

MEETING OF MINDS #29
 HEREBY ANNOUNCES THE
 1988 IDTR
 WORLD TOURNAMENT
 DIPLOMACY CHAMPION



For the second year in a row, a member of the British Dip-playing society gets his name on the IDTR CHAMPIONSHIP CUP. And, for the second year in a row, it's someone with a short name, although this has nothing to do with who wins. (It does, however, make it easier on me, as I pay for the engraving by the letter.) Also, for the second year in a row, Jim Mills finished second, although it was not as close as last year, had Jim won at MIDCON instead of finishing tied for fourth, he would have tied with Phil at the top of the IDTR table. (As a matter of fact, had two fewer people showed up for the MIDCON tournament, ~~Phil~~ would have tied for second with Matt McVeigh.) Jim

1988 IDTR FINAL RATINGS

1	Phil Day	GBR 94	17	David Hood	USA 16
2	Jim Mills	GBR 79		Andy Mansfield	GBR
3	Matt McVeigh	GBR 78	19	Allen Ernst	USA 14
4	Shaun Derrick	GBR 54	20	Julie Burton	GBR 13
5	Simon Bouton	GBR 45		Bill Thompson	USA
6	Pete Mason	GBR 44	22	Neil Ashworth	AUS 12
7	Guy Thomas	GBR 37	23	Dan Sellers	USA 11
8	Bob Kendrick	GBR 29	24	Toby Harris	GBR 10
9	Phil Lozynskyj	GBR 28		Steve Corritore	USA
10	Peter Hawkins	GBR 24		Steve Hutton	CAN
11	Neil Smark	AUS 21		Harry Kolatas	AUS
12	Frank Jones	USA 20		Pat Leniham	GBR
	Steve Jones	GBR		Jeff Brown	USA
	Tony Wheatley	GBR		Dan Roulston	USA
15	Andrew England	AUS 19	31	Alan Stewart	CAN 9
	Marc Peters	GBR			

IFE OF MONTY



AUGUST 20, 1989

20 PAGES

TALISMAN gamestart

60c

What happens when you hand a painted brick to a constable from England and tell him not to worry? You start DIPCON, which is covered in this DIPCON SPECIAL issue of *Life of Monty* (don't get too used to the title; it will change soon, probably in the tenth anniversary issue), brought to you by DIPCON's Tournament Director, Don Del Grande, 142 Eliseo Drive, Greenbrae, CA 94904-1339, phone (1)(415)461-3692, but only 5 PM to 11 PM Pacific time (maybe later on Friday and Saturday nights).

Enough babbling - MONTY'S NEWS AND COMMENT proudly presents

THE DIPCON XXII SAGA

Friday, July 28, 10:15 AM: I'm in a plane over San Diego. Excuse me - it's over Mexico. It seems that the plane has a small problem with the flaps. (Presumably, a plane can land without flaps, but it's complicated and difficult. I have been told that Melinda Ann Holley is a white-knuckle flier; good thing she wasn't on this one.) It turns out that the flap *indicator* had the problem.

Now that I'm down, a call to Larry indicates that I have three choices; one, wait for somebody to pick me up (eventually); two, make a bus-and-trolley trip to a spot four miles from his house and call again; three, take a cab. I made what turned out to be the smart choice, even if the cab driver had a little trouble finding the address in his mapbook. Finding the house was easy; there's a "WELCOME DIPPERS" sign on Larry's garage.

Early in the afternoon was the Mystery Event. This was in two parts. Part one was "French Bicentennial Diplomacy"; nine players (representing the seven great powers, California, and Australia) ran around Larry's lawn picking up painted wine corks, then trading them amongst themselves, with the first person to get 18 of any color winning the event. (There are 34 of each color except 40 Greens because they blend in with the glass.)

Part two was "The Bad Boys Get Theirs Diplomacy", where each person got a brick painted to look like a wooden-blick army. Larry's lawn looks over a back lot that extends out about sixty feet before it drops off somewhat sharply. The object was to toss the brick as far as possible from a line on the ground. The first toss went about 40 feet. Then, it was Matt McVeigh's turn. Matt, being a constable (policeman) in England, was worried.

"Larry, are you sure there's nothing down there?" (below the crest) "Don't worry about it." Larry didn't think anyone could throw a brick very far. Matt stepped up and tossed - well, more like

HULKED

the brick well beyond the end of the lot, where it rebounded from the ground and bounced off of the hood of a new Pontiac Firebird. Needless to say, the Mystery Event was over. (Since Matt was also one of the winners of the cork event, he was declared the winner of the Mystery Event.)

Friday Night was the variant event; Fred Davis ran two boards of SkinnyDip II (like the regular game, but the map has fewer spaces and there are fewer units). There were also games of Blind Gunboat, where nobody knows who is playing which country and no negotiations are allowed. (Each player writes his orders in a book; the countries are assigned randomly and shown only to that player.) Steve Smith was the winner, with Hohn Cho and Erik Adenstadt (from Austria, although you'd never guess from talking to him) tied for second.

Right about this time, Cathy Ozog shows up. She had planned to drive from the middle of Arizona that night, but decided to fly out instead. I didn't recognize her at first, as all of the pictures I've seen of her (black-and-white) shows her hair a lot darker than it actually is. Speaking of showing up, Steve and Linda Courtemanche, Fred Davis, Greg Ellis, David Hood, and the previously mentioned two Europeans showed up - but no Canadians. ("Too close to CAN-CON", I reasoned.)

Bright and early Saturday for the Team Diplomacy. Seven teams of seven played in one round. Six members of the winning team got a draw (there were no wins); Eric Aldrich, Hohn Cho, Steve Golob, Edi Birsan, Gary Behnen, and Ron Cameron. The seventh player, who ended up with a one-center survival: Don Williams.

Saturday Evening had round one of the Diplomacy tournament. 51 people showed up, but two of them volunteered to skip round one (their score would be based on one round - at this point, nobody knew what any of the scoring systems were). Hohn Cho, the Diplomatic Dynamo, had the only win in any regular Dip game all weekend, with an 18-center Turkey.

Sunday morning was time for the DIPCON Society meeting. One amendment to the DIPCON Charter was proposed; something along the lines of "the DIPCON Administrative Committee is authorized to administer WORLD DIP CON as a separate event when it is held in North America" (I assume that DIPCON can host North American WDCs). It was passed with a 2/3 vote and will go to the meeting next year, where a majority vote is required to put the amendment into the charter.

Then, the main event - deciding where WORLD DIP CON II would be held. There were bids from ORIGINS in Atlanta, ATLANTICON in Baltimore, PHROLICON (a Science-Fiction convention out east), and DIXIECON in Chapel Hill, NC. David Hood came prepared with copies of the proposed details, a comparison of his site against the others (however, I did *not* like the fact that the printed handout for the bid stated that one of DIXIECON's advantages over ORIGINS was that "whether it's his fault or not, the tournament director at Atlanticon produces a lot of feuding conflicts with other North American hobbyists . . . in addition, certain Avalon Hill personnel like Rex Martin have indicated they want nothing to do with a DipCon hosted by Robert Sacks", especially since Rex told me at ORIGINS that AH does not have any policies concerning the Dip hobby), and a Canadian Diplomacy Organization letter of endorsement.

When all was said and done, over 70 percent voted for DIXIECON, mainly because it was "Diplomacy-only". David Hood, Ken Peel, and Tom Nash were named to the Dipcon Administrative Committee (David had suggested Simon Billeness instead of Tom, but the voters decided otherwise), with Robert Sacks named by David as "special advisor to the chairman". (Later, Robert told me that his new job only gives him 10 days of leave a year, so he may have some problems going to WORLD DIP CON as well as running the tournaments at ATLANTICON and, presumably, ORIGINS.)

Immediately after the meeting, the second round of individual Dip was played. Six boards were played, with one going to a seven-way draw, possibly because of the 7 1/2-hour time limit because of that night's awards banquet. (There were a number of suggestions to prevent seven-way draws.)

The Sunday Night Awards Banquet included some new awards. The Melinda Ann Holley award was displayed for the first time; it goes to the female who does the most for the hobby each year. (Guess who won it this year?) Melinda didn't show up, mainly because her mother is quite ill, but perhaps also because she's reported to be afraid to fly. The Ladies Only event award - a white fur (don't ask me what kind) jacket - went by way of a random draw to Cathy Ozog, who wasn't at the banquet because she had to leave early. There was also a special Rolex watch awarded as a bonus for there being at least 49 players; Greg Ellis won this by a random draw from among all players. This is one of those "quartz movement" Rolexes. REAL Rolexes don't have quartz movement; this was a Singapore copy. (Talk about coals to Newcastle! Whenever people I work with travel to San Diego, they come back with "quartz Rolexes" from nearby Tijuana.)

Larry then displayed two perpetual trophies - one for DIPCON, the other for WORLD DIP CON - consisting of seven large Dip blocks of different colors, placed on a long base so that they were taller as they approached the center. Too bad those aren't the colors (or shapes) used in European sets. (Austrian, British, and North American sets are different.)

Before the winners were announced, Larry had me describe the scoring systems - first for the Diplomacy (regular, team, and gunboat), and then for the overall. The Diplomacy system - and the results of the individual Dip "section" - are in this issue's *Meeting of Minds*. Here's how the overall tournament worked:

1. There were four "major" events: Variant, Team, Individual, and Computer. (In Computer Dip, you played a randomly-selected country while the computer played the other six using the AH Dip software; whoever got to 18 centers in the shortest time won.) In each "section", the winner received 40 points, second got 39, third 38, and so on, down to 1 for 40th place. Each person's top two major event scores counted toward their total.

2. There were three "minor" events: Gunboat, the Mystery Event, and the NADB Exam (a 25-question exam based on the game and the hobby). The winner in each section received 20 points, second 19, and so on. Each person's top minor event score counted.

3. The sum of the top two major and top minor scores became that player's final score. The maximum score was forty points each for two major events and twenty points for a minor, or 100 points total.

DIPCON XXII - FINAL RESULTS

	<u>MAJOR</u>	<u>MINOR</u>	
1 Edi Birsan	72	20	92
2 Jeff McKee	76	15	91
3 John Galt	68.5	18	86.5
4 Eric Newhouse	68	18	86
5 Nick Beliaeff	69	16	85
6 Steve Cooley	67	17.5	84.5
7 Hohn Cho	79	5	84
8 Bill Gallagher	65	13	78
9 Erik Adenstedt - AUT	61.5	14.5	76
10 Eric Aldrich	67	8	75
(tie) Matt McVeigh - GBR	55	20	75
12 Greg Ellis	64	10	74
(tie) Tim Moore	59.5	14.5	74
14 Jay Shufeldt	59	13	72
15 Gary Behnen	71	0	71
16 Don Williams	70	0	70
17 Steve Golob	68	0	68
18 Nick Marks	58	6	64
19 Steve Smith	60.5	0	60.5
20 Bob Aube	40	19	59
21 Ron Cameron	41	17.5	58.5
22 Mike Pinkerton	55	0	55
(tie) Randy Goldring	55	0	55
24 Mark Lew	32	20	52
(tie) Phil Boncer	52	0	52
26 Ken Gestiehr	29.5	16	45.5
27 Ron Spitzer	44	0	44
28 Robert Cheek	38.1	0	38.1
29 Lance Anderson	38	0	38
Steve Courtemanche	37.1	0	37.1

Also: Ken Woodruff, Larry Cronin, Susan Welter, Chris Vrem, Peter Woodruff, Vince Lutterbie, Michael Legg, Eric Hyman, Ed Menders, Charlie Otte, Harry Milliken, Cathy Ozog, Vince Leamons, Jon Fleischman, David Hood, Russell Fox, Fred Davis, Clark Reynolds, (two-way tie) Tim Minnig and Rod Walker, Dave McCrumb, Geoff Richard, (three-way tie) Dave Villadsen, Byron Gutierrez, and Michael Lee, (four-way tie) Brooke Raasch, Chris Hunt, Mike Geifman, and David Myers.

What I'd like to forget: My speeches at the Awards Banquet and Peery Roast - I had to ad lib while I was dead on my feet

TALISMAN GAMESTART

After months of having this gamestart, we have a fifth player who decided to join up at the last second. This is more of an "experimental" game than the others, as the rules have to be modified a bit in order to (a) make it suitable for PBM simultaneous move play, and (b) shorten its length. As such, there aren't any formal "House Rules", but here are the PBM rules for this game:

1. **As I own all of the expansion sets, and all of the character cards, adventure cards, etc. for all of the sets (except Timescape) are mixed together, there may be some characters and/or cards not used in the Basic Game. I will explain all items that you receive, just to be sure.**

2. **Each player may select the character he will play. A preference list may be submitted; if a player's first choice is not available, his second (then third, and so on) choice will be used. The Phrophetess will not be allowed. If a player's choice is unavailable and no alternates are listed (or they are also in play), a character will be selected at random.**

3. **The first turn begins with the characters in their starting spaces. Each character receives two die rolls; this is because each PBM turn consists of two "regular" turns, in order to speed things up. A character is moved as in the regular game, using the die rolls in the order they are given. (For example: the Monk begins in the village and rolls 3 and 5. The first move can be to the left (to the woods) or the right (to the plains). The second move begins where the first move ends and does not have to be in the same direction as the first move.)**

4. **All encounters for a PBM turn take place after both moves are made. If a character encounters an enemy in the space at the end of his first move, and fails to defeat or evade it, the second die roll is ignored, and the character remains in the space where the first encounter takes place. (For example: the Monk moved to the woods with his first die roll, where he encountered a Demon and failed to defeat or evade it. He does not get to use his second die roll, but must remain in the woods *unless* another character defeated the Demon.)**

If both encounters result in teleporting, the player may choose the space to where the character is teleported to begin the next turn.

5. Once a character runs out of lives, that player is out of the game. Players do not get to select another character and re-enter the game, in order to keep this game from taking forever.

6. A "Command Spell" (cast by someone who is alone on the Crown) always takes effect; there is no die roll. The player controlling the character casting the spell names the character that loses one life. Since there are two regular turns in a PBM turn, a character alone on the Crown at the beginning of a PBM turn may cast two Command spells, against the same or different characters.

7. The GM has the right to modify the rules during the game as he sees fit, although rules changes usually will be discussed with the players in advance.

That's it for the rules. It should become clearer as the game progresses, but there will be situations that I did not foresee and that will require immediate decisions.

THE PLAYERS

DYLAN HANSON, 616 East Clinton Avenue, Monmouth, IL 61462

RICH HANSON, same as Dylan

STEPHEN DORNEMAN, 94 Eastern Avenue #1, Malden, MA 02148

MICHAEL HOPCROFT, 3936 N. Albina Avenue, Portland, OR 97210

RICK PIERCE, 2305 Spanish Trail, Irving, TX 75060

OK, guys, name your characters. Remember, no Prophetess, and no Timescape characters. Characters in the Dungeon, Adventure, and Expansion will be allowed, but the dungeon board is not in play. (The Dungeon Entrance cards have been removed from my adventure deck.)

DEADLINE is SEPTEMBER 16

D I P
W A R Z

It was a choice between skipping this month and listening to the acceptance speech of EMPEROR Lord Sacks Fifthavenue - see you in September. (ZOT) Another FORMER employee falling asleep.

MEETING OF MINDS #29

You know what this is, and you know who I am, so let's get right to it.

DIPCON XXII

was held in San Diego at the Town and Country Hotel, July 29-31. There are enough details about what happened in *Life of Monty* (and probably more than enough in the next *Diplomacy World*), but here are the Diplomatic facts.

First, the scoring system used for the Diplomacy events (individual, team, and gunboat). Larry let me choose the scoring system, as I was the tournament director for regular Dip. As I don't like these "win/draw-only systems" (for example, the old Marycon system: a winner got 34, two-way drawers got 17 each, and so on, with .01 extra for each supply center), I used a system which gave more weight to SCs, but at the same time allowed plenty of room between a win and a 2-way draw.

1. A win was worth 50 points. (This way, a "20-center win" didn't rate more than an 18-center win. Some tournaments have had their winners decided by giving more points to more-than-18-center wins.)

2. If a player didn't win, he (or she) received 1 point per SC held as of the end of the last Fall season (plus retreats) played. If they were part of a draw, additional points were awarded: 16 for a 2-way, 11 for a 3-way, 8 for a 4-way, 6 for a 5-way, 5 for a 6-way, and 4 for a 7-way. (I almost decided to reduce the last two to 3 and 0, but since the second round had a forced DIAS draw at the time limit, I didn't want to punish anybody caught by it.)

3. A player's single highest score counted. (I wanted a sum of scores, but as two people had to be dropped from the first round of the individual tournament, Larry felt that single score was better.) In case of a tie, a two-way draw beats a three-way, which beats a four-way, and so on, with all non-draws treated equally. If still tied, go to the tied players' second-highest scores (anyone not playing a second game is considered to have a score of -1 for tiebreaker purposes only) and repeat the entire process. Any ties remaining after all games were considered would remain.

For example: player A had a three-way with 14 SCs (worth 25 points) and a 5-way draw with 1 SC (worth 7); player B had a two-way draw with 9 SCs (worth 25) and an 8-center survival

(worth 8). Player A and player B both have high scores of 25, but since A's 25 was in a 3-way and B's 25 was in a 4-way, player A finishes higher than player B. Had both been in a 4-way draw, player B has the higher second score (8 to 6) and would have finished ahead of A.

As for IDTR ratings: although the overall scoring system took all seven "events" into consideration, IDTR only deals with regular Diplomacy (it even says that in IDTR Rule 1). As there was evidence that players in the team tournament were "giving up" once they realized their team couldn't do well, only the Individual Diplomacy tournament results count. There were 52 players in this section, so the top player receives 22 (square root of (52x10), rounded down) points.

1. (22) **Hohn Cho** (Win, 2W/8) Best France and Best Turkey
2. (17) **Nick Belineff** (2W/17, 2W/11) Best Austria
3. (13) **Lance Anderson** (2W/16, 3)
4. (10) **Steve Cooley** (2W/12, 2)
5. (8) **Jeff McKee** (3W/7, 2W/11)
6. (6) **Edi Birsan** (4W/6, 2W/10)
7. (4) **Gary Behnen** (1, 2W/9)
8. (3) **Don Williams** (0, 2W/7)
9. (2) **Matt McVeigh** (GBR) (6, 3W/12) Best Germany
10. (1) **Steve Golob**(3W/12, 1)

Also playing (in finishing order): Eric Aldrich, Eric Newhouse (Best Russia), Nick Marks, Greg Ellis, Tim Moore, Randy Goldring, Bob Aube (Best Italy), Mark Lew, Jon Fleischman, Susan Weher and Steve Smith (tie), Russell Fox, Mike Pinkerton, Eric Hyman, Charlie Otte, Vince Lutterbie, Ron Spitzer (Best England), Ed Menders, Clark Reynolds, David Hood, Larry Cronin, Jay Shufeldt, Harry Milliken, Geoff Richard, Erik Adenstedt (AUT - that's *Austria*, not Australia), Vince Leamons, Ron Cameron, Tim Minnig, Michael Legg, Bill Gallagher and Ken Gestiehr (tie), a tie among David Myers, Dave Villadsen, and Peter Woodruff, a tie among Dave McCrumb, John Galt, and Byron Gutierrez (each with a pair of eliminations), and a tie among Cathy Ozog, Chris Hunt, Mike Geifman, Phil Boncer, and Ken Woodruff (each with an elimination and a "no-show").

The numbers in parentheses indicate IDTR points scored for this tournament. The codes following the names indicate how they did in the two rounds. For example, "3W/15" is a three-way draw with 15 SCs; "6" is a 6-SC survival.

Note that Best Country awards were based on the Team and Individual Diplomacy events combined, with scoring system points used to determine the winners.

ORIGINS

was held June 29-July 2 at the Los Angeles Airport Hilton (which is aptly named, as the airport is across a six-lane street). Tim Moore ran the four-day Diplomacy tournament, which drew 71 persons.

- | | |
|----------------------|------------------------|
| 1. (26) Steve Cooley | 7. (5) Steve Golob |
| 2. (20) Bill Sexton | 8. (4) Eric Aldridge |
| 3. (16) Tim Minnig | 9. (3) Czes Ptotrowski |
| 4. (12) Scott Cox | 10. (2) Hohn Cho |
| 5. (9) Kevin Neal | 11. (1) John Jankowski |
| 6. (7) James Gardner | |

Rest of the top 25: John Wallner, Mike Osbourne, Mike Russell, Eric Nyquist, Dick Brown, Mark McLaughlin, Dick Tolmie, Joe Perry, Robert Wenzel, Nick Beliaeff, Dan Barnes, Richard Marks, Jason Ambrose, and Bruce Bloch.

(Canadian) CAN-CON

was held August 4-6 in Toronto under the auspices of the Canadian Diplomacy Organization (CDO) and was run by Doug Acheson. In addition to the Diplomacy tournament (in which 25 people took part), there was a Kremlin tournament (won by Rob Lowes), and a couple of CDO awards: the Randolph Smyth award (Canadian Player of the Year) went to Glenn McMaster, and Bill LaFosse won the first award for "literary ineptness and maintaining an above average quota of spelling mistakes", now called the Bill LaFosse award. (If only Kathy Caruso was Canadian...)

1. (15) Fred Hyatt (USA) Best Russia
2. (12) Rob Lowes Best England
3. (9) Bill LaFosse Best Turkey
4. (7) David Elliott Best Germany
5. (5) Mark Weidmark
6. (4) Frank Easton
7. (3) Dave Anderson (USA) tied Best France
8. (2) Robert Acheson
9. (1) Cal White

Also: Randy Grigsby, Jerry Falkner (Best Austria), Jack McHugh (USA) (Best Italy), Tom Swider (USA), Nelson Heintzmann (USA), Dan Gavrilovic, Jeff Bohner (USA), Bruce McIntyre (tied Best France), Derek MacLellan, Graham Wilson, Martin MacLellan, John Bauland, Mike Agnew, Mike McCormick, Patrick Fleming, and Doug Acheson.

KREMLIN "AIN'T MISBEHAVIN", TURN 1B

CORRECTIONS: Aparatschik (A) is age 82 (he aged 1 for being Party Chief and 1 for "+"); Purgemoff (F) is age 75 (2 for a condemnation, 1 each for 2 investigations).

FUNERAL COMMISSION: Just before the beginning of the phase, NEP declares 1 on Manjak (P), raising NEP's declared total on him to 3. Since Aparatschik is still alive, the phase itself is skipped.

REPLACEMENT: The KGB didn't fill the vacancy, so the Foreign Minister (Manjak) calls up Nogoodnik (V) to the Candidates. Manjak ages 1 to 62.

REHABILITATION: None.

PARADE: Aparatschik ages 2 to 84, but manages to wave during the entire parade. (Not that it really mattered...)

STANDINGS AT END OF TURN 1

PARTY: Aparatschik (A), 84++

KGB: Krakembeds (E), 75++7, LNTC 10, EFC 1

FOREIGN: Manjak (P), 627, NEP 3

DEFENSE: Purgemoff (F), 75, RNM 8, OLM 7, NEP 1, EFC 1

IDEOLOGY: Putschnik (Y), 52, NEP 5, CREEP 2

INDUSTRY: Wasolin (Z), 50, NEP 5, CREEP 1

ECONOMY: Boremtodev (K), 66++

SPORT: Satin (O), 62+

CANDIDATES: Niewitko (D), 73; Mischif (I), 68; Karrienko (N), 63; Protsky (U), 56, NEP 1; Nogoodnik (V), 55

SIBERIA: Gofebrook (C), 74

PARTIES

CREEP (Communist Revolutionist Ecologist Educationalist Progressives): Dave Anderson

EFC (Earth First Chernobylites): Mark Weseman

OLM (Old Line Marxists): Rick Pierce

NEP (Nepreryvkans): Chris Carrier

RNM (Rehabilitated Neo-Mensheviks): Tom Nash

LNTC (Leningrad Neo-Tsarist Club): Scott Cameron

**COA: MARK WESEMAN, 124 BURLBIGH DRIVE,
ITHACA, NY 14850**

PRESS

KRAKEMHEDS-ALL (via LNTC): I have discovered that a group of anti-Tsarists has infiltrated the Politburo. These individuals will be dealt with most severely & the Soviet Politburo will soon be cleansed of all communist influences.

TURN 2A ORDERS

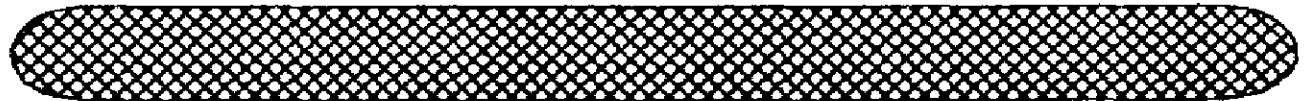
CURE - send controlled Politburo members to the Sanatorium if desired

PURGE - KGB, Ideology, (Party,) and Industry Chiefs may order purge attempt(s)

SPY INVESTIGATION - Defense, Foreign, KGB, (Party,) and Industry Chiefs may order Trials, Condemnations, and/or Investigations. All players order any Politburo members that they have a chance of controlling in this phase to cast Innocent votes for any member or combination of members. (A Politburo member always votes "Guilty" except when ordered otherwise.)

IP DECLARATIONS - be sure to specify when, and under what conditions (if any), IPs should be declared.

TURN 2A DEADLINE is SEPTEMBER 16.



RAILWAY RIVALS "STOP THE WORLD, I WANT TO GET OFF", ROUND 10 - did SEX turn a PROFIT??!!

HULL-MANCHESTER (12-25): GRCO/COSALT joint run first, SEX second. GRCO pays 3 to SEX; COSALT pays 1 to SEX and 1 to GOERS.

DONCASTER-EAST ANGLIA (15-S2): GRCO (N 63) first, ECU (N 61) second, NUT (Cambridge) third. NUT pays 2 to COSALT; ECU pays 8 to SEX and 1 to COSALT.

NEWPORT-BIRKENHEAD (54-36): ECU first, NUT second. ECU pays 5 to GOERS; NUT pays 4 to ECU and 1 to GRCO.

MANCHESTER-NORTH (26-S3): GRCO (Preston) first, GOERS (Preston) second, SEX (K 1) third. GRCO pays 3 to GOERS; GOERS pays 3 to SEX.

LONDON-PRESTON (61-31): GOERS first, NUT second, ECU third. GOERS pays 1 to ECU and 3 to SEX; NUT pays 2 to COSALT and 6 to SEX; ECU pays 5 to GOERS, 1 to GRCO, and 6 to SEX.

LONDON-LINCOLN (63-43): ECU first, COSALT second. ECU pays 1 to COSALT; COSALT pays 1 to ECU.

BUILDS: SEX made the only build - (H 64)-G 65-G 66-F 66.

TOTALS AT END OF ROUND 11

GRCO (Goode): $276 + 50 - 6 + 2 = 322$

GOERS (Brown): $166 + 40 - 10 + 14 = 210$

NUT (von Metzke): $175 + 40 - 15 + 2 = 202$

BCU (Longstaff): $115 + 50 - 27 + 6 = 144$

SEX (Holley): $48 + 10 + 30 - 3 = 85$

COSALT (Watts): $124 + 20 - 3 + 7 = 148$

RUNS FOR ROUND 12 (the final round)

Leeds - Bristol (13-55)

London - York (62 - 14)

Huddersfield - Stoke (21 - 32)

London - Bolton (64 - 24)

Petersborough - Shrewsbury (46 - 33)

Coventry - Wales (45 - S5)

Bristol - South (52 - S1)

There are no builds in round 12, as there will be no runs which would use the new track.

COA: Doug Brown, 3385 Maricopa Court, Cameron Park, CA 95682

It looks like the race is for second place in this one, although GOERS and NUT still stand a chance. (Right - like England stood a chance at the start of the fourth day at Trent Bridge...)

There will be another game started when this one ends (well, as soon as I get enough players). The new game will use the new California/Nevada map, which you can buy from David Watts (102 Priory Road, Milford Haven, Dyfed, SA73 2ED, U.K.), or which I will supply (for a price - I have to get them from David too) once the game begins.

DEADLINE for ROUND 12 is SEPTEMBER 19.

KINGMAKER "THE KING AND I", TURN 3 - Henry walks out in the middle of a fight

PRE-MOVEMENT: Clifford becomes Earl of Kent; Percy becomes Archbishop of York; Audley begins at Tickhill; Beaufort begins at Corfe

Nixon's Faction (Nixon)

HOWARD remains at Farnham

GREYSTOKE, GREY, and NEVILLE remain at m10

WHITE DUCHESS II (Ozog)

HERBERT remains at Harlech(g)

CLIFFORD (m37)-m36-Newcastle-w7-w10-w9

KNIGHTS OF THE HIGH SIERRA (Westman)

BERKELEY remains at Harlech(g)

STANLEY remains at Douglas

KING'S COURT (Anderson)

ROOS (m27)-m31-m36-Newcastle-Eccleshall-Coventry(g)

BOURCHIER (m27) takes the same route to Coventry(g)

BEAUFORT (Corfe)-Weymouth*

ROYAL ORDER OF THE GARTER (Hant)

Two notes: (1) had Holland not been stopped in Weymouth, he would not have been able to pick up Henry and then move to h55 as royal heirs can be captured only at the end of a turn; (2) a ship moving from a sea space to a land space counts as one of the five spaces allowed during that turn, so Le Swan's move ends at its fifth moved space.

HOLLAND (Compton)-d14-Exeter-h55-Weymouth*

AUDLEY (Tickhill)-Newark-Grantham-h7-h8-Kimbolton

Le SWAN (Maldon)-s23-s21-s20-s19-s18

NORTHEAIN KNIGHTS (Moore)

PERCY (m20)-m26-York

HASTINGS (Hereford)-w32-w31-w30-w29-w28

Le ROSE (Plymouth)-s14-s13-s11-s9-Milford Haven

COMBAT: Beaufort (30) meets Holland (20) at Weymouth. The battle is inconclusive (PLAGUE NORWICH LYNN / 2-1) and nobody captures Henry.

POST-MOVEMENT: Percy, Archbishop of York, takes Richard of York and crowns him King.

The perfect way to fill white space...**TURN 3 CROWN CARD:**



PRESS

CLIFFORD-DOUGLAS: Be happy - at least you don't have to march all over England.

WHITE DUCHESS-SIR NORTHFAIN: If you really want the North, then you wouldn't mind lending your ship. It looks so sad at Plymouth.

HOLLAND-DOUGLAS: The King's ship is coming for you, never fear!

THE ROYAL ORDER OF THE GARTER-ALL FACTIONS: Long live good King Henry!

GARTER-GM: How did Bouchier acquire Margaret? Isn't Edward Lancaster in Coventry and Margaret in Fotheringhay?

GM-GARTER: Advanced setup is used. (See the Advanced Rules section of the rulebook.) Edward of Wales (the Lancastrian Edward) starts in Kenilworth.

TURN 4 EVENTS: EMBASSY - King to Rye (leaving Beaufort and Holland to fight it out in Weymouth); non-event to Ozog; SCOTS ARCHERS GO HOME (Roos says goodbye to 20 troops worth); non-event to Anderson; HERESY (no effect, as the only religious noble is in his church); MUTINY - Le Rose (and the tears can be heard in Douglas...)

LOCATION OF NOBLES: Henry in Rye; Margaret with Bouchier; Edward of Wales in Kenilworth; Richard of York with Percy; Edward of March in Harlech; Edmund in Dublin; George with Herbert; Richard of Gloucester in Calais

DEADLINE FOR TURN 4 IS SEPTEMBER 21

<p>CHANGE OF ADDRESS for MARK WESEMAN: 124 BURLEIGH DRIVE, ITHACA, NY 14850</p>
--

1830 - DELAYED

Two reasons for this delay. First, there were two NMRs (by Dick Martin and Conrad von Metzke) - the next NMR by either of you and it's \$1 from your NMR deposit, OK?

Second, and mostly, Rick Pierce's orders were based on the printed results of last turn when, in fact, there was a mistake made that made his orders impossible. In order to be fair, the turn is delayed.

Here are the 1830 corrections:

First, Schuylkill Valley sold for \$20, as no "complete round" ended (which would have dropped the price to \$15) before it was sold.

Second, Rick Pierce bought 60% of NYC, but was charged for only 50%.

As a result, Rick Pierce ended turn 1 with $480 - 20 - 456 + 5$, or \$9, which is a far cry from the \$90 he was listed as having.

While we're at it, here's a clarification: C&O has its "free token" in hex F6, as per the rules.

STANDINGS AT END OF TURN 2

Jim Goode: \$218, B&O (private), 20% (Pres) B&O, 10% C&O

Rich Hanson: \$82, D&H, 40% (Pres) NYNH

Conrad von Metzke: \$279, 30% (Pres) C&O

Rick Pierce: \$9, SV, 60% (Pres) NYC

Dick Martin: \$71, C&SL, M&H, C&A, 20% C&O, Priority Deal

Note Rick Pierce has 9 dollars, NOT 90 as reported last time

NYC: 60% sold, Par \$76, Price \$71 (DL1), token in E19, \$760

C&O: 60% sold, Par \$67, Price \$65 (FL1), "2" train, token in F6, \$590

B&O: 20% sold, Par \$100, Price \$100 (A0)

NYNH: 40% sold, Par \$82, Price \$82 (C0)

NEW DEADLINE FOR TURN 3 is SEPTEMBER 16. I have orders from Jim Goode and Rich Hanson - and from Rick Pierce, but the stock buying orders are useless the way they are.

**GAME
OPENINGS
OBEVINGS?**

AREA-RATED DIPLOMACY - Martin, Cameron, Ellis, Hughes definitely signed up, with Schneider a maybe. Need two or three more. You will need an AREA Victory Claim form (signed on the "loser's line") and a signed AREA Code of

Conduct (these will be copied by me and mailed out bwhen the game begins).

RAILWAY RIVALS - Goode signed up. The new California-Nevada map (map CN?) will be used (available from the designer or, when the game starts, from me - see the currently running RR game for details).

DIPLOMACY "LES MISERABLES", FALL 1902 - What play by Germany - he gets three builds without going anywhere!

AUSTRIA (Melinda Ann Holley, P.O. Box 2793, Huntington, WV 25727): A BUD S A Rum, A Tri-VIE, A SER-Bul, A RUM S A Ser-Bul, F GRE S A Ser-Bul

ENGLAND (Michael Hopcroft, 3936 N. Albina Avenue, Portland, OR 97227-1208): A Nwy_H (d/ret to Fin,OTB), F NTH S A Nwy, F NWG S A NWY

FRANCE (Brian Bajak, 1940 N. Woodcrest Court, Silverdale, WA 98383): NMR - has F LYO, F BRE, A SPA, F WES, and A BUR

GERMANY (Ed Allen, 3925 W. 188th Street, Torrance, CA 90504): A BEL H, F HOL-Nth, A DEN H

ITALY (Brad Wilson, P.O. Box 126, Wayne, PA 19087): NMR - has F TUN, A PIE, and A TYO

RUSSIA (Tom Slaughter, 1545 Northcliff Trace, Roswell, GA 30076): A Stp-NWY, F BAR S A Stp-NWY, F SWE S A Stp-Nwy, A SEV-Rum, F BLA S A Sev-Rum, A War-GAL

TURKEY (Stephen Dorneman, 94 Eastern Avenue #1, Malden, MA 02148): F Smy-EAS, F AEG-Gre, A BUL S F Aeg-Gre, A CON S A Bul

1902 SUPPLY CENTERS (GAINS, Keeps, Losses)

AUSTRIA: Home, Ser, Gre, RUM - 6, build 1

ENGLAND: Home, Nwy - 3, even (or build 1 if retreat OTB)

FRANCE: Home, Spa, Por - 5, even

GERMANY: Home, Bel, Hol, Den - 6, build 3

ITALY: Home, TUN - 4, build 1

RUSSIA: Home, Swe, Rum, NWY - 6, even

TURKEY: Home, Bul - 4, even

<p>PRESS GERMANY to FRANCE: What, me worry?</p>
--

STANDBYS: Will JIM GOODE, 211 Maplemere, Clarksville, TN 37040-3558, standby for France, and DAVE ANDERSON, Box 6092, Pontiac, MI 48059, standby for Italy?

WINTER 1902 / SPRING 1903 DEADLINE is SEPTEMBER 22

The Postal Gamesplayers' Questionnaire for 1989

The Postal Gamesplayers' Yearbook is produced once a year. This questionnaire will provide information on you and other postal gamesplayers plus some statistics on the hobby. Should you not wish any answer to be printed put by the side DNQ (Do Not Quote). Your entry to the yearbook is FREE. The data is to be held on a computer file. Your agreement to this is a necessary condition of entry.

Section 1: Personal Details

1. Surname _____
2. Forename(s) _____
3. Age in years at 1/1/90 _____
4. Sex _____

Section 2: Address Details

1. Home Address _____
2. Home Post Code _____
4. Home Phone Number _____
3. Term Address _____
4. Work/Term Phone Number _____

Section 3: Hobby Details

1. How long have you been playing games by post in years _____
2. What is your favourite Postal Game _____
3. How many zines do you receive _____
4. Which of the following do you consider you belong to
 - a) The Postal Gaming Hobby _____
 - b) The Postal Diplomacy Hobby _____
 - c) The Postal Sports Gaming Hobby _____

Section 4: Conventions

1. Do you plan to go to any conventions in the next year YES / NO
2. If YES are you prepared to give a lift YES / NO / NO CAR
3. If YES to the last question:- Petrol-Sharing/ Free/ Other _____

Section 5: Face to Face Gaming

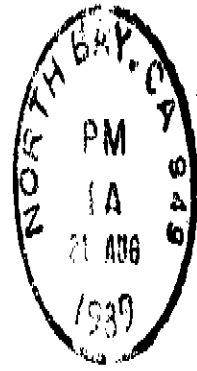
1. Are you interested in Face to Face gaming YES / NO
2. If YES, where would you be prepared to travel to _____
3. What type of games are you interested in playing _____

Section 6: Non-British Entries

This is a modified version of the questionnaire for non-British postal gamers. If you are interested in learning more about the British hobby or want some British trades, then please send a short note about yourself and any zine/sub-zine you run.

Only your name and sections 2 & 4-6 will be printed. The rest will be treated confidentially and only used in statistical summary form. Please return the questionnaire to Jan Niechwiadowicz 35 Poplar Crescent, Bayston Hill, Shrewsbury SY3 0QD, England or to any Zine Editor who is willing to forward it. The deadline is 4th November. If you would like a copy of the yearbook either enclose a cheque for two pound or use the international subscription exchange. The yearbook should be available from 27th November.

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FIRST CLASS MAIL