

THE JOURNAL OF

A U S T R A L I A N D I P L O M A C Y

THIS ISSUE

YES! HERE IT IS!
24 PAGES OF INFORMATION,
NEWS AND MORE STATISTICS THAN
YOU CAN SHAKE
A STICK AT.

WHEN'S THAT
JOURNAL FINALLY
COMING OUT
MICHAEL?

WHEN'S THAT
JOURNAL COMING
OUT MICHAEL?

WHEN'S THAT JOURNAL
COMING OUT MICHAEL?

UGH.... WARGANERS
LET'S GO BACK
TO ENGLAND

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ACKNOWLEDGEMENTS

Some people have my undying gratitude for their help, ideas and support in putting this first issue together. John Cain, Andrew England, Mathew Gibson, George Smirnow, Luke Clutterbuck, and Neil Innes.

The cover is by me, but was from an idea I submitted to The Go-Between's recent cover competition. It is used with the kind permission of Rick Snell. The layout is a hybrid of my ideas, and ideas stolen from zines all over Australia.

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Next Issue

NEXT ISSUE

Due Date For All Submissions: 20th May 1988.

\$International Zine List...addresses for some of the best Zines from Europe and USA.

\$Ratings for finished games, April 84 gamestarts to the present.

\$Report from the Victorian Diplomacy Championships

\$Endgame Autopsy: 'Snow White'. A gripping story of Big Casino and big Proxy.

\$The Diplomacy Association of Australia: "Who What Why When".

Blah Blah Blah...

Write, draw, type, copy, staple, fold, lick. Whew, I finally made it! Welcome to the 1st issue of The Journal of Australian Diplomacy, the notice board, reviewer, forum, and overall do-gooder zine.

Actually, the fact that this zine exists at all is an indication of the strength of the postal Diplomacy hobby. Will it be strong enough to support the continuation of a publication that doesn't actually offer any postal games? Yeah I hope so, but so long as there are ½ a dozen subscribers I'll be satisfied. The idea is that this magazine also becomes a permanent record of events in the hobby, so it's simple existence is enough.

Having said that, I would like to see many interested subbers using the pages of this magazine to field fresh new ideas and debate a few old ones. If you've got an idea or a complaint it might reach the right ears; here.

The most impressive thing about the strength of the Dip hobby is it's increase in the last 8 years. Since the modern era started back in mid-1980, there have been 9 new magazines, and around 80 gamestarts. Currently there are 6 magazines and 35 games in progress.

This growth in the hobby is one of the major reasons for the existence of this particular zine. It became obvious in mid-1987 that the hobby was growing to the point where the individual was losing a coherent

picture of the whole structure of the hobby. A series of Custodianships were set up to record, service and promote the Diplomacy game, and this is leading to the Diplomacy Association of Australia. This magazine is the voice of that Association and of the entire hobby.

Also key to the hobby is the extent of our contacts with international Diplomacy groups. Working in relative isolation has been instrumental in building a characteristic Australian zine, but now is the time to advertise our coming of age. Take a look at some zines from overseas, and you'll see where the Australian hobby has been and where it is going.

This issue of this magazine contains material that the hobby has been waiting a long time for. Information and Boardman Numbers of most normal games; Endgame stats and Miller Numbers for most completed variant games; Ombudsman reports; the first Variant Bank report; the new AustDip Ratings rules, and some results; and lot's of reviews and information. (And a centrefold)

I welcome any debate on this issue. If you have any comments on the zine, contents, spelling or even the information presented, then write in.

So good luck as you sift through this issue, and remember that it is not my zine, but the hobby's. You, dear reader, will have to bear the "heavy burden of responsibility" for it's success.

By golly I envy you all.

Love and kisses
Mike

Blah Blah Blah...

And first up, a blast from the past....

MICHAEL HOPTON

I don't think I've written to you before, but I've not really had any need. I've sent \$5 off to Luke for 'Affairs of State' and thought I'd should send you some money for 'The Journal of Australian Diplomacy'. You are not very clear in your ad exactly what this should be (per issue, subscription etc..) so here is \$5 also. That should get me 2 issues at least.

How is Melbourne treating you? I'm not hugely keen on Whyalla but my job is good.

Having spent most of this afternoon looking at maps & figures, for Bourse I'm about ready to post my letters and move onto something completely different.

((Michael is an old SAGA crony, and currently works in the South Australian Steeltown as an engineer. The \$2 is per issue payable in advance through the nose.))

GREG LONG

Here is \$10 a/c sub to 'The Journal'. Trust it's a great success.

((Money. Best Wishes. The Classic Letter.))

JOHN CAIN

Here are 3 pages of stats for your publication. If you want me to do a column as well, just ask...

((John then goes on to offer his car, his home, his spare time, his long arm stapler; just to help see me settled and living in Melbourne. The guy is a gem amongst Dippers.))

LUKE CLUTTERBUCK

How's Melbourne treating you? Unfortunately I can't afford to make it down to Games '88 which is a pity because I was looking forward to the chance of playing for a change. However I will be making up for this discrepancy with Diplomacy Expo - the revamped Tin Soldier.

I've enclosed a fact sheet for your information - you are welcome (more than welcome) to reprint any of the details in The Journal. I wonder if you'll be able to make it up this year? There are some billets with myself and Neil and Marion available if you get in quick! I'm asking all the zine editors to make a display including back issues of their zines, posters (preferably coloured with texta or something) and maybe to run a simple competition. This can be anything you like from a question based lottery (like the Prime Minister quiz at Cancon) to "Why I like The Journal in 25 words or less". It's up to you. I will try to arrange pin boards or otherwise I'll hit the walls with Blutac. If you can't make it over personally then just send me the stuff and I'll do the rest. Do you think you could contribute in this way? Diplomacy Expo has more of an exhibition flavour than Cancon even though the tournament part is played for bigger prizes.

Would you like to sponsor the event? Beowulf, for example, is donating 6 free issues for prizes.

Let me know your thoughts. All the best!

Blah Blah Blah...

ROBERT WALLIEN

I am interested in either play-by-mail or meeting other (local) players for Diplomacy. Is there an ACT association? Are there other players interested in a free (or at least cheap) PBM group?

Thanks for your help.

((Unfortunately Robert neglected to enclose any sort of return address. Does any-one know how to contact him? How did he get my address? Did anyone meet him at CanCon88?))

Tournaments, Cons. and Championships

NEW SOUTH WALES

The NSW Diplomacy Championships look like being part of a 'Diplomacy Expo', with the championship games only part of a series of displays, stalls, exhibition games and kissing booths (I'm offering kisses for a dollar!).

The publicity genius of Luke Clutterbuck is behind this outrageous act, and his cause has received a boost from the Bicentennial body, who may sue over the use of the word Expo. It's shaping up to be a great event.

If anyone is interested in going from Melbourne, then give me a call. Bill Brown, John Cain, and Robert Wessels have already confirmed their presence at this illustrious event, and I'm trying to get a Victorian cartel organised. (How about a Journal sponsored Victorian squad, complete with T-shirts and knuckle dusters. AMel-Syd, AJou sup AMel-Syd.)

SOUTH AUSTRALIA

Now that the Sydney event is called SAGA, what will happen to the old SagaCon (the biggest

con of them all)? I've no information yet on who will be running the SA Diplomacy Championships, but you can contact Andrew England for news if you're free on the South Australian Labour Day weekend in October.

WESTERN AUSTRALIA

Is there a Diplomacy Championships planned for Perth? Maybe Paul Ward could organise something?

QUEENSLAND

I have no information regarding Queensland. Could someone tell me if they are organising anything there?

NATIONAL

Look out for a series of CanCon newsletters announcing the event and providing news as to the progress for preparations. Mathew Gibson will be organising it in 1989, giving Luke Clutterbuck a chance to play at last. Mat's run the Bourse at two competitions in the past and is keen on making the 1989 National Diplomacy Championships bigger than ever.

A Word From Our Sponsors

BEOWULF

Issue 12 March 1988 36 pages A5 format

Regular

The Can Various 1 page

Features

The Beowulf Awards J. Vickers 3 pages

Diplomacy Ratings - Debate Various 2 pages

Aust Dip Ratings System A. England, D. Kibble, P. Clark

Centre Spread Poll G. Smirnow 4 pages

'Benzine' (subzine) B. Groenen, N. Smark 1 page

'Fire Drake Monthly' (subzine) A. Howard 5 pages

Games

ACD, Grendel, Fire Drake, Wiglaf, Denmark, Hygelac, Hrothgar, Whealbeow.

Game Openings

Gunboat Diplomacy N. Smark full

International Normal A. England 3 more

Ashes Intimate Challenge ? 2 more

Normal A. Howard 2 more

Comment

The 'Polls and Stats issue! Andrew clears all of the current number crunching stuff out in one issue.

Editor

Andrew England

1/96 South Rd.

Torrensville, 5031.

TAU CETI - PHOENIX

Summer 1988 26 pages double A4

Regular

none

Features

Endgame Report - D2 Larry Dunning 6 pages

Games

M1, D2 (end).

Game Openings

none

Comment

Sadly, the second last issue of Larry's Dip-SF-Fan-Zine. He will be producing an SF fanzine called "Lad's and Las's" out of Albany, W.A. from now on.

Editor

Larry Dunning

PO Box 1300,

Albany, 6330.

A Word From Our Sponsors

THE ENVOY

Issue 17 March 1988 64 pages A5 format.

Regular

Dipoeacy	Various	3 pages
Player Profile - A. England	M.Gibson	2 pages
War Quiz	P.Dydusiak	3 pages
Quick Quiz	L.Clutterbuck	2 pages
Architecture and Morality	M.Gibson	1 page
The Bismark Papers	A.Bismark*	1½ page

Features

The Empire Strikes Out	B.Brown	2½ pages
'Snow White' Endgame Statement	L.Clutterbuck, Various	6 pages
'The Agg' Endgame Statement	Nick Manning, Various	2 pages

Games

The Agg (end), Utopia, D. Sleeping Beauty, Rapunzel, Garibaldi, Trotsky, Kerenski, Maria Theresa, 17 (resurrection), Metternich, Rabuka, Bismark, Gough, Khemlani, Askin (start), Princip, Jedburg, Charlemagne, Churchill.

Game Openings

Normal	?	5 more
Bourse (on Utopia)	L.Clutterbuck	anyone

Comment

The best 'Letters' column in the country, every article a literary gem, and a rash of disinterest in the games. Why?

Editors

M&N Ashworth
25 Park Ave,
Roaseville, 2069.

THE GO-BETWEEN

Double Issue March 1988 80 pages A5 format

Regular

Empire Theory - Russia	R.Snell	5 pages
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Features

Excalibur Opening Strategy	I.Whitchurch	3 pages
The Franco-Russian Alliance	I.Whitchurch & R.Snell	1 page
More Unusual Alliances	I.Whitchurch	½ page
Democratic Anarchy in FTF Dip.	R.Snell	½ page
(Collection of articles reprinted from <u>Diplomacy World</u>) 6 pp		

Games

AWHC, 85I, 85K, 86B, 86D, 86G, 87B, 87C, 88A.

Game Openings

TGB have openings for normal games but I'm not sure how many positions they have vacant. They fill 'em as they get 'em I guess.

Comment

TGB bouncing back! Rick Snell and Ian Whitchurch have put a big effort into improving the Dip coverage.

Editor

R, E & L Snell	(TGB may be moving to a separate
c/o Go Between Publications	subzine devoted to their Diplo-
GPO Box 286c	macy games, to be included with
Hobart 7001	the normal TGB.)

A Word From Our Sponsors

VICTORIANA

Issue 7 March 1988 32 pages A5 format

Regular

Rain Clouds and Fog...? J.Cain 1 page
Humour Various 1 page

Features

EPIC status report J.Cain 1 page
Zine Reviews J.Cain 1½ pages
U-Boat Diplomacy B.Brown ½ page
Pink Floyd, No Momentary Lapse? 1 page
Roots - my trip to South Africa R.Wessels 2 pages
Democratic Diplomacy B.Brown ½ page
Black Hole Diplomacy M.Gibson 1 page

Games

Nicholas, JRR Tolkien, Napoleon, Foch, Pepin, Lillee, Trumper, Marsh, Redpath.

Game Openings

Normal ? 3 more
Final Conflict 3 R.Wessels 4 more
Black Hole M.Gibson 7 more
Downfall ? 3 more
Iceage ? 6 more
U-Boat B.Brown 6 more

Comment

Another strong issue, and more variants. Is there a Cain v England feud coming?

Editor

John Cain
76 Banool Rd.
Balwyn, 3103.

Article

READING ABOUT CANCON MORALE ON THE HOME FRONT

I could hear a voice at the other end of a stream of static, surrounded by a series of electronic beeps.

"Hi Mike!"

It was Mat, with his first phone call, reporting on the 1988 National Diplomacy Championships. An expensive way to find out what was going on but there was no choice... I was Stuck In Adelaide.

He sounded a bit morose, since he'd just gotten dumped in his 1st game for the tournament (bugger, no Gibson in the Final) but he had a list of first round winners for me. And apparently the lucky sod was having a good time.

His second call made me even more frustrated. It was on the eve of the last day, and half-way through the Final.

READING ABOUT CANCON MORALE ON THE HOME FRONT

He and Luke Clutterbuck knew that Andrew England would have to do very badly in the Final not to win outright, but Andrew didn't. Mat described a vision of Andrew sweating blood as everyone closed in on him, and of the tension in the Bourse. He finished by saying that he was about to play in a 10 player Anarchist-Gunboat-Diplomacy game. He made it sound like an exciting new drinking game, and Adelaide began to seem very dull.

For most those not in Canberra over the Australia Day Long Weekend, The excitement had to come indirectly, via articles in the Diplomacy zines. Of course each author had a different view of the proceedings.

Andrew England was obviously still suffering from the effects of the Big Event, as his first issue of Beowulf after he got back showed. He must have been still blind drunk when he did the layout, and only had the energy for an abstract commentary on his speeding ticket, a quick show of results, and a list of certain individual's quotes;

Harry Kolotas "Who will I toady along with next game?"
Neil Smark "Ahhhh, I could do with a few beers mate."
Andrew England "No, please, not again!"

Bill Brown produces the only drawings from the tournament, a series of caricatures of some of the chief protagonists. It appeared in Andrew's next Beowulf, and in John Cain's Victoriana. John's commentary read more like an "On The Road" movie, complete with extras and stunts;

"...The driving wasn't much fun, mostly due to speeding truckies, who seemed to delight

in overtaking us at 130 km/h on double lines....One even bounced a beer can off our bonnet as we passed him on an uphill stretch."

From reading their accounts, they spent their whole time driving, laughing, drinking and more driving. Considering Canberra's location this is not surprising. A trip to Canberra for many of Australia's gamers is a major achievement, (particularly Paul Ward, who travelled all the way from Perth) Paul however, in his articles in Diplomatic Immunity dealt solely with the Final at CanCon, and with the (now infamous) game on Day 3, 'Curtin'.

As a participant in 'Curtin's' Big Casino antics, Paul describes the game well, and explains some of his own abberant behavior;

"...the deadline was in about thirty seconds. In a blind panic I rushed back, wrote some moves, misordered, tried to correct them, ran out of time, and was forced to hand in moves that really did not have any logical order. Realising that I didn't know what I had written and that I may have mistakenly stabbed Peter or Harry I asked that my moves be disregarded. However, they had to be read. It turned out that I had attacked myself without support and had supported a move of Peter's that didn't exist, so I got away with it. In frustration at my stupidity I tried to stick my head out of a window, attempting to indicate that if I had the chance I would jump. Unfortunately, the window was and a resounding thud was heard by everyone. After a couple of seconds, my effort was rewarded with a standing ovation. I felt about as big as a full stop."

Paul Ward, through his zine Diplomatic Immunity thus

READING ABOUT CANCON MORALE ON THE HOME FRONT

provides very good descriptions of two key games. An objective look at the Final and a personal view of 'Curtin', both articles are worth finding if you've not already read them.

But the treasure trove of writing on the Australian Diplomacy Championships came from The Envoy. 5 articles, plus one of the best editorials I've read in a Diplomacy zine. The official Gamesmaster report by Luke Clutterbuck gives an uncluttered (sorry) view of the tournament as the most neutral person saw it. Luke's mix of dry humour and a balance of suitably poetic irony makes it a pleasure to read the bulk information he presents. He's included all the results, stats, and prizes from both the Diplomacy and the accompanying Bourse. A triplet of blotchy photos completes the scene, Thankfully obscuring bleary eyes and bloodied hands.

Then follow four pages of excellent writing from the war weary 'in-house' writers in The Envoy. Clive Lane's bitter-sweet tale as "A Novice At CanCon" tells the story of a good stab and resulting mistrust. Clive seems too nice a guy as he falls backward on an armoury of knives.

"An Eagles song comes over the radio at breakfast....'gues by now you've realised, there ain't no way to hide your lying eyes...' Filled with remorse I seek Ben out when we get to CanCon and buy him a capuccino. I resolve to be a better ally today....My centres go 4-3-2-1-0. No builds. Everyone stabs me except Italy and France who don't get to the corpse on time. My centres are divided. No-one wants to diplome. I sit at the board sobbing quietly. I have an early lunch. A very early lunch."

Neil Ashworth relives the Final as only he can, describing with relish his famous stab, and dissecting his (apparently woeful) fourth place, in his

piece "Losing Badly In Public". It seems to be a bit of apology, but lacks nothing for excellence. It's an article worth reading simply for the first paragraph. To quote from it with out using the whole article would be difficult so you'll just have to imagine Neil at a Diplomacy board, making a mess of his underwear.

Probably the best article was from Harry Kolotas, who admirably described the aftermath of the Final, and the game 'Curtin' in "CanCon Dispatch";

"...Andrew England wanders through the battlefield like some grim wraith, wearing a black shirt, a skull ring and a sickly smile. He looks as if he has sold his soul for first place and isn't quite sure about the bargain. Slipping from shadow to shadow on can just make out Neil Ashworth, cutting the throats of the wounded with surgical precision and taking their purses. It's a dirty job but someone has to do it."

"Meanwhile back on 'Curtin' Ian Castle discovered his orders for France were not in the file at the reading of the next move. Quite simply they had been stolen. By this stage Luke Clutterbuck had developed a pronounced nervous tic whenever the players from 'Curtin' called him over."

Harry is in perfect touch as he paints a grisley picture of the combatants, and the atmosphere of a major tournament. I could almost reach out and feel the knives in Ian Castle's back, and hear the sound of Peter Dydusiak's manically desperate voice.

The series of articles finishes with "I Was A Commie Bastard" by Peter Dydusiak, as he talks about his own games particularly the Final. Peter has never been a particularly modest guy and his quick, bombastic piece reads like a litany of reasons why he did not win outright.

* * *

Michael Gibson

Variant Bank

AUSTRALIAN VARIANT BANK

The Australian Variant Bank (AVB) was established in June 1987. Initially it contained little more than ten variants. Now there are over sixty variants in the AVB and that number continues to grow. A particularly encouraging trend is the increasing number of Australian designs. The past twelve months has seen such designs as Ice Age Dip by Jim Penman and Medieval Dip by yours truly. In addition, Chris Edward's popular World War Two variant has been up-dated by John Cain with a lot of input from Fred Davis, Jr., the custodian of the North American Variant Bank.

In August 1987, contact was made with Fred Davis, Jr. This was a very important event as a result of which the AVB is now recognised on the world scene. Moreover, access has been opened to the massive North American Variant Bank. This has led to the introduction of Miller numbers and catalogue numbers, a system of numbering postal variant games and variants respectively. It is my intention to outline how the catalogue numbers work in the next instalment of this column. Further to this, the Australian designed variants have been placed into this catalogue system and are now available to Diplomacy players in the U.S. and U.K.

I would like to acknowledge the invaluable assistance given by Fred Davis, Jr. without whom the AVB would still have no more than twenty variants.

In the near future a catalogue of available variants from the AVB will be made available to interested persons. Variants are currently available from me for two 37¢ stamps each. If you are interested, please send an SSAE and ask for a catalogue. And if there are people out there with a variant which I may not have, please send it in so that it may be added to the library. The Australian Variant Bank c/- Andrew England, F1/96 South Road, Torrensville, S.A. 5031.

Well come in, come in.... Come in to the new STAB Ratings! What's that? you were expecting some kind of nude girlie maybe? You don't like statistics? So turn the page and don't bother me!

Actually, the Revised STAB Ratings are not that different. The criteria for games and players is a little more relaxed, and there are only two changes to the actual mechanics. The first is to not rate 1901, thus evening out any bias at the begining of the game (Russia big, Italy small etc...) The second change is a little more drastic, but it falls into line with our reasoning behind this new Ratings program. Maybe I'd better explain that first.

Any system designed to rate the Diplomacy hobby must take into account future growth. If we plan for the running of 100 - 200 games/year, it is clear that no ordinary mortal can expect to rate them all progressively. So we've made the decision to use the progressive rating system only at Endgame. Which brings me neatly to that second change to the STAB mechanic. Have a look at the system described over the page, and you'll see that to find your AustDip-STAB score, you average your individual scores by the number of games plus one. This means that your rating will be unnaturally low to begin with, but will increase as you complete more games.

As to the presentation of the Ratings: We've only included half of the completed games into the ratings (up to May 1984 Gamestart dates); the other half will be in the next issue, just so you can appreciate some of the history of the hobby, and to keep you all in suspense.

The Main List: This is the AustDip-STAB Rating for all players who have completed 2 or more games. There is room on the list for the top 10 boards of players in Australia (ie Top 70). This, Darryl Davis is our best player, followed by some dinosaurs from Austral View.

The Nation List: How the player nations in the standard games are going. This issue, France surges to the top thanks to quite a few outright victories. Note: This will only be rating nations whose Gamestart player did not drop out.

The Hall of Fame List: This section is intended as a set rating for the best of those people not actively playing in a game.

The White Knights List: Ratings on their performance after they enter a game after Autumn 1901. Martin Morgan from a Tau Ceti - Phoenix game is on top after actually winning as a replacement player. Eventually we'd like to be able to include only those players who have been a White Knight 2 or more times.

The Recent Endgames List: The best results from those games newly added to the list.

So... what'll happen to the rankings after the next set of games are brought in? (Jun 1984 Gamestarts to the latest Endgames). Will Davis hold onto his title? Peter and I know, but we're not telling; you'll have to wait. Isn't this exciting?!

Michael Gibson

RANK	NAME	SCORE
1	Darryl Davis	5.699
2	Graeme Dandy	5.250
3	Craig Pullin	4.805
4	Andre Swenson	4.781
5	Peter Tavkoff	4.203
6	Tony Butcher	4.138
7	Andrew England	3.321
	Michael Gibson	3.049
	Jon Mortenson	3.021
	Geoff Thomas	2.444
	Duncan Baxter	1.686
	Tony Schueller	1.361
	Chris Edwards	1.030
	Marg Williams	0.931

Australian Rat

And a list of those people with one game.....

Dean Bedlington	0.175
Terry Bradley	3.313
Bill Brown	4.728
Steven Clarkin	0.909
Wayne Closter	2.563
Ted Conner	0.500
Roger Davis	1.532
Barry Ellis	0.600
John Ford	2.813
Neil Garde	1.282
Mark Haughey	0.500
Danny Height	2.282
Michael Hopton	0.617
Chris Jose	1.813
Graeme Lockwood	1.023
David Monk	3.375
Simon Nelson	3.700
Peter Robin	1.250
? Simpson	4.750
Steven Szabo	1.000
Rocco Weglarz	1.000
Peter Williams	0.938
Stephen Gunnel	0.400

Ratings

AUST DIP RATING SYSTEM (STAB REVISED)

By Daryl Kibble and Andrew England with amendments by Peter Clark, Andrew England and Michael Gibson. Thanks to Bill Brown, John Cain, Luke Clutterbuck, Mark Nelson, George Smirnow and Paul Yovich.

Introduction

Here lies the revised Stab Diplomacy ratings systems. It's taken eight months and the input of dozens of people around Australia. We feel sure that the changes we have implemented will streamline the system and better reflect the performance of the players.

It is important to remember that ratings should be put in their proper perspective. The spirit of the game should be paramount above all else. Playing solely for a rating is giving the system undue priority. *P.C., A.E., M.G.*

The System

1. Game and Player Rating Criteria;

1.1 A game will NOT be rated if:

1.1.1 The GM also plays in the game.

1.1.2 A player plays more than one power for four or more consecutive seasons.

1.1.3 A season has taken longer than six months to complete.

1.1.4 There are four or more NMR's in 1901.

1.1.5 Four or more powers on three or more units go into civil disorder.

1.1.6 One or more powers never move.

1.1.7 A game has been abandoned.

1.1.8 The game is a variant of any kind.

1.1.9 There is serious game misconduct.

1.2 Grievances should be addressed to the rater in the first instance with a right of appeal to the Australian Diplomacy Ombudsman.

2. Computation of Points;

2.1 A player's final rating is the total of scores from all his/her games divided by the number of games plus one. That is:

$$\frac{G1 + G2 + \dots + Gn}{n + 1}$$

(where n is the number of games).

2.2 A player's rating for a particular game is given by the formula:

$$\frac{Y02 + Y03 + Y04 + \dots + Yx}{x - 1} + \text{Victory Points.}$$

(where x is the end game year).

2.2.1 Y is the score for each given year in a game.

2.2.2 Y is calculated based on the number of supply centres a player holds in comparison to the other players in the game. The player on the most centres receives 7 points, the second most receives 6 and so on down to the bottom player who receives 1.

2.2.3 If two or more players are on the same number of centres then their points are averaged for that year. For example, three players are on 8 centres each which is more than any other player. They each receive $(7+6+5)/3$, which is 6 points each.

2.2.4 Eliminated players receive 1 point for each year after which they have been eliminated.

2.2.5 Players receive no points for 1901.

2.2.6 No game is rated beyond 1918. Instead, the points for the final year of the game are substituted for the 1918 results.

2.2.7 Players only receive a rating for a game once it is finished.

Ratings

2.2.8 At the completion of a game players receive victory points as follows;
where a game is won outright - winner: 3.

highest survivor: 1
second highest survivor: 0.75.
remaining survivors: 0.5 each.

where a game is drawn - 4 divided among all partners in the draw (pro-rated on the final centres held).

2.3 Example; assume the following game results. The game was declared a draw at the end of 1904. The supply centre count is first followed by the rating for the year in brackets. The final scores are at the far right:

	01	02	03	04	Rating
Player 1	5(-)	6(5.5)	5(4.5)	7(5)	$5.000 + 0.824(vp) = 5.824.$
Player 2	5(-)	7(7)	8(7)	8(6.5)	$6.833 + 0.941(vp) = 7.774.$
Player 3	5(-)	5(4)	6(6)	8(6.5)	$5.500 + 0.941(vp) = 6.441.$
Player 4	5(-)	6(5.5)	4(3)	0(1)	$3.167 + 0.000(vp) = 3.167.$
Player 5	4(-)	4(2.5)	5(4.5)	4(3.5)	$3.500 + 0.471(vp) = 3.971.$
Player 6	6(-)	2(1)	3(1.5)	3(2)	$1.500 + 0.353(vp) = 1.853.$
Player 7	3(-)	4(2.5)	3(1.5)	4(3.5)	$2.500 + 0.471(vp) = 2.971.$

Going through Player 1's score, we see that it earned:

$$\frac{5.5 + 4.5 + 5}{4 - 1} + 0.824 = 5.824.$$

4 - 1

The victory points were calculated as follows: $(7/34)4 = 0.824.$

2.4 If a player drops out of a game and has a valid reason for doing so then s/he is not rated for that game. Examples of valid reasons would be overseas journeys, personal problems, genuine lack of time etc. If a player drops out for an invalid reason then s/he is rated for that game using the following procedure; s/he receives all points up until they drop out, after that no points are earned but the score is divided by the end game year.

2.5 Replacement players cannot be rated under the official lists unless they have first ordered in 1901 and then only if it is to their advantage. A separate system and a separate ratings list have been established to rate replacement players (see below).

2.6 A player's maximum score is 10.

2.7 A player must have completed at least two valid games to be included on the official ratings's list.

3. Replacement Players ("White Knights") are rated using the following system;

3.1 Replacement players are only rated for the game years in which they participate.

3.2 The scoring system used is the same as the main system with the following exceptions:

3.2.1 The base score for a replacement's first year is 4. Thereafter for each position the player moves up, one is added. For each position the player drops, one is subtracted. For example, a replacement's first year is 1904 and his/her position sixth, thus, under normal circumstances, earning 2 points. This is translated into 4 points for the replacement. In 1905, the replacement climbs to third, thus increasing his/her score for that year to 7.

3.2.2 The total points earned by the replacement are tallied at the end of the game and divided by the number of game years in which the replacement participated. Any victory points are then added, thus giving the replacement's final score for the game.

3.2.3 Under this system, the maximum score is 13. Realistically, however, a score of 10 would be near perfect.

Andrew England.

Ombudsman

OMBUDSMAN REPORT: 23rd December 1987 by Luke Clutterbuck.

SUBJECT: The Envoy's "Metternich" game of regular Diplomacy.

DISPUTE: On 17th October 1987 I was asked to consider whether the Metternich Gamemaster should be replaced owing to an allegation of incompetence. Subsequent correspondence enlarged the area of enquiry to include the question of whether the game should be abandoned owing to a large amount of double deadlines. In considering this matter I have been supplied with information from John Cain (France), Andrew England (Italy), Duncan Sparrow (Gamemaster), Marion Ashworth (Editor) and Mathew Gibson (Editor).

BACKGROUND: The Metternich gamestart was in The Envoy issue 4 (August 1986). By issue 14 (November 1987) the game is only up to Spring 1903. Five moves in ten issues means five double-deadlines.

IN MY OPINION: The delays in this game have been caused by a succession of unrelated factors namely 1) NMR's from Sasha Skawronski & John Cain and drop-outs by Kevin Britton & Peter McDonald. 2) An adjudication error which could not be corrected without calling for a double-deadline because the Gamemaster's copy of the zine was delayed in the post on a turn with a short deadline (owing to Sagacon). 3) A breakdown in communication between the Gamemaster and The Envoy editors at the same time as the Gamemaster was going on holiday and the editorship of the zine was switching between Mathew Gibson and Marion Ashworth. I have been unable to establish what happened to an alleged message from the Gamemaster to the Editors. Frustration with the game has been enhanced by a lack of explanation of these problems to the players via the game reports and The Envoy's "Player Information" section though the reason for this remains unknown. It is clear that the Gamemaster, in an effort to speed up the game, submitted orders for England in A01-issue 7 and Germany in S03-issue 14. It is also clear that the Gamemaster legitimate disgust of NMRs has resulted in delays though it is the players responsible for these NMRs which are at fault and not the Gamemaster.

RECOMMENDATIONS:

- 1) That the Diplomacy statistician declare Metternich irregular and unsuitable for ratings purposes up to 1903 at least because the Gamemaster has compromised his impartiality by submitting orders in the game.
- 2) That all Diplomacy players recognise that Gamemasters in postal games must not submit orders.
- 3) That apart from "1", all Diplomacy players recognise that Duncan Sparrow has GMed Metternich to an acceptable standard.,
- 4) That the Editors and the Gamemasters of The Envoy make greater effort to ensure players are kept informed about the state of their

Ombudsman

game in every issue either via game reports or the "Player Information" section.

5) That all Diplomacy players recognise that once they sign up for a game they are duty bound to diplomate and submit orders for the duration of the game and regardless of the state of play at any particular time.

6) That the subscribers, Gamemasters and Editors of The Envoy give consideration to devising a system that discourages NMRs and drop-outs and encourages replacement players.

7) That in view of "1" the following ENDGAME PROPOSAL be put to the vote in Metternich: "Eng, Fra, Ger, Aus, Rus, Tur, Ita = 1st". Failure to vote will count in favour of the proposal. Votes should be sent to the Gamemaster by the deadline date for issue 16. Players are reminded that any player has the right to propose an Endgame Proposal at any time. If a player feels that a proposal which excludes the drop-out countries from the draw would be more acceptable then I suggest that he put it to the vote. Players are also reminded that if the Endgame Proposal is defeated then all players are duty bound to continue playing.

8) That matters should only be brought to the Ombudsman after discussion with other players, the Gamemaster and the Editor has failed to produce a satisfactory result.

Ombudsman

OMBUDESMAN REPORT: 4th January 1988 by Luke Clutterbuck.

SUBJECT: The Go-Between's "86A" game of regular Diplomacy.

DISPUTE: On the first of November 1987 I was asked to consider whether Austrian results from 86A should be included in the STAR rating system. In considering this I have been provided with information by Andrew England and George Smirnow. The following analysis and recommendations are conditional on The Go-Between and GM not providing new facts as yet unknown to me.

IN MY OPINION: The problem here seems to revolve around Andrew England not receiving the Go-Between issue containing the Spring 1901 results until the deadline day itself and the fact that the Russian player's address was not provided at gamestart. Both these facts, I think, would justify the granting of a double-deadline for A01 if not a complete new gamestart. I have been unable to establish the reason(s) behind these problems however I am satisfied that Andrew England made sufficient attempts to point out the problem to the GM and Editor. It is also clear that Andrew resigned the game in Spring 1902 in protest. I understand that the Stab rating system ignores 1901 results however I'm not sure about STAR. It also appears that 86-A has been subsequently abandoned.

RECOMMENDATIONS:

- 1) That the Stab and Star ratings custodians should consider 86-A irregular and unsuitable for rating purposes unless the game is started afresh with all players names and addresses clearly printed.
- 2) That all Diplomacy players recognise that a postal game which does not include a complete list of names and addresses at gamestart is invalid until the situation is rectified.
- 3) That all Diplomacy players recognise that once players sign up for a game they are duty bound to submit orders and diplome for the entire game and not resign in protest (if it weren't for the absence of Russia's address 86-A would be regular for S01).
- 4) That the Editors, GMs and subscribers of The Go-Between give urgent conderation to improving the state of communication in the zine.
- 5) That zine editors and hobby custodians give consideration to providing guidlines to GMs and see to it that games are set-up and run to an acceptable standard.
- 6) That ratings custodians exercise care and impartiality in selecting which games will be included in their results.
- 7) That all Diplomacy players recognise that a rating system which includes games which do not give each player a fair chance are of dubious value. Though such a position may result in a number of games being selected out, it will contribute to raising the standard of games and rating systems.

M.N.C.

VARIANT STATISTICS

Welcome to the first batch of variant statistics, where as many as possible, hopefully all, of the postal Diplomacy variant games from Australia will be recorded as time goes by. These statistics are prepared by your Australian Miller Number Custodian, who is John Cain, of 76 Banool Rd, Balwyn, Victoria, 3103. Phone: (03) 836 2285.

Miller Numbers are the variant equivalent of Boardman Numbers and are issued to any postal Diplomacy variant game played in an Australian zine, for record and statistical purposes. A complete Miller Number consists of ten digits, the first four being the year in which the game was started, the next two a letter code unique for that year, and the last four being a code identifying the variant according to the North American Variant Bank (NAVB) Catalogue, as maintained and distributed by Fred Davis Jr. in the United States.

Could anyone with any queries regarding these statistics please contact the Miller Number Custodian. This batch of statistics contains details of all completed games for which I hold records. Each game listed shows, in order, the Miller Number, (variant type), the zine in which the game started, the "game name" and the GM. These are followed by details of the players, when the game started and finished, supply centre chart and any notes.

1983

1983EA ???? (Optional Unit Setup) The Go-Between "83-A" David Cox.

AUSTRIA: Paul Vilarino, ENGLAND: Ray Selfe, FRANCE: Paul Mellor, GERMANY: Colin Smith, ITALY: Daryl Kibble, RUSSIA: Peter Ryan, TURKEY: Rick Hopkins.

Started: November 1983. Ended: ?

Chameron Thomas replaced Colin Smith from Spring 1904.

S. Clarkin replaced Peter Ryan from Autumn 1904.

	1901	02	03	04	05	06	07	08	
AUS:	4	5	0	-	-	-	-	-	Eliminated Aut. 1903
ENG:	4	4	4	5	5	3	2		
FRA:	4	5	5	4	4	4	2		
GER:	4	4	4	5	3	2	2		
ITA:	5	4	6	6	8	10	13		
RUS:	6	6	8	5	5	4	2		
TUR:	5	6	7	9	9	11	13		

The game was abandoned after Spring 1908.

1984

1984EA pw02 (Machiavelli) The Go-Between "Machiavelli 1" David Cox.

AUSTRIA: Peter Cox, FLORENCE: Steven Clarkin, FRANCE: Daryl Kibble, MILAN: Greg Barnsley, NAPLES: Darryl Davis, PAPAL STATES: Andrew Schact, TURKEY: Terry Bradley, VENICE: Bob Benton.

Started: July 1984

Ended: This game is a mystery.

1984EB qh05 (1939 II) Austral View "Dip 13V" David Monk.
 ENGLAND: Chris Edwards, FRANCE: Andrew England, GERMANY: Andre Swenson, ITALY: Michael Gibson, USSR: Homer Zeitz.

Started: September 1984. Ended: AV 72 (March 1986).
 Michael Hopton replaced Andre Swenson in Autumn 1940.

	1939	40	41	42	43	
ENG:	11	14	17	26	33	WON
FRA:	13	16	19	24	22	2nd
GER:	12	12	9	5	0	Eliminated in Autumn 1943
ITA:	15	13	12	10	15	3rd
USSR:	15	17	15	9	4	Dropped Spring 1943

The game was ended by a player vote. Totals are in production points. (The vote was after Spring 1945).

1984EC qh05 (1939 II) Austral View "Dip 14V" David Monk.
 ENGLAND: Michael Gibson, FRANCE: Craig Pullin, GERMANY: David Cox, ITALY: Tony Davis, USSR: Michael Rothery.

Started: September 1984. Ended: Envoy 2 (June 1986).

	1939	40	41	42	43	44	45	
ENG:	13	13	15	13	13	10	7	DRAW (4)
FRA:	11	13	13	15	15	18	21	DRAW (4)
GER:	14	14	11	6	6	3	3	Dropped Spring 1945
ITA:	13	18	20	28	23	18	20	DRAW (4)
USSR:	11	10	15	12	17	25	23	DRAW (4)

The game was ended by a player vote after Autumn 1945.

1984ED ???? (Optional Unit Setup) The Go-Between "84-F" Bill Brown.

AUSTRIA: Robert Benton, ENGLAND: Stephen Goldie, FRANCE: Andrew Schact, GERMANY: David Worgan, ITALY: Terry Bradley, RUSSIA: Mark Haughey, TURKEY, Ray Griffiths.

Started: October 1984. Ended: ? (abandoned).

	1901	02	03	04	05	06	07	08	09	10	
AUS:	5	6	6	6	7	8	9	9	10	11	
ENG:	4	4	4	5	6	6	7	7	7	7	
FRA:	5	6	6	5	4	3	3	2	1	1	
GER:	6	6	5	6	7	7	6	7	5	4	
ITA:	4	4	4	4	3	2	0	-	-	-	Elim. Aut. 1907
RUS:	4	3	3	2	1	1	0	-	-	-	Elim. Aut. 1907
TUR:	4	5	6	6	6	7	9	9	11	11	

The game was abandoned after Spring 1911.

1985

1985EA qh10 (World War 2) Austral View "Dip 16V" Chris Edwards.
 ENGLAND: Andrew England, FRANCE: Michael Heath, GERMANY: Duncan Baxter, ITALY: Tony Davis, USSR: Steven Rowe, USA: Michael Gibson.

Started: AV 65 (June 1985). Ended: Envoy 12 (September 1987).
 John Cain replaced Tony Davis in Spring 1940.
 Mathew Gibson replaced Chris Edwards as GM in Autumn 1941.
 Supply Centre chart, see over....

	1939	40	41	42	43	44	
ENG:	11	16	18	18	18	26	2nd=
FRA:	13	18	13	17	19	20	2nd=
GER:	20	14	15	3	3	5	Dropped Autumn 1942
ITA:	9	10	15	20	20	21	WON
USA:	-	-	6	9	12	12	2nd=
USSR:	11	14	13	18	21	11	2nd=

The game was ended by a player vote. My first game, as a replacement in a variant! Totals are in production points.

 1985EB gf20 (Final Conflict 3) The Go-Between "Final Conflict Game 1" Daryl Kibble.

AUSTRALIA: Paul Braun, BRAZIL: Steven Clarkin, CHINA: Bill Brown, P.A.L.: Andrew Schact, SOUTH AFRICA: Rick Snell, RUSSIA: Darren Catton, USA: Ian Whitchurch.

Started: October 1985. Ended: January 1986.

The game was abandoned after Spring 1901.

 1986

1986HB: pw02 (Machiavelli) Austral View "Machiavelli" Andrew Champion.

AUSTRIA: Chris Jose, FLORENCE: Duncan Sparrow, FRANCE: Duncan Baxter, MILAN: Paul Champion, NAPLES: Simon Miles, ROME: John Cain, TURKEY: Braddon Giles, VENICE: Mathew Gibson.

Started: AV 72 (March 1986). Ended: Envoy 11 (July 1987).

	1454	55	
AUS:	4	3	Dropped Summer 1455
FLO:	3	2	Eliminated in Spring 1456
FRA:	4	4	Dropped Summer 1455
MIL:	4	5	3rd
NAP:	5	5	Dropped Summer 1455
ROM:	5	7	WON
TUR:	3	3	4th
VEN:	5	7	2nd

Rome won in Summer 1456 with 13 cities, note the above figures are in cities. My third game, a variant, I won, no wonder I like variants!

 1986HC cb05 (Original Dip.) The Envoy "Calhamer" Michael Gibson.

AUSTRIA: Andrew England, ENGLAND: Simon Miles, FRANCE: John Cain, GERMANY: Robert Wessels, ITALY: Mathew Gibson, RUSSIA: Steven Rowe, TURKEY: Bill Brown.

Started: Envoy 1 (May 1986). Ended: Envoy 13 (September 1987).

	1901	02	03	04	05	06	
AUS:	4	5	5	6	6	6	DRAW (5)
ENG:	4	4	0	-	-	-	Eliminated Autumn 1903
FRA:	5	5	8	9	8	9	DRAW (5)
GER:	6	6	8	7	11	10	DRAW (5)
ITA:	4	3	3	2	2	2	DRAW (5)
RUS:	5	5	5	5	0	-	Dropped Spring 1904
TUR:	5	6	6	6	8	8	DRAW (5)

B.N.C.

Boardman Numbers are a series of numbers used for the world-wide categorisation of games. Australia has been allocated the batch of numbers 'TA' to 'UZ', giving us room for 52 gamestarts per year.

The following list is for all the postal games started in Australia since 1980 except for the Detente games, and 'Jan 83' & 'Feb 83'. If someone has any information regarding these games, could I please have a copy?

I've used a coding for the Zine, GM, and Winning Nation as follows:

AV	Austral View	MwG	Mathew Gibson	CP	Craig Pullin
TSC	The Saga Continues...	MHn	Michael Hopton	AH	Alan Howard
TGB	The Go-Between	AE	Andrew England	DM	Davd Monk
TE	The Envoy	CT	Cameron Thomas	JS	John Stewart
TC-P	Tau Ceti - Pheonix	LD	Larry Dunning	ER	Eric Roche
R	Rumplestiltskin	DD	Darryl Davis	JV	James Vickers
B	Beowulf	BB	Bill Brown	RWd	Roger Woodward
V	Victoriana	AST	Andrew Schact	TG	Tony Graham
DI	Diplomatic Immunity	LC	Luke Clutterbuck	TF	Tim Friedrich
		TBy	Terry Bradley	DS	Duncan Sparrow
RW	Richard Williams	NM	Nick Manning	DMc	Dougal McCulloch
ASw	Andre Swenson	RS	Rick Snell	PY	Paul Yovich
DB	Duncan Baxter	MD	Mark Dewis	PW	Paul Ward
MHy	Mark Haughey	WC	Wayne Closter	SM	Simon Miles
PM	Paul Mellor	RT	Roscoe Taylor	NA	Neil Ashworth
AG	Alex Geissman	RH	Richie Holmes	AA	Adrian Appleyard
MIG	Michael Gibson	SB	Steven Bagshaw		

Number	Start	Game name	Zine	GM	Condition
1980TA	May 80	Diplomacy 1	AV	RW	victory (G-Simpson)
1980TB	May 80	Diplomacy 2	AV	RW	victory (F-G.Thomas)
1980TC	Apr 80	T.Butchers Game	AV	TB	victory (E-C.Bell)
1980TD	Sep 80	Diplomacy 3	AV	RW	victory (T-G.Dandy)
1981TA	Feb 81	Diplomacy 4	AV	RW	victory (F-T.Butcher)
1981TB	May 81	Diplomacy 5	AV	RW	abandoned
1981TC	Aug 81	Diplomacy 6	AV	RW	victory (A-G.Calder)
1982TA	Mar 82	Diplomacy 7	AV	ASw	abandoned
1982TB	Jun 82	Diplomacy 10	AV	RW	abandoned
1983TA	Jan 83	Diplomacy 11	AV	RW	abandoned
1983TB	Sep 83	Dip A	TSC, AV, TEDB		draw (E, F)
1983TC	Dec 83	Diplomacy 12	AV, TE	DB	abandoned
1983TD	? 83	AWHC	TGB	MHy	in progress
1984TA	Jan 84	84A	TGB	PM	victory (F-B.Brown)
1984TB	Jan 84	84B	TGB	AG	victory (R-D.Davis)
1984TC	Feb 84	84C	TGB	DB	abandoned
1984TD	Apr 84	Dip B	TSC, AV, TECE, M ^G		victory (T-M.Heath)
1984TE	Apr 84	Dip C	TSC, AV, TEMHn		draw (G, I, R, T)
1984TF	Apr 84	Dip D	TSC, AV, TEAE		in progress
1984TG	Apr 84	84D	TGB	CT	victory(E-A.Collister)
1984TH	May 84	D1	TC-P	LD	victory (A-M.Morgan)
1984TI	Jun 84	84E	TGB	DD	victory (R-D.Kibble)

B.N.C.

1984TJ	Oct 84	Diplomacy 15	AV, TE	MH _n	victory (F-Mw. Gibson)
1984TK	Nov 84	D2	TC-P	LD	victory (F-H. K'burg)
1985TA	Jan 85	85G	TGB	AST	abandoned ?
1985TB	Feb 85	3 Bears	R, TE	LC	draw (F, I)
1985TC	Feb 85	85H	TGB	TBy	victory (R-L. Clut'buck)
1985TD	Mar 85	Sleeping Beauty	R, TE	NM	in progress
1985TE	Apr 85	85I	TGB	RS	in progress
1985TF	Apr 85	85J	TGB	MD	abandoned
1985TG	May 85	The Agg	R, TE	NM	victory (C-L. Clut'buck)
1985TH	Jun 85	Rapunzel	R, TE	LC	in progress
1985TI	Jun 85	85K	TGB	WC	in progress
1985TJ	Jun 85	85L	TGB	RT	abandoned
1985TK	Jul 85	Princess	R, TE	LC	victory (E-N. Ashworth)
1985TL	Aug 85	85M	TGB	RH, SB	in progress ?
1985TM	Sep 85	Diplomacy 17	AV, TE	CP, AH	in progress
1985TN	Sep 85	Diplomacy 18	AV, TE	DM	abandoned
1985TO	Oct 85	Snow White	R, TE	LC	victory (F-M. Ashworth)
1985TP	Oct 85	85N	TGB	JS, ER, JV	in progress ?
1985TQ	Nov 85	Diplomacy 19	AV, TE	AE	draw (E, G, T)
1985TR	Dec 85	Tom Thumb	R, TE	RWd	draw (E, F, G, I, T)
1986TA	Jan 86	86A	TGB	MD	abandoned
1986TB	Jan 86	Diplomacy 20	AV, TE	MwG	abandoned ?
1986TC	Feb 86	86B	TGB	TG	in progress
1986TD	Feb 86	86C	TGB	AE	in progress
1986TE	Mar 86	Dip 21, Kerenski	AV, TE	JC	in progress
1986TF	Mar 86	Dip 22, Garibaldi	AV, TE	MIG	in progress
1986TG	May 86	Trotsky	TE	JC	in progress
1986TH	Jun 86	Maria Theresa	TE	ER, MH _n	in progress
1986TI	Jun 86	86D	TGB	RS, BMc	in progress
1986TJ	Jun 86	86E	TGB	RS, TF	in progress
1986TK	Sep 86	Metternich	TE	DS	in progress
1986TL	Nov 86	86F	TGB	DMc	in progress
1986TM	Nov 86	86G	TGB	PY	in progress
1987TA	Jan 87	Dip 3	DI	PW	in progress
1987TB	Jan 87	Dip 2	DI	PW	in progress
1987TC	Jan 87	Bismark	TE	SM	in progress
1987TD	Feb 87	Dip 1	DI	PW	in progress
1987TE	Feb 87	87A	TGB	SB	in progress
1987TF	Feb 87	87B	TGB	RS	in progress
1987TG	May 87	Grendel	B	AE	in progress
1987TH	Jun 87	Rabuka	TE	NA	in progress
1987TI	Jul 87	Fire Drake	B	MIG	in progress
1987TJ	Jul 87	Gough	TE	MH _n	in progress
1987TK	Aug 87	Australasian Ch'enge	B	AE	in progress
1987TL	Sep 87	Nicholas	V	RW	in progress
1987TM	Sep 87	Utopia	TE	LC	in progress
1987TN	Oct 87	Wiglaf	B	AE, AH	in progress
1987TO	Nov 87	Foch	V	AH	in progress
1987TP	Dec 87	87C	TGB	BH	in progress
1988TA	Jan 88	Khemlani	TE	NA	in progress
1988TB	Feb 88	Marsh	V	JC	in progress
1988TC	Feb 88	Odin	B	AA	in progress
1988TD	Feb 88	88A	TGB	JV	in progress
1988TE	March 88	Askin	TE	MIG	in progress

Diplomacy EXPO

QUEEN'S BIRTHDAY WEEKEND 11th - 13th June.

NSW INSTITUTE OF TECHNOLOGY, BROADWAY, SYDNEY
(JUST OFF CENTRAL STATION)

An endorsed Bicentennial event sponsored by Computer Results Team Pty. Ltd., Ninotchka Boutique, Sydney Adventure Gaming Awards, Beowulf and The Envoy.

- * Prizes valued at \$500.
- * \$20 for three day pass.
- * \$5 for a one-day "social".
- * Free entry for spectators.

Includes the Diplomacy Expo Championship made up of two rounds and a final open to beginners and experienced players alike. Social games and Bourse (the currency trading variant) will also be available. An exhibition of Diplomacy publications from all over the world will be on display and a stall for purchasing Diplomacy related material will be set up - contributions welcome. Substantial prizes for 1st, 2nd, 3rd and Bourse. A prize will also be awarded for the best costume on the theme of "Diplomacy". Wearing of costume is not obligatory but you have to be in it to win it!

Some billets available to interstate players - book quickly to ensure a bed!

FOR ENTRY FORMS AND INFORMATION CONTACT:

Luke Clutterbuck,
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16/353A Old South Head Rd,
Bondi Beach, NSW, 2026.

02-360 3522 (9am - 5pm).
02-30 3972 (After hours).