

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 quarterly; 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 forget 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. Member: AWA, IDA, MIT-SGS, TDA, TIDA-RNE.

No. 3

CONTENTS

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- Cover Page - Colophon; Contents; NAVB REPORTS; PHOENIX; Price Change; Address
- 1 - Fantasy and Science Fiction Diplomacy Variants and Gaming Feedback
- 2 - Directory of Officers for Variant Diplomacy; Known Game Openings
- 3 - Game Results; New Designators Assigned; Miller Numbers Assigned; God Save The Tsar (Preliminary Report)
- 4 - New Designators and Variants; Frequency Change
- 5 - Active Neutrals; Downfall of the Lord of the Rings and the Return of the King
- 6 - War Bonds by Jon Van De Graaf
- 8 - North American Diplomacy Players' Survey #2

NAVB REPORTS are available from the Director, Dan Gallagher; Issue #1 is free for a self-addressed envelope and postage - subscriptions are 3/\$1.00.

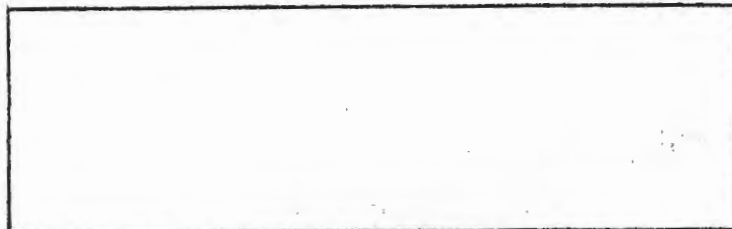
PHOENIX, the Journal of the IDAVC, numbers 9, 10, and 11 are available for a self-addressed envelope and postage (20¢) from the Chairman, Robert Sacks.

With this issue the price for all issues of MN'zines goes to 20¢ plus postage to cover accumulated losses and the increase of reproduction costs. In about 4 months I expect postage to go up. In about 6 months I expect to move.

on page
() see game

in sub:
Amt remaining

() Resub now!



FIRST CLASS MAIL

LORD OF HOSTS
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FANTASY AND SCIENCE FICTION DIPLOMACY VARIANTS

We have received a first report on F&SF games from Thomas Galloway; here we reprint the report on the Diplomacy variants which received votes, together with another sample ballot.

Code: GT - The number of game turns (seasons) an average game takes.
 HRS - The number of hours to play an average game FTF ("-" if only PEM).
 COMP - Complexity. 0-least complex; 4-regular Diplomacy; 10-most complex.
 QUAL - Quality and completeness. 0-least desirable; 10-most desirable.
 # - Number of people responding.

<u>NAME</u>	<u>GT</u>	<u>HRS</u>	<u>COMP</u>	<u>QUAL</u>	<u>#</u>	<u>OVERALL</u>
Algernon Diplomacy	26	-	6.00	5.75	4	7.63
Earthsea Diplomacy	35	6.8	6.25	7.00	4	7.13
Witch World II	12	5	6.00	-	1	6.50
Cities in Flight	18	5.7	6.33	6.33	3	6.33
Lunatic Diplomacy III	23	7	7.75	6.25	2	6.25
Lunatic Diplomacy I	19	6	5.75	6.25	4	6.00
Lunatic Diplomacy II	18	6.5	6.50	6.00	2	6.00
Logical Diplomacy	14	4	2.50	4.75	4	2.25

LORD OF HOSTS 3

F&SF Gaming Feedback

- A. Name of game/Diplomacy variant
- B. Playing time in game turns/seasons
- 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 poorest game, 10 is best)

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

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

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Back issues of all MN'zines are available from Robert Sacks at 20¢ each + postage

KNOWN GAME OPENINGS

J Antosiak/422 East Ave/La Grange Ill 60525 ANSCHLUSS/GF \$4: YV
 P Berggren/Davistown Schoolhouse Rd/Orford NH 03777 TURNABOUT/GF \$1.25+sub 10/\$2
 Colonial, Gigaton Bomb, Interplanetary Warfare, Middle Earth V
 F Davis/3012 Oak Green Court/Ellicott City Md 21043 BUSHWACKER/STANDBY \$3:
 Atlantica II
 H Drews/PO Box 282/Kitchener ONT CANADA N2G 3X9 PAROXYSM/GD \$5+GF 15¢/turn+sub
 10/\$2 (do not send US checks): Napoleon's Europe
 D Efron/1823 Dacotah Dr/Windsor ONT CANADA N8Y 1S4 BRAINWAVE/GF \$3+sub \$3/yr:
 Hard Choice, YV
 D Head/Box 1231/Huntsville ONT CANADA POA 1K0 ARRAKIS/GF \$6 (5 for IDA):
 Antigoni Isles, Atlantica I
 R Heuer/102-42 Jamaica Ave/Richmond Hill NY 11418 CARN DUM/GF \$6: Downfall...
 Excalibur, War of the Roses, Westphalia VIII; STANDBY sub 10/\$2
 M Homeier/238 N Bowling Green Way/Los Angeles Ca 90049 THE MASTER MACHIAVELLIAN/
 GF \$1.50+sub 12/\$2.50 or 24/\$4.50: Colonia
 D Kadlecek/1447 Sierra Creek Way/San Jose Ca 95132 SPECULUM/sub 10/\$2 (+30¢ Air-
 mail), GD \$1/GD+sub: Scacchomacy; GF \$1.50+GD+sub: Third Age II; GF \$2+GD+sub: Y
 G Neiger/300 W 108 St/NY NY 10025 THE PLAYTESTOR/sub 10/\$1: 1618, 260 AD
 A Phillips/128 Oliver St/Daly City Ca 94014 SHAAFT!!/GD \$2+sub 7/\$1: Kriegsmarin
 R Sacks/15-F Tang Hall/550 Memorial Dr/Cambridge Ma 02139 LORD OF HOSTS/GF \$3+
 sub: Downfall...; PELLUCIDAR/GF \$6 (payable to B Labelle): YV
 C Sharp/506 West College Ave #3/State College Pa 16801 SLOBINPOLIT ZHURNAL/GF
 \$1.50+sub 2¢/pg+postage: Slobbovia (in progress)
 S Soloman/17420 Lake View Dr/Morgan Hill Ca 95037 INFAMOUS/GF \$1+sub 8/\$1.60: YV
 D Vedder/1451 N Warren/Tucson AZ 85719 QUO VADIS/GD \$2+sub 10/\$2 (+30¢ Airmail &
 Canada): Downfall..., Excalibur
 L Zehnder/PO Box 24872/Los Angeles Ca 90024 OBSESSION/GF 50¢+sub 12/\$2: Invention
 Speculation, Switzerland

GAME RESULTS

1974Hfd. (Algernon) Zine: Situation XX. GM: Thomas Galloway.

John Arbogast, Jack Bradley, James Bruun, Dave Vaughn (won by concession F 05).

	Start	00	01	02	03	04		2000	1999	1998	1997	1996	
Arbogast	3	6	8	10	8	4	EAST MAN.	5	7#	8	8	9	#illegal build
Bradley	3	3	3	4	5	4	GAD	4	3+	3	1	-	+one over!!!
Bruun	3	5	5	5	5	8	JUDAH	6*	8*	9	11	12	
Vaughn	3	5	8	8	10	12	WEST MAN.	4	3	2	2	1	

1973ABdu. (Ancient Hebrew Kingdom) Zine: The Pouch. GM: Miles Smith until S 1997
Raymond Heuer

EAST MANASSEH-Duncan Smith; GAD-Bruce Wachtler; JUDAH-Marc Robinson (won F 1996);
WEST MANASSEH-Alex Katzoff (res S 1998), Nicholas Ulanov.

NEW DESIGNATORS ASSIGNED

- gd. Deadly Dirty (Michael Lind with credit to Lewis Pulsipher, Pen & Sword)
- ge. Gigaton Bomb (Leonard Miyata, Turnabout 2 & 3)

MILLER NUMBERS ASSIGNED

1974AEgc, Robert Sacks, Lord of Hosts. A-Zoltan Tomary, E-Margaret Gemignani,
F-Paul Bean, G-Peter Berggren, I-Harry Drews, R-Warren Morris, T-Peter Aronson.

1974AFgd, Michael Lind, Pen & Sword Variant Section. A-Bill Klitzke, E-Fred
Hyatt, F-Steven Brooks, G-Gordon McCabe, I-John Baker, R-Walter Blank, T-David
Lagerson.

1974AGcv, Matthew Diller, Carn Dûm. A-Ben Grossman, C-Dave Darden, E-David
Barlow, F-Adam Gilinsky, G-Arnold Proujansky, In-Eugene Prosnitz, I-Mike Honig,
J-John Weswig, R-Bob Eisen, T-Drew McGee.

1975Age, Steve Solomon, Infamous. A-John Mirassou, E-Leonard Miyata, F-John
Granacki, G-Joe Collins, I-Ken Spann Jr, R-Randy Christopher, T-Ken Johnson.

GOD SAVE THE TSAR (Preliminary Report)

On proposal by Scott Rosenberg, agreed to by Margaret Gemignani, the awards proclaimed in GOD SAVE THE TSAR last issue will be known as the Gemignani Awards. Further, the newly formed The Imperial Diplomacy Association (of which we will say more in the future) has decided to officially sponsor these Awards. We have not received as many responses so far as would be desired - no doubt the newness and the strangeness of the awards could explain that. In response to suggestions by nominators for special awards, a new category is being opened up, namely Special Award, for performance worthy of recognition but not in any particular category. Ballots will be distributed, so far, in Carn Dûm, Dolch-stoss, Erehwon, Lord of Hosts, Pellucidar, The Gamesletter, The Pocket Armenian, and Turnabout - no other publisher has agreed (I think); the lack of distribution in Canada and the American heartland bothers me - especially as Richard Sharp has pledged that he "ll repeat (his) controversial 'jingoism' campaign in a blatant attempt to rig the ballot and get all the awards for Britain!", which may be difficult given the overwhelming lack of multiple nominations for Britons. However, there will be space for write-ins. Remember, February 28 is the deadline for nominations.

Meanwhile, we continue on against the Beyerlein Player Poll. It is the opinion of TIDA that Margaret Gemignani be voted first, followed by the voter, followed by other New England players or players the voter knows personally. I understand that Burt Labelle will publish a list of New England players shortly to implement this.

Economic (IV) - Created by Fred C. Davis, Jr. Take a standard Davis map (almost) To each province assign a simple (1 to 4) revenue value; Each fleet requires 5 points to maintain each year, each army 4 (except the first 4 Turkish armies which only require 3 points each per year); Allow loans, allow accumulation, and allow accumulated treasuries to be captured. The emphasis is on major power conflict as there is less wealth in the minor powers than in the standard game. As every province has some value, and not just the supply centers, the game is substantially altered - no longer will any power meekly accept the presence of any enemy unit anywhere on its soil, and any unit dislodged hurts. Also, the build up of forces should be even faster than standard as each power except Turkey can afford to build 2 units the first year even if it doesn't take a single province Stabs should be a lot blunter, and massive. Stalemate considerations should be very important. Interesting.

gd. Deadly Dirty - Created by Michael Lind as a combination of Lewis Pulsipher's Black Angels (due to Jim Pulsipher) and Ghods of Diplomacy (due to Peter Aronson) THIS FIASCO IS ACTUALLY BEING PLAYED. Jim Pulsipher and Peter Aronson made their original proposals as jokes; Lew Pulsipher took them seriously; Michael Lind combined the two variants; and I'm still trying to recover from the accumulated shock. There are two spaces, Heaven and Hell, adjacent to every space on the board; there is mock money earned each turn, and by gambling; the mock money can be used to bribe other players, the Ghods, or the GM, purchase press, or pay for game fees or subscriptions at a ridiculously low rate (10,000,000:1). The bribes are such that GM errors are undetectable - of course anyone playing this won't mind anything so minor as a GM error. To quote the rules "IF YOU are crazy enough to try this variant, you're on your own - GOOD LUCK, you'll need it!"

Phillies' Rule - George Phillies. Examine the 1961 rulebook: "an order to move, with support, against a unit belonging to the same country as the moving or supporting unit is of no effect; that is ... may not force ... retreat." In the 1971 rulebook: "an order by one country which supports an attack by another country against a space occupied by one of the first country's units does not permit a move dislodging that unit ..." Phillies, a good friend of Kevin Slimak who proclaimed Slimak's Rule, holds that the rulebooks should be interpreted literally: if A's unit supports B's unit against another of A's units, the attack fails unless the support is cut NO MATTER HOW MANY OTHER SUPPORTS B HAS. George is thinking of running a game of this; sounds like fun - think about it.

Interplanetary Warfare - Created by Glenn Reed. An imaginary solar system with an almost impassable asteroid belt, five planets, colonizable moons, and meteor showers which run around destroying units and supply centers on moons. Depending on where the comma is supposed to go in the previous sentence, the meteor shower either harass moons or disrupt the entire game; of course disrupting the game is mild compared to the missiles which can destroy anything except planets. There are three unit-types, one which can carry missiles, one which can colonize, and one which is double strength on defense (but not against missiles, sigh). The game year has 12 months; every fourth one is for adjustments, perhaps the only feature of interest in the game. The victory is obtained by eliminating all the other players while retaining a supply center; I am not quite sure how to take this - it seems that Glenn has designed a variant to glorify the very features I deplored in Miyata's Gigaton Bomb Variant; since these features make even less sense in a game with fewer supply centers, I doubt that there is very much that can be said for this game.

Frequency Change: As can be seen from this and the previous page, there isn't too much that happens in the variant world in two months, once the accumulated American and European backlogs are wiped out. I feel embarrassed with the lack of material proper and the large amount of filler, so if you examine the mast-head carefully you will discover that the frequency of publication is now at least quarterly instead of at least bi-monthly. Your subscription rate is actually going down! Of course, if the amount of material proper increases then so will the frequency of publication; similarly the opening of another game should increase the amount of material. Anyhow you'll be getting Lord of Hosts 4 in

1974AEgc

Perhaps Not-So Active Neutrals?

Spring 1901

AUSTRIA (Tomary) A Bud-Tri, F Tri-Adr, A Vie-Tyr.
 BELGIUM (Tomary) A BEL h.
 BULGARIA (Berggren) A BUL S AUS Bud-Ser/NSO/.
 DENMARK (Aronson) A DEN h.
 ENGLAND (Gemignani) F Edi-Nth, A Liv-Wal, F Lon h.
 FRANCE (Bean) F Bre-Mid, A Mar h, A Par-Bur.
 GERMANY (Berggren) A Ber-Kie, F Kie-Bal, A Mun S BEL-Bur/NSO/.
 GREECE (Gemignani) A GRE h.
 HOLLAND (Drews) A HOL-Kie.
 ITALY (Drews) F Nap-Tyr, A Rom h, A Ven-Tyr.
 NORWAY (Drews) F NWY-Nth.
 PORTUGAL (Tomary) F POR h.
 RUMANIA (Bean) A RUM S AUS Bud-Ser/NSO/.
 RUSSIA (Morris) A Mos-StP, F StPsc-Fin, F Sev-Bla, A War-Ukr.
 SERBIA (Morris) A SER S GRE-Alb/NSO/.
 SPAIN (Aronson) A SPA S POR.
 SWEDEN (Bean) A SWE S DEN.
 TUNIS (Berggren) F TUN h.
 TURKEY (Aronson) F Ank-Bla, A Con h, A Smy-Arm.

Press

ENGLAND: This New Year we do unto others as they do unto us.

Hm, we are now accepting standby orders for Russo-Serbian forces. Fall 1901

AUSTRIA (Tomary) F Adr-Ven, A Tri-Ser, A Vie-Tri.
 BELGIUM (Tomary) A BEL h.
 BULGARIA (Berggren) A BUL-Ser.
 DENMARK (Aronson) A DEN S SWE.
 ENGLAND (Gemignani) F Edi-Nth, F Lon S Edi-Nth, A Wal h.
 FRANCE (Bean) A Bur h, A Mar h, F Mid-WM.
 GERMANY (Berggren) F Bal S Ber-Kie, A Ber-Kie, A Mun-Ruh.
 GREECE (Gemignani) A GRE S BUL-Ser.
 HOLLAND (Drews) A HOL-Bel.
 ITALY (Drews) A Rom S Ven, F Tyr-Tun, A Ven h.
 NORWAY (Drews) F Nwy S GER Bal-Swe/NSO/.
 PORTUGAL (Tomary) F POR h.
 RUMANIA (Bean) A RUM S AUS Tri-Ser.
 RUSSIA (Morris) F Fin h/uo/, A StP h/uo/, F Sev h/uo/, A Ukr h/uo/.
 SERBIA (Morris) A SER h/uo/.
 SPAIN (Aronson) A SPA h.
 SWEDEN (Bean) A SWE S DEN.
 TUNIS (Berggren) F TUN-Tyr.
 TURKEY (Aronson) F Ank-Bla, A Arm-Sev, A Con h.

-:) Adjustments don't need separate orders (-:

-:) Spring Moves due Noon, Sat, 1 Mar 1975 (-:

We have a complaint about the lack of correspondence in this game, so write.

 DOWNFALL OF THE LORD OF THE RINGS AND THE RETURN OF THE KING

The game is available from The Pouch and the NAVB.

Our gamefee is \$3 plus maintenance of a subscription or trade.

Our House Rules appeared as paragraph 3 of page 10 of Lord of Hosts 2.

Indicate your preferences from among: Dwarves, Elves, Gandalf, Gondor, Rohan, Saruman, Sauron, and Umbar.

WAR BONDS - by John Van De Graaf

WAR BONDS is a multi-player speculation game designed to be run in conjunction with a game of Diplomacy. In the spring of 1900, each of the seven Diplomacy belligerents has issued war bonds to finance military operations in the impending conflict. The bonds are redeemable only at the conclusion of hostilities. The bonds have no face value, and their redemption value is determined solely by the military success or failure of the issuing country. The speculators in WAR BONDS represent Swiss investors who conduct their activities through a neutral Broker. The objective of the Speculators is to have the most Gold at the end of hostilities through shrewd investments. The actions of the Speculators have no effect upon the Diplomacy game itself.

Starting the game: Each speculator begins the game with an equal share of 240,240\$ (1\$ represents one gold factor) on account with the Broker. Each country has issued 1000 bonds to the Broker for sale to the highest bidder(s). On the first turn of the game players may bid freely to purchase any country's bonds from the Broker. To be valid, a bid must state the number bid for, the issuing nation, and the price per bond (in integral \$ factors). The first turn bidding will establish the market value for each country's bonds on the basis of the average sale price per share (rounded up). After the first turn, market values are determined on the Open Market and bidding is subject to the Open Market rules below. Any bonds not sold on the first turn will be offered by the Broker at the market value on each subsequent turn until sold. No additional bonds are ever issued beyond the initial 1000 per country.

Open Market trading: After the first turn, each Speculator may submit instructions to the Broker for trading on the Open Market as follows:

To sell bonds which he possesses, a Speculator must state the number, type, and minimum asking price per bond for each offer to sell. The minimum asking price may not be higher than the current market value; however the bonds will only be sold at the minimum asking price if more of that country's bonds are offered for sale than are bid for (see Case B below).

To buy bonds, the Speculator must state the number and type of bonds bid for and the maximum price he will pay per bond. He may not bid for more bonds than he can pay for at the maximum bid price. The maximum bid price may not be lower than the current market price, but is only used if more bonds are bid for than offered for sale (see Case C below).

All Open Market transactions are resolved simultaneously on the trading day set by the Broker (known to Diplomacy players as the "deadline" date):

Case A: An even market occurs if the number of a country's bonds offered for sale is equal to the number of bonds bid for. In that event, all bonds are bought and sold at the current market value, and market value does not change.

Case B: A buyers market exists if the number of a country's bonds offered for sale is more than the number bid for. In this case, the bonds offered for sale at the lowest minimum asking price are sold first at that price, then the bonds offered at the next lowest asking price, and so on until the number of bonds bid for are sold. Unsold bonds remain in the offeror's account. If two or more sellers ask the same price, the smaller number of bonds offered will be sold first.

To determine the new market value of the country's bonds, the Broker divides the total amount received by sellers by the total number of bonds sold (fractions rounded up for Broker's fees). All buyers pay the new market price for each bond purchased, which the Broker deducts from their accounts. Thus all buyers benefit equally in a buyers market.

Case C: A sellers market exists if the number of a country's bonds offered for sale is less than the number bid for. In this case, the bidder with the highest maximum bid per bond buys first and pays at his bid price, then the

next highest bidder buys at his maximum bid price, and so on until all bonds offered for sale are sold. If two or more players have the same bid price, the one bidding for the fewest bonds buys first.

To determine the new market value of the country's bonds, the Broker divides the total sum paid by the number of shares purchased, fractions being rounded down. All sellers receive credit to their accounts at the new market price. Thus all sellers benefit equally in a sellers market.

EXAMPLE: Open market trading in French bonds, current market value 30\$/bond.

Player	Offer	Bid	
A	10 @ 30\$	Since 40 bonds are bid for, but only 30 bonds are offered for sale, it is a sellers market (Case C). Player C buys 10 bonds and pays 400\$ Player B buys 20 bonds and pays 700\$ Player A cannot buy,
B	20 @ 35\$	
C	10 @ 40\$	
D	10 @ 25\$	
E	20 @ 20\$	

The new market value would be: $\frac{\text{Price paid}}{\text{Bonds sold}} = \frac{1100}{30} = 36\frac{2}{3} = 36\$$

In the above example, if another player F had offered to sell 20 French bonds @ 30\$, a buyers market (Case B) would exist:

Player E would sell 20 bonds and receive 400\$. New market price =
 Player D would sell 10 bonds and receive 250\$. $\frac{950}{40} = 23\frac{3}{4} = 24\$$
 Player F would sell 10 bonds and receive 300\$.

All buyers would buy the number bid for at the new market price of 24\$.

After resolving Open Market transactions, the Broker credits and debits the Speculators' accounts and reports for each country's bonds the total number offered for sale, the total number bid for, and the new market price.

Dividends: At the end of every Fall season, after retreats, each country will pay a dividend of 5\$ per bond for each unowned neutral center it has gained. Only one dividend will be paid for each neutral center and only to the bondholders of the first occupier. Bonds unsold by the Broker lose the dividends.

Private transactions: Speculators may freely buy, sell, or trade bonds or transfer \$ by individual agreements, without regard to current market price. Such agreements must be in writing signed by the concerned parties, or all parties must submit orders to the Broker with identical terms. Private transactions have no effect on market prices. Private transactions are carried out by the Broker at the same time as Open Market transactions, so a Speculator cannot offer to sell bonds or spend \$ until the turn after he receives them in the private transaction. The Broker will report to each Speculator his individual holdings each turn.

End of game: Redemption value: The trading stops and the winner determined when the Diplomacy game ends. All bonds are then redeemed by the issuing countries. The redemption value of a country's bonds is 10\$ per bond multiplied by the number of supply centers owned by that country. If, for example, Italy wins by attaining 18 supply centers, each Italian bond would be worth 180\$.

The winner of the game is the Speculator who has the greatest amount of \$ after redemption.

NORTH AMERICAN DIPLOMACY PLAYERS' SURVEY #2

All publishers are requested to reprint this form; final results will be sent to all who do so. Information is confidential. The survey taker very seldom plays postal DIP, so answering will not give info to a potential opponent. Please give info as of 10 Feb 1975. Deadline for reply is 30 Apr 75. The NADPS is not associated with any club. You MUST give your name in order to be tallied (to avoid duplicates). If you've read this, please check upper right corner.

Did you respond to NADP #1 _____ If not, why? didn't get around to it _____, didn't see it _____, thought it was waste of time _____, other _____
 What year did you begin playing postal DIP _____, face-to-face DIP _____, postal Dipvariant _____, FTF Dipvariant _____. Do you GM postal Dip-games _____. Do you publish a Dipzine (not carbon copy) _____.
 How well do you think you play DIP (1=very poorly to 9=very well) _____.
 How many games (standard and variant) have you been in (completed and in progress) 0-5 _____, 6-10 _____, 11-20 _____, 20+ _____. Your age _____
 How many overseas Dipzines do you read regularly _____
 Do you regularly read: Dipl. World _____, Dipl. Review _____, S&T _____, The Peuch _____, Graustark _____, Impassable _____, any wargame zine _____, Erewhon _____
 Name the 3 most important people in the hobby (in order) _____

_____ Have you ever played an Avalon Hill or SPI wargame _____. Have you ever played a Dipvariant _____. Assign numbers indicating relative importance in play for these 3 oft-identified elements of Dippy from 0=no import to 10=very important: tactics _____, strategy _____, negotiations _____. Do you know what these are: AWA _____, TDA _____, MGA _____, GHS _____, IDA _____. Does your wife/girl friend play Dippy: yes _____, no _____, n/a _____. Name your three favorite Dipvariants: _____

I go to conventions to: play in tournies _____, play non-tourney games _____, socialize _____, don't go _____, other _____. Do you prefer one national or several regional DipCons per year _____. The best month for a DipCon is _____

Who is: Orphan Games Director _____, Boardman Number Custodian _____, Miller Number Custodian _____. Why are you in the hobby: mental competition _____, meeting people _____, release aggressions _____, escape _____, boost to ego _____, God knows! _____, other _____

How many years do you think you'll remain in postal Dip _____. What part (in %) would you say luck (as opposed to skill) plays in: Diplomacy _____, Chess _____, Bridge _____, Poker _____. Do you play: bridge _____, poker _____, other card games _____. Who "owns" the postal game: GM _____ or players _____. How many postal Dip players do you think there are _____

Assign #'s (1=very weak to 9=very strong, 5=average) to indicate relative strength of the countries in standard Dip: Aus _____, Eng _____, Fra _____, Ger _____, Ita _____, Rus _____, Tur _____. Are you in school _____. Assign #'s indicating relative value to you of the following outcomes from 0=no importance to 100=highest importance (assign 100 to at least one outcome) 7-way draw _____, 6-way _____, 5-way _____, 4-way _____, 3-way _____, 2-way _____, win _____, 2nd place _____, 3rd _____, 4th _____, 5th _____, 6th _____, 7th _____. How many pages of press do you write per quarter year: 0-1 _____, 1+-5 _____, 5+-10 _____, 10+-20 _____, 20+ _____. Should a GM limit himself in the # of games he runs _____. If yes, how many _____. My wife/girl friend/parents (use first applicable) thinks I'm crazy to play Dippy _____

Do you read science fiction/fantasy____. How many hours a week do you spend on; wargaming (including Dip)____, Dippy alone____.

Answer the following with: Z=not familiar with idea, A=agree strongly, B=agree somewhat, C=neutral, D=disagree somewhat, E=disagree strongly.

Variants contribute to my enjoyment of the hobby- - - - -
The continued maintenance of the Boardman Numbers is "vital" to the hobby- - - - -

Same as above except substitute "an asset" for "vital" - - - - -

It is better to be a one unit puppet than to be wiped out- - - - -

The hobby would be better off if The Diplomacy Association did not exist- - - - -

The hobby would be better off if the International Diplomacy Association did not exist- - - - -

The hobby would be better off if Diplomacy world did not exist - - - - -

The rulebook is clear and concise- - - - -

Diplomacy is the best game I have ever played- - - - -

A hobby-wide organization must be administered by elected officers- - - - -

The Calhaver Awards (CA) contribute to my enjoyment of the hobby- - - - -

The CA should be abolished- - - - -

A panel of experts elected by players should choose the CA winners- - - - -

If the CA are not abolished, there ought to be separate awards for North America and overseas- - - - -

A self-perpetuating (by co-optation) panel of experts should choose the CA recipients- - - - -

"How to play" articles contribute to my enjoyment of the hobby - - - - -

"How to play" articles help improve my playing ability - - - - -

Games Research Inc ownership of Diplomacy World is good for the hobby- - - - -

The hobby would be better off if the Boardman Numbers did not exist- - - - -

Gamefees are generally too high - - - - -

FTF play offers greater possibilities and variety than postal play- - - - -

FTF games are more likely to end in a draw than postal games - - - - -

Unordered units should not be eliminated when dislodged in order to minimize the effects of missed moves on postal play- - - - -

I am quick to explain to people about Dippy - - - - -

Postal Dippy players are abnormal - - - - -

***** The Boardman Number custodian should be selected by: predecessor____, election____, independent committee____, IDA committee____, TDA committee____, other____. Which

subject area are you most interested in: social science____, math____, natural science____, humanities____, "professional" (law, med)____.

Name and address: _____ Please suggest questions for future surveys. Thank you.



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