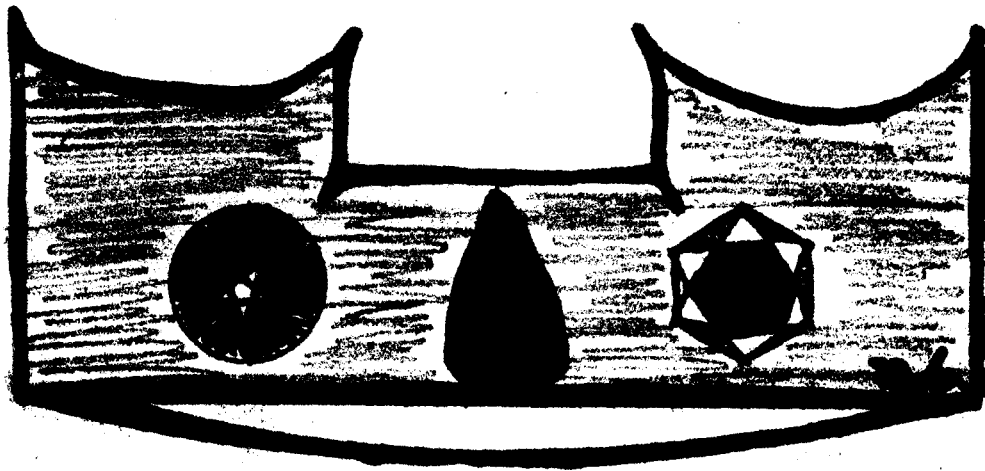


THE



SILMARILLI

VOLUME I NUMBER 4

Dedicated to promoting and humanizing the game of Diplomacy

A Division of Quarry Pit Press, A Subsidiary of Shea Associates; edited and printed by Chic Hilliker, 3312 Stoneycrest, Bloomington, Ind, 47401; Spiritual Guidance: Tater; Legal Guidance: Ringo

Games are still available for \$4.00 plus preference list and short biography if you wish. Subs are 6/\$1.00. Trades are welcome with all.

This is a nice big issue. There were several things which had started to build up in my files, so I decided to clear a bunch of them out. This is also being printed on Thursday instead of Monday. I went down Monday to print, and ran into a problem. I had switched paper for the initial copy to cerasable paper to help save me time, but for some damn reason, the stencil would not pick it up, so all 20 pages had to be retyped.

Table of Contents: Home Front-2; Slebovian Diplomacy-2; Misc Mattering-3; Conroy thru Michigan-4; US Variant-5; Spaghetti Junction-6; MEIV-7; 1972EI-9; 1972ER-9; 1972ES-10; 1972EV-10; 1972FH-11; 1972AO-11; A Elm-11; Lakofka on Ratings-13; Guide to Rating Systems-15; Financial Report-16; Bies-17; Beyerlein Player Fell-19;

Thanks to Bill Schill for the cover drawing

Before anything else, I noticed after I had complete the page that I forgot something for 1972AO. That is the German A RUH has to retreat. It can either retreat to Kiel or be annihilated. You are welcome to make orders conditional upon what happens. Mr. Tretisk is asked to send in his decision to me as soon as possible, and I will let you know his decision as soon as possible. But, I think, it should not cause problems.

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THE HOME FRONT

I am pretty pleased with the last issue, outside of putting in the second sheet backwards and forgetting to include to country assignment list for 1972EV. The printing for a couple of the pages was not as clear as I would like it, but that was my fault. I started running the stencils last issue, and I was getting used to the machine. This issue should be better.

As you can see, this issue is a large one. There were several items I had lining up to be put in, so I decided to go to a larger issue to catch up on everything. This is going out first class to everyone who is in a game. It will go out second class to everyone who receives this as a traded. I haven't decided how I am going to send it to subs, but I shall probably go first class.

I had hoped that this could go out Friday the fifth, but something came up and it will be probably Tuesday morning before I get everything put together and sent. What came up is that I am no longer in school, but have taken a job with Waddell and Reed, Inc. They are a mutual fund management firm. I shall be selling for them in Bloomington, but the last several days I have been involved in Indianapolis getting things worked out, and I have to go back up tomorrow, Monday. When I had hoped to get this printed. Later I'll thrill all of you and tell you more about the job.

If any of you are ever in the neighborhood, feel free to drop by and visit. We have an extra double bed, plus a comfortable couch. Just let me know when you might be by, so the someone will be here.

You might have noticed that occasionally there will be an \$ in the margin followed by a short paragraph concerning something completely unrelated to games. These are tidbits I picked up from various sources and they struck me as interesting, plus they take up space. Anything which as a \$ in the margin is an ad, it might not have anything to do with money, but that is just a good way to mark them. Again, I will be happy to run any ads one wishes to give me.

Just to show how observant you clowns are, I was just told that I have been spelling guidance wrong. Lets look alive!

*

SLOBBOVIAN DIPLOMACY APPLIED TO REGULAR DIPLOMACY

by James A.M. Ritchie

Hopefully some of you who are reading this article (presuming, of course that anyone is reading this article) have at least heard about SLOBBOVIA and SLOBINPOLIT ZHURNAL, the 'zine in which the former is carries. This article hopes to explain how Slobbovian style Diplomacy works when applied to regular Diplomacy.

First of all, the player wishing to play "Slob Style" must be prepared to write at least 3/4 of a page of press per move. Secondly the player must be prepared to abandon reality completely while immediatley involved in the game. (Sometimes dressing inperid and national costumes and/or adopting the accent appropriate to the nation your're playing helps. Of course you could speak the language of your country. At least learn some appropriate profanities.) And thirdly, the player should ally only with these countries harmonious to his own. (However it is sometimes necessary to change the character of one's country. For example; in 1971DP I have converted Germany to Islam.)

Now let us examine briefly some ideal alliances. (note please that achieving complete historical accuracy is usually dull.)

Perhaps one of the best is the "Catholic Alliance" of France, Italy, and Austria. (Germany may or may not belong) Converting Europe to Catholicism again is always an enjoyable game.

Please note here that the fantasy should be maintained throughout the game. Once all of Europe is Roman Catholic (either by war or persuasion) a draw should be made, unless some dogmatic differences can be found. For this press is more than imperative.

Another good alliance is the Holy Roman Empire (generally Germany and Austria anyway). Also Turkey could, through a revolution in its press, refound the Byzantine Empire. This would strengthen its bounds with Russia and present marvelous opportunities for warfare and press.

England can always seek alliance with Germany because of family relations. For that matter, Russia can do likewise.

Probably the worst position to play is Turkey. Often Russia will embark on a crusade to Constantinople, and sometimes Austria and Russia will form a Christian alliance against the infidel.

Of course new nations can be formed as well as reviving old ones. The "Balkan Union" of Russia, Austria, and Turkey is always a good one, particularly because the Balkan powers avoid a war between them. Usually Turkey becomes a major sea power in this one.

In short the whole idea is to get into the game as much as possible. It's not just a game, it's reality while you play it.

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\$ SLOHINPOLIT ZHURNAL (James A.M. Ritchie, Box 878, Killarney, Manitoba, ROK IGO, Canada) offers one variant, Slobbovia. Game fee is \$1.50 for the first ten issues, \$1.00 for every ten after. Slobbovia is designed as perpetual and besides international diplomacy, includes political intrigue within a nation. Lots of press, usually about six 14" pages. Send 10¢ for a copy.

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MISCELLANEOUS MUTTERINGS

In the last issue, I asked Fred Winter if he would perhaps provide us with the reasoning behind his statement that, "Organizations are the first sign of decay". Fred's main thesis is the, "If an organization is to work, it must have power, and to have power, it must get it by some means. The only one available is for member to give up their power by voluntarily going along with the decisions of the leaders." He combines this idea with the idea that an organization tends to do everything for the average player, and thus the average Diplomacy player will tend to sit back and let the organization do everything. From this we will end up with an organization in which a small number of people take advantage of the members apathy and take the power in their own hands. And we end up with an organization which will generally only serve to meet the ends of the leaders of the top.

I trust Fred, that I have not put something in your mouth which you did not say or mean to say, IF so, please let me know.

While disagreeing with the idea that organizations will generally serve no useful goal, and will only hurt the hobby, part of what Fred says I do agree with. This is the part about power collecting at the top. I feel that we must not allow the top one or two people of an organization completely dominate it. This is the primary argument I have against the ~~idea~~ "It is run by a board composed of three people, who appear to be appointed for life. And the organization appears to be run by one person. There is no provision for new people to have any legal means of influencing events. So far the IDA has managed to avoid this problem

with the council setup. Anything you get eleven people together, you certainly avoid the problem of one person running things. The problem then is to get something accomplished.

While on the subject of the IDA, I received a letter today telling me that I have apparently won the election for the office of Central Region Secretary. I invite anyone who have any opinions of what the IDA should do or not do for the future to please contact me. Those of you who are in the Central Region, should expect to receive something from me within a month concerning the IDA and you.

*

I think there are two people in our hobby that should receive some recognition for the fine jobs they are doing. The first is Conrad Von Metske, for the excellent job he is doing with both the Boardman numbers and the orphan games. I don't know what number we ended up with, but I am playing in 1972FO which is the 145th game this year, which is a hell of a lot to take care of. Conrad has already managed to find homes for all of the games which were dropped by Red Walker. He is now attempting to get the rest of the mess straighten out. The other person is Fred Winter for the valiant job he is doing trying to take care of 14 games. He received about half of these from SMUT, when Pete Weber dropped. Fred is now also the backup for the Boardman numbers so that if anything happens to Conrad, the whole thing wouldn't fall into chaos again.

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Convoy through michigan

The Friday before the New Year, my brother-in-law and I took my mothers car and headed up to Michigan. It was lovely weather, it rained the whole trip except for about one hour coming into Detroit. First we headed up to Zeeland, to visit the Bottom of a Smelly Tank, which freely translates into the home of the Parents. We arrived there about one (having made the sacrifice of getting up a seven in the morning). We were convinced to play a game of Civil War minitures, which we had never played before. It turned out to be a lot of fun, Tim Tillison managed to get the 24th Michigan destroyed just before they could melee with a Confederate cannon which dominated the whole playing field. I was really surprised how much fun minitures could be. We then tried a game of Diplomacy, in which I managed to win as France, despite falling for a note which said that my ally England was going to turn on me. I decided that it would be best if I turned on him first, and managed to destroy a very good alliance.

Then when Herb got home, we started a game of sailing minitures. It was four Swedish ships against three Russians, with the Swedes having three 74s and one 120. The Russians had three 74s but with a higher morale. The Russians were led by Herb with my brother-in-law, Darrel Glidden, and I commanding the other two ships. The Swedes were led by tim. While the Russians started out in fine shape going against a gale wind. Then Herb told us to move left when he meant right. This put me right between two opening broadsides at A range and my brother-in-law received one. Despite this onslaught we managed in the next couple of turns to force one of the 74s to surrender, and forced the 120 partially out of the battle. While this was going on, Herb was attacked by the two other 74s, but managed to stave off the attack. He ended up dead in the water. But we were now in the position to attack one of the 74s if it went after Herb, so the game ended with both sides disengaging. But I really enjoyed the whole thing, and am now waiting to find out where I can get the rules from.

The next day we took off the Detroit and the MSW convention there. The best thing there was a game of Napoleonics, especially since Inew had a little understanding of miniture rules. It looked quite impressive, but it was also time consuming, plus

the fact that I would go broke just buying enough dice to use. I then got hooked into playing a game of **Hitler's Diplomacy**. For those of who don't know about this charming little jewel, its very simple. You write your moves one season in advance, that is you write Fall moves before you know the results of the Spring moves. This game would not be too bad if you played it PBM, but trying to remember what you had moved from memory can give you a hell of a headache. I played Italy and was doing pretty good, I had an army in Mun and was going to take Ber, plus having Smy and Ank. The key to this whole thing was that Austria could never remember what units he had where, so that he could never launch an offensive. But he triped me up by ordering his units to hold for one turn, and then stabbed me. I had spread myself a little thin, because I hadn't worried about Austria since he didn't know what he was doing, so that I was in serious shape for a while. I was just in the process of getting things back together when three people decided that they didn't want to play anymore. It wouldn't have been so bad if they had been grabbed to play like I was, but they were the people who originally got me to play. So the game was conceded to France, both England, Germany, and Russia were in civil disorder.

I would again encourage anyone who lived in Michigan to get in contact with someone in MOW, and find out about it. It can offer a tremendous service. For more information contact Paul Wood, 24613 Harmon Ct., St. Clair Shores, Mi., 48080.

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The following is a set of rules for a United States variant of Diplomacy which I received from Charles Reinsel. He expressed a desire to start a game of this. But since then I have found out that Hal Naus is going to open three games if he gets enough response. One will be of the United States, the others of Europe, and the World. For more info write Hal Naus, 1011 Barrett Ave, Chula Vista, Ca. 92011.

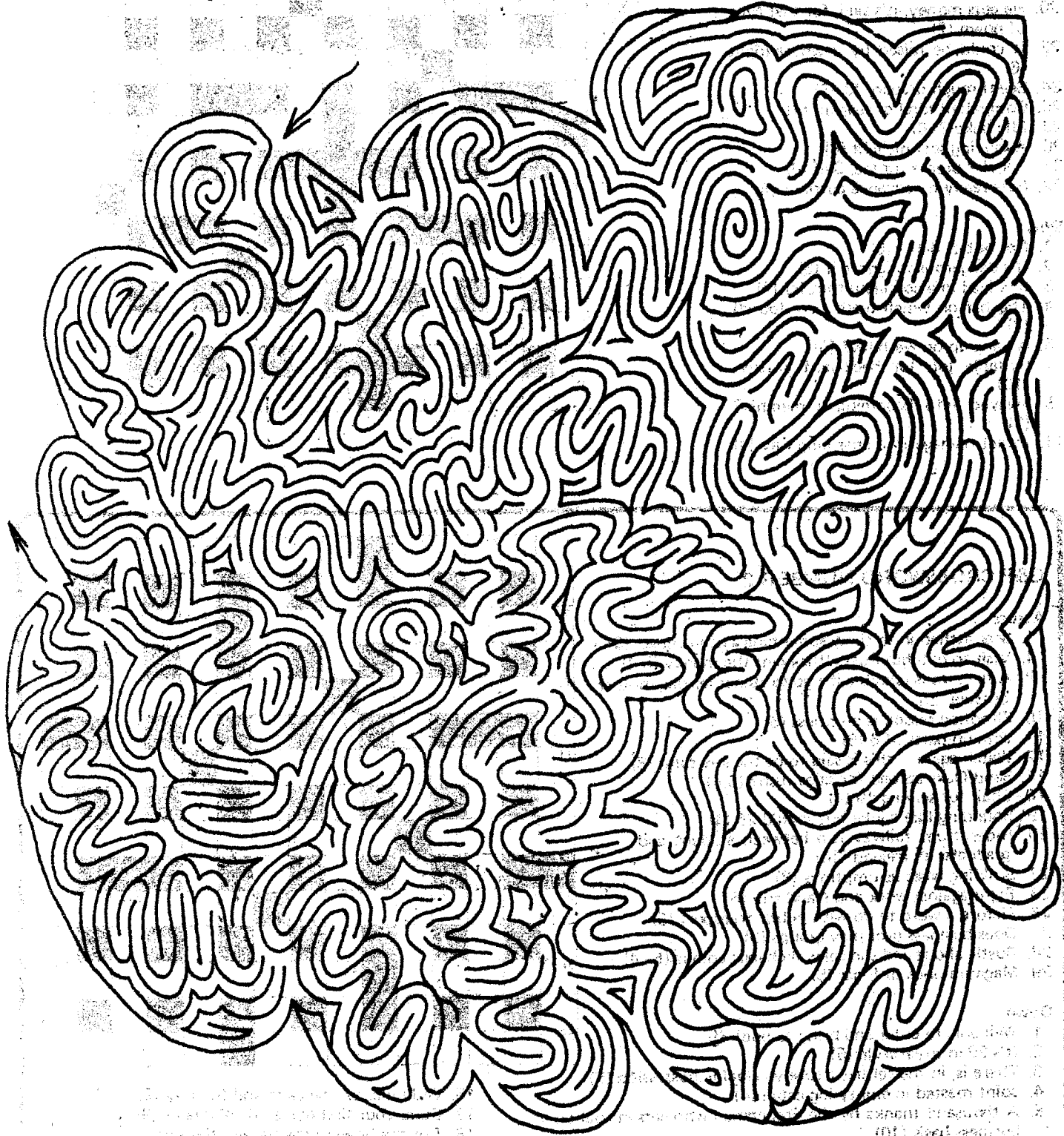
RULES:

- 1) In so far as possible the 1971 basic Diplomacy rulebook will be used.
- 2) Only armies are used in this variant.
- 3) Number of players from two to sixteen, and the 48 mainland states are in play.
- 4) Use any good large United States map with clearly defined borders.
- 5) Each player gets to pick, by preference, his starting block of states which may be adjacent like a confederacy, or may be apart like outposts.
- 6) In play testing each player prepares a list of states in numerical order including three states for each player in the game. The top three states in each list without conflict become the players home supply centers.
- 7) Example: If one player lists Pennsylvania as #1 and another player lists Pa. as #2 then the player who lists it higher gets it & the rest strike it from their list.
- 8) Example: If two, or more, players list Ca. on their lists in the same numerical order, all said players strike it from their lists. However, this does not affect some other player who listed it in another position.
- 9) Or by agreement, choose states by lot.
- 10) All states are treated as supply centers after a fall move.
- 11) All player cannot possibly increase by more than 3 armies each winter build season.
- 12) A player may only build on his original three states. If he loses any or all he should recapture them if possible or he will not win the game.
- 13) States like Michigan, Virginia, etc. are considered to be one space.
- 14) The first player to have 25 states under his control, after a fall move, and at least 24 armies on the board wins the game.
- 15) If there are only 2 or 3 players it is the cutthroat game. If there are 4 or more players then diplomacy may be conducted between willing players.
- 16) Rivers may be crossed by armies, but Lakes, the Gulf, or Oceans may not be crossed.
- 17) Movement and supports may be made, as in Diplomacy, between states with common borders.
- 18) Arizona may move to Colorado, and Utah may move to New Mexico and vice versa.
- 19) Examples: Delaware may move to New Jersey, but Rhode Island may not move to NY.

SPAGHETTI JUNCTION

This is the third in the GAMES & PUZZLES series of tortuous mazes. This maze is a really tough one, and you will be very lucky to get into it and then out of it in under an hour.

Try this one on for size. It's from GAMES & PUZZLES



I am now accepting fees for the Middle Earth game. The variant which will be used is the Middle Earth IV version, the rules of which follow below. I have David Claman paid and signed up for the game. I have Pat Lancaster and Scott Turpin who have indicated an interest in playing in the game, so if they want in, all they have to do is send me \$4.00. For everyone else, its first come, first serve. To prevent problems with money, if you want in the game, send me a note saying so. If you get in, I'll let you know, then you can send me a check. Also, everyone please send me a preference list if you want a choice. This includes David, Pat, and Scott.

The following is reprinted from Rod Walker's LOMOKOME #9, Nov 26, 1969. I received a copy of this reprinted rules from Herb Barents, the rules were reprinted in a NOW column by Lew Pulsipher.

Middle Earth IV-- Designed by Banks Melbane---First published in Fantasia #3

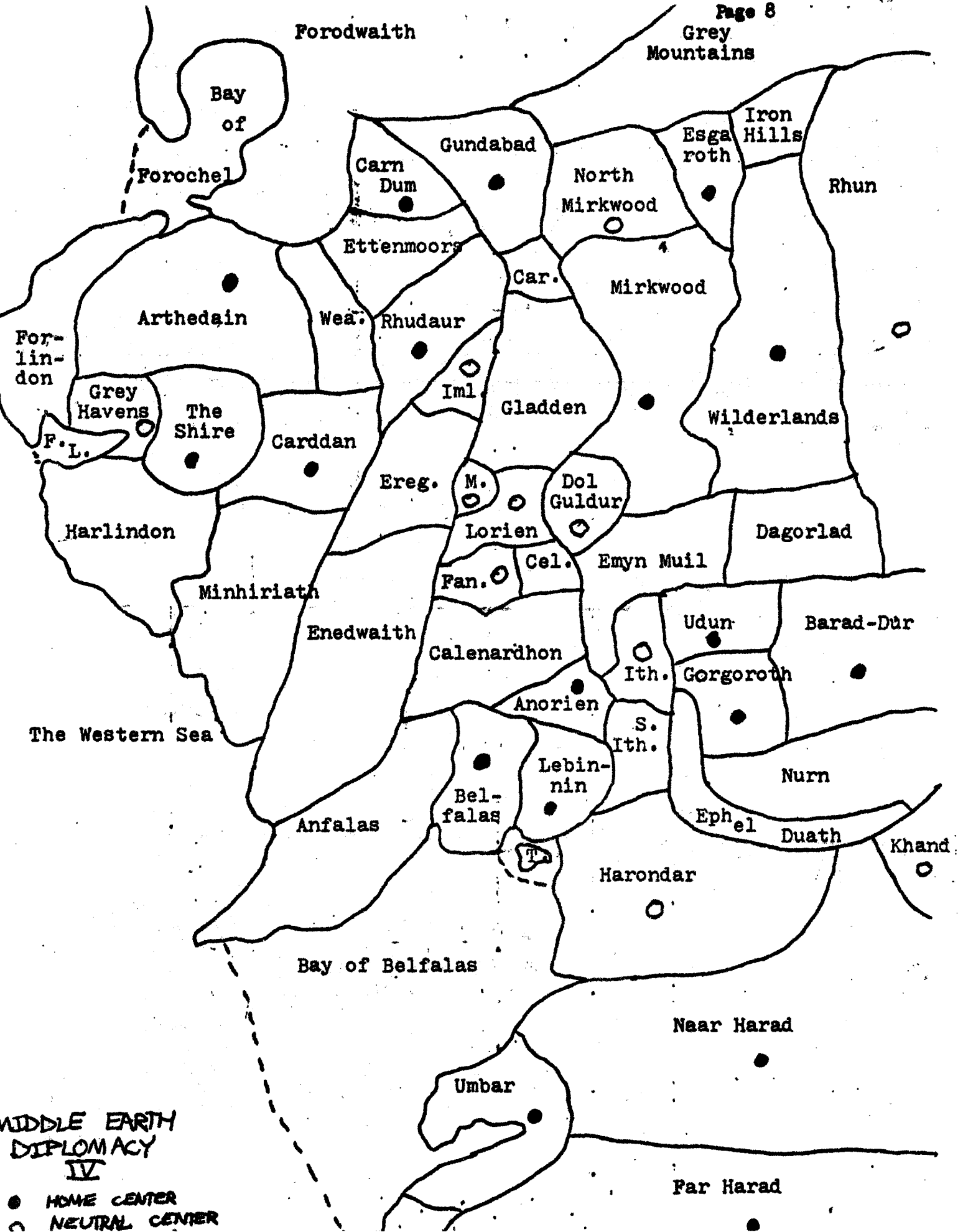
1. Except as noted below, regular Diplomacy rules will apply.
2. Initial positions at the start of the game (and home centers) are:
ANGMAR; Carn Dum, Gundabad, Rhudaur; ANMOR; Arthedain, Cardolan, The Shire;
GONDOR; Anorien, Belfalas, Lebimin; HARAD; Far Harad, Near Harad, Umbar; MORDOR;
Barad-Dur, Gorgoroth, Udun; RHOVANION; Esgaroth, Mirkwood, Wilderland.
3. All pieces on the board at the start of the game will be armies.
4. Tolfalas counts as both a 'land' and a 'sea' province.
5. The seasons in Middle Earth Diplomacy IV will go by their QUENYA names:
Tuile (Spring moves and propaganda); Laire (Summer retreats and propaganda);
Quelle (Fall moves and propaganda); Hrive (Autumn retreats and propaganda);
and Coire (Winter builds and propaganda).
6. Any army in a coastal province (including Tolfalas) may convert itself into a fleet in the Tuile and/or Quelle "movement" seasons, provided it is not attacked, does not move, and does not give support. This fleet may thereafter operate as a fleet as in regular Diplomacy.
7. Any fleet in a coastal province may reconstitute itself as an army. This may be in addition to any other order (movement, support) given to the unit.
8. There are 29 supply centers. To win, one nation must have 15 armies/fleets on the board at the completion of a Coire season.

Map Abbreviations:

Car-Carrook, Cel-Celebrant, Ereg-Eregion, Fan-Fangorn, FI-Firth of Lune,
Ith-Ithilien, Iml-Imladris, M-Moria, S Ith- South Ithilin, T-Tolfalas,
Wea-Weather Hills.

All hoouserules apply to this game. Game fees are \$4.00 with the winner getting it all back, and everyone else getting \$1.00 returned if they do not drop out. I hope that those who want to play, keep in mind that one of the more colorful aspects of a middle earth game is the press that goes with it. The best press around now is with the LORD game in JASTRZB. So I would like to ask that if you do not plan to write any press, think twice about entering the game.

8 Well somebody came up with a novel way to make sure that their mail got through during the Christmas mess. QUICKSILVER NEWS (?) is an underground newspaper out of DC. One of their copies was mailed with an obscene word on the outside. The postal authorities gave the newspaper priority through the mails and personally delivered it to the addressee, hoping that he would file a complaint against the newspaper. Instead they got the door shut in their face. So now you know what the post office was doing during the holidays to insure that the mail got through.



MIDDLE EARTH
DIPLOMACY
IV

- HOME CENTER
- NEUTRAL CENTER

THE GAMES

DEADLINES FOR ALL GAMES IS FEB 1, 1973

1972EL

Russia(Carlson); A Stp-FIN, A Ukr-RUM, F Bot-Swe, F Sev S A Uls-Rus
 Turkey(Diek); A BUL H, A Smy-CON, F Con-ABG
 Austria(Glidden); A GAL H, A SER S F Alb-GRE, F Alb-GRE
 France(Kelly); F Engo-BEL, A Bar-MAR, A Mar-SPA
 England(Kutta); F NWGS C A Edi-NWY, A Edi-NWY, F Hths-ENG
 Italy(Schlenkoffer); F ION-Gre, A Ven-Apa, A Pie-Ven
 Germany(Walker); F DEN H, A Kie-HOL, A RUM S Aus A Kie-Hol (NSU)

Ours:

Russia: WAR, SEV, MOS, STP, RUM, SWE; has 4 units, builds 2
 Turkey: CON, ANK, SMI, BUL; has 3 units, builds 1
 Austria: VIE, BUD, TRI, SER, GRE; has 3 units builds 2
 France: BRE, PAR, MAR, BEL, SPA; has 3 units builds 2
 Italy: VEN, NAP, ROM; has 3 units builds 0
 Germany: MUN, KIE, BER, DEN, HOL; has 3 units builds 2
 Winter builds due Feb 1, 1973

Propaganda:

Switzerland: Diplomatic talks broke down today here in Zurich, between France and Russia. There is no hope for peace. In his usual tactful, diplomatic way, the French P.M. reported, "Those caviar creeps know this means war." Premier Caronafavitch made no reply, as he got lost returning from the ladies room.

Berlin: August 1901; "Kaiser, the Russians approach from the North, the English approach from the West, and the French are coming from the South."

"I know Dr. Brandt, I know. What have you been doing on you visits to the respective capitols of these foreign powers."

"I have spoken with the Csar on several occasions and as we viewed the ancient Cathedral of St. Sophie, he told me of his concern for the Galicans and his fear of the Austrians...."

"But what of his feelings for the Germans?"

"He claims that he has no designs on our borders, but that he distrusts your revolutionary form of Socialist Government. He fears that the Russian Working Class will pick up these feelings of Socialism."

Dr. Brandt remembers his visits to the countryside of Russia. The many nights in the country filled with quiet talks, a small glass of Vodka, and the warm home fire. The days spent in Paris and London were just as pleasant in the off hours, and just as hectic during the day. All fronts appear very difficult. Much agreement was formed on Music, Art, and Literature in both countries by Dr. Brandt, but on theories of Government and Foreign relations, there was much dispute. Whom do we trust? Whom do we trust?

1972ER

England(McKeon); F Lon-NTHS, F Edi-NWGS, A Lvp-EDI
 France(Chin); F Bre-MAO, A Par-EUR, A MAR S A Par-EUR
 Germany(Lind); F Kie-HOL, A Mun-RUM, A Ber-KIE
 Italy(Stuart); F Nap-TIR, A Ven-PIE, A Rom-VEN
 Austria(Lancaster); F TRI H, A Bud-SER, A VIE-Gal
 Turkey(DePrisco); F Ank-BIA, A Con-BUL, A Smy-ARM
 Russia(Flexing); F Stp-BOT, A Mos-UKR, A WAR-Gal, F SEV H
 Fall moves due Feb 1, 1973

1972ER Propaganda

Germany: The Voyage of von Zeppelin, Part 2: Silver and red, the gigantic airship "Wanderlust" floats just above the ground. Count von Zeppelin is finished with his final adjustments and his two assistants, Kats and Jama, are already aboard.

"East off der lines", bellows von Zeppelin, and the airship starts its ascent to the sky and glory.

"Vait, Kauptan, vait," Kats and Jama cry, "you must vait."

In answer the Count replies, "Was ist los? Ve kannot vait for anything!" Then he sees what they meant, a stoway has slipped aboard in the excitement. Who is he and what is his strange desire?

1972ES

England(Facer): F Bdi-WTHS, F LSM-Engc, A IVP-Ion(IMP)
 France(Metcalf): F ERS-Engc, A Par-PIC, A Mar-Spa
 Germany(Moriarty): F Kle-DEM, A MUN H, A Ber-KIE
 Italy(Falts): F Nap-TYR, A Ven-PIE, A Rom-TUS
 Austria(Truman): F Tri-ALB, A Vie-TYR, A Bud-SER
 Turkey(Jarvis): F Ank-CON, A Con-BUL, A Smy-ANK
 Russia(Novak): F Stp-Bot, A Mos-UKR, A War-GAL, F Sev-BIA
 Fall moves are due Feb 1, 1973

Propaganda

Constantinople: The Sultan of Turkey in an address to his Council of Ministers today said that a "Clandestine and shabby deal" has been negotiated between Austria-Hungary and Russia.

The Moslem potentate referred to the past, which apparently includes provision for an invasion of Turkey, as "an infidel plot to subvert and overthrow the true seat of holiness, our Ottoman Empire."

"These evil, greedy men have in their hearts the perennial Western lust for territory and spoils. They will not let a peaceful people live in peace," said The Sultan.

In condensing the Russians and the Austrians in one fell swoop, The Sultan may have isolated himself from any chance for survival. It is said that Austria and Russia are quite close, and that nothing short of the Eastern Empire's demise will satisfy them.

Liverpool: Strange greens objects have been seen bobbing in the channel-Can they be huge blobs of effluence? Or the forerunner of an amphibious bowel movement?

Ribbitt-The River King

1972EV

England(Lowrance): A Lvp-YOR, F Bdi-WTHS, F Ion-ENG
 France(Lanhan): F Ere-PIC, A Par-GAS, A Mar-Spa
 Germany(Keller): F Kle-DEM, A Mun-RUH, A Ber-KIE
 Italy(Prasse): F Nap-ION, A VEN H, A Rom-APU
 Austria(Cooper): A Bud-SER, A VIE-Gal, F Tri-ALB
 Turkey(Davies): F Ank-CON, A Con-BUL, A Smy-ANK
 Russia(Nichol): F Stp-FIN, A Mos-UKR, A WAR-Gal, F Sev-RUM
 Fall moves are due Feb 1, 1973

Eric Prasse's PO Box is 2487

With my usual sense of organization I forgot to include the country assignment sheet in the last issue. So here it is, it was easy enough to work out

Lanhan	F E R G I A T
Prasse	I E G A R F T
Cooper	A R F I T E G
KELLER	G F T A I R E
Lowrance	E F A T G R I
Davies	A T I F R G E
Nichol	No Preference

1972FH

Once again we are proud to present another full Diplomacy game. Below are the country assignments and addresses. The players have already been notified and Spring moves are due Feb 1, 1973.

Germany: Herb Barents, 157 State St, Zeeland, MI, 49464
 Turkey: Paul Wood, 24613 Harmon Ct, St. Clair Shores, MI, 48080
 Austria: Gerald Huang, 12 Revere Rd, Port Washington, NY, 11050
 England: Corbett Ray, 6530 Fannin, Houston, Tex, 77025
 Italy: John DePrisco, Box 502 Manor Branch, New Castle, Del, 19720
 France: Bob Riepl, 5727 Baldwin Ave, Lincoln, Neb, 68507
 Russia: Jerry Bennett, Box 22, Covington, Ridge Rd, Westport, Ky

At this point I have received tentative orders from Herb only

Huang	- - - - - I
Ray	E T R F I G A
Bennett	E T E G F I A
DePrisco	I I I I I I I
Riepl	F R E I A G T
Wood	T E F R G I A
Barents	No Preference

1972AO

Austria(Keller): A BUD-Rum, A Vie-GAL, A Tri-ALB, A SER S A BUD-Rum, F Gre-AEG
 England(Pohrte): A ION H, A HOL S Fre A Bel-NUH, F Edi-NWGS, F Wuy-SKA, F Nthe S A HOL
 France(Verheiden): A MAR S A Par-EUR, A Par-EUR, A SPA H, A Bel-NUH, F Engo-BEL
 Germany(Tretick): A NUH-Bur, A Kis-BER, A NUH S Eng A Hel-Bel/r/(NSO), F DEN-Swe
 Italy(Winter): A TUNH, A VEN H, F Ion-EAS, F Nap-ION
 Russia(Hlandin): A UKR S F SEV, A Pru-SIL, F BOT-Swe, F SEV S Aus A BUD-Rum
 Turkey(Vagts): A CON-Bul, A BUL-Rum, A ARM-Sev, F HLA S A BUL-Rum

Fall 1902 moves are due Feb 1, 1973

Please see note top of page 2

A KLIM

The first thing for this issue's column is a brief review of Battle Plan by Rich Loevis. Battle Plan is played with the countries of Europe, using 28 of them, 2 of which(Iceland and Switzerland) can not take part in the actual battles.

The game is generally played with 6-7 people, each taking control of a major country. The other countries are considered minor countries, and are either controlled by a popularity index, or they are conquered by a major country, and become major countries. Iceland's role is limited to letting the person with the highest index buy 2 factories per turn. Switzerland enables the controller to reduce another countries cash income by 10% per turn.

Every major country starts with a set number of armies, navies, industry, air force, missiles, antimissiles, a GNP, and a home popularity index(HPI). Each major country starts with the same amount as every other, so that no one has an advantage. The minor countries have a greatly reduced number of the same things.

What happens is that you build items with your factories according to a multiplier which differs with what you want to build(i.e. it is harder to build a factory than an army). You have to use part of your money to pay for the production. The rest of the money you can use to increase your multiplier(research), to gain controll of a minor, to buy spies, increase your GNP, or to lower another countries

HPI. You can also increase your index in a minor by building somethings in it.

Then you order your armed forces to do what ever you what to other countries. You can use part of your forces for defense and the other ot attack, or all of them can attack.

You get the results for each turn on a computer printout(the whole game is run by computer). The printout will tell you what assets you have and what countires you control. It will also tell you who attacked who, but not who won or how much force was used to attack. Not even if some one attacks you, you only find out who it was.

The game is very fast moving, both in game terms and real time(assuming the computer doesn't break down). The deadlines are two weeks. Each turn costs 50¢ which sounds high, but remember that computers don't come cheap. Write Rich Loomis, 8149 E Thomas Rd, Scottsdale, Ariz, 85251 for more info.

Just received the Nov issue of GAMES AND PUZZLES. It is an English magazine which covers a broad range of games. It has an article on the Godfather game, a Diplomacy column by Don Turnbull, and numerous articles concerning such games as GO, Scrabble, World Soccer, Draughts(Checkers), Poker, and many puzzles. It is a very interesting magazine which attempts to look at games in a serious adult attitude. It can be ordered through John Boardman, 234 E 19th St, Brooklyn, NY, 11226 for \$9.00 surface mail or \$12.00 air mail.

The Nov-Dec GENERAL is starting to show the influence of Don Greenwood. Almost one third of the magazine is devoted to an article on Midway by Harold Totten and Don Greenwood. The article covers the game in a very complete manner. If they continue this type of article, it would be a very definite assett to the magazine. Since I have never played Midway, I can't really discuss the article, but it appears to be very excellant.

The people from Simulations Publications appear to have the formate for MOVES down. It appears that each issue will led off with an in-depth article on one of their games. Issue #5 covered the area system part of 1812. This system is a departure from the normal hexagon grid system. I'll hold off any discussion until I receive the game.

It now seems that CONFLICT magazine and its parent corporation SDC will make it after all. Issue #3 has appeared and they are hoping to have a series of games offered in the spring of this year. The new issue has articles on the German invasion of Norway, airborne developement, the Russian invasion of East Prussia in 1914, and other misc things. Unlike certain other publishers which already have their own series of games, SDC is solicitating both articles for the magazine and games, both for their magazine and their series of bookcase games. If you have a game already designed, or concrete ideas for one, you might drop them a line about it, their address is: SDC, PO Box 19096, San Diego, Ca, 92119.

Things coming up here, game reveiws for the following: The Year of the Rat, The Brotherhood, 1812, Red Star/White Star, La Grande Armee, plus anything else I think might interest you. If you have something you want to find out about, or if you have something you wish to write about, let me know.

A RATING SYSTEMS COMPARISON

by
Len Lakofka

The rating systems have been in existence for a number of years. Yet these popularity polls/subjective opinion polls (Boyerlein Player Poll, HOOSIER ARCHIVES Publishers Poll, and GAMERS GUIDE Poll) and the statistical systems (ANTARES, BROEDINGHAG, Calhauer Point Count, ODD, and Rogue's Gallery) can not really be called rating systems. They are a statistical analysis of past performance. They tend to measure a player's skill, in that, very poor players can rarely sustain a top position in a Poll or System. Below is a comparison of the five major systems now in existence.

Statistical correlations of Five Current Systems
Source HA #74, June 3, 1972

Finish	ANTARES	ODD	BROB	CFCG	ROGUE'S GALLERY
Win	1.000	1.000	1.000	1.000	.935-1.083
Draws					
2 Way 17 centers	.428	.500	.833	.500	.7083
3 Way 17 cent	.286	.333	.667	.333	.563
1 cent	.286	.333	.667	.333	.283
4 Way 17 cent	.214	.250	.500	.250	.496
1 cent	.214	.250	.500	.250	.229
5 Way 17 cent	.143	.200	.333	.200	.454
1 cent	.143	.200	.333	.200	.187
6 Way 17 cent	----	.167	.167	.167	.425
1 cent	----	.167	.167	.167	.158
2nd 16 cent	.286	-.167	.667	----	.416
1 cent	.286	-.167	.667	----	.158
3rd 17 cent	.143	-.167	.333	----	.178
1 cent	.143	-.167	.333	----	.025
4th 5 cent	.143	-.167	.000	----	.130
1 cent	.143	-.167	.000	----	.025
3th 4 cent	.143	-.167	-.333	----	.102
1 cent	.143	-.167	-.333	----	.025
6th 2 cent	.143	-.167	-.666	----	.051
1 cent	.143	-.167	-.666	----	.025
7th 2 cent	.143	-.167	-1.000	----	.051
1 cent	.143	-.167	-1.000	----	.025
Survival	.143	-	-	-	see above
Elim 1st elim	-	-.167	-	-	-.283 to -.141 depending
2nd elim	-	as	see	-	-.226 to -.113 upon
3rd elim	-	above	above	-	-.198 to -.091 perfor-
4th elim	-	-	-	-	-.169 to -.074 manes
3th elim	-	-	-	-	-.141 to -.056
Resign	-	-	-	-	.311 to -.283 depending upon performance
Drop	-	-	-	-	additional -.083 never again

You can see that each system gives different values to different performances. What good are these systems, what does each tell the reader, and do they relate in any way to polls of players?

To answer the last question first, let us consider the fact that the game takes normally 18 to 27 months to complete. Therefore a player active for less than 2 years has likely not even appeared in the rating systems. A few systems require that a few games be played before the top boards can even be achieved! Thus polls will often show a good player before he appears on the rating rosters. Examination of the bottom of the second board and the 'also rans' in the list will almost always show some new faces. The top board is usually a rehash of the players who are on top of one, and usually a few rating systems. The polls value, therefore, is as a prediction of new players who play the game well. Even though the top players are rated because of popularity, often more than skill, new players are rated because of skill only, having yet to gain a 'name' in the hobby.

The GG poll is most out of the main stream as Wargamers who play Diplomacy can be rated more rapidly than in other systems, and the circulation of GG is heavily slanted toward a local NYC group and produces a bloc vote. The APP has a better chance of showing the new faces with the greatest reliability. Most publishers have been around long enough to know a good player and their judgements tend to be more accurate. The BPP is a cross section of the hobby. It reflects the opinion of those interested in the hobby, novices tend to shy away from this poll as they feel they don't know enough people to give a rating.

Now we come to the rating systems. What does each one tell us? The EROB system reflects those players who consistently win, draw, or show. A player who comes in second three times is rated higher than one who wins two but is first to be eliminated in another. Consistent performance is this system's measurement. Players who win and place a few and get early elims in others pan out in the middle of the list. Players on the top boards in the system tend to have played well in almost all games they played in (that is come in 1st & tied for 1st, 2nd, or 3rd). Players with 5 or fewer completed games can't be taken seriously in top board consideration.

The Calhoun Point Count is a history of wins and draws-period. You never lose points. It is Diplomacy's Hall of Fame, nothing more.

The ODD system assumes all places other than wins or draws are loses. You lose 1/6 of a point (proportional to winner's one point) if you don't win or draw. Comparison and gain is also a function of whom you played against and beat. A top player beating six newer players will gain the winner almost nothing. If one of the six won, he would make a larger gain. An interesting idea, but experience (i.e. a game played in 1968 vs one in 1971) is not measured. Some players take a beating because they have improved with age in this system. ANTARES measures places other than draws and wins according to the finish of you country. It awards points on when you were eliminated, relative to the other players. It clearly awards a win or a draw top points such that a last place or two does not cancel a win or a draw.

Rogue's Gallery measures your play, for as long as you play, in each game. It measures centers at the end of the game instead of places after 1st place. Those in RG coming in 2nd and coming in 3rd receive points based on centers owned. If you get 3rd with no centers (having been eliminated) you lose points. If you get it with 6 centers to second's 7 centers, you gain 6 points (approx) fewer than 2nd (who would get about 35-45). Length of time playing is also considered. Read out is based on the corrected total of games played divided into point total. Only corrected totals of 4 or more games are considered for the top rating-the century club (average 100 or more). RG will tell you performance of substitutes and players of record on an even basis, instead of favoring/damning the substitute player.

How does a player rate? The answer is to compare all 5 systems. Each gives you different information. From one you find out his win/draw record; from another his level of consistent performance; from another his win/draw record relative to the other particular players (you really have to know who he played against for best impact); another gives a composite record, including all possible finishes; and the last gives a substitute/drop statement in addition to a rating for all game results. A further advantage can be gained by comparing his position on a similar philosophic system (CFC & ODD are win only school; BROB, ANTARES, & RG are 'strong 2nd school') to his position in the counterpart system. No one system is best to cover every aspect of the game and a player's history in the hobby.

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Before we continue with Arn's article, we have a rebuttal to that part of Arn's article which dealt with Rich Loomis's system dealing with the game of nuclear destruction. The following was written by Rich.

Arn's article on rating systems is very interesting, but I think he is a little too hard on my system. First of all, he compares everything to his definition of a "good rating system" which, I gather, is one that shows which players are better than others. It is my opinion that no game which includes more than two players can have a rating system that really shows who is best. There are too many variables. But secondly, and more to the point, he calls my rating a total point count system, and calls all those worthless. Perhaps, if the total point count were all that was printed. But my rating includes games played, games won, games tied, opponents defeated, and opponents left. All of these things are printed. If all this information doesn't tell you anything about your opponents, then what more do you need?

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A GUIDE TO RATING SYSTEMS PART III

by Arn Vagts

Now we get to the most interesting rating system: the USCF Chess Rating and Diplomacy's version: ODD (By John McCallum). The latter has only two points which can be criticized: 1) it does not take into account the differential strength of the countries and, 2) it is based on a win only criterion.

CR systems have limited memory, the order of wins will affect your score with the later one weighted heavier--it becomes increasingly more difficult to increase your rating as it gets higher; they are zero-sum so that points do not "magically" appear; they take into account player strength.

The fundamental axiom of this system is that the probability of one player beating another is a function of their difference in rating, i.e. for players a and b: Prob (a beats b) = $f(R_a - R_b)$. CR systems start everyone with the same rating (e.g. 600) and the higher rated player wins less and loses more than the lower rated one would. The formula for computing the change in a player's rating (i.e. the amount added to his old rating to get his new one) used by the USCF is:

$$\Delta R_a = 16X_{ab} + (.04)Y_{ab}$$

where $X_{ab} = \begin{cases} 1 & \text{if player a beats player b} \\ 0 & \text{draw} \\ -1 & \text{b beats a} \end{cases}$

$$Y_{ab} = \begin{cases} (R_b - R_a) & \text{if } |R_b - R_a| \leq 350 \\ 350 & \text{otherwise} \end{cases}$$

a player's new rating is then his old rating plus the change (R). We can compute the maximum and minimum points possible in a win (30 max, 2 min), e.g. for max: $R + 16(1) + (.04) 350$ or $R = 30$. Maximum and minimum losses are -30 and -2.

The formula for the ODD rating is:

$$\Delta R = 50X_{ab} = (.10) Y_{ab}$$

X_{ab} same

$$Y_{ab} = \begin{cases} (R_b - R_a) & \text{if } |R_b - R_a| \leq 500 \\ 500 & \text{otherwise} \end{cases}$$

This is by far the best rating currently in use.

Next time we will have Arn's variations to the ODD system.

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FINANCIAL REPORT

Shea Associates was proud to announce the founding of a new division in the latter portion of this year. Quarry Pit Press was founded to help round out the Shea Associates conglomerate, by introducing the media field to the company. QP² was founded by an initial subsidy of \$92.95, but has since managed to make its own way without any further help. Initial reports indicate that this division will survive, and in fact has managed to break several new records. In the space of two months, QP² has become one of the largest magazines of its type. Its parent corporation is now debating whether or not to expand further into the field, but has not yet made up its mind. Below is the yearly financial statement for QP².

Item	Liability	Asset
Games		\$136.00
Sub Fees		\$ 24.00
Initial Financing		\$ 92.95
Paper Supplies	\$ 34.00	
Office Supplies	\$ 13.55	
Stamps	\$ 72.00	
Returnable Fees	\$ 50.00	
Type Correction Tape	\$ 97.69	
	<u>\$267.24</u>	<u>\$252.95</u>

As you can see, if it were not for the typing correction type, QP² would have shown a profit for the year. This problem is being taken care of. Well almost.

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8 Probably the wierdest album of the year is going to be Shel Silverstein's new one, 'Freakin at the Freakers Ball'. Shel is normally found on the pages of that disgraceful magazine from Chicago with all the naked girls in it. I will not mention the name here so that I don't tempt any of you.

Biographies

Arnold Vagts: I'm 29, single, a sometimes Prof of Quantitative Methods, have a MS in Math and am working on a PhD in Math Psych. Been playing Diplomacy about six yrs. postally (currently active in seven games, completed three) Have played one game of ND and am in a game of Ed Jacoutot's Europe 39(a more complex version of Battle Plan). Also play most A-H and S&T games, GO and Shogi. I relax with Karate and scuba.

Brenton Ver Floeg; I am 29 years old and a third year law student at the University of California, Hastings College. I started playing Diplomacy while in Vietnam, was about 23 at the time. After that I spent a year at Vail, Colorado as a ski bum, and it was during that time that I entered most of my games.

Dewey Boyer: I am 26 yrs. old, from California(San Francisco) and am serving in the Public Health Service on the Mescalero Apache Indian Reservation. I am one of two doctors here, so thereby am on call every other night, and when the other doctor goes on vacation (like now) am on call all of the time until he gets back. One tends to become very familiar with the inside of one's house and the hospital under these circumstances.

James Ritchie: I am 17 years old, 5'4" and 3/4" in height, roughly 97 pounds in weight, have shoulder length red hair, full beard, round wire rim glasses and a Black Watch Tam. Although revolutionary in appearance, I am actually a reactionary. I enjoy Diplomacy games only when there is lots of press. I edit my own variant Slobinpolit Zhurnal which carries only one game in which the press are political moves. I prefer folk and folk-rock music, Celtic songs, and instruments.

John Leeder; I am 29, married with 1 and a half kids, make my living as a French teacher. Besides our little game, I'm interested in folk music, wilderness travel, history, politics as a spectator sport, and most other things you can name to some extent or toher.

Chris Hall; I'm a graduate student at the University of Colorado (Math) and am presently working on my masters thesis and looking for a job in actuarial science. Besides being interested in Diplomacy, I have a wife who loves Tolkien, and four goldfish who love water. My other interests include any sort of game as well as computer science. Presently I am working on a program for Diplomacy, but haven't had the time to error the bugs out.

Harvey Lindauer; I'm 16 and a senior in Evander Childs H.S. in the Bronx. This coming Feb., I'm going to be entering college, although I haven't decided which one yet. I'll probably be a liberal arts major, and I'll probably be majoring in math. After I finish college, I'll be going on to grad school, and there I'll either continue my studies in math or forget math completely and start over again. My hobbies include Diplomacy, chess, coin-collecting, and of course girls. I'm a great sports fan too.

Burt Labelle; I am 23 years old, born and raised in Maine, except for 8 or 9 years in Connecticut as a youngun'. Attended University of Maine in Portland at nights for one and a half semesters, am no longer going. Veteran 3 years US Army, 13 months in Korea. Job: Federal Protective Officer (security guard) in Federal building. Own a 72 Chevelle "Heavy Chevy" and a 67 305 Honda Scrambler. Wife Liz, 22. Don't give a god damn about politics. Read a lot, history.

Dennis Bonis; Introduced to Diplomacy by Fred Winter. I am 17 and a freshman at the University of Wisconsin. My course of study is directed towards becoming a Medical Technologist. I'm working part time behind a tobacco, beer, and film counter. My other hobbies are tropical fish and gardening. My theme song is "Five foot two and eyes of blue".

Steve Cooper (Coop); I'm 22, in my fourth year of a seven year med school program at George Washington University (BS at the end of the year), very much into sports cars and rallies, and unofficially engaged to a history and poli-sci major who teaches history and sociology.

Greg Novak; I'm 22, have a BS in Education, major history, minor poli-sci. Currently working on a MS in Library Science. I'm interested in military and diplomatic history, play quite a few simulation games, enjoy hiking, canoeing and camping, and have just taken up skidiving. You should really have a good sub for me in the game.

George Lowrance; Graduate of Princeton and U of Texas Law School, Associate General Consul Central Intelligence Agency; Special Assistant to Pres. Lyndon Johnson; Special Assistant to Senator Lloyd Benson; campaign manager for Dolph Briscoe; Executive Assistant to Governor Dolph Briscoe. In short, I find it difficult to keep a job.

Corbett Ray; I am a 20 year old junior at Rice University. I am an Economics-PrefMed major. What this means is that if I can convince a medical school to let me in the door, I will become a doctor. If I can't, I'll get my MBA and become a businessman. I am currently playing in my first postal Diplomacy game. My other pastimes include wargaming of all types, basketball (in and out of season) and football, baseball, and rugby in season. I also have more than a passing interest in the stock market and about five different girls.

Bob Riepl; I am 25, originally from New Jersey, now a liberal in the heart of the conservative cornhusker state. Attending the University of Nebraska, I'm doing research in the hopes of someday receiving a masters in biochemistry.

Scott Turpin; Born 9/20/57, which makes my fifteen, I started playing A-H games, but have largely given them up for PEM games. I started playing Diplomacy in August 1971 and Postal Diplomacy in Dec. 1971. I attend Cumberland County H.S. and am in the tenth grade. I have just moved here from San Diego, where I was fortunate enough to get a real kick off from the Diplomacy crowd there. I enjoy any variant of Diplomacy and just about any strategy game. My father is Dr. James Turpin founder of Project Concern. My other interests besides Diplomacy and the other sex, are backpacking and Boy Scouts.

Rick Brooks; I'm 31 born and raised in Indiana, rural. Got my BS in Electrical Engineering in 68 and should have my BA in math and history early in Dec. All degrees from Tri-State College. Working as a night cook to make ends meet at present. Have played Diplomacy with strong emphasis on the variants (several of which are superior to regular Diplomacy) for 7 years. Interests: science fiction fan and collector, environmentalist, writing (both fiction and non-fiction... also correspondence), and intellectual (i.e. primary and very strong interest in ideas as opposed to both people and things.)

Bill Jarvits; I am into magic poetry, theater, and music of all kinds. My sign is Cancer, I am 5'10", 120 lbs, brown hair, blue eyes, and I have a fondness for pumpking seeds (?). I am also a halfhearted supporter of the President and a lifelong (hehehe) Republican. I characterize myself as a Moderate, i.e. a conservative with a conscience. I am 17 and a senior in high school. For a year I published a PTF zine called the NEW YORK DIPLOMAT, with games played by the Brighton Academy.

BEYERLEIN PLAYER POLL BALLOT #5

The Beyerlein Player Poll (BPP) is a poll of the Postal Diplomacy community to determine the best currently active players in Postal Diplomacy. Any Postal Diplomacy player, gamemaster, editor, or publisher may cast his/her ballot for the top 14 (from #1 to #14) currently-active Postal Diplomacy players.

Points are given as follows: 1st place-20 points, 2nd place- 17 points, 3rd place- 15, 4th-13, 5th-11, 6th-9, 7th-8, etc. The points are then summed for each player and the top 14 players listed by point totals. Results will be published in all interested zines.

The BPP is not affiliated with any Diplomacy organization.

TOP BOARD

COMMENTS:

- 1. _____
- 2. _____
- 3. _____
- 4. _____
- 5. _____
- 6. _____
- 7. _____

SECOND BOARD

- 8. _____
- 9. _____
- 10. _____
- 11. _____
- 12. _____
- 13. _____
- 14. _____

SIGNATURE: _____

Please complete the ballot, sign it, and mail it directly to:

Doug Beyerlein, 3934 S. W. Southern, Seattle, wash, 98136

Incomplete ballots or ballots without a signature will not be counted.

Deadline: 6 February 1973

The BPP strikes me as the one way everyone in the Diplomacy community can have a say. Everyone can send in a ballot, not just a publisher or an editor. So I hope that Doug can get a better response then the last time #5 was printed. He got two responses.

I realize that polls and questionares can sometimes be a pain in the neck, but they can serve as a valuable means of learning what people feel about certain things. It doesn't take much time to sit down and complete one. And you're certainly not going to miss one eight cent stamp. So do me a favor, and sent it in.

Before I forget, be sure and watch the superbowl and see Miami run through those ancient warriors, Washington, better known as the Over-The-Hill-Gang. I have to support Miami, who else has an Indiana graduate starting for them, at least he was last time I saw their starting lineup. So, Coop, just name a sum, and I will be happy to take your money.

Just finished reading an excellant book concerning the pro basketball establishment. The book is FOUL by David Wolf. The book concerns the NBA's blacklisting of Connie Hawkins. For eight years Connie was forbidden to play in the NBA. During the time when most players are developing their skills against the best, Connie was forced to play for the Globetrotters, and the old ABL. Connie is now considered a superstar, the question is what might he have been is he had decent coaching during those years, and was able to play against the best.

While going through some old papers lying in a drawer, I came across this quote. It comes from one of the few excellent television series, naturally it was cancelled after one season, The show was The Senator, starring Hal Holbrook. At the close of the show, during a speech, Holbrook said the following, "All of us might do well in these troubled times to remember the comment of Pastor Niemoller a quarter of a century ago in Nazi Germany. "They came after the Jews. And I was not a Jew. So I did not object. Then they came after the trade unionist. And I was not a trade unionist. So I did not object. Then they came after me. And there was no one left to object."

Goodn
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g
h
t

Ch

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