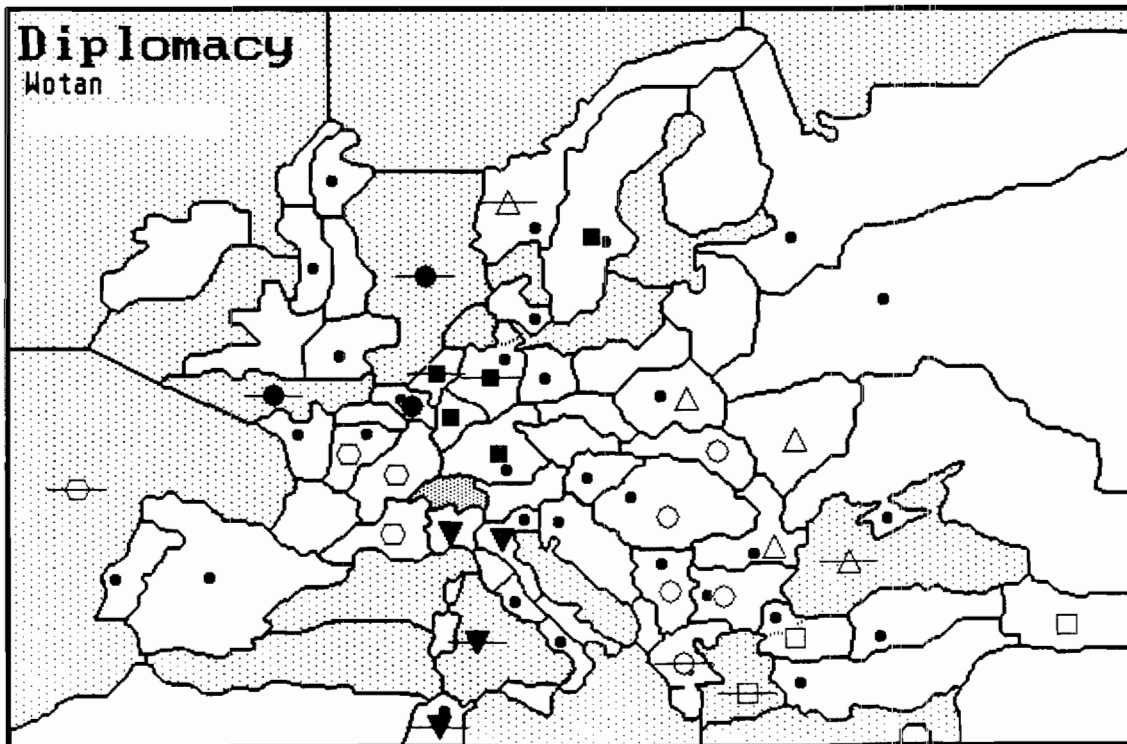
Robby - Moneyppenny: You know very well who I am. Why deny you me?

Old Mohamed: Because you are a fault of the past.

Robby - Mephisto: I am what I am.

Robby - 007: Let goldfinger go, bring me the sheriff of Nottingham. Death of alive!

Old Mohamed: What about the money. Bond does nothing for the glory. Perhaps with a few nice girls??



# Barbarian, Kingdom & Empire

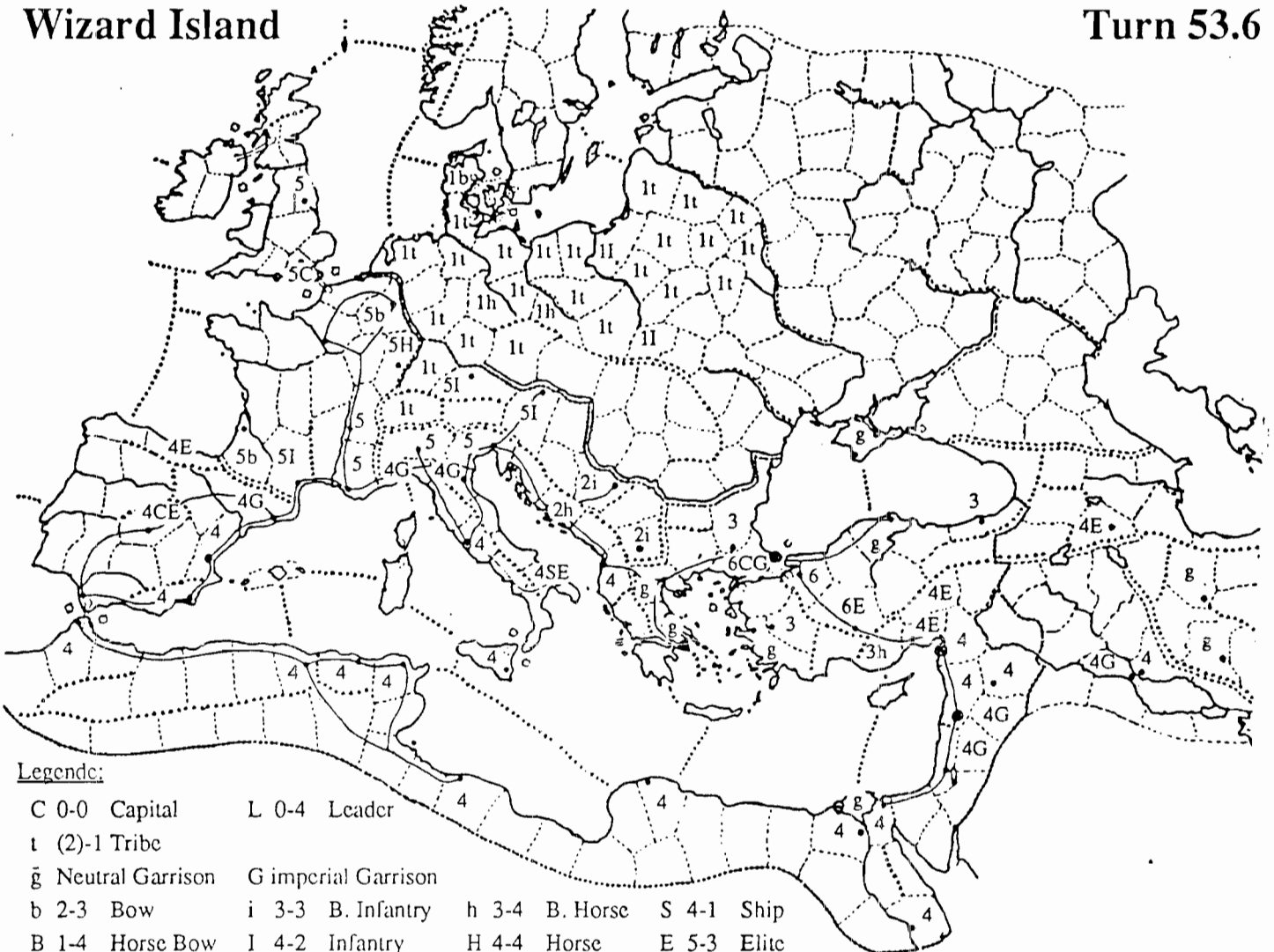
GM:  
Ingolf Markhof

Thema von Barbarian, Kingdom & Empire ist die Zeit der Völkerwanderungen. Jeder Spieler versucht, mit seinem anfänglich kleinen Barbarenstamm ein mächtiges Königreich zu errichten, zu expandieren, und schließlich als Imperium das errichtete Reich gegen die Angriffe anderer Barbaren und Königreiche zu verteidigen. Mit dem Zerfall des Reiches geht schließlich das Volk unter und ein neuer Barbarenstamm kann anstelle dessen ins Spiel eintreten. BKE ist ein "ewiges Spiel", bei dem an dieser Stelle neue

Spieler einsteigen können. Wer mitspielen möchte, kann sich beim GM auf die Warteliste setzen lassen. Bei Spieleintritt muß dann beim GM ein Konto eröffnet werden, denn bei BKE ziehen alle Spieler nacheinander und die Auswertungen daher separat per Brief verschickt. Die Kosten betragen ca. alle sechs Wochen je 1.20 DM. Wichtig: Wer mitspielen möchte, sollte das Spiel besitzen oder zumindest gut kennen! Eine Bezugsadresse kann beim GM nachgefragt werden.

## Wizard Island

## Turn 53.6



Legend:

- C 0-0 Capital      L 0-4 Leader
- t (2)-1 Tribe
- g Neutral Garrison      G imperial Garrison
- b 2-3 Bow      i 3-3 B. Infantry      h 3-4 B. Horse      S 4-1 Ship
- B 1-4 Horse Bow      I 4-2 Infantry      H 4-4 Horse      E 5-3 Elite

Overview

(Turn 52.E&A)

Nr.	Position	Player	Age	Tax	TV	Upk.	Purch.	Admin.	F-TV	Result	VPs	Average
1	B-GE1	Tücksen	5/5	0	0						0	(0.00)
2	B-SL1	Schunck	8/8	1	1						0	(0.00)
3	B-HUN	Franke	11/11	5	14				14		14	(0.13)
4	K-AFR	Temme	13/5	35	40	38	0	0=0%	2	TTE	182	(14.00)
5	K-VIK	Friedrich	16/4	15	15	12	2	0=0%	1	NE	91	(5.69)
6	E-GE2	Sturm	27/12	10	16	2	14	0=0%	0	Reb.6	641	23.74

Liebe Freunde,

nachdem beide Spiele lange Zeit voll besetzt waren, sind nun potentiell drei Plätze frei: Ulrich Stähr (Samurai Samba) möchte nun nach Beendigung seines Zyklus nicht wieder neu starten, Karl-Heinz Temme (Wizard Island) will ebenfalls aussteigen und Roland Sturm könnte ebenfalls einen seiner beiden Plätze aufgeben.

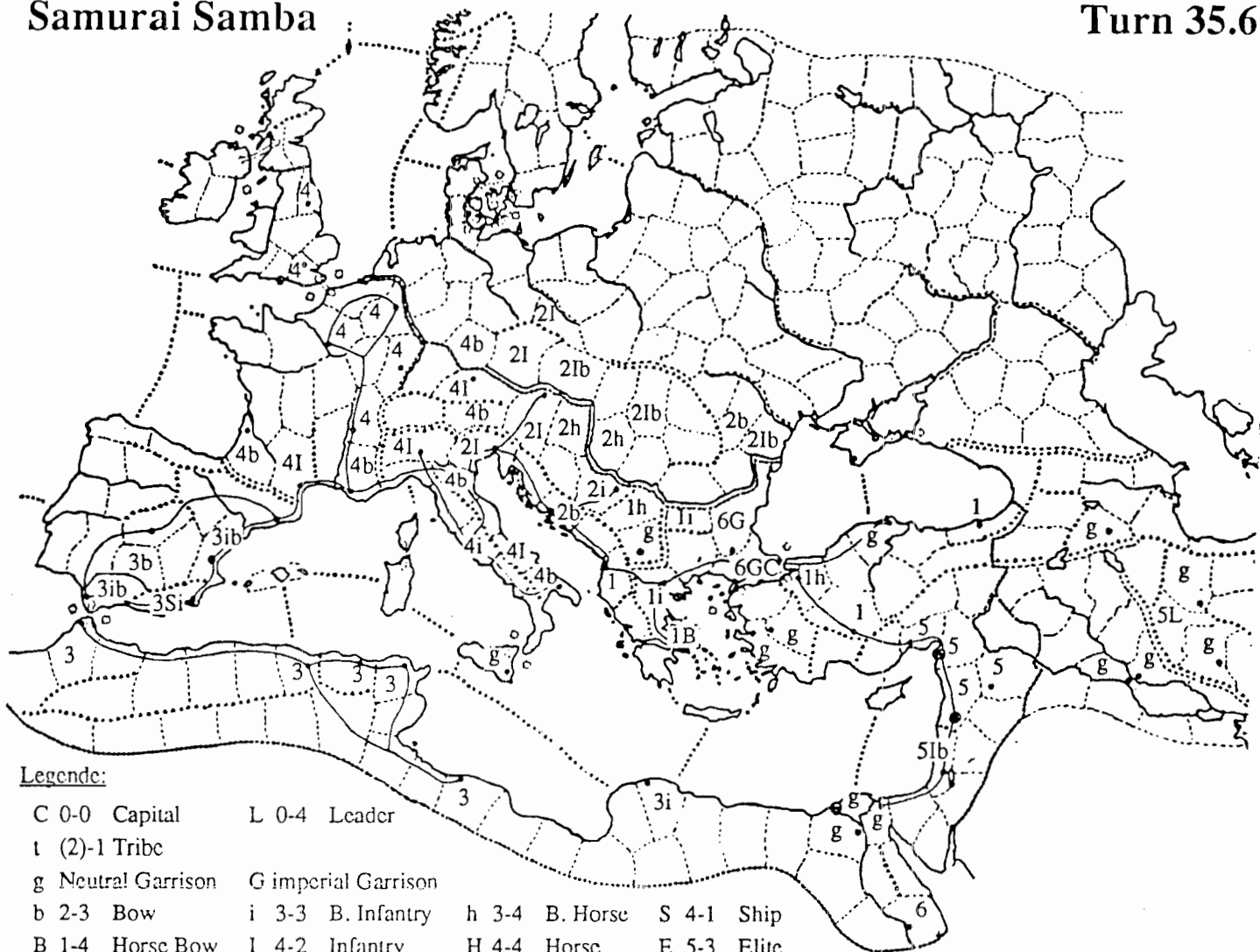
Ob wir allerdings gleich neue Mitspieler bekommen, ist noch frag-

lich. Jérôme Spinoza hat bereits ablehnen müssen, da er z.Z. viel umher reist und er zudem das Spiel weder besitzt noch kennt. Scheinbar ist nicht allen Interessenten bewußt, das BKE kein reines pbm-Spiels ist. Da ich mich beim fortwährenden Kopieren der Regeln nicht wohl fühlen würde, möchte ich nur Leute mitspielen lassen, die das Spiel entweder besitzen oder gut kennen.

Falls wir keine neuen Mitspieler finden, können wir die freien Position in einem der beiden Spiele ohne Probleme durch einen Spieler der anderen Partie besetzen. Es geht also auf jeden Fall

# Samurai Samba

Turn 35.6



Overview

(Turn 34.E&A)

Nr.	Position	Player	Age	Tax	TV	Upk.	Purch.	Admin.	F-TV	Result	VPs	Average
1	B-SL2	Stegemann	8/8	4	7				7		7	(0.88)
2	B-GE2	Hagenguth	8/8	3	3				3		3	(0.38)
3	B-AFR	Scheben	9/9	6	13				13		13	(1.44)
4	B-VIK	Alexy	11/11	14	28				28		28	(2.55)
5	K-ARA	Sturm	19/8	13	17	6	4	7=50%	0	NE	90	(4.74)
6	E-AFR	Stähr	32/10	11/6	7	3	0	0=0%	4	CO	1003	31.34

weiter! Allerdings würde ich die in beiden Parteien Spielenden ggf. bitten, eine ihrer Positionen abzutreten, wenn ein neuer Spieler einsteigen möchte.

Noch eine Anmerkung zum Ausstieg von Karl-Heinz aus Wizard Island, dessen Zyklus ja keinesfalls vor dem Ende ist: Kalle hat mir mitgeteilt, er wolle nicht ausdropfen, sondern er hätte bereits einen Stand-by für sein afrikanisches Königreich: Thomas Franke. Thomas spielt zwar im selben Spiel mit, aber seine Hunnen sind in der Tat am Ende. In anbetracht dieser Situation sehe ich keinen Grund, Thomas nicht als Stand-by für die Afrikaner zuzulassen. Oder kriegt dann jemand Bauchschmerzen?

Ansonsten: Ich bin vom 13.9. bis zum 6.9. auf Sardinien zum Sonnen, Surfen und Motorrad fahren. In dieser Zeit gibt's also garantiert keine Auswertung... Bitte teilt mir auch Eure Urlaubstermine mit!

Warteliste: 2-3 Plätze frei!!!

**GIB DOS  
KEINE  
CHANCE**

publ. design 059 - 40578980

DIPLOMAG, MARCH 1992, Page 6, Publisher: Fred C. Davis - with kind permission:

INTERNATIONAL BREAKDOWN OF BOARDMAN & MILLER NOS. (INFORMATIONAL)

As most of you know, the assignment of Numbers, or Designators, to Postal Dip games extends far beyond North America. The Boardman Nos. have been used in the British Isles from the very beginning. Originally, one Boardman No. Custodian in America assigned the numbers for all of the world's games. Eventually, Associate BNC's were established in all parts of the world where Postal games are played. The same course of events followed for Miller Nos., which are used for Variant games.

Boardman Nos. are named for John Boardman, founding father of the Postal Dip hobby. He devised the idea of assigning a specific number to each game, starting with the year the game started, followed by a capital letter. This is the same system as used by astronomers for naming new comets and asteroids. Use of these numbers enables statistically-minded people to keep track of games for rating purposes, such as the Dragon's Tooth system, and to keep records on what has happened in the various games (i.e. A Rulebook Win, a conceded Win, a two-way Draw, etc.). Records have also been kept on the success rates for the various countries. Russia and England are often near the top, while Austria and Italy usually bring up the rear. Here are the International Breakdowns as of 1991.

North America: A-AZ (52), HA-IZ (52), KA-LZ (52), PA-QZ (52), TA-UZ (52) = 260 for USA, plus CA-CZ (26) for Canada, eff. ca. 1989, for Total of 286

British Isles (incl. Ireland): BA-BZ (26), DA-EZ (52), GA-GZ (26), JA-JZ (26), NA-OZ (52), RA-SZ (52), for Total of 208

Francophone Europe: FA-FZ (26), MA-MZ (26), for Total of 52

Germanic Europe: VA-VZ (26)

Australasia: XA-ZZ (78). (Includes New Zealand & South Seas. Would also include any games started in Malaysia or Indonesia. FTF Dip has become popular in Malaysia, but no Postal games so far.)

The remaining letters are Unassigned. They could be used in the future for games originating in Japan, Russia, etc. Note that it's the address of the Publisher, not the players, which determines the letter to be used.

Miller Nos. These are named for the late Don Miller of Maryland, who pioneered the Postal Variant subhobby, and came up with the first classification of Variant games. While Don's initial classification, ca. 1966, was significantly improved by Rod Walker when he was N. American Variant Bank Custodian, the name "Miller No." was retained. In addition to the capital letters, two lower case letters and two numbers are used to identify the exact variant being played. The first letter shows which one of the 20-odd major categories is involved, and the second letter identifies the specific subcategory. Thus, "r" is the major category "Rules Revisions Using the Regular Board," and "b" identifies "Changes to one Basic Component Only." "Gunboat" is "rb32" because it's the 32nd game entered into that subcategory. A newly designed game is forwarded to the NAVB Custodian for classification, after which it's given a specific number for a Postal game by whichever MNC has jurisdiction over the Publisher's area.

North America: A-Z (26), AA-ZZ (26)\*, HA-HZ (26), JA-KZ (52), for Total of 130

Britain/Ireland: BA-FZ (130)

Germanic Europe: GA-GZ (26)

Francophone Europe: LA-LZ (26)

Iberia: IA-IZ (26)

Scandinavia: SA-SZ (26)

Australasia: XA-ZZ (78)

Unassigned: MA-RZ, TA-WZ

\*AA-AZ was assigned to U.K. games for 1985 only.

There are fewer letters assigned for Variant games since there are usually fewer Variant than Regular games starting each year.



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Jack H. Masters

October 1979

Valencia, CA

LKI: #60 October 16, 1982

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