

← Everything

Issue Number Eleven

1 July 1973

This is **Everything You Always Wanted To Know About Diplomacy***, a journal of postal Diplomacy information and obdurate obscurity published by Conrad von Metzke, P.O. Box 8342, San Diego, California 92108, USA. It appears monthly save January and costs \$3. the year, with overseas air delivery an additional \$3.75. Single copies 30¢. Back issues available: 5, 6, 7, 8, 10. Trades all-for-all. Games are not played in these pages.

A Reminder: For residents of North America, this is the last of the free issues. For residents outside that continent, the next will be the last. I make no guarantee to reserve any spare copies in case you decide you want it later on.

Other than paid subs, the following persons will be getting the next issue: Beyerlein, Buchanan, Hull, Morgan, Neus, Nielsen, Phillips, Phillips, Rulisher, Staples, Manor, Vender, Warden, Winter.

Paid subs as follows (number in parentheses indicates the last issue on the current sub): Rocamora (15), Verheiden (15), White (15), Brooks (17), Kitzke (18), Hendry (19), Stephanides (19), Hubbard (21), Barber (22), Davis (22), Power (22), and the following all (20): Gehrke, Kelly, Lanham, Lorton, Varga and Wewig.

It is of the greatest importance that anyone who is not on that list anywhere, but who wishes to be, get in touch with me immediately. This especially applies if you presume to have a trade for this thing, because if you're not listed, I have no record of a trade agreement.

~~Public recognition of the International Diplomacy Association (IDA) that go into the compilation and production of this journal have been recognized most graciously and generously.~~

The International Diplomacy Association (IDA) has taken the first steps toward providing subsidy funds for these efforts.

And the commercial manufacturer of Diplomacy, Games Research Inc., has presented me with a cheque in the amount of \$100. to help these efforts continue.

I hope that I can fulfil the promises for which the above expressions of faith have been shown. I shall certainly try.

Orphan Games Project: It is my pleasure to announce the transfer of this program to Gregory Warden, 4303 Baltimore Avenue, Philadelphia, PA. 19104. I have no doubts at all about Greg's ability to handle the task, and I'll be working with him in any way that I can (particularly with respect to keeping him apprised of who is late and who isn't).

*But Had Better Sense Than To Ask.

Orphan Games Project efforts in the recent past:

- Carpetbagger. Four games, all transferred.
- La Guerre. One game left over from earlier efforts, transferred.
- Ipomoea. Seven games, all transferred.
- Legatus, Bangladesh, Kalgan. Six games, one transferred, others pending.

Changes to Roster of Publishers:

Delete: Lawrey, Leonard (defunct).

Morgan, John D., Box 253, Lazo, B.C., Canada (Word Gazette).
Sherrad, Mike - 136 Newton Road, Burton-on-Trent, Staffs., England
(Our 'Emry).

Assistant Custodianship: During my recent holiday, the Assistant Custodian, Fred C. Winter, was charged with custody of the numbers. He wound up having very little to do as a consequence of a misinterpretation of my instructions by the Post Office (they withheld forwarding on most of the material I had asked to have forwarded); nevertheless, Fred did the work without hitch and is to be thanked and congratulated.

International Boardman Numbers Recently Assigned

1973BN, missing player list. A- Robert Correll. E- John Hulland.
F- John Leader. G- F. Roy Thomas. I- Laurence Gillespie. R- Don Lee.
T- Lance Ydersberger.

1973BT, missing player list. A- Mike Kostoff. E- John Stewart.
F- David Burkett. G- Clayton McGuistion. I- Harry Drews. R- John Stevens. T- C.A. Beam.

1973CV. Down Alien Mies, Lee. A- Mick Shears. E- Michael Congreve.
F- Martin Green. G- Julian Gloete. I- Michael West. R- Colin Cayless.
T- Stephen West.

1973CW. Silmarilli, Milliker. A- Howard Foote. E- Darrel Midden.
F- Rick Stuart. G- George Lowrance. I- Michael Lott. R- Wallace Neslund. T- Laurie Van De Graaf.

1973CX. Draxrof, Murphy. A- Duane Linstrom. E- Steven Brooks. F- Hubert Arbogast. G- David Staples. I- Pat Curran. R- Zane Parks.
T- Randy Christopher.

1973CY. AMAG. Naus. A- David Lagerson. E- Berkeley David (pseud?).
F- C.A. Beam. G- Charles M. Maylen III. I- James Reynolds. R- Conrad
Richter. T- Alex Gallin.

1973CZ. The Rigot. Staples. A- Don Hinton. E- John Jagner. F- Jim
Murphy. G- 'Kaylus Centropedia' (pseud.). I- Ronald Kelly. R- Tom
LeJeune. T- K.L. Macdonald.

1973DA. Monochrome Supplement (to War Bulletin). Jeff Oliver. A-
Brownson. E- Les Pimley. F- Humphrey. G- Wragg. I-
David Karfoot. R- Ward. T- Pringls.

1973EB. Mad Policy. Walkerdine. A- Graham Anton. E- John Lettice.
F- Geoff Corker. G- Michael Sherrad. I- Terry Knowles. R- John Meadon.
T- Will Haven.

1973DC. Ethil the Frog. Piggott. A- John Lettice. E- Andrew Waldie.
F- D. Pratt. G- Michael Sherrad. I- Mick Bullock. R- Andrew Holt.
T- J. Connolly.

1973DD. Ethil the Frog. Piggott. A- Barbi Sharp. E- Richard Sharp.
F- Jeff Oliver. G- Tom Durrheim. I- Andy Davidson. R- Bob Harris.
T- Gil Bott.

1973DE. Ethil the Frog. Piggott. A- John Lowe. E- Allan Ovens. F-
Phil Shaw. G- Peter Charlton. I- Les Pimley. R- Larry Pringle. T-
Martin Mallich.

1973DF. Die Schuldigkeit des Ersten und Vornachsten Gebotes, K.35.
Von Metzke. A- Anita Hughes. E- Hartley Patterson. F- Charles Sharp.
G- John Piggott. I- Michael Sherrad. R- John Armstrong. T- Brian
Allardice.

1973DG. The Pouch. Ulanov. A- Keith Thompson. E- David Aldman.
F- Ronald Kelly. G- C.F. von
Metzke. T- Eric Robinson.

(1973DH). Big Brother. Reinsel. See note following these lists.

1973DI. 1901 and all that. Bullock. See second note following.

(1973DJ). Big Brother. Reinsel. See note following.

1973DK. Dolchstoss. Sharp. A- Ferguson. E- Burnett. F-
Stevens. G- Jones. I- Allan Dodes. R- Scott. T-
Clark.

1973DL. Dolchstoss. Sharp. A- Godfrey. E- Woodin. F-
Wheeler. G- Hanserson. I- Steve Doubleday. R- Baird.
T- Foxton.

1973DM. Dolchstoss. Sharp. A- Sewell. E- Roth. F-
 Michael Sherrad. G- Les Pinley. I- Parker. R- Lodge. T-
 Corden.

1973DN. Dolchstoss. Sharp. A- Len Nelson. E- Tony Ball. F- Christopher
 Roche. G- M. Mapherson. I- Tony Cox. R- R.P. Kirby. T- G. Hiscox.

1973DO. Dolchstoss. Sharp. A- B.S. Ellis. E- Chris Rhodes. F-
 Stephen Hill. G- Ray Pink. I- C.H.J. White. R- David Thomas. T-
 Peter Hutton.

1973DP. Dolchstoss. Sharp. A- Barry Kennedy. E- G.C.D. Wheeler.
 F- Ian Hossley. G- Peter Tyrell. I- Chris Spikings. R- Richard J.
 Sykes. T- G.J. Buckell.

1973DQ. Dolchstoss. Sharp. A- Christopher Roche. E- A. Hungerford.
 F- B. Lavington. G- Roger Ellis. I- G.C.D. Wheeler. R- Philip
 Stimpson. T- Michael Small.

1973DR. NGC Bulletin. Sharp. A- Will Haven. E- Richard Walkerdine.
 F- John Piggott. G- Mick Bullock. I- Les Pilley. R- Martin Davis.
 T- Brian Yare.

NOTES:

1. I have instituted the following new criterion for the assignment
 of an irregular symbol to a game: If said game is operated in such a
 manner that statistics cannot be compiled on it, it is irregular. In
 effect, this means that any Gamesmaster who declines to
 supply me with data on his games is running irregular games, and operatively
 this means, at this writing, Charles Reinsel.

2. I made an error last issue and assigned the same number to two
 games. From Everything 10, the game listed as 1973CJ (1901 and all that)
 is renumbered 1973DM (see above listings). The duplication involved a
 game otherwise unlisted; please insert the following:

(1973CJ). Stuttgart. L. Johnson. A- Steve Sanderson. E- Mike
 Grotte. F- Marsha Kohlfs. G- Mike Thingstad. I- Allen Holm. R-
 Don Hinton. T- R. Cox. Local game.

Games Recently Completed

1971DM. Chart erroneously omitted from last issue.

	00	01	02	03	04	05	06	(07)
A	3	3	2	2	2	2	2	
E	3	4	5	7	10	12	13	
F	3	5	5	5	5	3	1	
G	3	5	5	4	-			
I	3	5	5	5	4	3	1	
R	4	5	3	2	2	-		
T	3	5	8	9	11	14	17	

Fall 1907 not played.
 Victory by annihilation
 of one unit in Spring.

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Page Five

19680G. Magazine: ADAG. Gamesmaster: Harold Naus. Players: A- Lawrence St. Cyr (res F11), John Henry (draw F16). E- Robert Keathley (drew F02), W. Gerald White (drew F16). F- Mason Skinner (res F07), Lee Childs (res F08), Espina White (drew F16). G- Thomas Coveney (res F08), Jim Carr (out F09). I- Margaret Gemignani (out F07). R- Andrew Phillips (drew F16). T- Tracy Skinner (drew F06), c.d. (to F07), Brad Payne (out F12).

	00	01	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16
A	3	5	5	6	8	10	10	11	9	9	8	7	6	6	3	2	2
E	3	4	3	4	4	4	4	5	6	7	7	7	8	8	10	9	9
F	3	4	5	5	6	6	6	6	6	9	10	12	12*	11*	12	12	12*
G	3	5	5	5	4	4	4*	4*	3	-	-	-	-	-	-	-	-
I	3	3	4	4	3	2	2	-	-	-	-	-	-	-	-	-	-
R	4	6	7	7	7	7	7	6	7	7	7	7	8*	9*	9	11*	11
T	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3

1970AX. Magazine: Krehwon (to F08), Dune. Gamesmasters: Rodney Walker (to F08), Edi Birsan. Players: A- Michael Monahan (res F09), Joel Klein (drew F10, but see note). E- Robert Strayer (drew F09), John Stevens (drew F10). F- Tom Bray (drew F08), Thomas Kler (drew F10). G- Jim Bailey (res F08), Scott Huddleston (drew F10, but see note). I- John Seman (drew F02), Jeff Power (out F08). R- Howard Latin (res F08), Brad Payne (drew F10). T- Rick Brooks (out F06).

	00	01	02	03	04	05	06	07	08	09	10
A	3	4	5	6	7	9	9	9	9	7	6
E	3	4	4	5	4	6	6	7	5	5	6
F	3	5	6	7	7	6	6	6	7	9	11
G	3	5	6	5	5	5	6	4	4	4	2
I	3	4*	4	2	2	-	-	-	-	-	-
R	4	5	5	6	6	6	7	8	9*	9*	10
T	3	3	3	3	3	3	3	3	3	3	3

Players voted
3-way draw, E-F-R.

1971AL. Magazine: ADAG. Gamesmaster: Harold Naus. Players: A- Chris Almstrom (out F05). E- Bruce Kindig. F- Don Horton (won F08). G- Jim Carr (out F06). I- Barry Lyons (drew F05), Andrew Phillips (out F06). R- Rick Brooks (out F07). T- Stan Wrobel.

	00	01	02	03	04	05	06	07	08
A	3	4	2	1	1	-	-	-	-
E	3	4	6	9	11	11	13	13	14
F	3	5	6	7	8	12*	14*	17*	18
G	3	5	3	1	1	2*	-	-	-
I	3	4	5*	4	3	1	-	-	-
R	4	6	6	6	4	2	1	-	-
T	3	5	6	6	6	6	6	4	2

1971BV. Magazine: Mes Irae (to F02), Costaguana. Gamesmaster: C.G. von Letzke. Players: A- Richard Martin (res S05), Robert Ward (out F09). B- Gary Jones (dro F01), Lenard Lakofka. C- Larry Ilandin (dro F10), John Hendry (won F10). G- Tony McKnight (dro F01), Andrew Phillips (out F05). I- Hal Norman (res F03), Mark Waldmark. H- Charles Heinsel (dro F10), c.d. T- Lawrence St.Cyr (dro F04), Harold Naus.

	00	01	02	03	04	05	06	07	08	09	10
A	3	8	7*	3	3	3	3	3	1	-	
B	3	4	3	3	3	4	4	4	2	3	4
F	3	4	5	8	8	12*	13	13	17*	18**	18
G	3	2	1	1	1	-					
I	3	5	7	9	10	6	6	5	3	1	1
R	4	5	7	5	5	5	4	5	6	6	4
T	3	4	3	4	4	4	4	4	5	6	7

1972X. Magazine: Meechoeshoe. Gamesmaster: Michel Feron. Players: A- Michael Grayn (won F10). B- Patrick Kaglebert (out F05). F- Jean-Paul Lacedoni. G- Jean Rinchon (dro ?), c.d. (out F10). I- Michel Bihay (out F10). H- Michel Liesnard (dro? ?), c.d. (out F09). T- Josiane Ankri.

	00	01	02	03	04	05	06	07	08	09	10
A	3	4	5*	5	6	7	7	8	8	15**	22*****
B	3	4	3	4*	3	-					
F	3	4	5*	5	6	6	6	8	8	10**	8
G	3	6	6	6**	5*	6*	6*	5	5	2	-
I	3	3	4	5	5	4	3	1	1	1	-
R	4	5	5	4	4	5	5	4	4	-	
T	3	4	6**	5	5	6	7	8	8	6	4

(1972CK). Magazine: The Pouch. Gamesmaster: Unknown (to ?), Paul Neumann. Players: A- Duncan Smith (out F07). B- Bob Moses (? F07), Eric Robinson (out F11). F- Nicholas A. Ulanov. G- Miles Smith. I- Evan Jones (out F07). H- Paul Neumann (res ?), Duncan Smith (won F11). T- Marc Robinson.

Statistics to 1905 unavailable.

	06	07	08	09	10	11
A	1	-				
B	3	3	2	2	2	-
F	6	7	6	6	5	5
G	6	5	5	6	6	5
I	1	-				
R	9	10	12	11	13	17
T	8*	9	9	9	8	7

Local game. Early records were unpublished and are not available.

(1973BV). Magazines: The Pouch. Gamemasters: Unknown (to F02), Gilbert Neiger. Players: A- Bruce Wachtler. E- Andrew Lynn (dro??), Nicholas A. Ulanov. F- Raymond Heuer. G- Paul Neumann (? F02), Marc Robinson (won F08). I- Duncan Smith. R- Michael Hansen (out F06). T- Miles Smith.

	00	01	02	03	04	05	06	07	08
A	3	4	5	5	6	5	5	5	5
E	3	4	5	4	2	2	2	2	1
F	3	5	5	5	6	6	6	4	3
G	3	6	7	8	9	11	13	14	18*
I	3	4	4	4	3	2	1	1	1
R	4	5	5	2	2	1	1	1	1
T	3	4	5	6	6	7	7	8	6

Local game.

Games Begun / Games In Progress

This is an update of a chart that first appeared in Everything 6. It has been updated to include all information available since that time, including material in the present issue.

Year	Games Begun	Games Still in Progress*
1962	1	1
1963	3	3
1964	5	5
1965	23	-
1966	63	-
1967	56	1
1968	102	2
1969	97	12
1970	73	13
1971	134	17
1972	193	170
1973	122	120 (this for first 6 mo. only)
Total	887	396

* A few known completions have not arrived yet.

Current prediction for number of games to be started in 1973 is still holding relatively steady at 246.

The Lost Active Players In The Hobby

Ever wonder who in our midst plays the greatest number of games? Harold Maus has kindly given me a compilation of everyone who has ever been in twenty or more games. The list is not really accurate, since it does not reflect replacement positions taken in games still in progress, which make a massive difference in several cases. Nevertheless, it is

an interesting rough indicator of who the really hyperactive masochists are. For players currently active only, the top twenty are:

1. Conrad von Metzke	127	11. Greg Warden	33
2. Harold Naus	104	12. Mark Weidmark	31
3. Edi Hirsan	89	12. John Koning	31
4. Gerald White	72	12. Tom Eller	31
5. Andrew Phillips	66	15. Steve Cartier	29
6. Margaret Gemignani	65	15. John Smythe	29
7. Charles Reinsel	64	17. Larry Peery	28
8. Larry Fong	45	18. Robert Ward	25
9. Lenard Lakofka	42	19. Eugene Prosnitz	24
10. Douglas Beyerlein	41	19. Robert Johnson	24

Fascinating. Now some of the totals are wildly low: von Metzke, Weidmark, Reinsel - to name a few - are all active as replacement players in games not reflected above. I can think of at least one player in England, Andy Davidson, who ought to be on that list.

But as a rough guide, it makes for interesting speculation. Edi Hirsan will soon join the plus-100 club (if he hasn't already), but most of the others in the top ten are joining very few new games. So who will be next up there with us on the Parnassus of Insanity?

Probably Crazy Andy Davidson....

How'd'ya Like A Job?

Anybody want to take over as Custodian of the Boardman Numbers? If your flights of fancy tend in that direction, it might be interesting to read a rough description of just what the Custodian does. And so, in response to no requests whatsoever, I thought it might be ~~very~~ nice to tell you a little about what I do.

There are essentially four parts to the job: One, assign numbers; Two, keep track of all magazines and solicit copies of every one of them; Three, compile statistical information on games as they progress; Four, publish game results. There are several other things which are marginally related to the job but not properly part of it (e.g. keeping watch on erratic magazines to see that they aren't defunct).

Part One is easy. Normally, a Gamesmaster will merely send me a player-country list for his new game and I'll assign the next sequential number to it, notifying him accordingly. Sometimes it is necessary to glean the lists from within the magazines sent in trade, but this is no real problem; in the course of fulfilling Step Three, I'll be wandering through all the magazines anyway.

Part Two is, with infrequent exceptions, easy too. Since most new publishers will have been active as players before they crank out their first issue, they will likely have heard of me and will approach me almost immediately. (In this sense it is fortunate that I publish as much as I do; this hyperactivity of mine makes me an excellent source of widespread advertising for new 'zines, which encourages them to write.)

If for any reason a new publisher fails to contact me, I will usually run across his name in some of the other publications which he does get in touch with, and will then approach him myself. Once contact is established, there is usually no problem; the 'zines just keep on rolling in. I suspect that the few wrinkles in this area will be smoothed even more when it becomes better-known that games which I do not number and report statistics of cannot be rated. At this writing only three Gamesmasters who have published in any way since I became Custodian have failed to co-operate in any form, and two of these are now out of business (Larry St. Cyr and Colin Hemming). The third is a perennial thorn in everyone's side, but one out of eighty is insignificant, and it undoubtedly helps the ratingsmasters since his games are all irregular anyway (cf. P.4 this issue). (Is there any doubt to whom I refer?)

Part Three is the big one. In order to maintain accurate records of games, it is necessary to read every game report, every time it appears, in every magazine published. This is one of the principal values of Boardman Numbers; the occasional Gamesmaster who fails to use them is forced to dig through all sorts of records just to find his game, and unless my memory happens to be on form that day this may take quite a while. Again, it is pleasant to know that only two Gamesmasters abjure this handy reference system: Reinsel, as usual, and Jeff Oliver. (If this hobby grows much more I will probably declare all games which do not use Boardman Numbers irregular; that won't faze the two current eccentrics, but it may forestall future expansion of their ideology.)

In dealing with the requirement of Part Three the following things must be taken into account: Total supply centres owned by each player each game year; Any units not built in a full turn (or, infrequently, extra units accidentally allowed on the board); changes of players and season of changeover; correction of any past errors that affects any of the previous items. Now and again a problem will arise, either because of an oversight on my part or because of Gamesmasterial error; in these cases a lot of backtracking may be necessary. Examples of such difficulties are: A supply centre column falling short of 34, in which case I have to go back down the ratings centre(s); failure to announce in obvious form a player change (or my failure to see it), in which event I have to go hunting for the reference; and a few quite uncommon other things. In extreme cases I have been known to replay the entire game just to straighten out a mess or two.

Part Four is simply a matter of typing up the written results of Parts One, Two and Three, and entails no more difficulty than any other typing assignment completed with two fingers.

And now, dear readers, let me suggest some ways to lighten my load. A large majority of the magazines are relatively simple to work with, and the occasional hang-up is almost always my oversight. But there are some that are, to put it mildly, rough. If there were only a few, I'd chalk it up to eccentricity of the Reinsel sort and forget it; but there are many, and it occurs to me that some of you may be quite willing to assist if only I'll tell you what needs doing. So turn the page and see what applies to you, and what among the litany you'd be willing to change in your format.

Supply centre lists. If a GM merely lists centres owned after each Fall by each power - totals are fine, though a full breakdown is a convenient double-check - then all I have to do is copy numbers. If he doesn't do this, then I have to count all the units, make full allowance for annihilations, make sure the GM has allowed for annihilations, and then list the totals. A thirty-second job may this way bloom into a five-minute madness.

Short units. If a GM makes a note of any missing units during build reports, again I need only copy numbers and asterisks. Otherwise I have to count units again; and, if as is frequently true the GM does not list all the units, I have to scrounge up the previous Fall and count everything there. This is particularly true of GM's who conduct builds apart from the magazine (e.g. by carbon copy), since I may then be involved in a triple cross-check - I had one the other week that took twenty-three minutes because of a simultaneous error that was corrected privately but not in print.

Player changes. Often a GM will call for a standby, then not make separate note of the actual changeover in the following report. Either that, or the change notation will be somewhere else in the magazine than with the game moves. I've been pretty good about catching these things, but if I miss one there's hell to pay when I have to wander back through issue after issue looking for the point of transfer.

Error corrections. We all make errors, and we all correct them with our players. Unfortunately, some of us do this privately and don't publish the fact. Now, most errors don't matter to me, but when ownership of a centre or presence/absence of a unit is involved they do. A short notation at the top of a game report would save me a good deal of agony.

Let it be understood, right now, that I'm not trying to tell any Gamesmaster how to run his magazine. If the parties concerned choose to ignore the above suggestions, they are free to do so, and I'll keep on wasting time hunting the data. But it sure would be nice....

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Grand finale. Harold Neus has kindly compiled a full chart for 1970, reported in telescoped form last issue. So for those interested:

	00	01	02	03	04	05	06	07	08	09
A	3	4	3	1	-					
E	3	4	4	6	7*	7	4	3	3	1
F	3	6	7	8	9	10	13	14	16	18
G	3	4	5	6	4	3	3	3	1	-
I	3	4	5	4	4	4	3	1	-	
R	4	5	4	1	1	-				
T	3	4	5	8	9	11	13	14	14	15

You know, between Hal Neus and Walt Buchanan I may survive this job yet! That's all for now, see those of you still around next month.