That was the year which was. . . 1963 #1 *May 2023*

That was the year which was. . . is a diplomacy fanzine of irregular frequency which discusses diplomacy games that started in the named year. Issue two of *That was the year which was. . . 1963* will appear when any new information becomes available on the game that started in 1963.

That was the year which was. . . is jointly produced by by Mark Nelson and Tom Howell, aka the North American Boardman Number Custodian. Tom's primary job is to produce the raw data whereas Mark's primary job is to discuss the data and provide opinions. Sometime ago, when Mark was last publishing, (about three decades ago) it was *de rigueur* to provide a postal address.

Mark Nelson, School of Mathematics and Applied Statistics, The University of Wollongong, Wollongong, New South Wales 2522, AUSTRALIA.

But you might prefer to contact me on `mnelson@uow.edu.au`.

Publication of this title means that Mark is one of the few people to have published diplomacy fanzines from two continents. That's some good egoboo for him.

1   Introduction

If you know your Hobby history then you know that, in 1963, John Boardman ran the first postal diplomacy game in *Graustark*. I'll return to the accuracy of this statement latter on, but for the moment Table 1 provides details of games allocated Boardman Numbers in 1963. Of the three games issued Boardman Numbers one was latter deemed to be a variant (1963A) and one was latter deemed to be a local game (1963C).

Year	BN	Hoax	Local	Variant	Regular
1963	3	0	1	1	1

Table 1: Summary of games issued a Boardman Number with the year 1963.

Who made these determinations? In *Everything* 7 (1st March 1973) the BNC, Conrad von Metzke, provided 'A Complete Listing of All Postal Diplomacy in History'. Before providing the list he wrote the following.

> "What follows is a full list, by Boardman number, of all postal games since the inception of the hobby. The outcome of the game, if any, is indicated. Numbers in parentheses are 'irregular' as per the preceding page of this issue."

Clearly, what it meant for a game of diplomacy to be a *regular* game of diplomacy had changed since the early days of the Hobby. John Boardman *was* the first to advertise for players for a game of Diplomacy to be played by post and started the first diplomacy fanzine. However, he was unable to secure seven individuals to play in his first game. He started his first game with five players. This game was played using the rules for a five-player game as detailed in the rulebook. By 1973, 1963A was no longer considered to be a *regular* postal diplomacy game. From the modern perspective, the first game of diplomacy was a diplomacy variant.

One of the three games allocated Boardman Numbers is 1963 is now considered to be a 'local' game. But what is a 'local' game? Quoting from the same issue of *Everything*

> "Local games. This includes telephone games where moves are published, games in which all players are confined to a single metropolitan district (normally determined by 'ZIP' code, with other aids to supplement if in doubt); and games in which moves are made in-person as long as they are made one season per in-person session and are published thereafter (otherwise, in-person games are not numbered at all). In the last connection it is mentioned that I will normally decline to number an in-person game of any type unless and until it is demonstrated that there is a definite and distinct <u>postal</u> (not merely printed) aspect to the game."

We conclude that the first game of postal diplomacy was 1963<u>B</u>. This was run by Dave McDaniel in *Ruritania*. To John Boardman goes the honour of envisaging postal diplomacy, the honour of publishing its first fanzine, and the honour of running the first diplomacy variant. But to Dave McDaniel and *Ruritania* goes the honour of running the first game of postal diplomacy. And the honour of orphaning the first game of postal diplomacy. And the honour of being the first GM to drop out.

Highlights of 1963.

1. First postal diplomacy game (1963B) run by Dave McDaniel in *Ruritania*.

2. First player to drop out of a game of postal diplomacy: John Boardman (1963B, TUR, 1901).

3. First players to be eliminated from a game of postal diplomacy: Fred Lerner (1963B, England, 1905) and Tom Bulmer (1963B, Italy, 1905).

4. First GM to orphan a game: Dave McDaniel (1963B, *Ruritania*).

5. First game to end in a win: 1963B (*Ruritania*).

6. First person to win a game: Bruce Pelz (1963B, *Ruritania*, Russia).

7. First game won by Russia: 1963B (*Ruritania*, Bruce Pelz).

8. Record set for longest postal diplomacy game: 1963B (*Ruritania*, 1918).

2 Games starting in 1963

(1963A)[1]. *Graustark,* game-start #2 (31 May 1963), game finish #15 (11 December 1963). John Boardman.

1963A was a five-man game played on the standard map, but with Russia, Turkey, and the provinces of Bulgaria and Romania closed. The players were Dave McDaniel (Austria), Stuart Kershner (England). Fred Lerner (France), James Goldman (Germany), and Derek Nelson (Italy).

Highlights include: first ever readjudication (Spring 1902, *Graustark* #6, 2 August 1963), first ever elimination (Austria, *Graustark* #8, 6 September 1963) first ever NMR! by Stuart Kershner and James Goldman (*Graustark* #13, 13 November 1963), and first ever win (Derek Nelson) in Fall 1906, *Graustark* 15.

1963B. *Ruritania.* Dave McDaniel (through F10), John Boardman.

AUS: Dian Pelz ("Dian Giard") (2nd W18). ENG: Fred Lerner (out 05). FRA: Jack Root (res 10), John McCallum (out W16). GER: Allan Calhamer (res 10), Roland Tzudiker (res W16), John McCallum (3rd). ITA: Tom Bulmer (out 05). RUS: Bruce Pelz ("Adhemar Grauhugel") (won W18). TUR: John Boardman (res 01), Bill Christian (out 06).

	01	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16	17	18
AUS	5	6	7	7	10	10	10	9	9	11	11	12	12	12	12	13	15*	15*
ENG	5	4	3	2	0	—	—	—	—	—	—	—	—	—	—	—	—	—
FRA	4	5	5	6	5	5	5	4	3	3	2	1	1	1	0	—	—	—
GER	6	6	7	9	11	11	12	14**	12*	11	10	10	10	10	9	5	4	2
ITA	4	4	3	2	0	—	—	—	—	—	—	—	—	—	—	—	—	—
RUS	6	6	6	6	7	8	7	7	10*	9	11	11	11	11	12	16	15	17
TUR	4	3	3	2	1	0	—	—	—	—	—	—	—	—	—	—	—	—

For modern eyes there a couple of niggles about this game.

1. Dian Pelz (AUS) and Bruce Pelz (RUS) were married Did they use the pseudonyms 'Dian Giard' (AUS) and "Adhemar Grauhugel" (RUS) to hide this?

2. John McCallum took over France when the original player resigned in 1910. After being eliminated in W16 he played Germany, whose replacement player resigned in W16.

3. John Boardman resigned his position and then GMd the game.

The presence of no-other than Allan Calhamer as the original German player should be noted. Of the other players, John McCallum would have a long and distinguished career in the hobby. As would John Boardman! (Though perhaps not as a player).

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[1]We are using a convention introduced by Conrad von Metzke in *Everything* 7 (1st March 1973). This convention is that Boardman numbers allocated to games that are latter deemed not to be regular diplomacy are enclosed by parenthesis.

(1963C). *WorlDip*. Hannifen.

This was a local game. According to the summary provided in *Everything* 7 (1st March 1973) it finished with a win by England, played by Phil Castora as a replacement player, in Fall 1914.

3   Analysis of *regular* diplomacy games starting in 1963

As there is only one regular game from 1963 this analysis is not really needed. But I am setting up a framework now for use with data for years with more games.

Table 2 summarises the results of the one regular diplomacy game started in 1963. We see that 100% of regular diplomacy games starting in 1963 finished in a win.

Year	Regular	Win	Drawn	Win %
1963	1	1	0	100

Table 2: Summary of *regular* Diplomacy games *started* in 1963 that were played to *completion.*

Table 3 shows that the one regular diplomacy game which started in 1963, and ran to completion, was won by Russia.

Regular	Wins
AUS	0
ENG	0
FRA	0
GER	0
ITA	0
RUS	1
TUR	0

Table 3: Summary of *regular* diplomacy games started in 1963 that finished in a win.

Table 4 provides data on the fanzines in which games started in 1963. We use this table to answer the following questions.

1. Which zine started the most games? (*Ruritania*, 1).

2. Which zines ran the most games from start to finish? (*Ruritania*, 1).

3. Which zines orphaned the most games? (No orphans).

4. Which zines completed the most number of orphaned games? (No orphans).

	Starting	Completing	Orphaning	Adopting	
Ruritania	1	1	0	—	—

Table 4: Analysis of the fanzines that ran 1963 games.

Table 5 provides data on the GMs which started games in 1963. We use this table to answer the following questions.

1. Which GMs started the most games? (Dave McDaniel, 1).

2. Which GMs ran the most games from start to finish? (no-one)

3. Which GMs abandoned the most games? (Dave McDaniel, 1).

4. Which GMs completed the most number of abandoned games? (John Boardman, 1).

	Starting	Completing	Orphaning	Adopting	
McDaniel, Dave	1	0	1	Boardman, John	1

Table 5: Analysis of the Gamesmasters who ran 1963 games.

4 Ranking of diplomacy players for *regular* games starting in 1963

4.1 A simple ranking system

Since the beginning of the Hobby there has been endless discussions about rating systems. My impression is that in earlier days the emphasis was more on rating postal games but that over time the focus has changed to rating tournament games. Here is a very simple ranking system for postal games.

1. If you drop out of a game then you score zero.

2. If you are eliminated from a game then you score zero.

3. If you survive to the end of the game but are neither the winner nor included in the draw then you score zero.

4. If you draw the game then you score 1 $\mathcal{D}$ point.

5. If you win the game then you score 1 $\mathcal{W}$ point.

This system could be revised to provide partial credit for players who drop out of a game. Suppose that player A drops out at the end of 1905 and their placement player wins/draws at the end of 1910. As the dropout played half the game then they might be allocated 0.5 $\mathcal{D}$ points or 0.5 $\mathcal{W}$ points as appropriate.

4.2 Ranking of players based on games started in 1963

Table 6 shows the not very exciting ranking of players based upon completed regular games of postal diplomacy that started in 1963.

Name	$\mathcal{W}$ points	$\mathcal{D}$ points
Pelz, Bruce	1	0

Table 6: Ranking of players based upon completed regular games that were started in 1963

5 Player records for *regular* games that started in 1963

5.1 Players who started games

Another section that is a trifle redundant in a year in which there was only one regular gamesstart.

Boardman, John (1) 1963B-TUR-res (F01).

Bulmer, Tom (1) 1963B-ITA-out (F05).

Calhamer, Allan B. (1) 1963B-GER-res (F10).

Lerner, Fred (1) 1963B-ENG-out (F05).

Pelz, Bruce (1) 1963B-RUS-win (F18).

Pelz, Dian (1) 1963B-AUS-2nd (F18).

Root, Jack (1) 1963B-FRA-res (F10).

5.2 Standby players

Christian, Bill (1) 1963B-TUR-out (S02-F06).

McCallum, John (2) 1963B-FRA-out (S11-F16), 1963B-GER-3rd (S17-F18).

Tzudiker, Roland (1) 1963B-GER-res (S11-F16).

6 Gamesmaster records for *regular* games that started in 1963

Another section that is a trifle redundant in a year in which there was only one regular gamesstart.

6.1 Gamesmasters who started games

McDaniel, Dave (1) 1963B-*Ruritania*-drop (F10).

6.2 Gamesmasters who took over games

Boardman, John (1) 1963B-*Ruritania*-finish (S11-F18).

7 Diplomacy fanzines that started *regular* games in 1963

Another section that is a trifle redundant in a year in which there was only one regular gamestart.

7.1 Diplomacy fanzines that started games

Ruritania (1) 1963B-Dave McDaniel-drop (1910), John Boardman-finish (F18).

8 Fanzines running games in 1963

According to a table of "First Zines" published in Meinel's Encyclopedia of Postal Diplomacy Fanzines (Version .3, July 1992) two fanzines started in 1963: *Graustark* and *Ruritania*, with publications dates of May 12th 1963 and September 13th 1963 respectively.

Graustark John Boardman's *Graustark* was the first ever diplomacy fanzine. The title comes from the name of a fictional country in Eastern Europe, used as a setting for several novels by George Barr McCutcheon. (`https://fancyclopedia.org/Graustark`, accessed 11th March 2023).

Graustark In Meinel's Encyclopedia of Postal Diplomacy Fanzines (Version .3, July 1992) Pete Gaughan contributed the following entry.

Issue 1 (May 12, 1963)
New York, NY (#1-10), Brooklyn, NY (#11–592)
LKI: #603 April 1992 (current)

Besides being the first successful attempt at playing Diplomacy by mail, and the longest-running zine ever, and consistent in timing and accuracy... *Graustark* has also been the best source of diverse, devoted fans in hobby history.

In 1963, John was publishing a fanzine for sf and other topics, and announced that he was willing to umpire a game of Diplomacy by mail. On May 12, 1963, he introduced a one-page flyer which constituted, really, the first set of houserules. A five-player game was immediately begun, with Derek Nelson winning 15 issues later in a game that Boardman named "1963A." thereby inventing the game record system we call Boardman Numbers.

There was enough interest in the gaming circles of New York /New Jersey and of Southern California to begin further games, and communication in those days was serious and heavy — successful cross-country negotiations were carried on despite two or three-week deadlines. Because the players and GMs were emerging from sf fandom , sharp writing was highly valued, in negotiations, articles, and in "press." *Graustark* reflected all the debates and tensions of its day, as gamers argued about the ethics of wargames and of real wars.

Eventually, John Boardman's pacifist views produced some of the sharpest satire seen in print. It also contributed to the huge feud that broke up Dipdom in the early 70s, as

pro and anti-war arguments mirrored in arguments over the organization of the young hobby. *Graustark* lost some of its early prestige as much of the hobby got along without it. In spite of this he still managed to place #1 in the 1979 Runestone Poll. Also, postal slowdowns forced John to extend his deadline to three weeks, and finally four weeks, although he continues to churn out volumes of work in other zines covering Empire of the Middle Ages, sf and folksinging.

But through all the changes, *Graustark* produced a type of player/fan the hobby could not do without. *Graustark* players tend to be excellent tacticians and strategists, devoted to fine points of play and accustomed to win-only and DIAS outcomes. Even those who disagree with John politically defend their positions with logic and style. There is an inbreeding of sorts — many *Graustark* players, especially from the NYC area, don't play much elsewhere — but most of the hobby's best-known names have done a stint in *Graustark*.

John continues, through landmarks such as issue #500 and issue #600, to write incisive criticisms of the current political landscape. He continues to print his zine mimeo, and to post his zine on the weekend of the deadline like clockwork. It may also be he is not as appreciated as he should be (like Churchill, would be hard to imagine our history without him) but as *Graustark* approaches its 30th anniversary it may be impossible to heap on it all the praise it deserves.

Ruritania *Ruritania* was published by Ted Johnstone and was probably the second ever diplomacy fanzine, after John Boardman's *Graustark*. The title is the name of a fictional country in central Europe, used as a setting for several novels by Anthony Hope. (`https://fancyclopedia.org/Ruritania`, accessed 11th March 2023.)

Ruritania The entry for *Ruritania* in Meinel's Encyclopedia of Postal Diplomacy Fanzines (Version .3, July 1992) is the following

Dave McDaniel (#1-26)
September 13, 1963 South Pasadena, CA (#1-3), Los Angeles, CA (#4-26)
Dr. John Boardman (#27-40) Date: ?
Brooklyn, NY
Final: #40 March 20, 1966

Second postal Diplomacy zine ever, it also ran the second game ever, 1963B[2]. Dave was an original player in the first postal game in *Graustark*[3].

WorlDip Meinel's Encyclopedia of Postal Diplomacy Fanzines does not contain an entry for *WorlDip* which rang 1963C. This game was considered to be a *local game* by von Metzke in *Everything* 7 (1st March 1973).

However in an article published in *Diplomacy World* 65 (Winter 1992), Jim stated that *WorlDip* was published by Bruce Pelz and its first issue appeared on November 14th 1963.

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[2]It might have been the second game to receive a Boardman Number, but it was the first regular game of Diplomacy. (MIN, 11.03.23)

[3]From the perspective of the modern era, the first postal game in *Graustark* is no longer considered the first game of postal diplomacy but rather is the first variant. (MIN, 11.03.23)

9   Diplomacy players and SF fandom

It is often stated that many of the early players in the postal diplomacy hobby were active in SF fandom. At this late date is it possible to investigate?

Fancyclopedia 3 is a comprehensive resource on many parts of SF fandom from its origins in the 1930s to the current date. Now, just because someone does not have an entry in *Fancyclopedia 3* this does not mean that they were *not* involved in SF fandom: it is not that exhaustive a collection.

I'm not going to repeat the entries *ad verbatim*. If you want to read the entry in full, I have provided a link. I have copied a small amount to provide some flavour of their involvement in SF fandom. For this exercise, I am only considering the players and GM of 1963B, as neither 1963A nor 1963C were regular games. In any case, for the latter game we do not know the players.

John Boardman (September 8, 1932 –) is a New York SF fan who has been active in most areas of fandom over the year. He found fandom in college and was one of the founders of the University of Chicago Science Fiction Club in 1950.

Alan B. Calhamer Although Alan does not appear to have been involved in SF fandom, he is listed on the Hugo In Memoriam Scroll 2013 as a game designer.

Ted A. Johnston (June 16th, 1939–November 1st, 1977) was the fan name of David Edward McDaniel. In addition to being an active member of SFdom in the 1960s, he was an early Tolkien fan; organising the first Tolkien Club (The Fellowship of the Ring) and the first known Tolkien filksong. He was the author of several of the 1960s Man From U.N.C.L.E. novels. Ted was a close friend of Bruce Pelz.

Fred Lerner (b. 1945) is a librarian, bibliographer, and historian, who has also written extensively on modern SF. He has been active in Fandom since December 1962, when he met Carl Frederick who introduced him to the Evening Session Science Fiction Society of City College.

Dian Pelz (August 29, 1942 — October 4, 2017) was an LA area fan, writer and artist who also published as J.D. Crayne. Under her maiden name, Dian Girard, she had a number of short stories published in Galaxy, Amazing and anthologies.

Bruce Pelz (August 11, 1936 — May 9, 2002) was a Los Angeles science fiction fan active in LASFS. He wrote filksongs and was a master costumer.

> If a list was made of every significant contribution Bruce made to fandom or every honor he received, a reader couldn't tell whether he was holding a fanzine or the telephone book, and if a list was made of every fan Bruce's life influenced, he would be holding the telephone book.

> Bruce was that rare fan who excelled in every kind of fanac: fanzines, conrunning, costuming, filksinging, collecting, fanhistory.

Bruce Pelz In *Journey Planet* (December 2015) I found the following quote

"Pelz is a one-time Diplomacy player though still on some PBM mailing lists. He played Russia in RURITANIA, the second Play by Mail Diplomacy game ever held, in 1961–64. He also played in LASFS Diplomacy as chronicled in WITDIP, a game which died in the flaming wreckage of a Cobal Bomb, which was dropped to end the unenjoyable wrangling over just who had moved where and what the result was, when it turned out even the referee and those he consulted couldn't figure it out."

If one considers the apex of a science fiction fan's involvement with SF fandom to be involvement with the organisation of a SF Worldcon[4] then the following contributions are of interest.

John Boardman "He was Treasurer of Nycon 3, the 1967 Worldcon."

Fred Lerner "He was co-chair (with Brian Burley of the New York in '74 Worldcon bid. "

Bruce Pelz "He co-chaired L.A.Con I, the 1972 Worldcon, with Chuck Crayne. He was fan GoH at the 1980 Worldcon, Noreascon Two."

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[4]I am sure that many SF fans would laugh at this proposition.

Bibliography

Everything 7 (1st March 1973)

Everything was started by Conrad von Metzke, issue 1 was published on 28th October 1972, as the publication of the Boardman Number Custodian, replacing Rod Walker's *Numenor*. Subsequent BNC's have kept the title with issues being published into the late 1990s. In the seventh issue Conrad published a "Complete Listing of All Postal Diplomacy Games in History'. This issue started with the hoax game (1962A) and finished with 1970BU. The listing continued with the next issue of *Everything*. This listed did not include supply centre charts, but provided information on each game as follows (copied from page two).

1. Game number. Parentheses indicates irregular.
2. Magazines in which carried. If two or more carried the game, only the first and last are given.
3. Gamesmasters. Again, only first and last.
4. A — game abandoned prior to completion. C, game cancelled prior to completion (usually by player consensus or by Gamesmaster with player concurrence). W — game won according to the rulebook or by a reasonable equivalent therefore, including concession. D — game drawn.
5. Name of winning player. If a draw, <u>all</u> survivors will be listed, and steps 5-6-7 will be listed for each before proceedings to the next.
6. Lower-case 'r' indicates player was a replacement; if no 'r' player was original.
7. Country played by individual.
8. Season in which game ended. For games with single victors, all seasons are Gall; drawn games may end at other times and are so indicated.
9. Reason for irregularity, if applicable.

For any listing which stops Step 3, the game is still being played. In such cases, under step 2 the magazines are <u>first</u> and <u>current</u>; ditto step 3.

Although the information provided in this list was made redundant by the publication of the *Terminus project* I have found it useful to use both listings.

Fancyclopedia 3 is a comprehensive resource on many parts of SF fandom from its origins in the 1930s to the current date

Meinel's Encyclopedia of Postal Diplomacy Fanzines (Version .3, July 1992)

Jim Meinel put together this compilation of almost all (North American) postal zines that had been published between 1963 and July 1993. In addition to providing a commentary on the fanzines, it includes a short history of postal diplomacy, and many interesting asides. Jim was supported by a team of volunteers.

Terminus project

The main source of information for the games reported in this issue is Walter Buchanan's monumental *Terminus project*.

In 1971, with the help of Rod Walker, Tony Pandin started *Terminus*, This project aimed to the list the supply center charts, players, and gamesmasters of all completed postal Diplomacy games in one place. As with many diplomacy projects, issue two did not see the light of day. The project was latter taken up by Walter Buchanan, who with the invaluable support of both Rod Walker and Conrad von Metzke, produced this record of all regular postal Diplomacy games assigned a Boardman Number through 1970. Walter published the *Terminus project* in July 1974, at which time there were still ten pre-1971 games that were still in play. This publication includes some additional detail that I have not included, namely the source of each completed game. Reading between the lines, it appears that publishing supply center charts was something that the hobby eventually adopted; it was not something that was done from the word go.

Walter did not provide SC charts for games that did not meet the rating criteria for a regular diplomacy game that was published in *Hoosier archives* #76.

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