

LORD OF HOSTS

Is devoted to variant Diplomacy. In these pages will be found Miller numbers and designators, variant game announcements and results, occasional articles and editorials, and (given a special request and a hefty bribe of \$3.00 per player, in addition to maintaining a subscription) games of variant Diplomacy. The price for subscriptions and back issues will be cost plus postage, rounded up to the nickel (so that I can produce additional copies) Offers to trade will be considered. Issues will be published at

least bimonthly; more frequently if there is sufficient material or games. Thanks are tendered to the IDA for their considerate subsidy of this effort. Miller numbers will be assigned on the receipt of a self-addressed envelope, postage in stamp or coin, gamemaster's name, magazine, year of game, type of variant, and list of players and countries; subscribers can if they wish for e about the envelope and postage and wait for the next issue. Anyone may reproduce an issue in its entirety; partial reprinting is permitted upon attribution, except for articles by other authors who herewith retain full rights to their own material. This entire effort is yours courtesy of Robert Sacks, 15-F Tang Hall, 550 Memorial Drive., Cambridge Ma 02139, (617) 494-8889

No. 1

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1 November 1974

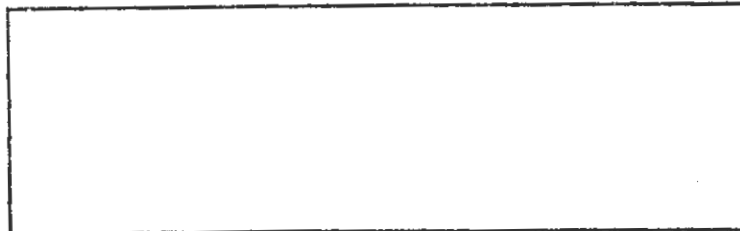
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The article on Slobbovia has not arrived; we will try again for next issue.

QUESTION: In this issue we attempt to give a complete listing of all the Miller Number designators. Recent discussions in the IDAVC and among the officers for variant diplomacy have included proposals for redesignating all variants in some organized manner so that information in the designator will tell you what kind of variant you're dealing with. All persons are herewith invited to write to the IDAVC and the officers for variant diplomacy on the question of whether and in what manner the Miller Number designators should be altered.

Amt remaining
in sub:



FIRST CLASS MAIL

LORD OF HOSTS
Robert E Sacks
15-F Tang Hall
550 Memorial Drive
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THE MILLER NUMBER DESIGNATORS

- a. 3x3, Turkey omitted
- b. Super Diplomacy, 7 nation
- c. 5-man, Russia & Turkey omitted
- d. 6-man, Turkey omitted
- e. Middle Earth II
- f. Anonymity, 7 nation
- g. Economic Diplomacy
- h. 3x3, Italy omitted
- i. Mythomacy II
- j. 3x3 with wild-card player
- k. Mordor vs. the World
- l. Twin Earths
- m. Mordor vs. the World II
- n. Chaos
- o. 9-man (Miller)
- p. Anarchy
- q. Merglay
- r. Indianomacy II
- s. Game of the Clans - Scottomacy
- t. Middle Earth IV
- u. 3x3 with wild-card player II
- v. Calhamer 5-man game
- w. 9-man II (Cline)
- x. 9-man III (Chalker)
- y. Micro-Diplomacy
- z. 2-man, Turkey omitted
- aa. Imperialism VII - Things to Come
- ab. Princeps
- ac. Imperialism VIII - Global
- ad. Open Door - Colonialism III
- ae. World War I
- af. Parlement
- ag. Economic II
- ah. 3x3 with wild-card player III (Germany)
- ai. Lebling - Armed Neutrals
- aj. Mordor vs. the World III
- ak. Economic III
- al. Simulation
- am. Imperialism VIIR - Things to Come II
- an. Europe 1650
- ao. Italy 1500
- ap. 3x3 with 2 wild-card players
- aq. Imperialism IX - Peloponesian War
- ar. 3x3 with wild-card player IV (Russia)
- as. 2-man II, England omitted
- at. Imperialism VIIIR - Global II
- au. Omnibus
- av. Hyperspace II
- aw. The Foundation Game
- ax. Simulation II
- ay. Anarchy III
- az. Space War
- ba. Zeno
- bb. Multiplicity
- bc. Cryptodiplomacy
- bd. Imperialism XI - Punic Wars
- be. Imperialism X - Feudalism II
- bf. 3x3 with wild-card player V (Russia)
- bg. Supereconomic
- bh. Brave New World
- bi. The Hundred Years War
- bj. Griffin - Peeriland Caper
- bk. Kriegspiel
- bl. 3-man on 9-man board
- bm. Blitzkrieg
- bn. Das Dippyspiel
- bo. Perrijavo Caper
- bp. Godawful Game
- bq. Key's Rule
- br. Hyperspace II½
- bs. Hyperspace III
- bt. Hypereconomic
- bu. Youngstown II (Walker)
- bv. Parlement, revised
- bw. Hyperspace V
- bx. Diplomatic Monopoly
- by. 2001 AD
- bz. Verrat
- ca. Version C
- cb. Continent
- cc. Aberration
- cd. Imperialism XIII - Aberration III
- ce. Mordor vs. the World IV
- cf. Air-Sea
- cg. All-American
- ch. Parlement, Midlands Variant
- ci. Napoleonic
- cj. 9-man IV (Walker) - Aberration IV
- ck. Scotice Scripti II
- cl. Mordor vs. the World IV½
- cm. Hypereconomic II
- cn. Imperialism IXR - Peloponesian War
- co. Abstraction
- cp. The Great European War
- cq. Atomic Warfare
- cr. Bourse NOT CONSIDERED A VARIANT
- cs. Fistel
- ct. Diadochi
- cu. Youngstown III (Shaefer)
- cv. Youngstown IV (Phillips)
- cw. Balance of Power
- cx. Lord of the Rings
- cy. 2010
- cz. Atlantica
- da. Diplomyopia - Myopia
- db. Youngstown V (Weidmark)
- dc. 9-man V (Winter)
- dd. Diadochi II
- de. Third Age
- df. 9-man VI (Cline)
- dg. Jihad
- dh. Legion
- di. Anarchy IV
- dj. Staples
- dk. Slobbovia
- dl. Scotice Scripti III
- dm. U.S.
- dn. Stress - Battle for Detroit
- do. Everywhere, Europe
- dp. Moses Game of Everywhere
- dq. Dalarna II
- dr. Black Hole
- ds. Michigan

as. Michigan
 dt. Cold War
 du. Ancient Hebrew Kingdom
 dv. Viking
 dw, 1776
 dx. Diadochi III
 dy. Atlantica II
 dz. 11-man (Winter)
 ea. Balkan War
 eb. Black Hole II (Nielsen)
 ee. 1721 II
 ed. Lord of the Rings II
 ee. 1934
 ef. WorldDiplomacy
 eg. 9-man VII (von Metzke)
 eh. Black Hole III (Shears)
 ei. Youngstown VI (Walkerdine)
 ej. La Revolution
 ek. Invasion 44
 el. Youngstown VII (Massar)
 em. Witch World
 en. Allah Akba'ar
 eo. Logical
 ep. 30 Years' War
 eq. Hyborsan Age II
 er. 2-man; G/A/T vs. F/R/I/E
 es. Westphalia VI
 et. Van Nuys
 eu. Four Empires
 ev. Confewshun
 ew. Diadochi IV
 ex. Schizodiplomacy
 ey. Kriegsmarine - Phillips
 ez. Interstellar III
 fa. War of the Roses
 fb. Excalibur
 fc. Downfall of the Lord of the
 Rings and Return of the King
 fd. Algernon
 fe. Middle Earth V
 ff. 1885
 fg. Slimak's Rule
 fh. Colonia
 fi. Interstellar

NEW DESIGNATORS AND VARIANTS - Editorial Commentary

What constitutes a Variant? And what constitutes a new Variant worthy of a separate designator? As you might guess, these two are central questions to the Miller Number operation (and pretty unimportant to anyone not interested therein) so I will ramble on a bit before getting on to the description of new variants below.

Between that unique game which is Diplomacy and the multitude of games that definitely are not there is this indeterminate region of games which are neither which is rather heavily populated (vide the 1 1/4 page to the left) and which is getting more and more so. Not all games in this region are variant (or even irregular) Diplomacy games - Starlord, Origins of World War II, Nuclear Destruction and other games courtesy of Flying Buffalo, and Dippy Hill are all not Diplomacy variants but they are in this region. And there are Bourses of Diplomacy games which are no longer considered to be variants of Diplomacy; perhaps one of these days we will look into that and discuss what a bourse is and why it isn't a variant. So what do we have for a variant: a game which is sufficiently different from Diplomacy that the play and results are not those of a Diplomacy game, yet which shares with Diplomacy some essential feature. Now I will not examine every game to make sure that no one slips in an identical simulation of Diplomacy which just looks different - such an exercise in pointless perversity doesn't bother me as I have nothing to lose if someone does slip one in, unless I happen to play in the game. But I will hold to this criterion - something must differ and something must remain the same, and both must be significant. Now let us look at the variants of variants, better known as revisions. In nonvariant Diplomacy we have a phenomenon known as irregularity and another known as house rules, and under these two labels a host of offences are committed: Coastal Crawl, Victory Conditions, Rulebook errors, Substitutions, General Orders, et cetera ad nauseum. And if Games Research comes out with another update or revision of the game, the hobby will adjust without restarting the Boardman Numbers or the ratings. Now, what do we do

with two almost identical variants? For the time being the established policy is that every variant gets a separate designator, though I would dearly like to know what the difference is between "a. 3x3, Turkey omitted" and "z. 2-man, Turkey omitted"; likewise the difference between "ar. 3x3 with wild-card player IV (Russia)" and "bf. 3x3 with wild-card player V (Russia)" also intrigues me. I would suggest, since playtesting after publication before revision is becoming common, that some revisions do not need a separate designator - we have already reached the point where past MNC's have thrown up their hands in disgust at the umpteen pairs of almost identical games, and the set of umpteen versions of 3x3 games and YV's and 9-man games. Henceforth the criterion for a separate designator will be the same as that for variance: THERE MUST BE A SIGNIFICANT CHANGE. For past designator the question is open and before you - see the cover page.

ff. 1885 - Created by Fred C. Davis, Jr. 9 powers (add Spain and Sweden) on a slightly expanded map, rather beautifully done. Only one double coasted province (Lapland which is rather unimportant) with the obvious benefits that result. One apparent problem at a quadruple point where Naples, Sicily, Tyrrhenian Sea, and Ionian Sea meet: "Accordingly, attacks and supports may be made by BOTH Armies and Fleets, as between any other adjacent provinces." Question: Do armies in Naples and Sicily have the right to support movement between the two seas? 12 month year with

quarterly adjustments. Certain provinces may be used for builds without being home supply centers (Ireland, Portugal, Archangel, Levant, and Sicily) in a reasonable manner. Combined Army/Fleets are used in lieu of extended convoys. Retreats are mandatory. Turkey begins one unit short, and Italy begins with a discretionary army or fleet in Rome. It is a very beautiful variant and highly recommended.

fig. Slimak's Rule - L. Kevin S. Slimak. Major rule: While a province with two coasts may have only one unit in it, each coast is a separate space for naval combat. Case a-Coastal Crawl is allowed. Case b (not specified)-Coastal Crawl might even work if one of the units is an army. Case c "Slimak's Rule"-A fleet adjacent to a double-coasted province may only support naval combat (or units) on the coast adjacent to it. Not recommended and highly pointless.

Colonial Variant - Created by Glenn Reed and Peter Berggren. Abstract map/game, not very well done. 7 powers with varying victory conditions (which is the most notable feature in its favor). 2 types of supply centers (permanent and colonial) with rules for conversion. Army/Fleets are used in lieu of convoys and there is also a special type of "transport fleet" which does not seem to have any advantage over ordinary fleets and is therefore useless. There are off-board boxes and optional coastal crawl, double-coasted provinces and canaled provinces. Not particularly recommended although it shows promise of becoming worthwhile after game-testing.

Gigaton Bomb Variant - Created by Leonard Miyata. Each power starts with as many bombs as home supply centers, and each bomb may be used to destroy units, centers, and provinces, and disrupt bodies of water. There is even an optional ABM rule. I cannot say too much against this bomb. There is little sense in a game where you can erect impassable dead-zones across the board or set fire to the map-board or your opponents (perhaps it was designed as a social comment?).

Westphalia VIII - Created by Howard Mahler as Version 2 of Westphalia, #1 being VI. Many minor map changes from Westphalia VI; the principal changes are that a Spanish center and space Milan is created, Spain begins a unit short, and all initial setups are discretionary. There are more Spanish supply centers outside of Spain than inside. There are several double-coasted and canaled provinces, and one province (Andalucia) separates the Atlantic from the Mediterranean. The problem with two similar variants is that it doesn't make sense to play both, but you should play one version of Westphalia sometime.

260 AD - Created by Scott Rosenberg. 6 powers (3 "Roman Empires", 3 invaders). Europe without Scandinavia, North Africa, and Asia north of Arabia and the Persian Gulf. 6 double-coasted provinces, 1 canaled province, Alps and Pyrenees impassable as are the North and Caspian Seas, the Persian Gulf, and Arabia, 1 special build province. Well worth gametesting.

1618 - Created by Scott Rosenberg. 10 players in and around the Holy Roman Empire. No double-coasted or canaled provinces, 1 off-board supply center, 3 special build provinces (all rather reasonable). The game is designed to show the immediate theatre of the Thirty Years War. One obvious typographical error in the rules: "If Austria occupies Prague after Fall 1618, it becomes an Austrian Home center in all ways." should read something like "If Austria occupies Prague on or before...". Other than that the only problem might be the map, but that can be remedied after gametesting. This should prove interesting if it doesn't bog down due to its size.

Witch World II - Created by Lewis Pulsipher. There are almost as many double-coasted and special provinces and special rules as there are ordinary supply centers, which might be necessary to simulate the special properties in this 5 player fantasy. (I do however miss the actual magic that can be found in the books; in Warlock for instance an entire army is wiped out by magic in a minute.) Coastal Crawl and Crawling Retreat are used. Rather than going into a detailed discussion of all the special rules, I refer you to the IDA 1974 Diplomacy Handbook, available from John Boyer, IDA Editor/117 Garland Drive/Carlisle Pa 17013, for \$3 (\$2 for IDA members). In spite of everything, the game appears rather simple (which is rather necessary to counteract the effect of all the special features) and should generate interesting press, especially if the players have read any of the books.

If anyone would rather describe their own variant rather than have me do it, you have only to send me typed final copy, black on white, on 8 1/2"x11" paper. If anyone cares to respond to anything I have said or asked, the same policy applies.

MILLER NUMBERS ASSIGNED

- 1973DEfa, Richard Walkerdine, Mad Policy. Beauforts-Paul Cook, French-Richard Scott, Nevilles-Colin Bennett, Percies-Colin Hopley, Red Rose-Mike Sherrad, Scots-Duncan Morris, White Rose-Graham Happe.
- 1973DFfa (originally 1974Pfa), Colin Bennett, O.J.. Red Rose-Jake, White Rose-Noy, Percies-Moselwy, Nevilles-Sherrad, Beaufort-Warburton, Scots-Ball, French-Hepher.
- 1974Mfe, Lewis Pulsipher, Ragnarok. Ang-Jon Southard, Dwa-Bruce Schlickbernd, Elv-Barry Eynon, Gon-Tom Berendt, Har-William Clumm, Men-Adam Farquhar, Mor-Mitchell McCormick.
- 1974Ndl, John Boyer, Lost Horizons. Eng-William Osmanson, Connacht-Dave Kadlecek, Orkney-Gary Sokolitsky, Leinster-Ray Heuer, Munster-Fred Hyatt, Scot-Bob Fanelli, Ulster-Margaret Gemignani, Kymru-Adam Gilinsky.
- 1974Ofd, Galloway, SIT XX. No other information.
- 1974Pfa has been corrected to 1973DFfa, leaving a gap into which goes
- 1974Pbk, Sam Jones, -. Anonymity.
- 1974Qdg, Colin Bennett, O.J.. A-Lambert, B-Wein, E-Pozzi, F-Palmer, G-Pimley, I-Waldie, P-Barker.
- 1974Rds, A & T Burkacki, Ragweed. Benzonia-Paul Wood, Marquette-David Graber, Otsego-Mark Magnotte, Saginaw-Tom Berendt, Taquamenon-Herb Barents, Wayne-Greg DeCesare, Zeeland-Robert Beasecker.
- 1974Sfc, P Swanson, Flashpoint. Elv-Graham Buckell, Dwa-Nick Miller, Gon-Richard Scott, Roh-Dave Pink, Sau-Andrew Herd, Sar-Les Pimley, Umb-John Coombe, Gan-Graham Jeffery.
- 1974Tbu, John Mirassou, Command Point. Aus-Leonard Miyata, Eng-Tom Guggenheim, Fra-Red Beam, Chi-Jeffrey Topper, Ger-Glenn Reed, Ita-Robert Lipton, Jap-Charles Sharp, Ind-Eugene Prosnitz, Rus-Peter Berggren, Tur-Matthew Diller.
- 1974Uff, Fred Davis, Bushwacker. Eng-Victor Ricci, Fra-Mark Burden, Ger-Ed Feuerherd, Swe-Herb Barents, Spa-Michael Landry, Ita-John Ishkan, Aus-Russ Vane, Rus-Robert Johnson, Tur-Stven Ball.
- 1974Vdq, John Leeder, Arrakis. Emperor-Rick Kitching, Mariot-David Head, Norby-Paul Monahan, Shalland-Brian Johnston, Skogalang-Randolph Smyth, Vastmansted-Doug Ronson.
- 1974Wfg, Kevin Slimak, The American Wargamer. Eng-Oliver Wischmeyer, Ger-Jeff Marr, Rus-Michael Smolin, Tur-Steve Simmons, Aus-Roger Powell, Ita-Mark Chilenskas, Fra-Skip Morris.
- 1974Xdu, Roland Prevôt (?), "Aglae". W Man-Dominique Ihermitte, Gad-Michel Jarraud, Judah-Jacques Duthel, E Man-Roland Prevôt.
- 1974Yfh, Gil Neiger, the playtester. A-Dave Gladstein, E-Matt Diller, F-Jeremy S Paulson, N-Ben Grossman, OE-Fred Hyatt, P-Greg Costikyan, R-Scott Rosenberg, S-Cary Fulbright.
- 1974Zfi, Michel Feron, Moeshoeshoe. 4-John Lettice, 15-Michael Bihay, 25-Michel Liesnard, 35-Roland Prevôt, 42-Wiak Thompson, 59-Steve Doubleday, 63-Graham Buckell.
- 1974AAbe, Michel Feron, Moeshoeshoe. Byz-Mike Sherrad, Egy-John Lettice, Eng-Graham Buckell, Fra-Philippe Desmet, Ger-Ralph Stephen, Hun-Marc Van Landeghem, Ita-Dave Pink, Nor-Michel Liesnard, Per-Martin Davis, Rus-Robert Dubois, Spa-Les Pimley.

You are all cordially invited to attend the Third Annual Winter Wargaming Convention in New England (WinterCon III, see announcement this issue). I will be managing the Diplomacy Tournament and the Variant Diplomacy Session. I don't know what the Session will consist of - bring your variants with you.

BANK DIRECTOR

BRITISH-Andrew Herd/35 Austin Dr/Didsbury Manchester M20 OFA ENGLAND
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 Associate-Michel Feron/Grand-Place, 7/B-4280-Hannut/BELGIUM

1-Michel Feron assigns Miller Numbers for games in Europe, Asia, and Africa.
 2-Back issues of THE CONNUBIAL CHILD MOLESTER and FAFHRD & THE GRAY MOUSER are available from Robert Sacks at 30¢ each. TCCM and F&TGM were the previous MNzines.

KNOWN GAME OPENINGS

J Antosiak/422 East Ave/La Grange Ill 60525 ANSCHLUSS/GF \$4: YV
 P Berggren/Davistown Schoolhouse Rd/Orford NH 03777 GF \$2+\$2 if incorporated into
 TURNABOUT: Colonial Variant, Gigaton Bomb Variant
 A & T Burkacki/13201 Dwyer/Detroit Mi 48212 RAGWEED/GF \$1.50+postage: Stress
 F Davis/3012 Oak Green Court/Ellicott City Md 21043 BUSHWACKER: STANDBY \$3: 1885
 D Efron/1823 Dacotah Dr/Windsor ONT N8Y 1S4 CANADA BRAINWAVE: GF \$3+sub \$3/yr: YV
 R Heuer/102-42 Jamaica Ave/Richmond Hill NY 11418 CARN DUM/GF \$5: Excalibur,
 Downfall of the Lord of the Rings..., War of the Roses, Westphalia VIII.
 STANDBY - sub 10/\$2.
 D Kadlecsek/1447 Sierra Creek Way/San Jose Ca 95132 SPECULUM/GF \$2+sub 10/\$2: YV;
 GF \$1.50+sub 10/\$2: Third Age II (Airmail sub 30¢ extra)
 T Kniaz/3975 Haverhill/Detroit Mi 48224 NOVGOROD/GF \$1.50: North American
 F Melivaine/144 Sackett Rd, Apt 6/Avon NY 14414 BINARY/GF \$2+sub 6/\$1 or \$3/yr:
 Third Age (send sub to Harry Riley/144 Lafayette Ave/Trenton NJ 08910)
 J Mirassou/Rt 2/Box 623AC/Morgan Hill Ca 95037 COMMAND POST/GF \$1+sub 6/\$1.10: YV
 G Neiger/300 W 108 St/NY NY 10025 THE PLAYTESTOR/sub 10/\$1: 1618, 260 AD
 S Rosenberg/182-31 Radnor Rd/Jamaica NY 11432 THE POCKET ARMENIAN/GF \$5: YV
 C Sharp/506 West College Ave #3/State College Pa 16801 SLOBINPOLIT ZHURNAL/
 GF \$1.50+sub 1¢/page+postage: Slobbovia (in progress)
 D Vedder/1451 N Warren/Tucson AZ 85719 QUO VADIS/GD \$2+sub 10/\$2: Downfall of the
 Lord of the Rings... Excalibur (Airmail sub & Canada 30¢ extra)

GAME RESULTS

19730cz. (Atlantica) Zine: Mad Policy. GM: Richard Walkerdine
 CANADA-Kate Sapir; CSA-Graham Winton (res Aug 1871), Les Pimley; ENGLAND-
 Mike Sherrad (out Dec 1870); FRANCE-Richard Sharp (joint win Dec 1871);
 GERMANY-John Meadon (joint win Dec 1871); ITALY-Geoff Corker; USA-Graham Happe.

	Dec 1869	Mar 1870	Jun	Sep	Dec	Mar 1871	Jun	Sep	Dec
CANADA	3	4	4	4	5	5	4	2	1
CSA	3	4	5	5	6	5	4	3	2
ENGLAND	3	5	4	2	-				
FRANCE	3	5	7	9	10	10	12	14	17
GERMANY	3	6	7	8	10	10	11	13	15
ITALY	3	5	6	7	8	9	7	5	3
USA	4	7	8	8*	7	7	8	9*	8

1973Tdu. (Ancient Hebrew Kingdom Diplomacy) Zine: Rename. GM: Conrad von Metzke
 EAST MANASSEH-John Biehl (won F 1996); GAD-Joel Klein (conceded F 1996);
 JUDAH-Robert Nielsen (dro F 1996), CD; WEST MANASSEH (dro F 1966), CD.

	2001	BC	2000	1999	1998	1997	1996
EAST MANASSEH	3		5	5	6*	6	8
GAD	3		5	6	5	4	4
JUDAH	3		5	5	6	7	6

The Strategic Games Society of the Massachusetts Institute of Technology presents

WINTER CON III

The Third Annual Winter Wargaming Convention in New England

To be held on the second floor of the Student Center at MIT, Cambridge, Mass., across the Charles River from Boston, Saturday & Sunday, January 18 & 19, 1975.

Doors open both days at 8 am. Convention closes Sunday at 7 pm.

Local Arrangements available.

Events to include

2 days of Miniatures, both Armored and Naval

2 day 2 round Diplomacy Tournament

2 days of Open Gaming

2 days of MIT's own Tactics Pi (Blitzkrieg carried to an extreme)

1 day 3 round Stalingrad Tournament

1 day all day Starlord Game

Richtefen's War Variant

Saturday night Diplomacy Variant Session

MIT's own Dippy-Hill (a cross between Diplomacy and Avalon Hill gaming)

Drang Nach Osten Demonstration Game

Triplanetary

and introducing Tom Eller's Manassas

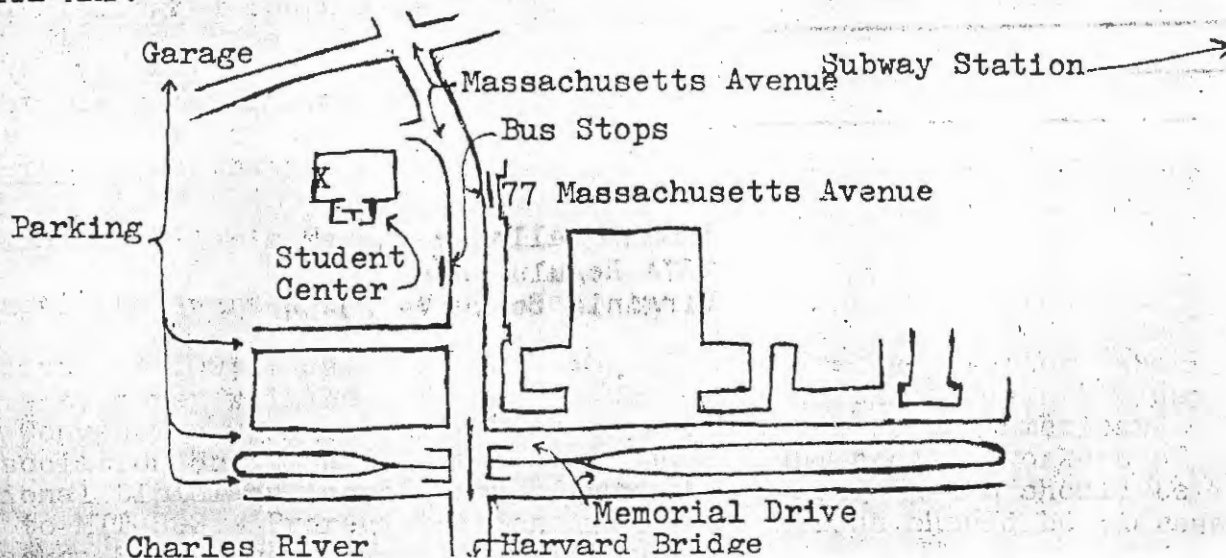
PRIZES will again be awarded for competence, participation, and attendance.

The Cost: 2 days - \$4.00; 1 day - \$2.50. 50¢ off for Preregistration (which means Prepayment; money will be refunded in the event of blizzard). 50¢/day discount for Convention workers, MIT-SGS members, members of the American Wargaming Association or its affiliates, and members and project workers of the International Diplomacy Association. Preregistration: Checks should be made payable to MIT-SGS. Preregistration and all questions should be addressed to: Robert Sacks; Secretary Convention Committee

15-F Tang Hall, 550 Memorial Drive, Cambridge Ma 02139

Preregistration guarantees participation in one chosen activity; some of the activities are limited and will be filled on a first come first served basis. When you preregister include your name, address, preferred activities, which days you will attend, and any questions you may have (local arrangements, transportation, additional events, any details whatsoever), and your money.

CONVENTION SITE MAP:



- A. Name of game or Diplomacy variant (Fantasy and Science Fiction)
- B. Playing time (in game turns) (in Dippy count a season as a GT)
- C. Playing time (in hours) for FTF play
- D. Complexity (0 is simple, ..., 10 is most difficult)
- E. Physical quality (0 is poorest, ..., 10 is highest quality)
- F. Overall rating (0 is for poorest game, ..., 10 for the best)

All numbers should be expressed as a decimal mixed number (i.e. 7, 2.5, .08) with no more than two decimal places.

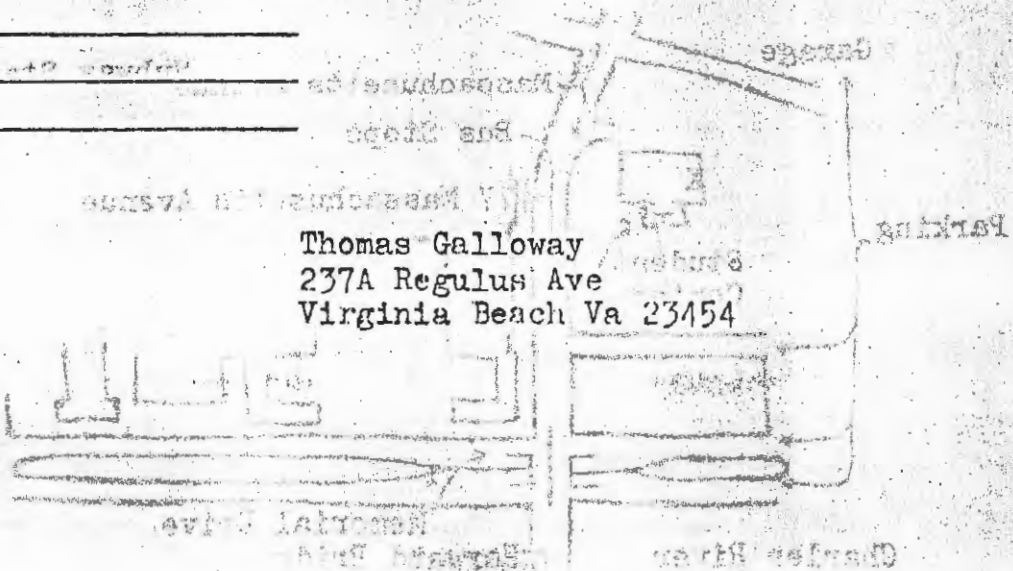
- Examples:
- | | |
|--------------|-----------------------|
| A. SPACE HUK | A. EARTHSEA DIPLOMACY |
| B. 15 | B. 40 |
| C. 15 | C. 15 |
| D. 4.5 | D. 7 |
| E. 6.5 | E. 8 |
| F. 7 | F. 8 |

Persons submitting ratings should include their name. This will allow the changing of a "vote" due to additional play, etc. It also protects the rating system from being subject to fixing. Not that anyone would do that, but.....

The published ratings will include an average of all categories plus the exact no. of responses for that game (leaving the credibility of a small sample space to the reader). The ratings will be available to all zines participating (freq, even!). The ratings will be republished every time a significant amount of data has been added to the pool.

Thomas Galloway/237A Regulus Ave/Virginia Beach Va 23454 is running a Fantasy Science Fiction office. He will be running a bank and a numbers operation (th operation will overlap some work being done on Diplomacy variants) and a Ganin Feedback rating system, the ballot for which you see above. Please cooperate.

Thomas Galloway
237A Regulus Ave
Virginia Beach Va 23454



If you haven't already filled out a copy of this survey, take this opportunity to do so now.

NORTH AMERICAN DIPLOMACY PLAYERS' SURVEY

This is an independent effort officially supported by IDA. All publishers are requested to print this form; final results will be sent to all who do so. Information is confidential; the survey-taker very seldom plays postal DIPLOMACY, so answering will not give info to a potential opponent. Unless otherwise stated, all questions apply to regular DIP & variants.. Please give info as of August 31, 1974. Deadline for submission is 15 Nov 74. I know this may take a long time to complete, but 20-30 minutes is not long considering the scope of the survey and the data that will become available to the hobby which may help solve some long-standing problems and controversies. Please use ballpoint pen. Name & address:

Occupation: _____ Age ____ . # of years schooling (from 1st grade) ____ . Still in school ____ . What gaming organizations do you belong to ____ . What originally interested you in DIPL? friend ____, saw in store ____, DIPL.zine ____, wargame zine ____, advertisement ____. In postal DIPL? friend ____, DIPzine ____, wargamezine ____, flyer in game ____. How many are you playing postally of regular DIP ____, variant ____, non-DIP multi-player ____, 2-player ____. How many do you play in a 3 month period in person of reg. DIP ____, variant ____, non-DIP m-pl ____, 2-pl ____. Do not count non-wargames. You have completed ____ postal DIP games & ____ variants. The year and game # of your first DIPgame was ____ & first variant was ____ . You regularly read ____ DIPzines. You are playing in ____ DIPzines. You read ____ non-DIP game zines regularly. Have you ever played in a game that was orphaned ____ . Have you ever played as a replacement ____ . If you are Canadian, do you play in US zines ____ . If American, do you play in Can. zines ____ . Have you ever considered resigning but didn't because such an act receives a poor rating ____ . Have you ever resigned ____ . Have you ever considered dropping out but didn't because such an act recives a poor rating ____ . Have you ever dropped out ____ . Do you GW postal DIP/variants ____ . Other postal games ____ . Are you publisher of a wargames-related zine & if so name most important ____ . Have you ever read a British Dipzine ____ . Do you receive one regularly ____ . Have you ever made a long-distance call for negotiations ____ . In regular DIP, what deadline lengths (from mailing of results to receipt final date) do you prefer, in days, for each of the following seasons (assume separate winter) spring ____, fall ____, winter ____. Do you prefer a separate winter season publication ____ . When using prophetic winter/retreats, do you prefer to have A) spring/fall conditional on previous winter/retreats or B) winter/retreats conditional on previous fall/spr ____ . List your country preferences from highest to lowest ____ . Rank the countries in order from strongest to weakest ____ . Assign a strength value to each of these alliances, from 5 (very strong) to 1 (very weak) A-T ____, R-T ____, A-I ____, F-G ____, G-R ____, I-T ____, E-F ____, E-G ____, F-I ____, A-R ____, E-R ____, F-R ____, G-I ____, I-R ____, E-I ____, E-T ____ . Rank the following outcomes by preference from 1 (most preferred) to 13. 6th place ____, 5th place ____, 4th place ____, 3rd place ____, 2nd place ____, win ____, 2-way draw ____, 3-way draw ____, 4-way draw ____, 5-way draw ____, 6-way draw ____, 7-way ____ . Have you ever designed a Dipvariant ____ . What variant have you played the most times (in person and postal) ____ . What are your 3 favorite Dipvariants (answer only if you've played at least 5 variants.

What are your three favorite variants (answer only if you've played less than five variants.

Which type(s) of variants do you like to play? New board-regular rules
 Regular board-rule changes, New board-rule changes
 How many pages of press releases do you write for an average postal
 game? 0-1, 1+5, 5+10, over 10. Do you often read press of games
 you aren't in. Of games you are in. Do you know what the
 "Calhamer Awards" are. Do you know what IDA is. As of July 15,
 who assigned the regular postal DIPL. game designations (aka "Boardman
 Numbers"). As of same, who assigned postal variant
 game designations (aka "Miller Numbers"). Do
 you know what the "Who's Who in Postal Diplomacy" is.

- Answer the following with one of these: A)agree strongly B)agree some-
 what C)disagree somewhat D)disagree strongly.
- 1-Continued reading of articles on "better play" helps my playing ability or enjoyment of DIP
 - 2-I am well acquainted with Dipvariants
 - 3-It is important to me that games I play in are insured or guaranteed
 - 4-The hobby should have one "official" magazine of a general nature
 - 5-I pay no attention to my rating when I play
 - 6-The existence of ratings contributes to my enjoyment of the hobby
 - 7-The hobby would be better off if IDA did not exist
 - 8-Press releases contribute to my enjoyment of the hobby
 - 9-Any publisher/zine/CN ought to limit itself/himself to 6 games at once, 10 games at once, 20 games at once
 - 10-The existence of the Calhamer Awards contributes to my enjoyment of the hobby
 - 11-There ought to be a single, universal rating system
 - 12-"Demonstration" games contribute to my enjoyment of the hobby
 - 13-There ought to be a "world championship" DIPLOMACY tournament
 - 14-Mimeograph printing (black ink) is more legible than ditto (purple)

When did you begin playing DIPLOMACY in person? over 1 year before began postal play, less than 1 year before began postal play, less than 1 year after began postal play, over one year after began postal play, haven't yet. Are you married. Sex: M F

Optional question for separate sheet: If Games Research were to publish a DIPvariant in the DIPLOMACY boxed-game format, what subject, elements, etc. would you like to see in it?

PLEASE SUGGEST QUESTIONS FOR FUTURE SURVEYS. THANK YOU. Lew Pulsipher

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