

THE **JOURNAL** OF
A U S T R A L I A N D I P L O M A C Y

NSW Diplomacy Expo Promotional Issue - 1988

Look a new sub-zine!

Look, a new zine!

STAB!!!
Hey?
But....
Eeah
Cooch...
No!
Aaah!!
Huh?



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Publication Notes

A PUBLICATION OF THE DIPLOMACY ASSOCIATION OF AUSTRALIA

EDITOR

Michael Gibson

CUSTODIANS

Ombudsman	Luke Clutterbuck
BNC (game records)	Michael Gibson
MNC (variant records)	John Cain
Variant Bank	Andrew England
Zine Bank	Andrew England
Aust Dip Rater	Peter Clark
Aust Dip Pollster	Steven Bagshaw
Tournament Records	vacant
Publicity	vacant

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ACKNOWLEDGEMENTS

Again, those Victorian dynamos, John Cain, Bill Brown, George Smirnow Robert Wessels, and Neil Innes (a man barely alive). I would also like to praise those who wrote letters or articles for this issue, particularly Clutterbuck, England, Cain, Smirnow, Ward, and Howard.

SUBSCRIPTIONS

The Journal is a quarterly publication, due out at the end of February, May, August and November. At the moment it costs \$2/issue, and you can subscribe by contacting Michael Gibson, 1/2a Davidson St, Sth Yarra, 3141.

SPECIAL NOTE TO EDITORS

One of the purposes of this zine is to act as a source for material and information for your own productions. Feel free to copy anything so long as the original author gets some credit.

CREDIT

Trade?

Next Issue

- *The final Game Records for normal PBM games.
- *NSW Championships added to the Tournament Ratings.
- *A chapter list of variants in the Australian Variant Bank.
- *An (exciting) history of Diplomacy ratings in Australia, AV to SCAB.
- *The Australian Hobby Poll.
- *More Mayonnaise

Blah Blah Blah...

God I'm tired. I've been up fairly late every night putting the finishing touches to The Journal, and a whole bunch of stuff for the NSW Diplomacy Expo. The Victorian contingent have been assembling passports, posters, displays, newsletters and costumes, and we won't finish until a hour before we get in the car to go to Sydney. (Hear this sound, it's the smallest violin in the world and it's playing for me).

What's in this action packed issue? Everything, just everything. Life. Death. Sex. Mayonnaise. All the ingredients that turn ordinary zines into surging epic novels. Actually there's no life, sex or death in this issue, and the only mayonnaise is to be found on page 6.

Again; articles have only come from custodians, but they're all interesting. Luke Clutterbuck has sent in the re-definition of the 'Ombudsman' position, an essential job, but one that seems to attract it's share of knockers. Some people want him to be stricter, some want him to be softer. With great skill Luke has left the real effort up to the individual, with him stepping in when things get nasty. Now that it's a carefully defined role there should be no uncertainty as to his position, nor the responsibility of the claimants in any case he handles. There's also more Variant Gamestarts and Endgames from John Cain (Mathew Gibson wins 'Princip' and Andrew England wins 'Unfero'), and a set of overseas zine descriptions from the Zine Register sent in by Andrew, the Zine Bank Custodian. I've also included similar descriptions from ZR's new rival, the Zine Directory.

To spice things up there's the Addendum to the Ratings rules, an Endgame Autopsy of 'Snow White', Gamestarts and Endgames of normal games (Marion Ashworth wins 'Snow White', Luke Clutterbuck wins 'The Agg'), Poll results, and the of course the AustDip-Stab Rtatings. ←(Delirious Typing!!)

See you at the NSW Expo. I'll be the guy wimping out in the corner, playing 'Game Balance'.

xxx000
Mike

IAN WHITCHURCH

Greetings and salutations, oh most recent addition to Australia's editors. Since The Journal seems to be the appropriate forum for such things, may I put forward a suggestion for a better method of dealing with NMR-ing possible drop-outs (the system is inspired/adopted/stolen from the American zine Excitement City Unlimited).

For each game, one or two standby players are appointed. When a power NMR's, the GM asks one of the standbys to submit orders for the next turn. If the original NMR's again, the standby's orders are accepted, and s/he takes on the country. The advantage of this is that an unannounced dropout will only result in 1 NMR, not a usually lethal two.

Re the Tournament Custodian job, I don't think I can accept, because my self-imposed exile in Tasmania makes attendance at Cons almost impossible (of the 4 main Cons, I can attend one. At most. If I'm lucky.) a position that is untenable when added to a Tournament Custodian job.

However, I would be more than willing to take another job (ie BNC, or anything else you think up to give me a seat on the board).

Now, some Significant Hobby News. I am now publishing Simon Billenness' US zine, Excitement City Unlimited here in Australia! Subs are on a 'costs' basis (plus maybe the cost of a few drinks for me, spread over all subbers), which will probably work out around \$1 per issue (presuming 16 pages, ECU's apparent norm). It will appear every 6 weeks, but delayed three weeks/a month or so depending how the US-Aust postage goes.

That's it.

((Thanks Ian for passing on that idea about standby players, but I believe that most Diplomacy magazines in Australia already use standby players, and more often than not it's Duncan Sparrow. Ummm... the TC job doesn't mean that you have to attend every tournament, it just means you have to collect the results from organisers by mail. Reconsider?))

BILL BROWN

The Journal's simply brilliant. A new standard for Australian zines. I appreciate now what you wish to achieve with The Journal. Find enclosed my sub - sorry for neglecting it. Good luck.

((Consider the ego that I must have to actually print that letter. By the way, Bill's cheque was nowhere to be seen!))

BOB HOWARD

Congrats on the long-awaited arrival of your long-titled publication. I'm extremely proud and a little bit humble at being your 1st subscriber. You'll be pleased to know that the gold frame has been fitted and that I'll be hanging The Journal in my study between the Monet and the Matisse!

While reading the excellent explanation of STAB ratings, a curious poser came to mind with regard to White Knights. I took over a position in 86B as Italy with 4 units, however the previous player left me with one unit short. I don't know the history before my advent but I suppose he NMR'd during the Autumn and thus failed to submit a build order. A 4 unit Italy would have put me in 4th place in my first game year but I would argue that, since I only had 3 units, I should be placed in equal 5th position. If you look at a worst case scenario, I could have been left with just 1 unit say but still considered to be in 4th place! This is patently unfair and might deter budding White Knights who might be heavily ratings-oriented players.

And further to this, I took over a 10 unit 2nd placed France in 85M with the single aim of trying to deny victory to a rampaging Austria. Considering the positions the best I could hope for, no matter how brilliantly I played, would be to remain 2nd, hence getting a rating of 4 + VP.

Now in 86B I've left to equal 1st with 10 units in what's turned out to be a complete stab-a-thon. My rating will be far greater than that in 85M (even more so if my argument prevails) which seems anomalous. There is a decided bias in favour of taking over a minor power it seems. Perhaps this was the intention of the designers. Interesting.

On a completely different tack, if you consult the BNC listings for 87C you'll see that the GM is a certain BH. Unfortunately BH doesn't appear in the legend, so could you please insert the name of that diplomatic hero in the legend at once.

Keep up the good work Mike - looking forward to issue #2.

P.S. I loved the cover.

((Yes your comments about the White Knights Ratings are quite valid. It was Andrew's intention to do just as you've mentioned; pick up some of the many smaller nations that would otherwise seem unpalatable. Talk to Peter Clark or Andrew England about this for more details. As to the BNC information - yes there have been quite a few errors pointed out since the last issue. An up to date list will be coming out shortly.))

LUKE CLUTTERBUCK

....So now it's left for me to write about The Journal. I'm stuck Michael! I think the problem I have is that you have described your intentions for the genzine so well and for so long before that it exactly as I expected! I mean it's a fine a worthy publication which fills a gaping hole and does it in an entertaining and professional way and all that but I'm not in the least surprised by anything in it. It's therefore hard to single anything out for particular comment. All I can really say is well done! I look forward to future issues. Two minor points that arise from it. Firstly, is there any chance that you could keep a review of Affairs of State under your "Sponsors" section? As you know this book is partly intended as a novice handbook so I'd like to keep its name available at all times. Any chance? Secondly, I'm not all that happy about the 'Ombudsman' bit any more. I think that it's a bit dictatorial. If it's all right with you, I might write an explanation of the position for your Journal. See I'mmm thinking it might be better if disputes wre settled between the affected parties and out of the public eye except in cases where they affect the whole hobby. A summary could then be printed in The Journal. What's your opinion?

((Thank you. Yes the Affairs of State was meant to go into the "Sponsors" section but got forgotten in the rush. Look in this issue! Yes again, I'd like to see the Ombudsman role defined a little more. Whatever you do, it has give people confidence in your decision. Assessing the Ombudsman job will be good for it's profile anyway. I'll definitely print it in The Journal, thanks.))

JOHN DODS

Many thanks for the complimentary copy of your mag, I enjoyed reading it and enclose NZ \$10 (whatever you get for it) for a sub. I must say JAD has a different flavour to other dipzines on the scene and I wish it every success. Many players ask me about the NZ dip scene and I am willing to put in a column for your magazine, but unfortunately it would be a blank page. The Diptonominion (how's that for a new word, to go with Dipper, dipzine, dipcon etc) in OZ is quite interesting but it doesn't exist here in NZ as far as I know. There are no mags about, no Diplomacy competitions at conventions, and no clubs. There may be a few groups that play of a regular basis and quite a few wargamers that play the occasional game FTF of a postal game. I've shown copies of Beowulf, Victoriana and DI around over here, but people have shown only a moderate interest. Some plan to write away (sometime in the future) and get a sub and maybe play a game.

((The question of a NZ Diplomacy hobby has had me interested for some time. I have a feeling that the block of Boardman Numbers issued to Australia are to encompass New Zealand as well, but I doubt that NZers would be too pleased with that. I'll look in to it.))

LARRY DUNNING

Thanks for the copy of The Journal. I must say that I'm impressed with the production values and format.

I'm rather puzzled however by the inclusion of some of the Tau Ceti Phoenix players however. I was asked in the past to forward statistics for an earlier rating scheme (the original Stab, if I recall rightly) however I do not in general believe in the accuracy of ratings nor in the effect they have on players. Any set of ratings omits factors such as home life and personal crisis, etcetera. Each game has to be taken on it's merits.

I finally checked on what was still at my parents' house and discovered that the Tas Ryrie zines had been chucked out some time ago. I do have an almost complete set of Battles and Leaders, which was a general Postal games zine, as edited by Bill Starke Jnr. This also ran postal Diplomacy.

I will be sending a letter to Andrew England concerning variants. I was a Variant Bank Custodian (self appointed, but most are because they have the interest to sustain the effort) and still have many copies of variants, including some sent by Fred.

Aha! I see you've allocated some boardman numbers to my games! Well well, what a surprise! My girlfriend, Lee Smoire, is an ex American SF fan and has met John Boardman occasionally. Just as a matter of interest, are there any schemes to give Machiavelli games systems codes? There are a number of Machiavelli games being run at the moment. The game is not that dissimilar from Diplomacy in mechanics, but cannot be considered a variant as it is marketed commercially.

Are you interested in articles about Diplomacy at all? I have a few unorthodox ideas on the subject, and would be prepared to write about them. I would put them in TCP, but as I'm winding this up, I'd rather put them in another zine. The question is whether The Journal is the right place for this. If not, perhaps you'd be able to suggest another zine.

((I remember now that you were against the idea of ratings, (I don't blame you sometimes) so we'll take your games out of the ratings. I'd like to continue to issue boardman numbers to your games though. The Machiavelli games in the US are actually given miller numbers (the variant equivalent) so I imagine that John Cain would be glad to give your games a number. As far as some articles about Diplomacy go... yes I'd love them! I would like to fill this magazine full of ideas on the game. If you're not sure that this is the place for them, then try Diplomatic Immunity the West Australian Diplomacy zine, run by Paul Ward.))

PAUL WARD

Great first issue of Journal. You could tell the experience of publishing The Envoy was working for you. Keep up the good work. I thought you could use some constructive criticism:

-ve: It was a little too much like the normal zines. I don't know if letters should be in it.

-ve: My games started;
Dip 1 (Albany) Jan 87
Dip 2 (Bunbury) Jan 87
Dip 3 (Carnarvon) Feb 87

Dip 3 is irregular as it started face to face and should therefore not really be rated and maybe not even given a boardman number.

Could you please give a boardman number to Geraldton which started in January 1988. If you need any game turns/information on the above games just drop me a line. Please note that the GM of Bunbury is now Steven Bagshaw, and that Geraldton's GM is Frank Haluszczak.

6



-ve: In the BNC report you used RW for Robert Wessels and Richard Williams eg 1987TL and 1987TA.
-ve: No DI review. When you said 'a word from our sponsors' is that literal? I am quite willing to sponsor Journal if I know everyone else is.
+ve: I loved the CanCon review. I shall try to contribute an article for the next issue.
+ve: The presentation was superb. Anyone would think you had trained as a draftsman....
+ve: You have the same deadline as me. Hero worship or what?
-ve: It is tempting to include pieces such as Luke's letter that are off a word processor, but the faded type did detract from the otherwise perfect presentation.
Sorry to moan and snipe but if no-one did, the 'zine would never improve and all 'zines can improve. (except DI). Please find enclosed \$10 to keep me in credit for a while. I don't like trading.

((Whew what to say after all that? Ummm... I'll keep the letters, we won't rate Carnarvon, there will be a corrected BNC record soon, the DI omission was an accident I assure you, and I've typed everything for this issue!))

PIOTR DYDUSIAK

I have heard that you have finally got The Journal of Australian Diplomacy going. Great stuff - I hope.

Unfortunately nobody told me how much it is and up to which issue you are up to (2nd? 1st?). All I know that it is quality. Well I enclose \$2, and am waiting with baited breath.

By the way, there is something else. I have designed a game "Medieval Europe" for 8 players which is not based on Diplomacy board. Right now I am looking for 8 victims-playtesters by PBM. I will be a GM. The second draft of the rules is ready, while the final third one will be out in June/July. Interested?

Anyway, I hope to see you in Diplomacy Expo in June.

(((\$2 will get you 1 issue, see page 2. As for the game you will be running, it sounds interesting but I'm a little too busy at the moment. Have some free publicity though - Medieval Europe - Medieval Europe. Contact Piotr (Peter) Dydusiak:

11 Amiens Way
Matrville,
2036, NSW.

By the way, when did you go back to the Polish spelling of your name?))

MARK NELSON

Thanks for JAD - you're sending it to influential overseas people after all! I liked the zine and I'm willing to trade. John Cain sent me some Dip maps which you drew and I was impressed. Any chance of you drawing up maps for variants? (depending on after JAD comes out). I don't have time to comment on the zine as I'm busily doing University exams. TYG sent.

((As a result of sending The Journal overseas, I've recieved quite a lot of stuff back. All they seem to do is argue! Lot's of good reading though.))

NEIL ASHWORTH

I was going to wait for a while after JAD came out so my blood would stop boiling over your crack about "lack of interest" in The Envoys games.

I was really pissed off because of all the games started since Marion took over as editor, only 1 has had an NMR, and that is Gough, which is stacked full of the "Diplomacy Club" players (Marion, Smark, Witchurch, Lycette, Penman, etc...). I really think your remark was unfair.

However 'Askin came along and fucked up that theory. So what do I do. Why is it that all the games being run by outside GM's have problems with NMR's, late maps, etc...

In your next JAD could you also include a list of the games which will not be rated due to the changes in the Stab rating rules. I'm reasonably sure that all the games I am playing in except 'Utopia' and 'Nicholas' are invalid. Certainly nearly all the Rumple games are, and any game Mathew has ever participated in, in any way shape or form.

I feel myself slipping into a bitching mood so I will slip out again.

((Well I apologise if you've taken what I said in the wrong way, it wasn't meant to be a slur against Marion, but a question about players who give up despite a quality magazine. Your comments concerning the Ratings are answered in that section later in this issue. Now I see why you'e called the "Hitman".))

A Word From Our Sponsors

This is a list of the latest issues of Australia's Diplomacy zines. I've done it to give an overview of current articles on Diplomacy, size of the issues, and features. It's other role is to provide a list of game openings throughout Australia, so you can quickly scan the the list and be selective when choosing your next game. I suppose the game openings should also have a list of players, shouldn't it. Maybe next time.

BEOWULF

Issue 13 May 1988 36 pages A5 format

Regular

Beowulf	A.England	1½ pages
The Empire Strikes Out	B.Brown	1½ pages
Gone Fishing	B.Brown	½ page
'Benzine' (subzine)	B.Groenen, N.Smark	3 pages
'FireDrake Monthly' (subzine)	A.Howard	5 pages

Features

Sharp knives and blunt minds	B.Howard	1½ pages
FTF game report - WW1	A.England, A.Howard	½ page
I.D. Tournament draft rules	S.Doubleday	1 page
Nuclear Dippy Rules-4	M.Nelson, John Norris	2 pages
Unfero Endgame Statement	S.Bagshaw	2 pages

Games

ACD, Grendel, FireDrake, Wiglaf, Denmark, Hygelac, Hrothgar, Whealbow, FireDrake II. (gamestart)

Game Openings

International Normal Diplomacy	A.England	2 more
Ashes Intimate Diplomacy	A.England, M.Nelson	2 more
Normal	A.England	6 more

Editor

Andrew England
1/96 South Rd.
Torrensville, 5031

DIPLOMATIC IMMUNITY

Issue 4 April 1988 32 pages A5 format

Regular

Dave's Muze News	Dave ?	1 page
Da Cwis	P.Ward	2 pages
G'Day Sport	P.Ward	1 page

Features

Centre Spread Poll - DI edition	G.Smirnow	5 pages
More Violence (FTF game reports)	P.Ward	2 pages
Capitol (game review)	J.Dods	2 pages

Games

Albany, Bunbury, Carnarvon, Dampier, Esperance, Fremantle, Geraldton.

Game Openings

Normal	T.Tolhurst	2 more
Lonely Continent	P.Ward	3 more
Gunboat	P.Lovett	Gamestart

Editor

Paul Ward
5 Sandalwood Drive
Greenwood, 6024

THE ENVOY

Issue 18 May 1988 52 pages A5 format

Regular

Quiz 17 - "The Nuptual Quiz"	L.Clutterbuck	2 pages
War Quiz	P.Dydusiak	1 page
Dr Goldilox	Dr Goldilox	1 page
Gone Fishing	B.Brown	1 page
Architecture and Morality	M.Gibson	1 page
The Bismark Papers	A.Bismark (?)	2 pages

Features

Alternative Player Profile	N.Ashworth	1 page
Thinking Long and Hard	G.Long	2 pages
Centre Spread Poll	G.Smirnow	5 pages
Aust Dip Rating System	A.England	2 pages
Technical Consideration	P.Dydusiak	2 pages
Artwork	Various	1 page
Tom Thumb Endgame statement	Mat Gibson, various	2 pages
Dip 19 Endgame Statement	A.England, various	2 pages

Games

Utopia, Sleeping Beauty, Rapunzel, Garibaldi, Dip 17(Endgame), Maria Theresa, Metternich, Rabuka, Bismark, Gough, Khemlani, Askin.Charlie.

Game Openings

Normal	GM required	full
Bourse (Utopia)	L.Clutterbuck	anyone

Editor

Marion Ashworth
25 Park Ave.
Roseville, 2069.

VICTORIANA

Issue 9 May 1988 36 pages A5 format

Regular

Rain, clouds and fog	N.Smark	½ page
Humour	various	½ page

Features

Zine reviews	J.Cain	2 pages
Roots part II	R.Wessels	3 pages
Starrs Stats	G.Smirnow	4 ½ pages

Games

Nicholas, Foch, Marsh, J.R.R.Tolkien, Napoleon, Stackpole (gamestart), Lillie, Pepin, Claudius I, Trumper, Redpath, British Rails, U-Boat.

Game Openings

Normal	W.Closter	4 more
Final Conflict 3	R.Wessels	3 more
Coolbop Downfall	B.Brown	full
Iceage Dip	?	6 more
U-Boat Dip	B.Brown	6 more
British Rails	B.Brown	4 more

Editor

John Cain
76 Banool Rd.
Balwyn, 3103.

AFFAIRS OF STATE

Issue 1 1987(annual publication) 100 pages A5 format

Features

Histrionics (An introduction to the history, the game and the hobby.)
Australian Affairs (Australian zines, tournaments, articles, poll results, ratings, and hobby organisation.)
British Affairs (An article on opening strategy from a British zine).
American Affairs (Reprinted articles from the American hobby on the game, women in the hobby, publishing, and an article on each Great Power in 1901.)
Variant Games (The lists of variants of Diplomacy).
Life and Death in the Lounge Room (Diplomacy as explained to the fashion concious innocents).
Who's Who.
Glossary
Hobby services.
plus Illustrations.

Editor

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

News! Information!

Steven Bagshaw, Come On Down!!!
Steven is the new Custodian who will be running the annual Australian Diplomacy Hobby Poll. This years Poll is due to take place in Aug/Sept, and it seems Bagshaw has plans for offering prizes for some of the winners in each of the 'Most Popular' categories. He is currently accepting ideas and help; you can contact him by writing to:
Steven Bagshaw
78 Sherington Drv,
Greenwood, 6024,
Western Australia.

---*---

The Go-Between has altered it's format. As of vol6 no2, TGB is a quarterly PBM zine, with a separate Diplomacy insert for the Dip players. Hopefully this insert will be easy enough to produce so that it could come out as a 'games only' publication with sufficient regularity to run TGB's Diplomacy games.

---*---

At this point, the Victorian Squad going to the NSW Diplomacy Expo consists of Michael Gibson, John Cain, Robert Wessels, Bill Brown, and Steven Phillips.

We are also planning a Pub Crawl Diplomacy variant on a night during the Expo weekend. All welcome.

---*---

The Envoy's prestigious "Ambassador Awards" are being planned for sometime in September or October. TE's editor, Marion Ashworth, wants to let the current rash of Polls to die down a little before attempting to force yet another one upon the hobby.

---*---

The Journal's first postal Diplomacy game! Bill Brown has been organising the zine editors in Australia to participate in a PBM Dip game together. Paul Ward, Andrew England, Marion Ashworth, Rick Snell, Michael Gibson, and John Cain will play, and George Smirnow will be the GM and Commentator in this game which will also be run as an exhibition game in JAD.

Perhaps someone could organise a special Sub-Editors game, since there are nearly 7 of them!

---*---

One of those sub-zine editors Alan Howard is to start his own Diplomacy zine, mainly catering to the popular Gunboat Diplomacy games, but also running a few normal games. Alan will be attempting to get the turnaround time fairly low too. This new zine could be the perfect zine for all those players waiting to start games in zines that are too full of them.

---*---

Another aspiring editor who has found a special niche in the Diplomacy hobby is Mark Lycette, who will be basing a new zine on an art theme. He's hoping to launch it at CanCon 89.

---*---



How times, and costs, change . . . 1970 5 cents, 1975 18 cents, 1980 22 cents, 1985 33 cents, now 37 cents.

Postage may rise by three cents

By ROSS PEAKE,
Canberra

Standard letter postage is expected to rise soon by up to three cents because Australia Post will have to pay payroll tax. Telecom is also considering a one-cent rise in the cost of local telephone calls.

Both face increased costs as a result of the Federal Government's decision, announced at the Premiers' Conference on Thursday, to abolish the exemption of Commonwealth enterprises from state payroll taxes. The Prime Minister, Mr Hawke, said yesterday that he hoped the decision would produce only a small increase in charges.

Australia Post is expected to apply to the Prices Surveillance Authority for an initial two-cent

rise in the standard letter rate. The price can be expected to rise one cent for every \$30 million added to Australia Post's costs.

The decision last year to make Australia Post pay Customs duty and sales tax, costing \$31 million a year, produced a one-cent rise in the standard postage rate last August. Australia Post says that rise did not take account of inflation. It says the last effective rise was three cents in August 1986.

As well as paying payroll tax, Australia Post will from next year have to pay an extra \$25 million in other state and local government taxes, rates and charges. Australia Post is also worried that the May economic statement may require it to pay a percentage of its profits to the Government.

Mr Hawke said he was not cer-

tain that post and telephone charges would have to rise. "One would hope that it would either not be necessary or minimally necessary as a result of the profitability of the operations in which they have been engaged to this point."

Telecom will pay state governments about \$150 million a year in payroll tax and Australia Post about \$54 million. The total payroll tax paid by all Commonwealth enterprises will be about \$220 million. However, the Federal Government will reduce its grants to states by \$200 million.

The Opposition spokesman on communications, Senator Messner, said the removal of the payroll tax exemption highlighted the need to deregulate telecommunications.

The Diplomacy Association of Australia

"What Association? I haven't seen anything from them, who are they, what is it, what are they doing?"

Umm... well these things take time you know...

The idea is to form an Association that would care for and publisize the postal Diplomacy hobby. It's been mooted for some time now, and it is slowly taking shape. the first job has been the establishment of a series of Custodianships, for jobs that need doing in the hobby. We now have people keeping records and statistics, people keeping libraries, and people keeping the peace. But there is still a lot to do.

I can see the DAA needing to do a few more things soon if it is to remain a viable and valid Association:

*Filling up the remaining jobs that are vacant. Tournament coordinator, an orphan games custodian, and a publicity officer.

*Promote the hobby, at least with notices that can be slipped into all new sets of Diplomacy bought in Australia.

*Create a registered Association, so we can organise a phone number and a bank account.

*Start raising money to fund publicity, or to help struggling zines (or whatever).

*Set up a group of people who will look into ways of promoting postal Diplomacy through the gaming community and in (gasp) the real world.

If we can manage just some of these by the end of 1988, it will be a real achievement. Anyone want to help?

Competition

There's an old joke that the first thing that architects do when they set up a new firm is to design the letterhead for the firm.

With the formation of the DAA there is also that inevitable need for letterheads, graphics and poster logos.

So the first Journal competition will be to design a logo for the Diplomacy Association of Australia.

Brief: The logo must graphically and simply define the character of The Game. It must represent all facets of the hobby - face to face, postal, and informal games.

Format: The design must fit within an A6 sheet of paper. The logo should be in black and white and be easily and cleanly reproducible.

Prize: Not sure. How about \$2 for each entry received? ie if there are 10 entries, I'll give the winner \$20.

Polls and Surveys

You can't have picked up a copy of a Dip zine in Oz without seeing George Smirnow's Centre Spread Poll results. George deserves heaps of praise for his effort and for the interest this poll has created. Just the thing for a fledgling hobby. I haven't the space for all the results, just the top ten and an accompanying letter from him.

NAPOLEONS CENTRE SPREAD POLL - JOURNAL VERSION

WHAT FOR ?

The reason I started this poll was to find out where we all stood in each others' esteem. Ratings systems don't tell the whole story. For example, new players may not have had enough time to make an impact on the STARRS and STABS scoreboards, and the results of some old games are no longer quite relevant. A poll is a snapshot of opinions. At least it has now been done and if there ever was a need, it has now been satisfied.

SO WHAT ?

After all the voting and the counting, the results only wound up confirming what most of us felt in our "guts" anyway. So there's the rub - we each have our own "gut poll", and it's very accurate and far more versatile than reams and reams of printed statistics.

BIG DEAL

In all honesty I made a real meal of the whole job. I thought that as long as I was doing it I'd give it my best shot. A couple of hundred letters and a couple of hundred hours later I was having doubts. From October '87 to April '88 sixty seven people sent in their votes. It took nearly 80 columns and 230 rows to arrange the calculations. On reflection there are easier and less time consuming ways to do it, but not if you want a high level of accuracy and the ability to extract various kinds of versions, each of them different for each magazine.

FOR BAG SURE

Was it worth the effort? Long after I'd finished I heard a rumour that Steven Bagshaw liked it. If it helps to rekindle the enthusiasm of people with that kind of potential then I'd do it all again tomorrow, no worries.

George Smirnow.

(Sorted in order of "Total Votes")

SURNAME	NAME	TOTAL	COUNT	BIG AVG	REAL AVG
1 England	Andrew	3698	46	80.39	55.19
2 Smirnow	George	3229	40	80.73	48.19
3 Brown	Bill	3159	41	77.05	47.15
4 Clutterbuck	Luke	2926	40	73.15	43.67
5 Bagshaw	Stephen	2892	44	65.73	43.16
6 Gibson	Michael	2753	38	72.45	41.09
7 Ashworth	Marion	2298	30	76.60	34.30
8 Howard	Bob	2237	32	69.91	33.39
9 Cain	John	2233	32	69.78	33.33
10 Gibson	Mathew	2195	32	68.59	32.76

RE	LAST RANK	LAST SCORE	NO. GAMES	NO. WINS	NO. SURVIVE
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RANK	NAME / COUNTRY	SCORE	LAST RANK	LAST SCORE	NO. GAMES	NO. WINS	NO. SURVIVE
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NATION LIST							
1	France	6.058	1	6.383	14	4	8
2	Germany	5.136	7	3.083	13	2	8
3	Turkey	4.860	2	5.263	16	2	10
4	England	4.700	4	3.923	15	2	8
5	Russia	4.423	5	3.572	15	2	8
6	Italy	4.193	6	3.121	12	0	8
7	Austria	3.922	3	4.064	16	1	7

WHITE KNIGHTS LIST							
1	Chris Bell	3.137	2	3.137	3	0	3
2	Jeremy Close	3.000	3	3.000	1	0	1
3	George Smirnow	2.661	4	2.661	1	0	1
4	Dean Bedlington	2.438	5	2.438	1	0	1
5	Jonas Jaciunski	2.375	6	2.375	1	0	1
6	Leeann Galloway	2.059	-	-	1	0	1
7	Paul Sciberras	1.861	-	-	2	0	1

8	Bill Brown	1.625	-	-	1	0	0
9	Ian Whitchurch	1.500	-	-	1	0	0
10	Luther Weate	1.389	-	-	1	0	0
11	Phillip Dorling	1.000	-	-	1	0	0
12	Daryl Kibble	1.000	-	-	1	0	0
13	Mathew Collarey	1.000	-	-	1	0	0
14	Tom Gribble	1.000	-	-	1	0	0

HALL OF FAME LIST							

RECENT ENDGAMES LIST							
1	Neil Ashworth	10.000	England	'Princess'			
2	Marion Ashworth	9.500	France	'Snow White'			
3	L. Clutterbuck	9.400	Germany	'The Agg'			
4	Daryl Kibble	9.313	Russia	'84E'			
5	Terry Tolhurst	8.529	Russia	86E			
6	Paul Reulein	8.444	Italy	'3 Bears'			
7	Piotr Dyduśiak	8.111	France	'3 Bears'			

NEW GAMES ADDED TO LISTS							
Austral View: Dip 17, Dip 19.							
Rumplestiltskin: 3 Bears, The Agg, Princess, Snow White, Tom Thumb.							
The Go-Between: 84E, 86E.							

Diplomacy Ratings

on Tau Ceti - Pheonix (D1, the ratings. (see BBB) of 'Tony Butchers Game' Austral View but we've no game, apart from the winner anyone help?

a dozen Abandoned games I hear from someone about (see Game Records), I will add games to Peter Clark to lists, and they will be added to next issue.

for games, rule 1.1.2, all games that started before are allowed in most house lists and Editors will need to check games carefully to ensure they are not too long.

Ratings

ADDITIONS & CORRECTIONS TO STAB (REVISED)

The following are additions and corrections to the "Stab Revised" article which was recently published.

Rule 1.1.2 change to read: "A player plays more than one power simultaneously for four or more consecutive seasons in any game commencing after 1987."

Rule 1.1.5 change to read: "Four or more powers enter civil disorder when on three or more units."

Rule 3.2.1 change to read: "The base score for a replacement is 4. This score is substituted for the replacement country's score from the game year immediately preceding the turn in which the replacement took over. That is, $S = 4$ (where S is the score from the said game year). For example, a replacement takes over France in Spring 1905. In 1904, France had attained a score of 2 for being sixth (as per rule 2.2.2). This is translated into 4 points for the replacement."

Add rule 3.2.2: "For the first year in which the replacement participates, one is added to the base score (i.e. 4) for each position his/her country moves up in relation to the other countries (as per rule 2.2.2). For each position his/her country drops, one is subtracted. For each following year in which the replacement participates, one is added or subtracted (as applicable) from the replacement's previous year's score for each position his/her country moves up or down in relation to the other countries. Using the example from rule 3.2.1, assume that France moves to fourth place in 1905, a rise of two positions. The replacement's score for 1905 is therefore 6 (i.e. 4 (base score) + 2 (number of positions that France rose)). In 1906 France moves to third place, a rise of one position. The replacement's score for 1906 is therefore 7 (i.e. 6 (previous year's score) + 1 (number of positions that France rose))."

Rule 3.2.2 change to 3.2.3.

Rule 3.2.3 change to 3.2.4.

Andrew England.

Now on to the meaty bits: There has been quite a bit of comment on the Ratings rules, and this is reflected in the changes above. What can't be changed is the nature of the results and the scarcity of games from which to derive meaningful figures.

The current rules provide a standard by which all games in the future can be judged and rated, and they make GM's and players think about how a responsibly run game should be organised. Besides, we're far less strict than most of the overseas BNC's who don't even keep track of games where family members play/GM, or local games, where everyone is from the same area/city.

However the present system certainly lacks the immediacy of the progressive rating (surely what Stab was designed for). New players are given no indication of their relative standing until the game is over, and that may be three years after Gamestart.

What is needed is in-house progressive ratings using the Stab system appearing monthly in each zine in Australia, to back up the quarterly completed game list in The Journal. (As I go to press the latest issues of Beowulf and Victoriana are publishing in-house progressive ratings. I'm hoping that John and Andrew can keep it up each issue.)

Tournaments, Cons. and Championships

News of the Western Australian Diplomacy Championships, is that they may be held over a few weekends later on in the year. Paul Ward seems to be the organising force behind this inaugural event, and he is now soliciting opinions from those likely to attend the Championships. Moves are also afoot to hold one of the rounds in Albany, to secure the presence of Larry Dunning in the competition.

Mat Gibson, organiser of next years National Championships has announced a "7-for-the-price-of-6 Party Plan" for early registrations. This will enable him to work out likely numbers, and to get some idea of the expectations of the participants.

The information that follows is from the 2 Championships held this year; CanCon88 and Games88.

Australian Championships, Canberra.			Victorian Championships, Melbourne.		
1	Andrew England	8.284	1	George Sminow	7.020
2	Neil Smark	7.845	2	James Vickers	7.011
3	Neil Ashworth	7.199	3	Neil Smark	6.705
4	Harry Kolotas	7.034	4	Michael Gibson	6.477
5	Peter Dydusiak	6.798	5	Ben Groenen	6.268
6	Ian Kaspura	6.738	6	Peter Clark	6.086
7	Ian Castle	6.520	7	Darius West	4.506
8	Marion Ashworth	6.482	8	David Simms	4.085
9	Andrew O'Brian	6.395	9	Mark Lycette	3.460
10	Robert Wessels	6.337	10	Iain Ralph	2.794
11	John Cain	6.173	11	Anthony Matsovich	2.551
12	Ben Groenen	6.168	12	Robert Stephenson	2.489
13	Michael Floyd	5.907			
14	Steve Gould	5.628			
15	Bill Brown	5.335			
16	Adrian Freaan	5.276			
17	Craig Sedgewick	5.083	28	Peter Hickman	3.227
18	Mathew Gibson	5.064	29	Derek Myers	3.085
19	Stephen Simmons	5.024	30	Robert Brown	3.036
20	Paul Ward	4.905	31	Jeff Rickard	2.148
21	Scott Dento	4.900	32	Ian Whitchurch	1.711
22	Alan Howard	4.883	33	Andrew Tucker	1.694
23	Geoffrey Macknish	4.283	34	Adrian Wood	1.332
24	Jim Venn	3.870	35	James Walker	0.500
25	Nick Morgan	3.630	36	Phil Grinstein	0.452
26	Mark Lycette	3.327	37	Pat Dhyon	0.444
27	Clive Lane	3.274	38	Martin Webster	0.333

By the end of the year we will have collected Ratings from 5 Championships and possibly many other competition Diplomacy games. This will give a large sample of games from which to find the best tournament Diplomacy player throughout the year. (Due to Australia's particular demographic situation, (long distances, few people) this may be the best way to find our true national champion)

The championships, tournaments and conventions need someone to address these and other questions. If anyone is interested in becoming the Tournament Custodian, then let me know. (How the hell did Andrew and I get into the position of dishing out the jobs???)

Ombudsman

OMBUDSMAN GUIDELINES

The Ombudsman service provides a means of settling disputes between players, Gamemasters, Editors and Organizers. It is now a year since it's inception - an appropriate time to review its effectiveness and to make recommendations for the future.

The following guidelines are based on advice received from many of you including the US Ombudsman service. There were two main thrusts in this advice. First, some people pointed out the pertinent fact that Diplomacy is, when all said and done, a recreation activity and feared the Ombudsman service may take itself too seriously. Secondly, others noted that, taking an overall view, a great deal of time, effort and money is invested in Diplomacy across Australia and that no matter how much the scene is slanted towards pure "fun", disputes will inevitably occur. In constructing the guidelines, I have attempted to strike a balance between these conflicting points. The basic assumption behind them is that a well-run game is more "fun" than a badly organized one or one where there are more referees than players.

One further point: rather than use the "he or she/him or her" forms - a verbosity I loathe - I asked a female colleague at work to toss a coin (heads masculine, tails feminine). Sorry girls it came up heads but please be assured I welcome female Ombudsmen as much as male!

- 1) The Ombudsman service is the final safeguard on the integrity of Diplomacy in Australia. "Ombudsman" is a generic term applicable to both men and women.
- 2) You may call on an Ombudsman to help settle any dispute in the Diplomacy scene if and only if you have tried your best to come to an agreement with the person with whom you are in dispute.
- 3) You should take the time to write out specifically what the problem is, why you feel it is a problem and provide all relevant proof: dates and the names of possible witnesses, documents etc. if any, and anything else you feel might be important. If your complaint is not worth the time to detail out, then it can't be all that valid. Present your argument in a straight-forward manner and to the point. Avoid emotional comments and superfluous adjectives. Assigning motives to the other person's deeds, citing rumours, vulgarity, abusiveness, hearsay, unsubstantiated allegations and name calling will be considered irrelevant. Stick to the facts and try to include the names and addresses of all those involved.
- 4) Be prepared to accept the decision the Ombudsman makes, whether it is favourable to you or not.
- 5) Once I receive a complaint, I will either investigate it myself or appoint another Ombudsman in my place. The Ombudsman chosen will remain impartial at all times.

Ombudsman

6) The Ombudsman will base his investigation on facts - on what he actually sees, not what the parties want him to see.

7) It is not the Ombudsman's position to try and read people's minds or to put words into the mouth of one of the involved parties. Likewise, the Ombudsman will not take into account words which one of the involved parties puts into the mouth of other involved parties.

8) If the Ombudsman is unsure of the problem, the facts, the material submitted or what the solution should be, he will seek advice from other experienced and impartial people. If this still fails to produce a satisfactory result or if the Ombudsman becomes unsure of his ability to remain impartial, he will ask me to appoint another Ombudsman.

9) Once the Ombudsman has completed his investigation (which should be conducted quickly but which may take anything up to three months), he will apply a "first stage" solution. This involves suggesting a possible solution privately to the disputed parties. The parties should then try again to resolve their differences in the light of the Ombudsman's suggestion. If the problem is solved, either in the way suggested by the Ombudsman or in any other way agreed to by the parties, the Ombudsman should be informed so he can advise me to declare the matter closed.

However, if after one month the dispute continues, the Ombudsman will apply a "second stage" solution. This involves the Ombudsman making a final ruling. The nature of this ruling is as follows:

- * It is binding on all parties involved.
- * The Ombudsman will detail his decision and his reasons in a written report which will be sent to all parties, the relevant zine (if any) and the Journal of Australian Diplomacy. The report will be as fair and to the point as possible.
- * The ruling may include recommendations to other custodians including the Ratings Custodian and the Boardman Number Custodian e.g. declaring a game irregular. They are at liberty to consider the matter themselves but will almost always uphold the Ombudsman's decision.
- * Once the Ombudsman has applied a "second stage" solution, I will declare the matter closed.

10) If, in the opinion of the Ombudsman, a resolution may be better obtained by ways other than the application of the first and second stage solutions, he will pursue that line.

11) Any experienced person may apply to be an Ombudsman by writing to me. Also, any person is entitled to suggest changes to these guidelines by writing to me.

Please continue to offer your advice and suggestions. And don't forget, I'm always on the lookout for new Ombudsmen. Remember it's your service.

Luke Clutterbuck, 16/353A Old South Head Rd, BONDI BEACH, NSW, 2026. PH: (02) 30 3972.

Welcome to the second batch of variant records, brought to you by your Australian Miller Number Custodian, John Cain. Anyone with queries or more information on any variant games should contact me.

This batch of records contains the details of two games which have ended since my last report, plus details on games which are still going and started before 1988. I currently lack details on all Diplomatic Immunity games, could Paul Ward or Michael Gibson please pass them on to me. Each game listed in this report 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.

1986HD rs03 (Anarchy V) The Envoy "Princip" Michael Gibson.
 A: Andrew Champion, B: Duncan Baxter, C: John Cain, G: Mathew Gibson, M: Simon Miles, R: Steve Rowe, S: Duncan Sparrow.

Started: Envoy 1 (May 86). Ended: Envoy 17 (March 88).
 John Cain replaced Simon Miles in Autumn 1906.

	1901	02	03	04	05	06	07	08	
A:	3	4	3	4	3	4	1	1	Dropped Spring 1907.
B:	5	6	5	5	2	0	-	-	Dropped Spring 1903.
C:	4	1	1	0	-	-	-	-	Eliminated Autumn 1904.
G:	6	7	9	10	13	14	17	21	WON
M:	5	8	9	9	10	8	5	0	Eliminated Autumn 1908.
R:	3	3	2	1	0	-	-	-	Dropped Spring 1904.
S:	4	5	5	5	6	8	11	12	2nd

1987DE ac11 (The Conquerors) Beowulf "Unfero" Steven Bagshaw.
 CARTHAGE: John Cain, MACEDON: John Dods, PERSIA: Paul Ward,
 ROME: Andrew England.

Started: Beowulf 4 (Aug 87). Ended: Beowulf 11 (March 88).

	300BC	299	298	
CAR:	5	4	4	=3rd
MAC:	7	7	7	2nd
PER:	6	5	4	=3rd
RON:	7	12	13	WON

1986HA qh10 (World War Two) Austral View "Churchill" Andrew England.

ENGLAND: Bill Brown, FRANCE: Steve Rowe, GERMANY: Duncan Sparrow, ITALY: Simon Miles, RUSSIA: Robert Wessels,
 USA: John Cain.

Started: Austral View 72 (March 86).

1986HE mi03 (Feudal Dip) The Envoy "Charlemagne" Andrew England.

AQUITANE: Robert Wessels, ENGLAND: Simon Miles, HUNGARY: Mathew Gibson, NORMANDY: Graham Kidd, POLAND: Jim Penman,
 SAXONY: David Monk, VENICE: Chris Edwards, WALES: John Cain.

Started: Envoy 7 (Dec 86).

M.N.C.

1987DA rs03 (Anarchy V) The Envoy "Jedburg" Mathew Gibson.
A: Marion Ashworth, C: John Cain, G: Michael Gibson, K: Peter
Kahlbaum, M: Simon Miles, P: Jim Penman, W: Richard Williams.
Started: Envoy 8 (March 87).

1987DB pw02 (Machiavelli) The Envoy "The Prince" Mat Gibson.
AUSTRIA: Craig Sedgwick, FLORENCE: John Cain, FRANCE: Peter
Quail, MILAN: Neil Ashworth, NAPLES: David Walsh, ROME: Peter
Dydusiak, TURKEY: Richard Williams, VENICE: Simon Miles.
Started: Envoy 9 (April 87).

There has been no sign of this game since issue 13, so it will
be regarded as abandoned if nothing happens by the next batch
of records.

1987DC ma03 (Medieval I) Beowulf "Hygelac" Andrew England.
BYZANTIUM: John Cain, ENGLAND: Simon Miles, FRANCIA: Martin
Kenseley, GERMANIA: Steven Bagshaw, MORAVIA: John Dods.
Started: Beowulf 3 (July 87).

1987DD ma03 (Medieval I) Beowulf "Hrothgar" Steven Bagshaw.
BYZANTIUM: Mark Hayward, ENGLAND: Robert Wessels, FRANCIA:
James Vickers, GERMANIA: Andrew England, MORAVIA: Chris Wade.
Started: Beowulf 3 (July 87).

1987DF ???? (Napoleonic I) Victoriana "Napoleon" Robert
Wessels.
RUSSIA: Adrian Appleyard, AUSTRIA: Andrew England, ENGLAND:
Martin Kloosterman, FRANCE: Mathew Gibson.
Started: Victoriana 2 (Oct 87).

1987DG gf20 (Final Conflict 3) Beowulf "Wealhboew" Andrew
England.
AUSTRALIA: Mathew Gibson, BRAZIL: James Vickers, CHINA: Jim
Penman, PAN ARABIC LEAGUE: Martin Kloosterman, RUSSIA: Greg
Long, SOUTH AFRICA; Adrian Appleyard, USA: Alan Howard.
Started: Beowulf 7 (Oct 87).

1987DH ac11 (The Conquerors) Victoriana "Cladius" Andrew
England.
CARTHAGE: Mathew Gibson, MACEDON: Ben Groenen, PERSIA: Martin
Kloosterman, ROME: Adrian Appleyard.
Started: Victoriana 3 (Nov 87).

1987DI ma?? (Medieval II) Victoriana "Pepin" Robert Wessels.
ENGLAND: Ben Groenen, FRANCIA: Martin Kloosterman, GERMANIA:
Paul Ward, MORAVIA: Mark Lycette, BYZANTIUM: Tom Lake.
Started: Victoriana 3 (Nov 87).

This game was called "Charlemagne" on the gamestart, but
changed to "Pepin" before the first move.

B.N.C.

Before I get into the thrust and yawn of the various Gamestarts and Endgames, I'd just like to say a word about last issues Game Records in the BNC column. In the last two months there have been many errors spotted and addendums created, leaving that last list shot full of more holes than an apartment in Beirut. Therefore a new improved, corrected and sanitised list will be coming out next issue.

1988 GAMESTARTS

1988TA 'Geraldton' Diplomatic Immunity Frank Haluszczak
A)Stephen Fisher E)Paul Ward F)Marianne Clark G)Greg Long
I)Adrain Appleyard R)George Smirnow T)Alan Howard

1988TB 'Khemlani' The Envoy Neil Ashworth
A)Richard Biddle E)Rowan Munro F)Peter Quail G)Greg Long
I)Michael Hopton R)Terry Bradley T)Ken Sproat

1988TC 'Odin' Beowulf Adrian Appleyard
A)George Smirnow E)James Vickers F)Peter Chalmers G)Alan Howard
I)Greg Long R)Marianne Clark T)Chris Bolger

1988TD 'Marsh' Victoriana John Cain
A)George Smirnow E)Mark Robertson F)Thorin Munro G)Frank Haluszczak
I)Ian Caspura R)Scott Wade T)Robert Slot

1988TE '88A' The Go-Between James Vickers
A)Gary Bekker E)Steve Cross F)Adrian Appleyard G)John Lilburne
I)Rick Snell R)Alan Howard T) ?

1988TF 'Fire Drake II' Beowulf (The Fire Drake Monthly) Alan Howard
A)Alex Geissman E)Richard Biddle F)Jim Venn G)Michael Floyd
I)David Cox R)Wendy Tracey T)Andrew O'Brien

1988TG 'Stackpole' Victoriana Michael Gibson
A)Wayne Closter E)Richard Biddle F)Bill Brown G)Damien Arnold
I)Alan Howard R)Thorin Munro T)Cameron Baskett

1988TH 'Askin' The Envoy Michael Gibson
A)Bob Gossage E)Chris Pickett F)Thorin Munro G)Paul Waddell
I)Kevin Arnott R)Clive Lane T)Carl Chang

1988 ENDGAMES

1985TO 'Snow White' Rumplestiltskin, The Envoy Luke Clutterbuck
Gamestart October 1985 Endgame January 1988

	01	02	03	04	05	06	07	08	09	
A	3	3	/3	2	0	-	-	-	-	Richard Morrison/Clive Lane
E	4	/5	2	0	-	-	-	-	-	Mark Plaizier/Paul Sciberras
F	5	6	8	9	9	12	13	13	18	Marion Ashworth
G	6	7	8	9	9	7	6	7	3	Roland Maertens
I	5	6	6	6	6	7	7	6	4	Michael Gibson
R	2	0	-	-	-	-	-	-	-	Peter Quail
T	6	7	7	8	10	8	8	8	9	Luther Weate

Outright Victory: France.

1985TR 'Tom Thumb' Rumplestiltskin, The Envoy R.Woodward, M.Gibson
 Gamestart December 1985 Endgame February 1988

	01	02	03	04	05	06	07	08	
A	4	3	2	2	3	2	2	0	Luther Weate
E	5	5	6	7	7	8	8	9	Andrew England
F	5	5	6	7	8	7	8	9	Craig Sedgewick
G	5	6	6	8	8	9	7	6	Peter Quail
I	/3	3	4	/2	1	1	1	1	Wojtek Czarnocki/Brian Carr/CD
R	6	6	5	2	1	0	-	-	Kevin Britton
T	4	5	5	6	6	7	7	9	Dirk Unewisse

Agreed End: Draw(E,F,G,I,T)

1985TG 'The Agg' Rumplestiltskin, The Envoy Nick Manning
 Gamestart May 1985 Endgame March 1988

	01	02	03	04	05	06	07	08	09	10	11	
A	5	5	6	6	8	8	9	9	8	5	5	David Walsh
E	4	4	3	3	/3	2	0	-	-	-	-	Simon Walker/Jim Van Sliesen
F	5	6	/6	5	3	3	2	0	-	-	-	Theo Khomatas/Dirk Unewisse
G	4	6	6	7	7	8	10	11	12	15	21	Luke Clutterbuck
I	4	5	6	6	8	/8	10	11	10	9	4	Roger Woodward/Paul Sciberras
R	5	5	5	6	5	5	3	3	4	5	4	Roland Maertens
T	4	3	2	1	0	-	-	-	-	-	-	Kevin Britton

Outright Victory: Germany.

1986TJ '86E' The Go-Between Rick Snell/Tim Friedrich

	01	02	03	04	05	06	07	
A	4	0	-	-	-	-	-	David Simmons
E	5	5	3	/3	'2	/1	1	Terry Chilvers/CD/Leeann Galloway
F	5	5	4	4	5	7	7	Paul Braun
G	5	5	7	6	4	2	2	Murray Grellis
I	5	6	6	/4	2	0	-	Eric Roche/CD
R	6	7	8	10	12	13	13	Terry Tolhurst
T	4	6	6	7	9	11	11	Steven Bagshaw

Agreed End: R,T 1st, F,G 3rd, E 5th, A 6th, I7th.

1985TM 'Dip 17' Austral View, The Envoy Craig Pullin/Alan Howard
 Gamestart September 1985 Endgame May 1988

	01	02	03	04	05	06	07	
A	5	5	7	7	7	8	11	Mathew Gibson
E	5	5	5	8	8	9	6	Paul Champion
F	5	5	5	6	5	6	7	Bill Brown
G	5	5	5	2	2	0	-	Steve Rowe
I	4	4	3	2	3	/2	1	James Marsh/CD
R	6	7	6	6	8	9	9	Simon Miles
T	4	3	3	3	1	0	-	Andrew England

Agreed End: Draw(A,E,F,R)

1986TE 'Kerenski' Austral View, The Envoy John Cain
 Gamestart March 1986 Endgame May 1988

	01	02	03	04	05	06	07	
A	5	6	8	10	9	/9	10	Ian Castle/Tom Gribble
E	5	6	6	/9	12	12	13	Graham Kidd/Jim Penman
F	5	/4	1	0	-	-	-	Mark Stewart/Cd
G	5	6	7	7	/8	7	5	Craig Pullin/Robert Wessels
I	4	4	7	5	/2	3	3	Glen Waring/Ian Whitchurch
R	4	/6	5	3	3	3	2	Derek Myers/Mat Gibson
T	5	2	/0	-	-	-	-	Braddon Giles/CD

Agreed End: Draw(not rated)

Zine Bank

INTERNATIONAL ZINES

The following zines are available through the International Subscription Exchange. For a subscription, write to Andrew England, F1/96 South Road, Torrensville, S.A. 5031.

Ode: John Marsden
49 Queen Elizabeth Square, Maidston, ME15 9DQ,
UNITED KINGDOM

Info: 50p, digest, xerox, 28 pages, 5 weeks, #83 (February).

Runs: Diplomacy (11), Mercator, Seismic (2),
Gesta Danorum, 1929 (2), Machiavelli.

Openings: Diplomacy, Railway Rivals, Origins of WWII,
International Diplomacy.

Ode is now the oldest continually running 'zine in the entire British hobby. In fact, it has been said in some quarters that the 'zine will never fold, ever. It offers Diplomacy, its variants and a couple of other games to exceptionally reliable deadlines as well as including some game related articles. Samples are free on request. SB

Praxis: Alan Stewart
702-25 St. Mary Street, Toronto, Ontario,
CANADA, M4Y 1R2

Info: \$8.50 Can. or \$6.50 U.S./10 issues, open page, xerox,
20-38 pages, 5 weeks, #18 (December), circ. 67.

Runs: Diplomacy (2), Advanced Diplomacy.

Openings: Diplomacy, standbys.

I'm not ashamed to admit that I prefer 'zines which generally adhere to my kind of left-wing politics. In fact, I out and out look down on 'zines whose editors espouse conservative views. *Praxis* is an exception to this. *Praxis* is a run of the mill 'zine when it comes to contents. It contains game reports, plenty of press, houserules debates, articles and letters. What lifts *Praxis* above the competent is Alan Stewart's writing. The man is articulate, intelligent and highly amusing. Sprinkled throughout each issue are veritable gems of wit. The letter column is a riot. I pride myself on being well read politically and up to date on current affairs, but Alan's breadth defeats me. I bet when the miserable bastard skipped tutorials, he was in the library reading up for an essay. SB (reprinted from *Excitement City Unlimited*)

Excitement City Unlimited:

Simon Billenness
630 Victory Blvd., Apt. 6F, Staten Island, NY
10301

Info: 50¢/issue (N. & S. America) 75¢/issue (rest of world airmail), digest, xerox, 16-20 pages, 5 weeks, #5 (December), circ. 50, est. July 1987.

Runs: Cline 9, International Cline 9, International Railway Rivals.

Openings: International Diplomacy, Downfall of the Lord of the Rings, International Railway Rivals, Stab (no fees).

ECU is the new international 'zine of the late 80's (and hopefully 90's too...). The 'zine runs to strict five week deadlines for better gaming. Apart from the reports, there is a letter column and occasional babbling on such subjects as internationalism, variants, Dr. Who, Star Trek, and American politics. SB

The Yorkshire Gallant: Mark Nelson
11 Lancaster Grove, Kirkstall, Leeds, West Riding
LS5 3DY, ENGLAND

Info: \$6/8 issues, digest, xerox/mimeo, 24 pages, monthly,
#24 (December).

Runs: Song (2), Scotch Chess League (2), Diplomacy (3)
Railway Rivals (3), Merp, Sopwith, Finchly Pass the Pigs,
Woolworth IID, Triumverate, Cool Bop Downfall, Third
Age, En Garde.

Openings: Diplomacy, En Garde, Railway Rivals, Vain
Rats, Wotr LI, Cline 9.

TYG contains Diplomacy articles and news reviews from UK and its colonies such as the U.S. and Australia. *TYG* also runs undiscovered variants and I'm setting up a few international leagues such as an Intimate Dip Tournament. Players are required to keep their subs at a \$5 lend, but can enter as many games as possible. And hey, let's be careful, because some UK 'zxines are horrible. Sub to *TYG* and I'll tell you who's nasty and who's nice. See you at WORLD DIPCON! MN

These were provided by Andrew England from his copy of the latest Zine Register: a US publication.

Zine Bank

Some people may be aware that the overseas hobby is enjoying a Mega-Feud between rival groups of hobbyists performing identical services to the hobby. Why? God knows, but they're all having a ball insulting each other. In the interests of fair play, I've printed below four magazine descriptions from the ZR's new rival, the Zine Directory, produced "under the Covenant". The Zine Directory is published by Robert Sacks, 4861 Broadway 5-V, NY NY, USA, 10034-3139; and is the funniest thing I've read in a Diplomacy magazine since The Envoy #16.

Kathy's Korner/Whitestonia

Sept 3, 1987

John & Kathy Caruso, 29-10 164th St., Flushing, NY 11358

subzeens: *Shadowplay*—Bob Olsen, *Grabar's Garbage*—Dave

Grabar, *Sportsbeat*—Bob Acheson, *Magnificent Seven*—John Caruso

\$1/issue, 28-44 pages, monthly, digest photocopy

carries: 7 Diplomacy

Nicknames and huge fucking boatloads of sexual innuendo are the order of the day for this little hummer. Kathy can dish it out with the best of them, and John ... well, they don't call him the "wimp" for nothing. As an added bonus, you get Bob Olsen's occasionally brilliant, usually witty, always bordering on treasonous meanderings. Catch a clue and sub.

Random Thought

May 7, 1988

Jeff Zarse, Hinman Box 284, Hanover, NH 03755

subzeen: *Furball*—Steve Clark: *openings*: Quest for the MNC,

United, free-form tripping

drug of choice: LSD

75¢/issue, 10 pages, monthly, open-page, dot-matrix/laser-

print/handwritten (in places) photocopy

openings: standbys only

carries: 3 Diplomacy, 1 Gunboat, 2 Nuclear Destruction, 1 Empire

Builder

Not for the serious gamer or the fainthearted alcoholic, *Random Thought* is best read while either messed up on acid or after getting a phone call from Chris Carrier. The purpose of the zine is to be as absolutely obnoxious as possible while pretending to run games. Given to occasional spurts of regularity, games can be delayed for several months while the editor cranks up the Dartmouth Slush Puppy Machine. Nevertheless, if you're sick of the boatloads of ass-kissing that go on in the hobby, *RT* just might save your sanity. Extremely cool behavior required—show a picture ID. Previous drug arrests recommended. Black tie optional.

Zine Bank

Penguin Dip

July 4, 1987

Stephen Dorneman, 95 Federal Street #2, Lynn, MA 01905
60¢/issue, 15 pages, 10 issues/year, open-page, dot-matrix
photocopy
carries: 4 Diplomacy

Twice nominated for the Hobby Prolonged Adolescence Award, *Penguin Dip* succeeds in being probably the most juvenile zine known to man. The zine contains page after page of science fiction and fantasy role-playing commentary, and is graced by the kind of "artwork" that you'd expect out of emotionally immature high school students, depicting spaceships, monsters, and all sorts of profound adult themes. Rod Walker is a prolific contributor, often sharing his cross-dressing experiences with the readership. Face it—the zine is a disgrace in every way, shape, and form imaginable. The editor even admits to playing role-playing games. Do you think he maybe has a mindless, bonehead job? Yup. *PD* takes itself so seriously that it gives me headaches. If there is anything of value in this zine, it must have passed me by while I was putting my copy through the paper shredder.

Everything

April 2, 1988

BNC: Steve Heinowski, 51500 Portman Rd. RD2, Amherst, OH
44001
Publisher: Melinda Holley, PO Box 2793, Huntington, WV 25727
17-23 pages, quarterly, digest photocopy

This is it. The biggest, most incredibly STUPID waste of time I have ever seen. *Everything* is the official publication of the Boardman Number Custodian, who is the bonehead that sits around keeping track of postal game finishes so that people can waste even *more* time ranking players and countries and just generally wasting their earning potential. Why these people haven't all been arrested and jailed summarily without even the benefit of a trial to save their miserable asses is beyond me, but if I were in charge you can bet that that's what would happen.

Rebel

April 2, 1988

Melinda Holley, PO Box 2793, Huntington, WV 25727
subzeen: *High Inertia*
50¢/issue, 23 pages, 5-weekly, digest photocopy
openings: Diplomacy, Gunboat
carries: 16 Diplomacy, 3 Gunboat

This woman has NOTHING BETTER TO DO. Nothing, nothing, nothing. The time that she spends on the Diplomacy hobby has boggled the best minds in the nation for years. The press is inane, the woman is insane, and if you have any helpful social hints that might get her out of her house to have some actual FUN, I'm sure she'd appreciate your effort.

Endgame Autopsy

SNOW WHITE

Austria	Richard Morrison Clive Lane (S03)
France	Marion Ashworth
England	Mark Plaizier Paul Sciberras (S02)
Germany	Roland Maertens
Italy	Michael Gibson
Russia	Peter Quail
Turkey	Luther Weate
GM	Luke Clutterbuck

What a game! Russia never had much of a chance. Beseiged by a German-Turkish alliance which I suspect was formed before the game started, Peter chose to play 'sideways' into Livonia, Scandinavia and Austria. He was thus totally unprepared when he was stuck in his undefended areas. You can't really criticize his defense. The combination was so unlikely, so proficient and so smooth tongued that it was all over before he knew what happened. An exceedingly noble pleyer in defeat.

England played a wan game, very slack with his orders and paid the price. Paul was far more dilligent than Mark but was unable to talk Marion out of her most obvious direction - through England. Austria played a lacklustre campaign before being replaced by Clive who suffered a similar fate to Paul.

Germany was the wild card. Starting brilliantly he became fixated with the East at the expense of his western front. When he fell victim to the 'Silver Platter' doctrine with Marion he amazingly, continued to concentrate on the East and, even more amazingly, gained the upper hand against both Turkey and

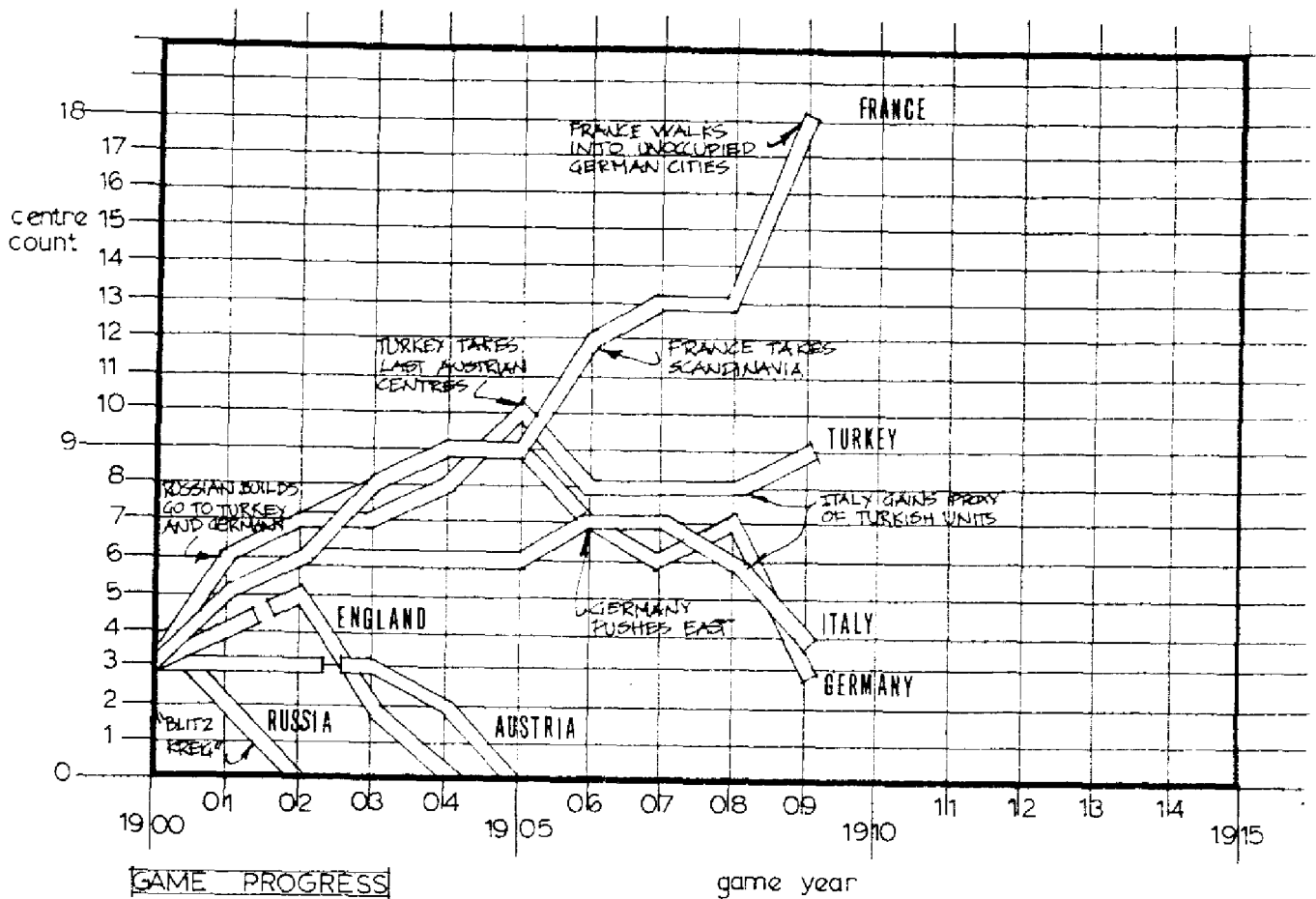
Italy. failure was to play puppet to France even though he had several opportunities to throw off his oppressor.

Italy's was a frustrating game. Stuck between power blocks he tried his level best to break free but with Roland a confirmed puppet he never had the chance. Turkey could have won. He had the means and the will but lacked both the diplomatic technique and, more importantly, the ability to write a single set of orders without any errors. Time and time again you saw Turkish units marching valiantly to the front only to be blown apart by a lack of retreat orders or a lack of thought about different ways around the problems.

Instead of taking the time to play for position, Luther doggedly slugged away at the same centres time and time again. His inflexibility was his downfall. France glided her way to victory. A model for (relatively) bloodless coups, the only time her tactical skill was ever seriously challenged was when Italy engaged her in the Mediterranean - a battle she lost and which she only survived because of an overwhelming numerical superiority in other areas. Marion's skill lay in Diplomacy rather than tactics (as opposed to Luther), a talent for which she was rewarded first with England, then Scandinavia and finally Germany and the game. It's arguable that she was over-cautious but as she won anyway....what does it matter?

Luke Clutterbuck

Endgame Autopsy



In future issues I'd like to incorporate other means of analysing games into the Autopsies. Things such as Rick Snell's 'Empire Theory' and Neil Ashworth's 'Harry Graphs' could be combined to produce a sufficiently graphic breakdown of a particular game.