

# XENOLOGIC

## THE

### FIRST 20

#### YEARS

XENOLOGIC  
Vol. XIX, No. 4  
October 1985

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A Most Amazing Issue...In Which...

Peery Publishes His First Retraction In 20 Years...

A Roundtable Discussion of the Game & the Hobby With Contributions from: Rex Martin, Jim Burgess, Don Del Grande, Lu Henry, Robert Olsen, Ken Peel, and Ed Wrobel...

Some Futile Proposals to End the Feud...

A Survey...a BBB Update...and Analysis...and a Bureaucrat On Bureaucracies...

Peery Takes on AT&T, PT&T, Ron Spitzer, Conrad Minshall, & Greg Ellis...by phone...

IMPERIALIST MARGINS Cuts It Short...Spitzer Reviews Cons...A Civilized Con at Con the Barbarian...PEERY LOSES, AND WINS, AND LOSES!...

First Impressions of New York by Scott Marley...Melinda Ann Holley Faces Timex...

A Voice From Heaven...A Tribute to All Who Have Played France and Lost...

A SPECIAL MYSTERY CONTEST...Results of CALIFORNIOS (1984 P)...A New Game Start...

PEERY SURVIVES AN ASSASSINATION ATTEMPT...THE BARE FACTS...

And, if you Are Lucky, You'll Also Find Enclosed a copy of the 1985 PEERICON REPORT,

...and a copy of THE MAGIC TYPEWRITER by B.V.D. BACH & MICHAELANGELO MASTROLEO.....

News of the 1985 BEETHOVENCON, the XXTH ANNIVERSARY ESSAY CONTEST, and other items...

20 YEARS OLD AND STILL KICKING.....ASS!

/2/ XENOGOGIC is a journal of postal, face to face, convention/tournament, play by electronic mail, computer, psychic, and other forms of DIPLOMACY. DIPLOMACY is the game designed by Allan B. Calhmer and marketed by The Avalon Hill Game Co, of Baltimore, MD. XENOGOGIC is published by The Institute for Diplomatic Studies, Box 8416, San Diego, CA 92102 (619-295-6248). The publisher is Mike Maston. The editor is Larry Peery. All mail, including subscriptions, should be sent to the above address. Subscriptions are \$12.00 per year (4 issues of XENOGOGIC mailed quarterly in January, April, July, and October) for XENOGOGIC and sub-zines mailed quarterly. Game reports are published separately. All are sent by first class mail unless otherwise arranged. XENO is traded on an all for all basis with some 40 other publications. NOTE: SEE IMPORTANT ANNOUNCEMENT INSIDE THIS ISSUE.

Articles appearing in XENOGOGIC do not represent any consensus of beliefs or viewpoints of any individuals, organizations, or institutions, other than the author(s). We do not expect the readers of the zine to agree with all of the viewpoints that they find here, for some of the authors will present directly opposing viewpoints, but we do believe by presenting a variety of personal opinions and viewpoints we can perform a useful service for all. We do not accept responsibility for views expressed herein, other than our own---and not always for those. Contributors to XENO, or other IDS publications, are compensated in the manner customary to the hobby.

XENO currently publishes one regular PBM Dippy game, 1984 P, CHOPPERS, and a new PBM game list is announced in this issue. Ken Hager is guest gamesmaster for both games. Stand bys are welcome. Additional games will be available as player registration warrants. Current game openings are for a DIPLOMACY WORLD SUPPORT GAME. Details are inside.

Back issues of XENOGOGIC, since 1981, are available for \$12.00 per volume (1981, 1982, 1983, 1984, 1985), \$60.00 for the entire set. All volume sets sold during the rest of 1985 will have sale proceeds donated to the DIPLOMACY WORLD ENDOWMENT FUND, less the cost of postage. Individual back issues range from \$1.25 to \$35.00. Inquire as to availability.

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UPDATE

This mailing contains a variety of special inserts, sub-zines, announcements, etc. etc. A complete table of contents appears elsewhere. This mailing was prepared for publication on 2-3 November, 1985. Information received after that date may not appear in this issue.

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THANK FOR THE MEMORIES

In one of his many letters to me during the last few months Rex Martin, Managing Editor of The GENERAL, asked me why I thought the "new" DIPLOMACY WORLD needed to have "columnists." Wouldn't "Staff Writers" be a better title? Perhaps, but it was some twenty years ago that XENOGOGIC began, as a high school newspaper column. Now, twenty years later where has XENOGOGIC gone? More importantly, where is XENOGOGIC going?

Amazingly, after some twenty years, including twelve of them as a Dippy zine, XENOGOGIC is still full of new ideas and projects. Not all of them are good, not all of them will fly. It's been that way since the beginning. But, few magazines, of any kind, of any size, have done the things that this one has. It isn't a perfect record, of course. But it has been a remarkable one. Over the years we've done many, many things together. Some of you have been with me since the beginning. Some of you have just joined us, so to speak, and came aboard over the last four or five years.

Five years as a Dippy zine, three years as a gaming & simulations journal, five more years as a Dippy zine, and lots of other activity inbetween. Over a hundred issues, thousands of pages, hundreds of players in many, many games. Articles by contributors ranging from Lyndon Johnson to Henry Kissinger to many of the most important Diplomacy figures of our day, and a lot of other people with even more important things to say.

When you spend twenty years doing anything you are bound to break a lot of records, make a lot of friends, and enemies. Still, over all, XENOGOGIC has over the years been remarkably true to its original purpose: to say the truth about whatever it was under discussion and not to shy from controversy. I think we've lived up to that tradition.

Many, many people have contributed to this record; a few in negative ways but more, many more, in positive ways. To thank them all would require a volume the size of this issue. And don't worry, that doesn't deter me one bit. But, looking back over the last twenty years I must thank four people: Rod Walker, who began it all; Brian Bailey, who made it all mean something; Bill McLinn, who put it all into context; and Mike Maston, who made it all worthwhile. Oh yes, and a special thanx to Tony Despol and Jaime Young, who made Peerilot a reality for one brief shining moment.

I have now been publishing and editing XENOGOGIC for over half my life. Indeed, some would say, quite rightly, that XENOGOGIC is my life; certainly I have spent more time devoted to it than anything else. Well, maybe not quite. All things considered, I think that's been for the good. At least I hope so.

And so, Rex, I say, I like the title "columnist" because to me a columnist has something to say. Sure, staff writers have things to say as well, but columnists put their name, and their reputation on what they write; and the readers know it. It isn't always good, it isn't always right, but it is the truth; or it should be. So, humor me if I encourage that old tradition of "columnists" because I still hope that others will have something to say, even if they survive for twenty years.

I only hope the next twenty years are as productive as the last twenty.

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Did you ever wonder what the difference was between a Prologue and an Introduction? No, I didn't think so. Well, I'm going to tell you what some one told me. The Introduction is what you write to explain what you've written, and the Prologue is the apology you write for having written it. I'll leave it at that.

This has been a difficult issue to do for obvious reasons. There have been, oh, so many interruptions and changes in contents to reflect changes in the hobby and even the XENO family. Toward the end it became almost impossible to keep the XENO stuff separate from DIPLOMACY WORLD's although God knows I tried.

There isn't a lot about DW's story in this issue of XENOCOGIC. That's for DW's family, not ours. If you want to know that story; then you'll have to sub to DW. I've tried to wrap up as many loose ends as I could in this issue of XENO to clear the desks for the upcoming challenge of getting DW back on its feet. At first I thought I might be able to handle both XENO and DW but that is going to be impossible I am afraid; not because I couldn't produce that much verbage (But who would read it?) but because of all the peripherals. Putting out DW right is the most time consuming job in the job. And I will not settle for anything less than doing it right. So, we're in for a period of readjustment while I decide what I can do and cannot do with XENO while I try to produce DW. More and more my inclination is to shift XENO's schedule to one that does not compete head-to-head with DWs, perhaps an alternating quarterly schedule. Don't worry, when I know, you'll know.

Under normal circumstances I would be very proud of this issue. I am. Nothing can over-shadow that. XENO has ended its first twenty years with a bang. This issue contains some of the best writing we've ever published. If you take the time to wade through it all you'll see that the 'zine remains remarkably true to its original goals. The first third of the zine is devoted to a multi-logue between Rex Martin, the editor of The GENERAL, and myself; and some of the brightest minds in the hobby: Jim Burgess, Don Del Grande, Lu Henry, Robert Olsen, Ken Peel, and Ed Wrobel. Not every letter is a literary gem. Some of them should never have been mailed; and one that wasn't should never have been published. Still, in toto they represent one of the few honest attempts at communication in the hobby about the game and the hobby in recent times. I'm very proud of it.

Controversy underlies this issue: my criticisms of phone practices by some hobby pubbers and players; a couple of mass mailings on the Feud which receive proforma attention because they are, alas, proforma documents; etc. I've reprinted Lew Pulsipher's NORTH AMERICAN DIPLOMACY PLAYERS' SURVEY #3 and I hope you'll all respond to it because it, along with the PEERIPOLL represents one of the few links between the hobby's GOLDEN AGE and today. An up-date on the BBB which is rapidly selling out its second printing, a evaluation of several major cons: PEERICON, CON THE BARBARIAN, etc. a Californian's look at New York, a bureaucrat's look at a bureaucracy, a remarkable record of hobby activity by a most remarkable hobby member, and even some pages devoted to our old game and a new one. Yes, inspite of all the rest of it, we still have time for a game start: A rather interesting one, in fact.

Included is the complete PEERICON Report, a variety of sub-zines, and something which I believe is unique in the hobby's publishing history: a coloring book: That's right, a coloring book. Keep digging, I'm sure you'll find more to interest you.

Also enclosed is a copy of the announcement for the XENOCOGIC XXTH ANNIVERSARY ESSAY CONTEST and I hope you'll reprint it in your own zine. I don't know how much of our XXth anniversary festivities will survive in the aftermath of the DW effort but this one will go forward.

I would like to thank everyone who has helped me in so many ways in the past couple of months. I wish I could name all of you but I can't. Space doesn't allow it. Frankly, I think that is just grand. So many people have done so much for so many reasons that I can't even remember them all. Love it.

Now, get out those pens and start writing me a Thanksgiving and a Christmas Story. Or a Beethoven story. Oh yea, don't forget BEETHOVENCON. Come play AXIS AND ALLIES on December 7th and see Ron Spitzer get stomped as Japan!!!

Thanx.

16/  
AFTER TWENTY YEARS, WHERE NOW?

As many of you know XENO began publication back in the fall of 1964 or the Spring of 1965. Now we are at the point where we are about to begin celebrating XENO's twentieth anniversary. We don't claim that XENO has been published for twenty years, just that it has been around for that long.

The question is, of course, how to celebrate such an event in a hobby where the average player only last 3 years and the average zine survives less than 4. The X/XXth Anniversary Essay Contest is one way we had planned to celebrate this event. And during this past summer we thought about many other ideas for things we could do to make the coming year a special one for the XENO family. Our ideas were grand if not always practical.

And then came the fall.

As many of you know DIPLOMACY WORLD is in trouble, deep trouble. Many of you have seen the various mailings I have sent out to the hobby on DW's behalf. If you are a DW subber you will be a part of the decision-making process concerning DW's future. If you are not a DW subber you will be receiving in this mailing (if copies are still available) some of the literature I have sent out on DW's behalf. I hope you will read it carefully because it affects you as a member of the XENO family.

I very much hope that DW will be saved. To that end I am working with many of you and others in the hobby to make sure that DW survives this crisis. But the reality is that every hour of my time, every dollar of my resources, and every ounce of my effort that goes to DW is that much less that goes to XENO and my other Diplomacy related projects. The fact is that I cannot continue to do all that I have been doing and help get DW back on its feet as well. Something has to give.

Fortunately, it is not an impossible dream or a nightmare that I face in having to decide what to do and what not to do. Several of you have offered to help me with my various responsibilities to let me have the time to work on the DW project. Ken Hager is going to take over as gamesmaster for my game and handle the new game when it starts. Mark Coldiron is going to handle the upcoming PEERIPOLL for me. And John Caruso, bless his pea-picking heart, has offered to take over my various awards projects. Lots of people are offering to help. That encourages me.

I have considered a variety of options for XENO, ranging from a year's sabbatical, to folding, to merging, to restructuring it as a column, to changing it to a monthly, to almost anything you can think of. I've even considered trying to leave it as it is and do both DW and XENO.

I'm considering and still considering. I've made no firm decisions as yet, except in regard to the games and to the PEERIPOLL. Everything else is still up in the air. I want your feedback and advice as to what I should do and what you wish us to do.

Many of you are, I know, committed already to DW as much as I am. If you are not part of the DW family I hope you will join Kathy and the rest of us in this unique effort to save the hobby's most precious single resource. And if you don't believe that then you had especially order a copy of the upcoming issue which will contain information on the DW Anthology and the Reprint Series of all past articles from previously published issues of DW. I believe DW can be saved. I believe it should be saved. And not only do I believe that, I also believe DW can be made a viable force for the hobby's growth and improvement. I intend to do what must be done to make it so.

So, I hope you will stick around with XENO to see what happens here. And I also hope you will join the DW family, if you are not already a part of it, just to see if I can actually confound all my critics and amaze my friends by pulling a rabbit out of two hats.

I had originally intended to reprint all the various DW mailings I've sent out in the past three weeks for your information. I even thought of reprinting the scores of letters I've written to so many hobby members on behalf of DW's. But nothing in them will convince you, if this message hasn't already, that DW needs your support and help.

I'm asking you to join by sending me a check for either \$12 for a sub or \$20 for membership in the 20/20 Club (\$12 for the sub and \$8 for the DW Endowment Fund). Make the check payable to DW if it is for \$12 or to the IIS if it is for \$20. Many of you have already given generously. I thank you. Help celebrate XENO's 20th anniversary in a very special way, by saving DW.

The last issue, Vol. XIX, No. 3.2, contained two items that drew a lot of response from XENO family members. First was my SOUR CREAM DIP, or HOW DO YOU LIKE THEM EGG ROLLS, MR. DEL GRANDE?: Thoughts on the 1985 RUNESTONE POLL Results.

As you might expect those who agreed with me wrote short notes. Those who disagreed with me wrote pages and pages. I would like to print all the letters but since it is my policy to only print letters in toto and responses in toto space limitations make it impossible to do so. So, I can only summarize.

But first let me clear up a couple of things. POLITESSE is now under the editorial control of Ken Peel and has been for some time. Unfortunately, at the time the RUNESTONE POLL was conducted I don't think many voters were aware of that. They were voting as if Ed Wrobel was still publishing POLITESSE. In addition the cross linkage between POLITESSE and FEUDESSE caused even further confusion in the minds of the voters. Or so I believe. Secondly, I should not have included Tom Mainardi's BERSAGLIERI in the list. That I did so was a case of late-night-at-the-typewriter-flying-fingers-editorial-syndrome. I have already apologized to Tom for including his publication. Consider this an official retraction; the first XENOCOGIC has published in some 20 years. Third, some people put more linkage into my listing of the zines that fell in the RUNESTONE POLL and my reference to "discontents, malcontents, and criminals" in the hobby, then I had intended. That is unfortunate. However, my comment still stands. I do believe that the low ratings of some publications in the RUNESTONE POLL were a direct result of their self-expressed discontent and malcontent and certain "criminal" words and contents they contained. I was not using the word criminal in a specific legal sense, although that may also apply in some cases, but in the greater sense of "crimes against humanity" or, in this case, "crimes against DIPLOMACY or THE HOBBY." To me The Feud is a "crime against DIPLOMACY." Zines that engage in it, or individuals for that matter, are guilty of that crime.

So, on to the mail. Most of it was devoted to Rex Martin's guest letteritorial.

Jim Burgess wrote me and Rex Martin an excellent letter. I am reprinting it, along with my response and Rex's. That's a lot of pages to devote to a single letter but I think Jim put a lot of response into his letter.

In addition, Don Del Grande of LIFE OF MONTY, wrote Rex an interesting letter. I received a stimulating letter from Lu Henry and wrote back an equally stimulating response, I hope. See you in court, Lu. Robert Olsen also wrote me a brief note about my editorial and I tried to clear up any misunderstandings he might have in that regard. Ken Peel wrote Rex an interesting letter, explaining the POLITESSE situation, if such a thing can be explained. And Rex replied. Finally, Ed Wrobel wrote me a couple of times, and I responded. Ed also wrote Rex and Rex replied. Ed sent Rex a copy of MASTERS OF DECEIT which impressed Rex considerably.

It was an interesting discussion to observe and I appreciate the time that Rex took to respond to the various letters he received. Perhaps this demonstration of interest on the part of AVALON HILL GAME CO. in DIPLOMACY and the hobby will put to rest some of the fears that some people have about the A-H commitment to our game. A lot of points were made and I hope Rex, in his reply to Jim Burgess's letter, will summarize them for us.

/8/

Box 2416  
San Diego, CA 92102

3 August

Tom Rainardi  
1403 Lawrence St.  
Haverhill, PA 19983

Dear Tom:

As you have probably heard by now the last issue of XENOCOGIC included a statement which could be interpreted in a manner which could be unfair to you.

I was discussing the linkage between the results of this year's XENOCOGIC POLL and the dramatic decline in the standings of some zines including XENOCOGIC.

In fact I have no evidence that there is any such linkage in the case of your zine, or that you are even involved in "the feud." It was a case of the eye and the fingers moving faster than the mind, as they sometimes tend to you when you type late at night after a long day's work.

Please accept my apology for this. I hope it didn't cause you any embarrassment. I've had no comments about it here, except from two fanatics involved in "the feud."

However, so that the matter is completely cleared up I will publish a retraction in the next issue of XENOCOGIC, the first retraction I've felt needed to be published in almost twenty years of writing.

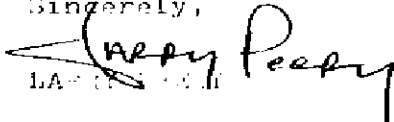
On to other more pleasant things.

Ironically, I was/am in the midst of working on the awards committee assignments for those who volunteered to serve on the various committees for next year. I have tentatively put you on the Kod Walker Award nominations committee. Will you serve?

Your main responsibility will be to read the hobby's literature during this year and make notes and copies of articles (or other materials) which you think the committee should consider. Send these along to me and keep copies for yourself. Later you'll have an opportunity to make a formal nomination (or nominations). And the entire committee will consider all such suggestions.

Let me know if you do want to serve.

Sincerely,

  
LARRY PEARY

P.S. Perhaps we should be trading zines. Then things like the above couldn't happen. Interested?



RESPONSE TO THE LETTERTORIAL OF REX MARTIN

Editorials rarely draw much response from readers of Dippy zines. Most letters to the editor are really just the writer speaking out on something, anything; rarely are they a thought out response to an actual editorial. However, there are exceptions. Last issue XENO contained my own comments on the RUNESTONE POLL and a guest letteritorial written by Rex Martin, the Managing Editor of Avalon Hill's THE GENERAL.

Rex's intent in writing his original letter was to provoke a discussion in the hobby and a dialogue with hobby members. I doubt if even he expected the response he got. A variety of hobby members of all types wrote me and/or Rex and we both responded to each letter we got. But a dialogue implies on going and developing discussion. To that end I am publishing all the letters we received, and our replies, for your further comments. The original contributors to the dialogue are welcome to comment further and I hope more of you will join the discussion. Your replies may go to either Rex or myself or both. We'll comment individually. Then, when we've seen what final thoughts you have we'll share our final comments with you.

Some of the letters reprinted herein are in less then perfect form but I decided to reprint them as I received them, in the raw so to speak. Some of them are not very pretty to read but they each represent the honest expression of their authors at the moment they were composed. One letter, my first letter to Bob Olsen, was not even sent. Instead I wrote a more circumspect letter and sent that. But now that some time has passed I've decided to go ahead and print my original letter so you can see how I reacted to his letter. Not pretty, but truthful.

Nothing is omitted. Nothing is edited. You read it as we did.

Hopefully the small amount of pain caused will be offset by the insights we gain.

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7/25 Letter of Jim Burgess to Larry Peery and Rex Martin  
 7/30 Reply to letter of Jim Burgess by Larry Peery  
 8/5 Letter to Larry Peery from Jim Burgess  
 10/22 Letter to Jim Burgess from Rex Martin (Note: I had thought that Jim Burgess had sent a copy of his letter to Rex Martin. When I discovered he had not I forwarded a copy to Rex for his reponse. That explains the delay.)

7/23 Letter to Rex Martin from Don Del Grande  
 8/3 Letter to Don Del Grande from Rex Martin

7/25 Letter to Larry Peery from Lu Henry.  
 8/1 Letter to Lu Henry from Larry Peery

8/2 Letter to Larry Peery from Robert Olsen  
 8/2 Letter to Robert Olsen from Larry Peery (First Letter, Not Mailed)  
 8/2 Letter to Robert Olsen from Larry Peery (Second Letter, Mailed)

7/27 Letter to Rex Martin from Ken Peel  
 8/3 Letter to Ken Peel from Rex Martin

7/24 Letter to Larry Peery from Ed Wrobel  
 7/27 Letter to Rex Martin from Ed Wrobel  
 7/30 Letter to Larry Peery from Ed Wrobel  
 7/31 Letter to Ed Wrobel from Larry Peery, returned with comments by Ed Wrobel  
 8/3 Letter to Ed Wrobel from Rex Martin

July 25, 1985

Dear Larry and Rex,

I want to thank the two of you for opening this dialogue. In my opinion, I don't see how it can be viewed as anything but constructive criticism. On the other hand, I believe you have some serious misconceptions that others will leap upon to dismiss your whole argument. Allow me to present what I consider to be a more balanced view that I hope will lead to some badly needed positive changes in the Diplomacy hobby, instead of the continuation of our blithely ignorant ways that is likely to result otherwise.

We agree on a number of points, most of them actually. There is a severe shortage of hobby-oriented and strategy articles. The slant of most of the hobby's szines is "personal" and the rest are "warehouse" szines (game results only). Almost all of what passes for writing in the hobby is "stream of consciousness". I should know, I do it myself all the time. In a game that is all skill, we have very few skilled individuals willing to share their views and all of the articles that could be written most definitely have not been written. In fact, very little has been said, especially lately. Feuds have strangled the commitment from many of the hobby's most talented individuals. In light of all that, I applaud the IDS for the introduction of the *XENOGOGIC XXTH ANNIVERSARY ESSAY CONTEST*. You may be asking yourself then, where does he disagree with us? I have two main points of disagreement, plus a great deal of hope for the future. I'll come back to the latter at the end.

First, I should give you an idea of where I'm coming from, my hobby history. I began playing *the game* in 1970. Right from the beginning it grabbed me and I was an avid FTF player until my graduation from high school in 1975. I made a few semi-serious forays into organized chess, but disliked its regimentation. I played virtually all of the Avalon Hill and SPI games of the period, with a special emphasis on the naval games (anyone care for a "quick" game of *FAST CARRIERS?*), but in the end they, too, bored me. I won't be so foolish to say that I mastered them all, but there was a magical open-endedness to *DIPLOMACY* that all of these games lacked, in my opinion. I have tried to describe it before, but have never done so to my satisfaction. The best I can do is to draw analogy to the difference between baseball and other team sports (and I think that the depth of the difference I'm trying to get at is even greater). Baseball is perceived as the magical sport because of its supreme subtlety, the ever expanding diamond, the war of the mind between batter and pitcher, not at all like the brute force of football. What I'm trying to get at is not that *DIPLOMACY* is better, but it is different. I'll be more concrete later.

Anyway, then I went to college, and lost my "group". How was I ever to get seven players? Ah! PBM was the answer and I entered the postal hobby in the fall of 1975. At first, I was most definitely on the fringe, playing with people I already knew fairly well. I still had a yen for FTF, so I helped to form a Simulation Gaming Club and a yearly convention (SIMCON at the University of Rochester) that seem to be healthy today, from what I see in the fan press. My FTF play improved in that setting and I won the *DIPLOMACY* tournament at SIMCON I. I was also sidetracked by D&D for awhile, another open-ended type of gaming. I still hadn't forgotten the rest of the wargaming hobby either, as I played a year-long game of *WAR IN THE PACIFIC*. It was only after I graduated from college that I found my way out of the backwater of the Postal Dip hobby into the "mainstream". This was late 1979. Since then, I have steadily increased my involvement in this hobby, leaving all other types of "simulation games" behind. I have never been a "pubber", though I publish a small subszine that runs a single *DIPLOMACY* game. I am also one of the co-directors of the US Orphan Service that helps players deal with GMs who are slow in adjudicating games and places games that are abandoned with new GMs. I play in about

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a dozen games and subscribe to about the same number of szines, though the aforementioned job leads me to see a number of others. My personal "excuse" for not publishing a zine or not doing more to try to reverse the negative trends that I perceive is that I am in the midst of writing a doctoral dissertation that takes up my "best" effort most of the time. I hope this gives you the proper background to evaluate the rest of what I have to say . . . my disagreements with your positions.

I have two main complaints or points of misunderstanding that I would like to discuss, followed by my conclusion of hope. The first point will address the fundamental differences inherent in the game of DIPLOMACY. This will be most relevant to Rex in his editorial position. You may view it as an explanation or an excuse as you prefer. My second point concerns the hobby itself and the way it operates. I will attempt to explain why the DIPLOMACY hobby differs from its wargaming relatives. I hope to get across why those differences are valid and merely reflect variance in preferences. This is my strongest opinion and it is where my fellow hobby members may dismiss you unfairly without a needed second thought.

I suppose this section is addressed at Rex and so as not to confuse the grammar, I shall abandon my previous attempts at using "you" in the plural. You complain that you don't get good strategy articles for publication in *The General*. I presume that you make the standard distinction between strategy and tactics. The tactical elements of DIPLOMACY (pushing the blocks) are relatively simple to grasp. *Diplomacy World* and other szines have published many articles on openings, stalemate lines, and the like. Although interesting tactical concepts have arisen recently (the SEV-CON SHUFFLE where Turkey and Russia trade home supply centers in 1901 to gain a tactical advantage and Jeff Key's "Key Lepanto" where Italy moves through Trieste to Serbia in 1901 spring to mind), I think one can safely say that part of a declaration that "it's all been said" would have some validity. There are always new wrinkles and Mark Berch's *Diplomacy Digest* performs a valuable service in keeping many of these classic articles before the public, but would I be correct in assuming that your readers would not be interested in such articles?

Strategy is a whole other ballgame. While many (I hesitate to be criticized for saying most) DIPLOMACY players find tactical articles dry and bland, we are thirsting for good strategy articles and here is where DIPLOMACY-type games are unique. Have you ever tried to play Monopoly with "stabs" allowed on trades? We tried to play a postal game where one could make a deal and renege on their half of the bargain (i.e. agree to trade all four RR's for Park Place, owning Boardwalk, and then hold the RR's. If you were trusted foolishly, you get both monopolies). Unfortunately, we didn't get to complete it, too many people complained about the stabbing rule . . . but you get the idea. I've played CIVILIZATION, for example, and, though trades and negotiations are allowed, stabs in the DIPLOMACY sense are not. This adds a necessary dimension of trust to any strategy article about THE game. I can push the pieces with the best of them, but I've never won a postal Dip game. I can read someone's face, but I haven't learned the finer art of "reading" a letter yet. Part of the problem is that I don't always get a letter to read (Larry, how are you going to try to achieve Hegemony over Sandy Ego . . . what can I do if you don't write to me . . . you see Larry and I are in this game together, a new variant, and he had a chance to walk into one of my home centers. I hadn't heard from him so I assumed he was stabbing me and moved back . . . he NMRed).

Would you take articles on these "psychological" aspects of the game? Diplomacy lies on a scale between FRP games where the psychology is everything and the concept of winning is totally self-defined and classic war games where there are very few psychological elements and the victory conditions are stated precisely. Writing strategy articles for D&D would be a conceptual

nightmare and a pointless exercise in the end, I should think. The task facing the writer of a good strategy article for DIPLOMACY first must be one of definition.

The line between tactics and strategy is certainly nebulous, but, to my mind, strategy is the task of deciding who to ally with. That task requires a knowledge of tactics (what is possible), to be sure. The prime factor that I consider, however, must be: who can I trust? Writing coherent articles about strategy, then, is very difficult. The actual task in a game must account for who the individuals are and how they negotiate. That is a factor in any game, in DIPLOMACY it is of primary importance.

Just because something is difficult we shouldn't say it can't be done. I won't say that. The task of writing real strategy articles (as opposed to warmed over tactics articles masquerading as strategy articles) is a great challenge. I hope that the hobby takes the IDS challenge to heart and produces articles that you would be proud to print in *The General*. My honest opinion though, given the scorn that you seem to have for psychology, is that you would be uninterested in what we would produce.

It should be fairly obvious by now what my second point will be. I make this point with no animosity toward anyone, I believe it is a matter of taste . . . *de gustibus non est disputandum*. Diplomacy players like the personal aspects of the game that you seem to be trying to put down. Some Postal Dip players would disagree with this interpretation, but much of the personal material in dip szines arises out of a demand from players for information about each other. Psychological "head games" become part of the territory and the feuds arise here where they don't in other postal hobbies because one can get "in too deep". No doubt the game also attracts more than its share of "looney tunes" (and to be fair I probably should number myself among them) for similar reasons. But it also means that one can make strides of personal growth in this hobby (find maturity if you will) in a way that is not common while playing other games. You can judge the hobby to be unsuccessful because of the rampant immaturity, but I know that I've grown in positive ways and many other people have too.

I think there is a place for a hobby that allows one to "cheat" or do what might be called "evil" things to win, but also possesses a moral background that tries to argue persuasively for humanity. I think it is much more like life in this respect than most games. Maybe we don't always succeed in being "good". Maybe we don't always act like mature adults. Maybe we don't help to sell as many games as Avalon Hill would like (OK, that's a cheap shot) because we don't appeal to the "standard" wargamer, whomever that is. I don't have many answers, but I do know that there are differences and that you are judging us unfairly.

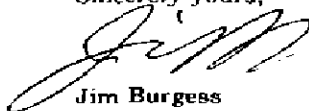
Now let me come back to the glimmer of hope that I would like to conclude this letter with. I definitely think that there is a place for more strategy articles in the hobby. By my definition, I would like to see more articles on how to write letters to people. How should one approach an estranged ally? When should one lie? As France, what types of Italian players can be successfully allied with (dot-snatchers? toadies? risk-lovers? novices? win-only players? ratings players? Kathy Byrne?) How does one deal with players who won't respond to letters? Is it possible to be successful in DIPLOMACY and *never* lie? If so, how must one go about it? I think all of these are interesting strategic questions that have never been addressed properly. However, we have just issued a new novice packet that reportedly makes some attempts at addressing these questions (I haven't seen it yet myself) and is available from Steve Arnawoodian or Peter Gaughan, I believe. The feuds are burning themselves out now, as they usually do, and most pubbers refuse to deal with them in their szines at present. Best of all, there is a fledgling project

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in the works that may provide some of the solutions to the problems you address. I'm sorry that I can't say more about the details of that project at this time.

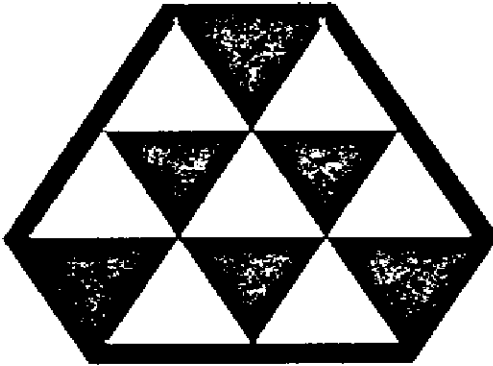
In sum, I hope you have shaken some people up. I'm sure that was your intent. I would be interested to know how you view the distinctions that I attempted to make in this letter. I don't expect you to agree with them, but I hope to achieve some understanding. We all know what a rare commodity that is today. Thank you for your time.

Sincerely yours,

A handwritten signature in black ink, appearing to read "Jim Burgess". The signature is fluid and cursive, with a large initial "J" and "B".

Jim Burgess  
100 Holden St.  
Providence, RI 02908

/14/



# INSTITUTE FOR DIPLOMATIC STUDIES

Gaming & Simulations Studies

P.O. Box 8416 - SAN DIEGO, CA 92102, U.S.A. - (714) 236-0895

LAWRENCE WM. PEERY, Director

30 July 1985

Jim Burgess  
100 Holden St.  
Providence, RI 02908

Dear Jim:

Received your letter, note, and check. Thank. The BBB will be in the mail separately. Hope you enjoy it. Please send me any additions or corrections you may have soon. It's a long way from done but it's a good start.

Regarding HEGEMONY: I wasn't planning on stabbing you and my N&R was beyond my control, to say the least. At least I know now who I have to fight. That always makes it easier for me. If for some reason my position becomes untenable I'll try to let you pick up the pieces.

I was delighted with your letter. Not since the FT issue of years ago has an issue of XENC generated such a flap. I got nine letters today, ranging from vitriolic to legalese jargon. Yours was the only one that wrote to the issue, however.

If you have the letter on disk somewhere I hope you'll save it, make what comments you want on my comments here (I'm saving a copy of it) and send them along. If you want to add, change, or expand your thoughts go ahead. If you can mail them in a 9 by 12 envelope and don't fold them. That way I can use them directly in the zine.

I'll comment on your comments paragraph by paragraph. Dialogue is a key word here. We have too many monologues in the hobby. We seem to talk at each other more than we do to or with each other. I've noticed this at many face to face encounters with Dippy players. For instance I don't think Terry Tallman has had a conversation with anyone in years. He just goes on and on and on. I can't speak for Rex (although I will be sending him a copy of your letter for his comments; he may reply directly to you or he may reply as part of his general comments on all the letters) but I can speak for myself.

I'm not so sure about the "serious misconceptions" you refer to. We do, no doubt, have different conceptions and preconceptions than yours. That's inevitable given our different backgrounds. So much for paragraph 1.

As for #2: Most of our differences should be one of degrees of interpretation and emphasis I suspect. Personally I have no quarrel with the existence of so many "personal" zines and "warehouse" zines are a necessity for the serious gamer. I got some interesting remarks from Lu Henry who represents the height of the "warehouse" faction. As long as a zine does well what it does I'm satisfied.

As for #3-4: I've known hundreds of Dippy players in the last 20 years and I can't recall any two of them coming from the same background. And even those from similar backgrounds often turned out to be radically different players and hobbyists. That's something I'd never thought about. Perhaps we should. I'm ten years older than you, having graduated from high school in 1965. Unlike most Dippy players of those days I didn't really come from a sci-fi or a wargaming background. I came into the hobby before there was a hobby by way of an introduction to the game by Rod Walker when I was a freshman in college studying political science (international relations) and history. Other than Dippy my gaming and simulations interests are not of the boardgame/shooting crap games variety. I have a collection of perhaps 50-100 games dating back to the early 1970s, many of them in their original containers with pieces still intact. I got them to read the rules and then moved on. But I agree that Dippy is different. Its uniqueness as a game is what has kept me going, on and off, for all these years. During my first five years as a Dippy player/pubber I did everything there was to do in the game and helped to create the hobby as it exists today. Then I spent two years of serious exploration of the "real" world of serious gaming. Then I spent a year writing about it all. And then I took a rest, a sabbatical that lasted almost five years. I watched, to a limited degree what was going on in the hobby, but I wasn't participating in it. Then in 1981 I jumped back in, only to find a new world out there. It took me a year just to reestablish contact with the hobby. That's one reason I pushed the BBB project so hard. It is ridiculous that anyone would have to spend a year to find their way into the mainstream of a postal hobby. Anyway, what I've done since then is pretty much a matter of public record, for better or worse. I'm still trying to do too much and I spend more time and money on this hobby than I should. Again, my profile as a hobby member/player is different than yours. So my perceptions are going to be much different.

#5: OK. Shoot.

#6: Of course I can't speak for Rex, again, but it seems to me that we've forgotten a couple of things here. First, granted that "it's all been said before," the question is: "has it all been read before or has it all been learned before?" I don't think so. I have 45 cases of Dippy zines/records sitting in the garage at the moment, filled with a wealth of information that just sits there because no one has the time to do anything with it. That's OK because for the moment I see my job as "hobby archivist" to be one of collecting and preserving such materials. Doing something with them is a whole new can of worms waiting to be opened. Berch is doing something with them in the DD but it's a small part of what is possible.

But before these things can be used they must be catalogued and indexed. Huge undertakings. My hope is to get them into somekind of shape and make a "lending library" out of a good portion of the collection so people can go back to the "original documents." I'm a great believer in "original documents." That's why I keep my files and records. Nothing tells the truth like the original documents. That's the historian in me speaking. In Dippy this problem of lacking access to the "original documents" (And I'm speaking of anything: zines, files, letters, game reports, custodian records, etc.), compounded by the rapid turn over in hobby members (Players last three years, subbers last four at best on the average) creates a huge information vacuum. We have Walker's Gamer's Guide which is as close to a Bible as Dippy has. Sure there are other works but none of them have had the depth or breadth of impact of the GG. So new players learn the other way, from the school of hard knocks. That may not be bad but it is costly in terms of time and mortality (e.g. drop out rates), not to mention inefficient. To educate these new people we have to keep telling the story (e.g. of tactics and strategies....) over and over again, every three years or so. If you think about it, didn't you learn the same things over and over and over again in school? In junior high you had U.S. History, in high school you had American Government, in college you had Political Science or U.S. History, etc. Why? The facts were the same each time (with new editions and additions tacked on at the end) but the way they were presented, the depth of information involved, the nuances offered by new teachers made it a whole new story. At least for me it did. I remember having two southerners for teachers of American History and Literature in high school. And they used a textbook written by southerners. Everything was fine until we hit the Civil War period about Christmas vacation. The 88 students in that class found their traditional Catholic middle class/Jewish Intelligensia educational backgrounds seriously deficient. So, as for tactics, why not?

#7: I think you use the word "strategy" where I would use the word "diplomacy." I agree with you that there is a difference between tactical and strategic aspects of the game. The diplomacy aspects to me are another, third, group. And both areas are lacking in good coverage in the hobby literature. And of course there are the areas of over-lap, bleah, bleah, bleah. In the last couple of years I've been reading a lot of American and foreign diplomatic history that deals with major tactical and strategic questions (e.g. Kissinger's memoirs, the Churchill-Roosevelt wartime correspondence, etc.) as well as all the routine histories, analyses, etc. I've come to one conclusion: sometimes even the best aren't too good. But it is interesting to compare the way those people handled their real world assignments with the way we, as a hobby, handle our self-created ones. Anyway, I do agree that the psychological element is a key part of any Dippy writing lexicon.

\*\*\*\*\*Note: I think you may have read some bias into this that isn't there. When I drafted my essay contest proposal I wasn't sure if Avalon Hill would go for the idea of participating in the project. They have agreed and in our private communications we discussed the idea of their sponsoring prizes for articles in the "SoT" area and we, IDS, handling the broader "diplomatic" stuff. That's a logical division of responsibility given our respective areas of interest and expertise. But there was and is no intent to put down any of these groups. In fact, I think the diplomacy article is the most important of the three. But I'm biased.



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Anyway, don't let any fear of anti-psychological articles keep you from submitting them. I'm sure you'll get a fair hearing or reading.

.8: Ah ha, caught you. Of course I, we (?), like the personal aspects of the game. That we don't like are the personal aspects of the hobby when they extend into areas like...need I be specific? Of course it is proper to cheat in the context of the game. But when the act of cheating extends into the hobby or the fear of the act of cheating causes rampant paranoia among the hobby; then... I'm intrigued by the fact that people who brag about their cleverness at cheating in the game are often the loudest critics of cheating by others in the hobby. And yet, when we look at it, cheating doesn't seem to cross-transfer much (is that the right term). I don't know much about this since I try to make it a practice not to cheat, period. I also try not to lie. That's why you sometimes get an NFR or an unanswered letter from me. But you don't see many DNQ or NFF letters coming out of here. Anyway, this is all relative to the hobby, not the question of articles and materials. Or is it? No one, at least not I, is rushing to "judge you." I leave that for the bar room and jail house lawyers in the hobby. Within the context of the game all is fair in love and war. And therein is the success of Allan Calhamer's game.

What we will judge is the quality of your thought and your writing. The people who will judge the submissions include both Dippy pros and non-playing professional writers, as well as amateurs at both. While it would be nice if we could discover another "Julia Childs" I'll be happy if we can come up with another "Betty Crocker." We all enjoy Beef Wellington once in a while but reality dictates we eat hamburgers more often.

I think the fact that Avalon Hill has agreed to support this project says far more about its good intentions than all the damnations that will, I predict, be heaped on it by others who find it easier to be vitriolic than creative.

I'm way ahead of myself. On to #13: Like you I am an eternal optimist. Having just celebrated my 38th birthday I find myself feeling both creative and bombastic; a lethal combination in me as those who know me well will tell you. I've sat for almost two years and listened to what some call "drivel" (Strange how some words can become flaming torches in the hands of a hobby demi-god.) flow forth from all over the hobby. I couldn't bring myself to try to fight that flow with the weapons at my disposal. So I looked for another way. This essay contest and this dialogue is it. It may not work but at least I will have tried to fight dirt with something more powerful; truth. I wish you well with your fledgling project. I hope it flies. I have four cases of projects that I have begun pertaining to this hobby in the past twenty years and never finished. Some of them occasionally come out of the cases and into the mainstream: the idea of the PEERIPOLL is 18 years old, the BBB roots go back almost as far, the IDHOF, DGA, and RWA go back about 14 years. Some ideas hold their value over the long haul. Those ideas, on paper, are what this essay contest is all about. In the year 2005, when I pick up the XXth anniversary issue of XENOGOGIC, I expect to be challenged and stimulated; just as I was when I recently went through some of the XENC's from 1967. That will be sufficient reward for me.

Page five.

Anyway, whatever the project is that you are working on get on with it. If I can help, let me know. I may not be getting better as I get older but I'm not entirely senile. Yet.

Very interesting letter. I have four more to respond to at the moment. Now that I have Avalon Hill's involvement in the project I'm set from that end. There's one more diamond to go into the crown and then we'll have it.

I do hope you'll write an essay for the contest. And what are doing your dissertation on? Anything important? Anything interesting? Anything useful? If you can't answer yes to all three questions you'd better start over.

I refer you to two of my friend's work: James Justin Dygert, an old member of the LTA in the Bay Area Dippy group in the 1960s, who studied history at UCSB, and turned in the first and only thesis ever to be accepted by his department that was handwritten. (He hand lettered the whole thing, about 1 hour per page.) It was on English-Dutch commercial trade during the George III days. And then another friend, Bonnie Ross, not a Dippy player. She discovered an original unknown letter between John Adams and some bo-zo. And spent umpteen pages explaining why it showed Adams was a genius and the other guy was a bo-zo. I spell it bo-zo because I want to show difference to those who don't know the difference.

That will give you something to think about.

And now for Mr. Lucius Henry.

Best.

LARRY PERRY

August 5, 1985

Dear Larry,

This letter is a direct response to your letter of 30 July. I'll leave my earlier comments as they stand and make my clarifications in this separate letter. I agree that people tend to monologue rather than dialogue in this hobby, but I think that singling out Terry Tallman is a trifle unfair. I have had more dialogue with him, though not lately through my own fault, than just about anyone else. I believe the problem that you are identifying is the tendency of some individuals to hide their opinions in letters and be unable or unwilling to stand up for those opinions in a dialogue, argued in a mature way. Terry stands out, in my mind, because he is forceful with his opinions in both forums. I don't care to debate their maturity level.

I don't believe that you have serious misconceptions, but I do believe that Rex has some. If he replies directly to me, I am sure that I will speak to that issue in more detail. You and I seem to have similar feelings, though we do come from different hobby backgrounds. I clearly don't have to convince you of my feelings about Dippy's uniqueness; my comments on that front were designed to circumvent any argument on Rex's part that I just "don't understand".

I'd like to say a few words about hobby services. I'm not sure that I like the current situation where the hobby services tend to have only the "mainstream" of the hobby as a captive audience, the group that has the least need for the information. The services are there. Allow me to list them and make a few comments:

1) BNC: This seems to be the one that is the most well known, through publicity enclosed in the game when purchased, *THE GENERAL*, and other places. When the BNC receives a BN request from a non-mainstream or warehouse publisher, a summary sheet of names, addresses, and information about hobby services should be enclosed that the pubber should be advised to reproduce in his zine. I am suggesting this to Bill Quinn.

2) Novice Packages: There are two of these. I've seen *SUPERNOVA* and recommend it without hesitation (available from Bruce Linsey or Gary Coughlan) On reputation I also recommend Bob Olsen's alternative package (available from Peter Gaughan or Steve Arnawoodian). These *must* get into the hands of novices. Maybe Rex would like to list these in *THE GENERAL's* PBM section. Maybe the hobby should pay for ads. Oh yes, let me not forget the *Gamer's Guide* either. I agree with your sentiments on that as well.

3) BBB, Hobby Census, ZR, etc.: The zine and address listing services have suffered the most from recent feuding. Certainly they should be disseminated more widely as well, so people don't have to search years for the "mainstream", presuming, of course, that one wishes to find it.

4) USOS: This is my department (along with Keither) and I am not at all pleased with our visibility. If you want to analyze why fledgling postal players abandon the hobby, I guarantee you that the number one factor is disappearing pubbers where the players have no idea where to go to save their games. They get discouraged and poof, they're gone. I may use your *BBB* to prepare a mass-mailing to the "underground", but I am concerned about the cost.

5) DW: This has been a problem since it is one of the big sources of contact between the "mainstream" and the fringes. We have to keep that going on schedule.

6) DD and the Archives: We need only one *Diplomacy Digest* and its existence should also be better publicized, but I am at something of a loss about what to do about the Archives. In the long run what you would want to do is tie in a "card catalogue" to the PBEM hobby. My belief is that the only way we are going to conquer the near epidemic lack of communication in the hobby's games is to convert the hobby to that medium. Letter based games will always have a place, but the growth will be in computer based communication. Szines will be run and sent both ways at first, I imagine. I look forward to the technological revolution, unlike some others. Anyway, the

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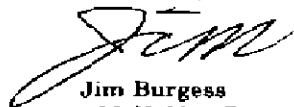
PAGE 2

archives can then be on tape or disk too, maybe even on semidirect access by individuals without a need for the Archivist's intervention. Scary and wonderful, isn't it?

I'll agree with your split of the strategic aspect of the game by my definition into "strategy" and "diplomacy". It really doesn't change my argument, but the line between strategy and diplomacy is very nebulous. I think tactics can be separated, and dismissed as fodder for interesting articles based upon that aspect alone.

I agree with you completely in not liking the results of some of the personal aspects of the hobby as opposed to the personal aspects of the game. I also believe that you can't separate them. More precisely, you can't stop people from playing meta-Dip (a term I prefer to the usual "mega-Dip"). But meta-Dip has no commonly agreed-upon rules, so what is cheating? You have hit the nail right on the head, that the only way to modify the behavior is to divert the effort. Right on! Way to go!! Keep challenging us and our energies can be diverted to productive uses, as you and I perceive them. If we succeed, does that mean that we "win" the meta-Dip game? Thanks for your time, we really appreciate it.

Take care,



Jim Burgess  
100 Holden St.  
Providence, RI 02908

/Editor's Note: The original of this letter was typed on blue carbon and had to be retyped.  
The text is the unedited original./

22 October 1985

Mr. Jim Burgess  
100 Holden St.  
Providence, RI 02908

Dear Mr. Burgess:

I apologize for not responding to your letter dated 25 July earlier, but Larry just now passed it to me. I read it with great interest, and was most impressed with your points. You of course saw through to the intent of my jottings---to shake some of your peers out of their egocentric complacency. Hopefully, they are still "shook up" and will stay that way for a while. A bit of exercise (for the mind or body) is good for any organism, be it individual or social. It keeps the arteries from hardening and everybody in better "humor" (in the original and current sense of the word). Now, as to my thoughts on your distinctions.

I found your explanation of the "fundamental differences" most interesting, though not revealing. I agree that the tactical elements of the game are fairly straight forward--although, not as much as you imply, and certainly not for novices or those who are deciding whether to try DIPLOMACY. There is an ever-present threat that the old saw "It's all been said" becomes canon in this hobby (or any other competitive hobby). Accepting the validity of such an argument goes a long way toward making it true, and then stagnation in playing styles sets in. Tournament chess went through these dangerous shoals for two decades beginning in the 1890s. Then, a few young folk who hadn't read "everything" stood the international masters on their collective ears by devising new tactical approaches to old problems. Better not to accept the premise that the tactical aspects of the game have been fully explored; at the very least, this means that the best and brightest of players will continue to examine the game and, perhaps, unearth some stunning new tactical ploy. And even if nothing new is to be written at the moment, there is nothing wrong with repetition for there are, hopefully, always new viewpoints in which to present the old information and new players seeking such. I think, for example, Rod Walker has done a fine job with his semi-regular column in *The GENERAL*. Through it, he has gently encouraged more new players to improve their abilities (surely giving a boost to the overall level of competition) and to explore the scope of your hobby than any venture in the past decade.

The same argument holds for strategy, of course. I completely agree that the depth and scope of strategy for the game is what makes DIPLOMACY unique. And, as I've stated in other letters on this matter, I certainly agree that anything that leads to victory (short, perhaps, of cheating; but I can even envision an article on that) is a legitimate concern for an article on strategy of a game. For wargames, this usually means allocation of forces, point of attack, movement and supply considerations, and a host of other factors. For DIPLOMACY, it obviously covers negotiations as well, and the psychology of it all. While I disagree that there are few psychological elements in wargames (try, as we are now, playing a game of FLAT TOP by phone through a neutral GN, when you've no idea of how many players there are, the forces involved, or even who is on your side where interaction is restricted to onboard contact and messages limited to 25 words through a faceless codename), I certainly accept that it plays a very large role in this game. The type of articles you mention - dealing with the selection of allies, how to manipulate them, how to survive, or even ethical considerations of these points - would be fascinating. (But then, I've read very few since no one seems to write on such topics.) And yes, how about some articles on how to write letters to allies and enemies?

As to second point, perhaps it is a matter of taste. I've played a great many games, in a variety of settings and circumstances. Yet, I like DIPLOMACY. But do you really get that interested in the personal lives of the players, their tastes and foibles; I don't. Perhaps I am too much the gamer. I suspect that I am not alone. (Although, in the DIPLOMACY hobby, I may be if this tendency in your hobby press has driven all others more

/22/

interested in the play than the personalities away.) DIPLOMACY is a "pure" game, with some interpersonal aspects. I simply think that it may be time to bring this thought back into focus. And, if indeed the immature can get "in too deep" because of this "personal" aspect, I believe it time for some serious re-evaluation. Are your pubbers encouraging them to do so in order to have something to print? It is, after all, "only a God-damn game."

I agree that there are some differences inbetween the DIPLOMACY FBM hobby and "mainstream" wargaming. But the latter has, over the past couple of decades, been able to accomodate both those interested in the play of the games and those interested in the personal aspects without animosity dominating. Perhaps that stems from the fact that the large body public of the wargaming world would rather spend their energies reading and writing, when moved to do so, on the games themselves rather than on the people playing them. I think that there is room in DIPLOMACY for a balanced mix too. But it sure isn't that way now. Any rational observer must shake his head when confronted with a mass of your 'zines, correspondence, or "press". I believe that there are a great many "standard wargamers" who would love to be involved, but have better ways to spend their time (and self-respect). Give them a chance.

Basically, we don't agree. You and I both feel that there is great room and latitude for crafting articles on the play of the game, in all its elements - both onboard and off-board. And we both deplore the excess emotionalism that seems to come through all too often, and that is draining off so much of the energy and pleasant excitement found in a healthy hobby. (And, even, at times driving potential players away.) I simply believe that a few sharp kicks to the moribund, growling carcass of your collective publishers - relatively intelligent and moral (your term) adults, I am sure - will do a world of good. Self-evaluation is never easy, or painless, or pointless. But it is necessary, like a regular dose of tonic. God knows that I've enough problems with getting The GENERAL out to cast too many stones at anyone's publishing or gaming philosophy. (I've run out of rocks anyway.) Now it's up to your compatriots to doctor the bruises from my kicks and stones.

But...the correspondence that has come about from my forway into your dens gives me some hope also - even as you express. I would hope that many, like you, have "grown" in the hobby. (Ah, if only some of the others in your ranks had...the vocal ones.) The many interesting attempts to improve the play of the game, to spread information to new players, to recognize the better aspects and exorcise the worst abuses, to "raise" the hobby to one you can be proud to participate in - it is all very heartening. And, the isolationism (or elitism) seems to be cracking since quite a few DIPLOMACY players have contacted me with ideas on how to move their favorite game into the "mainstream" of the hobby from its muddied backwater. So, hope springs eternal.

As always, I remain...

Cordially,

Rex A. Martin  
Managing Editor/The GENERAL

1231

July 23, 1985

JUL 26 1985

Don Del Grande  
142 Eliseo Drive  
Greenbrae, CA 94904-1339

Rex Martin

c/o The Avalon Hill Game Company  
4517 Harford Road  
Baltimore, MD 21214

Rex:

I've just read your article, "A Cry in the Descending Night?", in the most recent issue of Larry Peery's Xenogogic, and I would like to comment on your statements concerning the lack of articles dealing with the actual play of Diplomacy (while hobbyists' personal lives and pointless feuding seem to appear everywhere), especially from such a devoted hobby of postal Diplomacy players.

Your comments about the lack of Diplomacy articles for THE GENERAL will be dealt with first. Having received the last fifty issues of this publication (as of Volume 21, Number 6), I feel a little bit qualified to answer this complaint. In the past 12 issues, Diplomacy articles appear in 9 of them - more than the third- and fifth-rated games on the wargame RBG combined. (Of course, Third Reich articles are few and far-between as well.) Also, the close ties that Diplomacy hobbyists form with each other may lead a lot of article writers to look at Diplomacy World before THE GENERAL, since the former is a major hobby publication (also, more hobbyists read DM than TG, since many people don't care about Squad Leader, Third Reich, or any of the other "hex" games - just the one with seven countries and the wooden blocks, or plastic pieces, as the case may be). True, there are other magazines devoted to one game or system (On All Fronts, for example), but how many of them have had advertisements in TG?

However, even DM has not received a lot of submissions lately, which brings me to the point of why there aren't very many strategy/tactics articles on Diplomacy. Strategy and tactics aren't the key elements in this game, like they are in two-player games. Even THE GENERAL puts Diplomacy in the "Adventure Game RBG", right there with Circus Maximus and Wizard's Quest. According to TAGGC's old "Everything You Always Wanted To Know About Games But Were Afraid To Ask", "...trust and treachery...are the entertaining elements of this unique game of international intrigue". Where to move your units and who to shoot at aren't the things to know when you and your ally each have 17 supply centers. Do you accept a draw? Do you go for the win? What about the other guy (or gal)? (Well, in a 17-17, if you don't take the draw, it's obvious what your intention is. If you're the 14 in a 14-12-4-4, wouldn't you like to know who to ally with and when to stick the knife in?)

There's still that mysterious quality that postal Diplomacy players tend to have - the knowledge that the other players are more than just opponents. Have you ever played against anyone, in any game, more than once without getting to know something about him/her? Postal Diplomacy games don't always have different players. With some

/24/

players in ten or more games at a time, it's a difficult task not to run into the same people again and again. Most of the very popular hobbyists got that way either by playing or GMing a lot of games. With the "status levels" inherent in the hobby (certainly a Mark Berch or a Rod Walker has more of a voice than a person involved in one game), and the ability to spread the word to thousands of people through the network of 'zines, there will be some claims of conduct unbecoming a Diplomacy player (if such conduct is possible), or deception of the hobbyists, or a GM who handles a situation improperly (to the players' dismay). Personally, I would like to know who doesn't like whom - for my own safety. I once invited two players into the same game, not knowing that they were still feuding, since I had not seen anything about the two persons involved for a few weeks. As a result, I could have lost two friends I have known since 1980. I don't like the feuding; I wish it would stop....but the alternative may be the overrunning of the hobby by one of its "factions". (But Kingmaker is another game.....)

Do you feel that the Diplomacy hobby is the only one where the feuding is open? I may begin to believe that....when TSR joins GAMA, attends ORIGINS in Los Angeles, and comes up with the financial books of the late SPI!

Finally, in case you're interested what brings people into the hobby, this one thanks THE GENERAL - specifically, the OPPONENTS WANTED column, which led me to my first 'zine. But, unlike the "Diplomacy is the game" section of the hobby, I'm one of "the few, the proud, the wargamers" who look at Diplomacy as "just another game". (If you don't believe me, then explain why I would fly across the country to go to ORIGINS (without playing in the Diplomacy tournament - I was in Firepower and B-17, where the three players around me all had their bombs explode in their planes), pay \$70 for a box of counters, boards, and "in two months, the rules, but not all of the rules, since the rest of them will be sent a piece at a time" while hoping that my order slip wasn't lost somewhere on the Towson State gym floor, fly back home to find out I won \$10 merchandise in the Hitler's War contest, and spend it on a resubscription to THE GENERAL....and thanks for the \$10 merchandise, too.)

Regards,

*Don*  
Don Del Grande

P.S. One final note about the article....you keep using "AH" and "Avalon Hill". If I have to use THE AVALON HILL GAME COMPANY, why can't you?



**The  
AVALON HILL  
Game Company**

4517 Harford Road,  
Baltimore, Md. 21214  
(301) 254-5300



3 August 1985

Mr. Don Del Grande  
142 Eliseo Drive  
Greenbrae CA 94904

Dear Mr. Del Grande:

Since I've some time to reply to the sort of letters I enjoy (such as yours) today, I wanted to respond to some of the points you raised. I am quite frankly amazed and a bit flattered that some of you fellows expended the thought and effort to contact me directly. It appears that at least a few hobbyists are concerned about an "outsider's" views and the direction the pbm DIPLOMACY fraternity is headed. Maybe there's hope yet.

To take up your points in order, looking over the past twelve issues with at least as critical an eye as you, I see you are quite right - there have been nine articles on DIPLOMACY. All by Rod Walker at my prodding. And, the word count of all nine together almost equals that of the single article on RAIL BARRON - much less the total count on THIRD REICH, SQUAD LEADER, WOODEN SHIPS, or a number of other games during that 12-issue period sent in by authors moderately intrigued by their play. Forgive me if I am not as impressed by the support for your favorite game as you seem to be. As to coverage of other 'zines in the "Infiltrator's Report", I seem to recall more than a couple of club organization 'zines, overseas periodicals devoted to general gaming, and reports from such as the NGA Playoffs and other such. In Vol. 21, No. 6, mention of On All Fronts, the Italian publication WAR and George Phillip's The Strategist is made. And, for over two years Ed Walker's On All Fronts has placed an ad for his SQUAD LEADER 'zine in the "Opponents Wanted" section to encourage newcomers and novices to see what all the excitement on his favorite is about. How many of your compatriots who deem themselves hobbyists have done the same (and accepted the modest expense) in the pages of The GENERAL or any other professional gaming magazine?

You note that even Diplomacy World seems weak in strategy-oriented articles, but attempt to pass that off as due to the fact that "strategy and tactics are the key elements in this game". I think we'd best clarify what I mean when I use the phrase "strategy and tactics". To me, as I've explained in other letters, "strategy and tactics" are a function of the style of game being played. I did not mean to imply, as you seemingly assumed, that the strategy of DIPLOMACY is limited merely to pushing around colored blocks. If a non-concrete aspect of play has a definite impact on how a person wins, then it is justifiably a prime topic of consideration when writing articles on the game. Certainly the type of questions you pose are prime material for strategy articles on DIPLOMACY. But . . . when was the last time you read a well-written article that considered one or more of these in an intelligent and serious manner?

And never make the mistake that simply because a game doesn't have quantifiable aspects, it cannot be analyzed. Certainly DIPLOMACY is placed on the "Adventure Game RBG" (although that is more a matter of convenience than

of policy). No shame there. And I would hold that one can write a fine strategy/tactics article on either CIRCUS MAXIMUS or WIZARD'S QUEST - since I have read a couple on each game. Is DIPLOMACY any less open to your collective efforts?

Ah . . . "that mysterious quality"! That knowledge that the other players are more than just opponents. Agreed, I have come to know something about many of the folk I regularly play games with. However, I don't particularly care to read five pages about their woes and worries, much less about their current feuds and complaints. I don't care to be burdened down with that from my co-workers or family; why should I seek it from friends? Yes, I am concerned for their well-being and moderately interested in their welfare. But a few lines in print or a few jokes over the mapboard suffice. However, to stress the point a bit, rarely have I been as embarrassed as when witnessing two supposedly mature adults who cannot play a game (no matter how much they hate each other) together in such a manner as to allow the others to enjoy it. Indeed, I would think that the game was the perfect vehicle to get some of this crap out of their systems. The whole concept of thinking in terms of "factions" that you mention merely encourages the propagation of that outdated attitude, it seems to me. If your compatriots cannot band together on providing some guidance for newcomers and some common hobby services, perhaps it's time for them to step aside and let a new wave try to rebuild the hobby. If the feuding has gotten to such a point that it is noticable even to someone like I on the fringes, I am amazed that any good-natured and rational folk (such as yourself) remain.

Of course the world is not perfect. Of course there is feuding in many realms at many levels. I am more aware than I care to be of the less than perfect nature of some of the relationships in this industry. But, I think that dealing with hundreds of thousands of dollars, and legal-setting precedents, is on a somewhat different order than that of a few folk who supposedly have a common interest in having "fun" with a classic game. I could even accept some arguments and debate over vital aspects of your hobby - rules interpretations for instance. But so many, many of the "editorials" and sniping I've read in the pages of some of your 'zines are so very, very trivial. Debate is healthy in a thriving organization (even one as loose as the DIPLOMACY hobby); petty bickering is not. And, quite frankly, that's what much of what I see seems to be.

Perhaps if more of these erstwhile "fanatics" branched out into some of the other realms of the sprawling mish-mash of adventure gaming, they might learn something about simply enjoying the game again. Finally, as a observation of mine (to be taken with a grain of salt) - for those who supposedly study DIPLOMACY, damn few of your fellows are very diplomatic. The only true diplomat I know personally - Larry Bucher, currently on station in Lahore - plays THIRD REICH superbly and disdains DIPLOMACY (or so he claims in letters to me). You, and others like you, have enough of a broad view to see the tempest in a teacup for what it is. Like you, I look on DIPLOMACY as just another game - albeit one with the chess-like calculations I enjoy coupled

with the personal "contact" I crave with other intelligent (supposedly) gamers. I wonder why some of the "personalities" in the hobby can't see that that is all it is . . . and a lot more fun than anything else around that you can do in public.

I would hope that you took time to write to Larry also. Incorporate any of this you care to respond to in that letter if you haven't. I will be passing along copies of this letter from you, and my response, to him for his files. As always, I remain . . .

Cordially,

Rex A. Martin  
Managing Editor/The GENERAL

/2B/

6056 Waverly  
Dearborn Heights, MI 48127  
July 25, 1985

Larry:

Some comments on your recent issue:

Runestone Poll:

I agree that the results of the Runestone Poll are neither unanticipated nor controversial given the following:

- Certain lowly rated zines chose not to publicize the Poll despite former high rankings and support for the Poll; 1/
- Many readers and supporters of these zines (and their subscriber lists are adequately long and loyal) did not vote in the Poll;
- The prohibition against grudge votes (and implicitly against "reverse grudge votes") was specifically rescinded.

As we are both fully aware, many of the highly rated zines are (or were) published by one side of "the feud"; the lowly rated zines by the other. An analysis of the identity of the voters, I suspect, would lead to a conclusion that, for example, Whitestonia received numerous low votes from persons who were not, are not, and never were on the subscription list during the relevant period. 2/ Given that suspicion, I am constrained to conclude that the 1985 Runestone Poll lacks statistical validity (despite a large raw number of voters). Indeed, by my way of thinking, insofar as it affects zines linked to one side of the feud or the other, it has about as much validity as a poll on gun control taken among members of the National Rifle Association; perhaps a little more, perhaps a little less.

You further note certain zines at the bottom of the poll by name; e.g. Whitestonia, Bersaglieri, etc. You then state: "So much for the discontents, malcontents and criminals in the hobby's society."

This statement can only be construed as an accusation that the publishers of these named zines have engaged in criminal behavior. I certainly hope that you have some proof of the crimes that these individuals have allegedly committed. If not, your statement, in reckless disregard of the truth, is libel. I believe that you owe, and urge you to make, a retraction of these statements and publish same forthwith to all persons receiving your publication. To wait, for example, until October to retract, is unconscionable. 3/ As for "discontents" and "malcontents", beauty is in the eye of the beholder. Had Mr. Smyth appointed Ms. Byrne to run the poll, would you make the same accusation had Mr. Linsey et al decided to sit out the poll (not unimaginable given Mr. Linsey's statements vis a vis Byrne qua BNC).

-2-

DMMA:

The concept of the award is nice. But, perhaps, some years there should be neither nominees deemed worthy of the award and no award given. None of the attributes linked to the nominees this year seemed all that impressive. The publication of a zine hardly qualifies. Hosting house parties for a weekend of Diplomacy games hardly qualifies. If that conduct is outstanding hobby service, the award becomes cheapened beyond normal comprehension.

By the way, Larry, isn't the current recipient a member of the faction you would characterize as "discontents, malcontents and criminals in the hobby's society".

RWA:

An award that has a six person screening committee which nominates 60% of finalist articles authored by its own members is suspect.

And while it is true that persons may have voted for Linsey's article on the basis of his prior writings, the rules said we should not do so.

But the latter is minor, the former is merely unseemly. I wish to address your procedures which made informed voting difficult in the extreme.

We must assume as a given that few potential voters received all four zines in question as they were publishing the finalist articles. Your press release failed to include publisher/author addresses for the zines in question. An interested potential voter, desiring to secure and read all articles, would first, due to your failure, have to locate the addresses in question. Although offering an opinion, there was no guarantee copies of these articles would in fact be made available gratis. The potential voter, having located the addresses needed, would then have to write to each of the publishers in question, and where costs for reprints were involved, write again (having been informed of the cost) enclosing payment to obtain the articles. These are unnecessary roadblocks to an informed electorate and perhaps are intentional. They should not be present.

A sounder procedure would be:

- Require publishers and authors of nominated articles to execute a publication release authorizing RWA committee to republish these articles as a precondition to their submission to the screening committee; and,
- RWA committee then publish in one package (at actual cost of copying and postage) the finalist articles which potential voters could obtain from one source with sufficient time prior to the voting cut-off date.

I further submit that, if this award is not to be reduced to joke status, that persons on the screening committee be foreclosed from having their own articles considered as finalists for the award and that the person for whom the award is named not be a nominee for same. Indeed, even without a hard and fast rule, Hutton, Berch and Walker should have sua sponte recused themselves from consideration for the final award.

Rex Martin:

I am in agreement with certain statements of Mr. Martin. With rare exceptions, zines that devote pages to personal life (the latest psychological trauma or the antics of the publisher's children come to mind) and hobby disputes (diatribes rather than calm collected effective argument) are boring. So are zines which feature articles and letter columns on art, sex, religion, politics, and music (as better articles of interest are available in publications dedicated to those subjects) and zines dedicated to "humor" (which tend to be puerile reminding me of the high school newspaper I wrote for some 25 years ago and/or which satisfy the egos of persons named therein). <sup>John W. Smith</sup> <sub>ohm</sub>

What Mr. Martin fails to realize is that:

- Zines with copious amounts of what Mr. Martin terms "drivel" attract a sufficient readership base to satisfy the egos of the publishers and seem to do well in the polls;
- Face to face Diplomacy "dabblers" seldom have the stamina to properly engage in postal negotiations, at least effectively. Since most publishers/authors play in multiple, if not many, postal Diplomacy games, available "hobby" time remaining post-negotiations (and press writing) allows only for the writing of what Martin terms "drivel".
- Because the human element in negotiations leads to so many varied game situations, strategy/tactics articles generally emphasize openings (generally repetitious given the Gamer's Guide),<sup>M</sup> play of individual countries (generally poor because they are written as if the game were in a vacuum ignoring the effect that other alliances, position strengths, and the like have on the proper course of play in a given situation; Mid- and end-game strategy appropriate for one set of circumstances is valid for that set of circumstances only), ~~and such like~~. In this regard, Diplomacy is unlike chess. And, perhaps, good Diplomacy players recognize this state of affairs better than do the authors of Magic Realm articles.
- Postal Diplomacy players, as opposed to face to face "dabblers", are often interested in more than the fun of victory. Calhamer Points do play a role to many players. As such, why should a player/publisher/author reveal secrets to one's current or prospective competitors. I've heard very few secrets at legal education seminars from my opponents and given none to them.

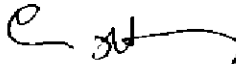
-4-

- Postal Dip zines must be timely to be of worth to the readership. Contrary to The General (which has discontinued the practice of placing a month/year on its covers), postal Dip zines are expected to issue shortly after their games' due dates. As a publisher I would be correctly faulted by my players for delaying publication merely because a quality strategy/tactics article is not ready for publication.

These, I submit, are the reasons that Mr. Martin is unable to fill his filing cabinet with past issues of postal Dip zines. Quite candidly, Mr. Martin, I too do not fill filing cabinets with back issues of the zines I receive. But the cautions ("problems" if you will) do not deal with hardware. Quite simply, most players of Diplomacy would rather play the game than write articles for The General. Given the competing time demands, they cannot do both. And the publishers, with even greater demands on their available time, would rank the writing of articles a distant third.

If Mr. Martin is interested in provoking individuals to write quality Diplomacy articles for publication in The General, he should come out and say so. Bltching and moaning about article content in game zines will only alienate potential authors--but then Mr. Martin is pretty good at alienation judging from his responses to various "letter to the editor" writers to his own publication. The simple fact is that novice postal Dip players have the Gamers' Guide and two novice packets to peruse. To repeat information contained therein to my readership (only 60% of whom are Diplomacy players) directed to novice level players is a disservice to the majority of subscribers. So too, esoteric Dip strategy/tactics articles, because of my readership mix and because of time constraints causing delay, would be a disservice, at least to my editorial eye. So long as I am publishing, I will print what <sup>my</sup> readership receive ~~to~~ my readership and what (the usual case) I have time to write given ~~15~~ fifteen games on a five week adjudication schedule (only three of which are Diplomacy/Diplomacy-variants), and given my playing schedule, my work, family, and other interests. 4/ Indeed, Mr. Martin may not like what I publish, if he ever saw it. But those who pay the bills, the players, seem to like it as they keep coming back for more.

All the best,

  
Lucian J. Henry  
(Tacky)

FOOTNOTES

- 1/ The causation of the dispute is immaterial in this context; its impact on statistical validity is material.
- 2/ It would be sufficiently probative if Whitestonia, for example, received 25 ballots rating it 0, 1, 2 or 3, and but 10 ballots rating it higher if analysis showed that only twelve voters in the poll as a whole were readers of Whitestonia.

Perhaps you can make this analysis, I can not having neither the sub list for the zine nor the poll results. Not publicizing the poll in the format required by Mr. Linsey deprived me a a free copy of the results. My policy is not to pay for news items, i.e. poll results.

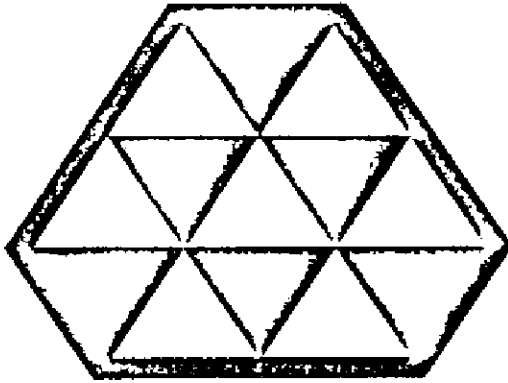
Indeed, my normal practice would have foreclosed any publicity to this poll for the following reasons. If I receive a press release asking for publicity I may treat the subject matter as a news item and advise my readership. In the case of a poll, I expect a follow up, i.e. the results gratis, to provide same to the readership which was notified of the opportunity to vote. When a pollster asks for specific wording and format <sup>of</sup> any publicity, they are seeking an advertisement. Advertisements cost money, and as Mr. Linsey will discover next year (when I refuse to waive my rule <sup>to</sup> appear even-handed on the subject of "the feud"), printing an advertisement in my zine costs more than his cost for the results.

- 3/ Aren't you the same guy who says publishers should not throw verbal stones, or do you mean only not at your greenhouse? You are coating yourself in muck with statements like this. Actually, I would, if asked, recommend Mr. Caruso <sup>to</sup> sue you absent retraction. (I have never seen a denial by Mr. Linsey or his supporters of the allegation that he caused telephone charges to be wrongly backcharged to recipients of his calls--now that does strike me as possibly criminal--why no statement regarding Mr. Linsey's possible criminal behavior.)

- 4/ I've, of course, managed to avoid printing what Mr. Martin finds "drivel". I've also put out ten issues per year during the relevant period which equals the five week publication schedule I claim. Sorry, Rex, that does not equal success in polls. But then, again, success in polls is not the reason that I publish. If it were, I would print tons of "drivel", try and get in with the in-cliques, and, of course, bore you to death if I felt that sending you gratis copies was worth the price of postage and printing.

It may be, given the effects of inflation, that TAHCC has kept its payment schedule for articles too low, at least for a competent Diplomacy article as distinguished from a puff piece for some ~~new~~ new title. I feel confident that if TAHCC made it worth while to write an article, the articles would be forthcoming. If not worth while, most players will keep the pen usage limited to negotiations. The choice, Rex, is yours.





# INSTITUTE FOR DIPLOMATIC STUDIES

File <sup>1331</sup>

Gaming & Simulations Studies

P.O. Box 8416 • SAN DIEGO, CA 92102, U.S.A. • ~~(714) 336-0898~~ LAWRENCE WM. PEERY, Director

1 August 1985

Lu Henry  
6056 Waverly  
Dearborn Hts., MI 48127

Dear Lu:

I have your letter of 25 July. I appreciate your input and the thought that went into it. I'll try to reply somewhat here and, if you don't object, perhaps at more length in XENO. It looks like there will be plenty of material for a letter column or roundtable discussion on all this. I'll pass on your comments to Rex Martin as well and he may reply directly or via XENOGOGIC. By all means keep the dialogue going. It looks like it may prove interesting.

There is a great deal of speculation about the results of this year's RUNESTONE POLL and the reasons for it. So far it is all just that, speculation. If I get the cooperation I've asked for from both sides of "the feud" I may be able to shed some objective light on this. We'll have to wait and see.

Based on the information I have at this time I see no reasons or grounds that support your suspicions. But I'm still researching the matter.

I've never understood why people think Poll Results should be regarded as Ten Commandments, e.g. Holy Writ. They aren't and no responsible pollster has ever said they are. Such statements come from the uninformed and the ignorant. A poll is nothing more than a picture of the given situation at a given time as seen by a given observer from a given perspective. That should be clear.

I don't know if you are a lawyer, a law student, a bar room or a jail house lawyer; it isn't clear from what you write; so I'm not about to argue legal technicalities with you.

With one exception my statement on "discontents, malcontents and criminals in the hobby's society." stands. There will be a retraction in that case (the first I've printed in some 20 years).

/34/ Page Two.

My statement is based on my observation of all that I have seen, heard, and read in the last few years from all the participants in "the feud."

You have obviously put a "worse possible case" interpretation on my remarks. Casper Weinberger would be proud of you.

Regarding the DMMA. I actually do agree with you. There may be times when such an award should not be given. Certainly that possibility was raised this year. At least one member of the committee said just that. However, the award is not an award for "perfect" behaviour, but for "meritorious service." Again, the definition is in the eye and mind of the beholder.

I hate to disappoint you but I don't know that the "current recipient is a member of the faction...."

As for the RWA. I would be the first person to admit to the faults you find in the award's procedures this year. In fact I pointed them out early on. Unfortunately, there was no viable alternative available since no one, including you, came forward and offered to prepare and distribute copies of all the given nominated articles, etc. So we did the best we could. I've noticed that most of the criticisms of the award's handling have come from people who have not volunteered to help or do anything to make it better in the future. Fortunately, a number of people have volunteered to serve on the committee next year which will expand its capabilities. Unfortunately, the silver lining in that cloud may be a bit tarnished since it appears to me that the volunteers represent a particular faction of the current "feud." But I'm sure it's merely a coincidence.

I would very much like to have a more structured nominations and elections procedure. But that would be "organizing" the awards and Og. Magog, and God only knows how the hobby feels about that. Or do you? I wish the hobby's pubbers would cooperate, I wish zines came out on schedule, I wish voters read the instructions and followed them. Etc. But it's not a perfect world.

I wish there were enough people in the hobby that we didn't have to face the problem of having the hobby's movers and doers serving on committees handing out awards for which they were eligible. On the other hand if we eliminated all the nominees from the committees we'd have a committee filled with Buddy Treticks and Dan Brannans." I've tried, carefully, over the last three years, to move people out of multiple roles, and use them as ex officio committee members (e.g. they input but don't vote). Had you looked a bit more carefully you might have noted that none of the people you mentioned specifically by name had any voice in whether they were or were not nominated for anything. Someday, maybe, I'll be able to publish and distribute all the committees rules of procedures to the whole hobby. When I have a few spare hundreds of dollars I'll do it. But, I'm sure that that won't solve the cases of paranoia floating around. At the moment things are as honest as I can make them and I have 15 hobby prima donnas watching every move I make. Would you like to have my job?

Page Three.

/35/

So, I appreciate your suggestions. I'll pass them on to the committee with a note that they be approved and implemented as soon as someone comes up with the cash to do so. In the meantime the RWA and DMMA do not have tax deductible status. Why don't you use your legal expertise to make that possible? Then you can have your cake and eat it almost free.

I'll comment on your comments to Rex Martin. I'm sure he'll want to comment himself (although he made some pointed remarks to me about what kind of remarks he would respond to) in either a letter or in XENO.

Whether you know it or not something very important is happening here. It may or may not be a unique situation. For me it is. This is the first time I've discussed philosophies of publication (if such a grand phrase can be applied to something so mundane) with a game zine pubber. XENO is the arch-type of a genzine. TACKY is the arch-type of a gamezine. Obviously you don't appreciate, approve of, or care for the type of stuff that appears in XENO (I'm pushing to make a point); while TACKY leave me cold. I consider it sterile. However, I do appreciate the work that a good GM does. And I believe it is important that the two factions be aware of each other even if they don't necessarily share the same philosophy or value systems. I want you to read XENO so you know what my views are on all those things you scoffed at. So why did you agree to exchange your zine for mine? (If you say because I asked you to I'll belt you one!) It has long been my thought that the best zines would be produced by a pubber/editor of my interests and background and a resident or guest gamesmaster who handles the games. I'm amazed there are so few such arrangements in the hobby. Comment? It seems to me that the RUNESTONE POLL and/or PEERIPOLL should separate genzines and gamezines entirely. Oh well...

I don't think Rex fails to realize your points. I just don't think they are relevant to what he's saying.

I'm not sure what a "sufficient readership" is? Some people seem to have awfully low thresholds of satisfaction. OK, OK, so go back and put the "H" in threshold. And take out an "H" if you like. Bitch, bitch, bitch.

Your second point is baloney. You do face to face players an injustice. Playing a FTF game that goes on for 12-15 hours (as many here do) requires as much stamina as any PBM game. In fact, it is easier to screw around and up in a PBM game and not get caught. I disagree that most pubbers/gamesmasters/authors play in multiple games. Most don't play much. In fact, most players don't seem to play much any more. I was amazed at the low number of games most players are playing in. There are a few crazies like Holley and Aranwoodian who play in umpteen thousand games but most people seem to be playing in only a handful of games at a time. And, I can see why. Things have changed. Back in the early 1970s I was gamesmastering one in every five PBM games in the hobby and still playing in another 20 games. No wonder I got tired of it.

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Page Four.

If the people involved in "the feud" cut down by 1/3 the amount of time they spend writing about that and devoted it to constructive subjects, we'd have a wealth of material on other subjects pertaining to the game and hobby.

This letter is an example although I consider it, in the long run, to have a high possible positive value if it leads to a mutual understanding between us or serves to add another voice to the round table discussion I have planned for the next XENO.

Your third paragraph, expanded by a few thousand well chosen words would make an excellent essay for the contest. Have at it. I have a different view, of course, but I want to read yours first. I do hope you will write an essay for the contest, by the way. I've discovered several very fine writers in this little adventure and that alone has made it worthwhile (for me). Is DIPLOMACY really so unlike chess? I hear the pros and cons of that from so many people. And how many of them are really chess players? I've never heard a chess player say that chess is, or isn't, like DIPLOMACY. Comment? What's a good DIPLOMACY player? Huh, boss?

Do you really think there are that many "secrets" to good PBM Dippy performance? The best bit of advice I ever heard given at a legal seminar came from the president of the law school at USD when Archibald Cox lectured there (to the legal honorary fraternity). When Cox came into the lecture hall he put his coat, hat, and briefcase down at the back of the room and then headed for the podium. The president told him he shouldn't leave it there. Someone might steal it. This was a by invitation only lecture. Sigh...and I agree. Our lawyers today are excellent (in some cases) students of the law. The problem is they have no sense of right and wrong. And don't tell me that that isn't relevant. I know. That's my line. Tell it to my doctor who pays \$16K a year for malpractice insurance and the lawyer I paid \$650 for 3 hours of courtroom/office counseling. His knowledge of the law was great but his body english destroyed all his arguments with the court. Yep. I'm going to try and get down to watch some of our mayor's current trial. I did have a chance to watch Lionel Van Deerlin's suit against Jack Anderson for libel. Interesting. But I'm rambling.

I agree about how timely Dippy zines must be. But again it depends on what the primary purpose of the zine is, to run timely games or to publish significant articles. I have an advantage since XENO is both a quarterly and a game carrier by flyer. I wish the games could appear in conjunction with the zine but ain't going to be.

I think you forget that Rex comes from a Dippy players background. Or maybe you just didn't know.

I do agree, however, that most players would rather play, most pubbers would rather pub, and most writers (are there any) would rather stew than write. Disciplined writing is not something this hobby lends itself to.

But I've given you a year. Now take it and send me an article or essay. And stop moaning and groaning about people bitching...you sound like someone afraid to hit 5011 Heh, heh....

Regards.

Dear Mr. Peery,

8/2/85

I yesterday received from a friend two xeroxed pages from your zine, Xenogogic. These pages were concerned with gloating about how great the Linsey Poll turned out, and how it "proved" that zines that support Bruce Linsey in everything are wildly popular, and zines that oppose Bruce Linsey should clean up their acts and grovel nicely if they expect to be given a better rating next year. Yes, Linsey's Number One (9.49 yet!) the "Cream" of the hobby, as determined by mail and telephone votes solicited, received, tabulated and reported by...Bruce Linsey. All very convincing I am sure.

You wrote, "So much for the discontents, malcontents, and criminals in the hobby's society" and it is this deeply and bitterly offensive phrase I am writing about. The concept that people who oppose a criminal--and in case it has slipped your mind Linsey has admitted charging long-distance phone calls to third parties, an act considered a crime in some circles--are therefore somehow themselves guilty of some crime is certainly a novel one. I would like more information on this. Who exactly are these "criminals"? Am I included among them? How many of the other people who have put themselves on the line due to disgust with Linsey's behavior are criminals, in your opinion?

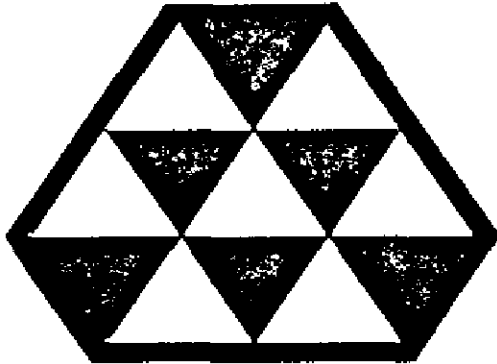
I ask one of two things: an explanation of why it is all right to be a criminal, but a crime to oppose one; or the promise of an apology in X. to the many people shat upon en masse in this latest episode.

I must request that your answer reach me before Dipcon: if I--among many others--have been adjudged a criminal, there are further steps I will take to repay my debt to society.

Most sincerely,  
Robert Olsen

*Robert Olsen*

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# INSTITUTE FOR DIPLOMATIC STUDIES

Gaming & Simulations Studies

P.O. Box 8416 - SAN DIEGO, CA 92102, U.S.A. - (714) 238-0893

LAWRENCE WM. PEERY, Director

Bob Olsen  
6818 Winterberry Circle  
Wichita, KS 67226

Dear Bob:

Got the MASTERS OF DECEIT. Good job. Suggest darker ribbon, more graphics, and better cover for next time.

Nothing in the last XENO'S comments on the RUNESTONE POLL pertained to you.

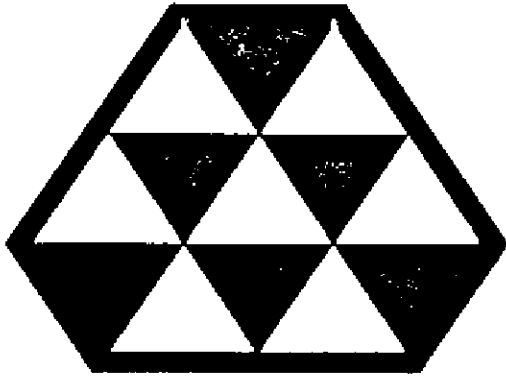
I will comment on all the reactions to my comment in due course.

Please explain what you meant by "in this latest episode."

Please inform whomever sent you the xeroxed copies of the two pages of the last mailing that XENO is fully protected by copyright law. That was a criminal act.

Sincerely,

LARRY PEERY



# INSTITUTE FOR DIPLOMATIC STUDIES

NOT MAILED  
1391  
File

Gaming & Simulations Studies

P.O. Box 8416 • SAN DIEGO, CA 92102, U.S.A. • ~~714/238-8898~~ LAWRENCE WM. PEERY, Director

5 August 1985

Robert Olsen  
6818 Winterberry Circle  
Wichita, KS 67226

Dear Mr. Olsen:

First, I received the MASTERS OF DECEIT booklet. I enjoyed it very much. I only have three suggestions: (1) Use a better quality ribbon for your computer/typewriter next time so you'll have a darker original to use for the printing (Not doing so in the first place for the BBB cost me a cool hundred dollars in useless copies.); (2) Add some graphics of somekind to liven up the whole thing; (3) and, as I'm sure you've already heard, (3) Get a better quality cover! But content wise it was fine. Unlike some hobby members I have no objection to factional publications, especially when they are well done.

Second, I have your letter of 2 August. I was surprised to see this letter from the same person who wrote me so cordially a few days ago. I feel like John Kennedy during the Cuban Missile Crisis in 1962 wondering which letter from Khrushchev to respond to, the one holding out an olive branch or the one threatening to blow us off the face of the earth.

It is unfortunate to me that we have had so little prior communication with each other. Because of that I lack any basis for evaluating your letter in its proper perspective. So I must accept it at face value as representing your real feelings.

I would almost bet dollars to donuts that I know who it was that sent you the two xeroxed pages from the last XENO. No doubt it is the same person who is responsible for some of the other vitriolic letters (all two of them!) letters I've gotten in regard to my comment. I should point out that the person who did xerox those two pages and sent them to you was himself guilty of a criminal act in that XENOGOGIC is fully protected by copyright law and reproduction without written permission without prior approval is specifically forbidden. You might think about that and pass along a word to the

unwise person who did so.

I'll give your comments on the Linsey publication of the results of the RUNESTONE POLL all the comment they deserve. None.

I am amused that my one line comment has drawn so much feedback from a certain element in the hobby, the same element who has for the last year or so filled my mailbox with all manner of materials which can only be taken as prima facie evidence of discontent, malcontent, and criminal behaviour of many kinds. I am also amused that it was this same element which was so quick to rush to the assumption that it was they and only they that I was referring to. How peerinoid they must be. I am even more amused that in response to my single phrase they have dragged out every big verbal gun they have to respond. Pages and pages of peeribleah cannot hide the simple elegance and truth of a phrase like "discontent, malcontent, and criminal..." For some time I have read and listened very carefully as both sides have argued back and forth regarding all aspects of The Feud. My judgment has been reserved except in those limited circumstances where I specifically had first hand knowledge of what occurred. Fortunately these circumstances have been few. It appears that a certain element in The Feud is determined to drag me into The Feud on one side or the other. That is unfortunate and unwise.

You were not in the hobby many years ago (e.g. around 1971 I believe) when I wrote a document called VERITAS VINCIT, an open letter to the entire hobby that ran some 36 pages and included over 200 footnotes documenting the "discontent, malcontent, and criminal conduct" of a certain element in the hobby of that time (e.g. mostly New Yorkers headed by John Beshara, John Boardman, and a few others). The end result was the collapse of The Diplomacy Association and the birth of the International Diplomacy Association. As I recall the entire hobby, except for the individuals charged, responded in a positive way to that publication. Perhaps you can find a copy of it and read it. It might enlighten you as to what I consider to be a matter of discontent, malcontent, and/or criminal behaviour.

A more recent example, although of not quite the same depth, was my PINK TRIANGLE of a few years ago which was written in response to another set of discontented, malcontented, and criminal individuals in the hobby. Here the situation was not so much one of crimes in the legal sense of the word as we think of them in our "pseudo-legalese society," but in the broader sense of a "crime against humanity or society." It is in this later group, crimes against society (e.g. The Diplomacy society), that most of the important crimes committed during and as a result of The Feud exist. And exist they do. Look to the hobby literature. Look to your own correspondence. I'm sure you can find examples without parallel. Each of us must decide for ourself whether misuse of a telephone is a crime in the same sense that conducting a witch-hunt or fratricide is. I have made my decision.

You will find, if you look diligently and objectively, the answers to your various questions in your own writings and those of others.

My statement is perfectly clear. It needs no elaboration or explanation. It obviously hit home. My statement stands. I have no intention of elaborating or explaining it at this point. Neither your demands nor your threats, (if that is what they are), will



Page Three.

determine how, when, or where I comment further.

I do not intend to let you, or anyone else, turn a simple statement into a cause celebre to justify some more Wrobelesque diatribes. Nor do I intend to let your question, or my answer to it, give you cause to indulge in further peerifications or peeribashing.

Perhaps I should inform you, although I don't know why, that in point of fact I am printing a retraction dealing with one specific individual and publication mentioned in my comments.

Just to make sure I went back and read the entire last mailing (both parts) to see if there was anything there which might directly or indirectly be applied to you (in reference to my comments on the RUNESTONE POLL). I don't see anything. So, based on second hand information, you have jumped to some erroneous conclusions. That's too bad.

Which brings me back to the first two words of what I wrote:  
"So much...."

Regards.

LARRY PEERY

P.S. I have no more hope that the confidentiality of this communication will be respected than the copyright law provisions of XENOGOGIC were. I do ask that if you do provide copies to anyone you provide complete copies. I also suggest that before you comment further you read my VERITAS VINCIT, PINK TRIANGLE, and the DRT on Ethics that appeared in XENOGOGIC some time ago.

142/ 7/27/85

Kenneth Peel  
8708 First Ave, #T-2  
Silver Spring, MD. 20910

Dear Mr. Martin:

I hope you'll excuse this casual letter, but I read your letter/article in Xeno, and came across your address in the new BBB. Many of your observations in Xeno are quite correct. Of course, as Diplom is as much fanishly oriented, and personality oriented as game oriented, (stemming mostly, I think, from the intensely personal aspect of the game), the postal Diplomacy community will always have a different character than, for instance, the postal 3A hobby.

I have played Diplomacy FTF since 1969, and postally since 1978. I enjoy writing humor, fiction, and reviews. For some reason, I do not write S&T. I have never really considered myself qualified to do so. Maybe I will.

In any case, here is a sample of the local gaming zine that I put out, with a lot of help from Ed Wrobel and a few others. When things calm down in August, I'll try to put together a fuller response in Xeno. Hail and well met,

Best,  
Ken Peel

/43/

**The  
AVALON HILL  
Game Company**

4517 Harford Road,  
Baltimore, Md. 21214  
(301) 254-5300



3 August 1985

Mr. Kenneth Peel  
8708 First Avenue, #T-2  
Silver Spring MD 20910

Dear Mr. Peel:

Since I've some time to spare to answer the correspondence I enjoy (as opposed to that that I must), I wanted to respond to your kind letter enclosed with my copy of *POLITESSE*. I usually find time to skim over your publication (although quite frankly not much in it interests me) looking for local events and happenings in the *DIPLOMACY* hobby. And I've made mention of it in the "Infiltrator's Report" (Vol. 20, No. 1) for those in the area. Perhaps some day I'll find the time to come down to one of your mad weekends.

In your brief letter, your prime point seems to be that many who engage in the hobby of *DIPLOMACY* are involved because of the "intensely personal aspect" of the game. This, you hold, being the reason the hobby is "fannish" and "personality" oriented. That's as may be. I would, however, point out that other popular games have their "personalities" that are as instantly recognizable to their clique. Larry Bucher and Marcus Watney and Bill Nightingale in *THIRD REICH*, Tom Oleson in *ANZIO*, Jon Mishcon and Ed Walker for *SQUAD LEADER* to name but a few. However, all became personalities due to their intense input to the development of the strategy and rules of the games that piqued their interest. The bottom line is that for all of them, "the game's the thing". I don't find that in *DIPLOMACY*.

Instead, many of the personalities seem to be "self-made", contributing little to the betterment of the game or the hobby. Too many seem to have placed themselves in the eye of the hobby by generating a hurricane around themselves (the "Bill Highfields" and "Modern American Patriots" that abound in your ranks). A few bewildered would-be novice *pbm* players of *DIPLOMACY* have written to me decrying the fact that your hobby seems so fragmented and that, while all they wanted was a good game to engage their interest and challenge their skills, most of the correspondence (and 'zines) they received were filled with tedious squabbles and some incredibly crude and stupid antics (again the Bill Highfield situation springs to mind). I wonder if some of you long-time *pbm* *DIPLOMACY* fanatics realize how difficult it is for a newcomer to find anything out about your hobby? I have steered more than a few writers to sources for statistics on the countries, to articles on basic strategy, to listings of conventions, to articles on exactly how to play *DIPLOMACY* by mail and the conventions and mores of such play, on expenses and time to be expected, on *PBEM*. It seems that your vast informal press is failing if such queries have to be answered by one such as me.

In short, perhaps it is time to "de-personalitize" the hobby. A good shake-out of the 'zines would be a start. I certainly don't expect that all the feuds and recountings of personal lives will come to a halt; but I would hope that each 'zine editor would find the room to pass on information of interest to those who just want to play the game - conventions, awards, club listings, reviews of other 'zines, rules decisions, new related products (games, booklets, magazine articles, hobby services, etc.), game statistics and, even, an article or two on strategy each issue. It doesn't take much.

As to your taking the time to write about the strategy of the game (and by that, I am not necessarily limiting it to mere maneuvering of units since that is such a small part of the game), all I can say is, "it's about time." The long-time players like yourself have so much to share with new players, and even with your peers. If nothing more, maybe an analysis of a close game or variant with a critique of each player's moves and mistakes (aka a Series Replay). As to being "qualified", who better? If you never try, as the old adage goes, you'll never know. If everyone had that attitude and did not take up the challenge, where'd we all be? Should my letter to Larry Peery do nothing more, I will be more than satisfied if a few of you old "grognards" take up your pens to put your thoughts on how to play the game down on paper before it is too late (both figuratively and literally). I look forward to reading whatever you come out with.

I hope to see your fuller response to Larry in XENO. Incorporate any of this you care to respond to in that letter. I will be passing along copies of this letter from you, and my response, to him for his files. As always, I remain . . .

Cordially,

Rex A. Martin  
Managing Editor/The GENERAL

1/17/05  
1451

7/31/87

Larry,  
I could hardly stomach your drivel about the winners and losers of the Linsay poll. You assert that Politese, Whittstonia, Beraglio, NSWG and Retaliation were voted down because of major involvement in Linsay's feud. How do you explain Voice of Dawn and No Fixed Address finishing 1-2? You mean they weren't involved in Linsay's feud?!! The rankings came out as they did because the people who like Politese, etc., boycotted the poll and Linsay went around calling up people begging them to vote. You yourself noted how many people voted for just a few zines. What Linsay did a great job at was soliciting "buddy" votes.

Let me ask you something - during a political campaign when you see one set of poll results released by the Republican candidate and another set released by the Democratic candidate, are you perplexed? Or do you have an inkling that sampling techniques might have something to do with it? (VoD finished last in Tallman's poll.)

I once had some respect for you. No more. After printing this partisan crap about Linsay's poll you have the nerve to run Rex Martin's lament about fucking and the lack of Berchian tactics articles. Lord deliver me! Well - what should you expect from someone who dismisses fiction as something to be ~~slapped down~~ "thrown down".

You've become a hack, Larry. Hell, what do I know - maybe you always were - but thanks for the mention of the write-in campaign. Made it all worthwhile.

Ma. Ed, The Evil Fraudster, Criminal  
and Malcontent

/46/

3932 North Forestdale Avenue  
Dale City, Virginia 22193  
July 27, 1985

Mr. Rex Martin  
Editor, The General  
4517 Harford Road  
Baltimore, Maryland 21214

Dear Mr. Martin,

In reading your recent letter to Larry Peery's Diplomacy publication, Xenogogic, on the sad state of writing in "DipDom," it struck me that you may not have seen Bob Olsen's Masters of Deceit. Olsen's publication is a collection of articles aimed at introducing new people to postal Diplomacy. I think there's some good writing there, much of it in the genre whose "absence" you lament.

Why have these people not submitted articles to The General? Perhaps because they are a fiercely independent, anti-establishment group who are dedicated to the amateur publishing industry. Perhaps because they view Avalon Hill as smug for ignoring the "real" postal Diplomacy hobby and limiting its contacts to an insular clique. The Rod Walker Award, for example, is viewed by many as a captive of this clique, hence the protest write-in campaign mentioned by Peery in the same issue of Xenogogic. Despite Peery's calls for anyone to sit on his committee, we know he and his friends are making the important choices. I, for one, do not wish to serve as a token, being out-voted by a carefully selected majority.

Another reason for the paucity of "play-of-the-game" articles may be the nature of Diplomacy, itself. Strategy and tactics are really secondary to negotiation. The subtleties of persuasion, co-operation and deceit do not lend themselves so readily to a cookbook approach. Still, we have made an effort and I hope you find time to read Masters of Deceit.

Just a brief word on the "personality" factor in amateur Dip publishing. I have always condemned the overflow of Hobby hostility into the personal lives of Hobbyists. (Ironically, I have been condemned by some for "feuding" in speaking out against that sort of thing.) But if we consider that Diplomacy is a game of psychology and politics, it is not surprising that political infighting and psychological warfare are evident in the Hobby's infrastructure. It is telling that many of the self-styled organizers in DipDom no longer play the game! They prefer playing a bigger game, publishing propaganda, issuing awards, electing each other to committees and so on. (We call this "megaDiplomacy." Note the article by Ken Peel in MoD. It's a satire but it's grounded in reality.) Well, enough on that.

Take care and enjoy MoD. I hope your schedule permits some comment on it.

Sincerely yours,

*Ed Wrobel*

Ed Wrobel

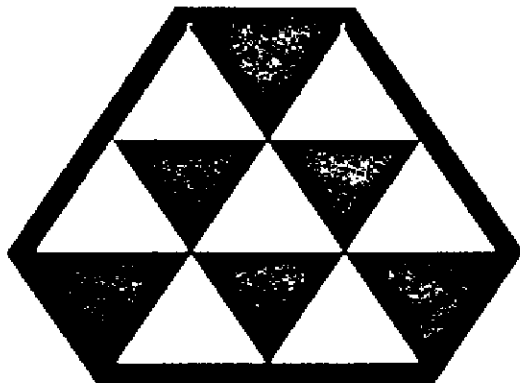
July 30, 1985  
1471

Long - "Objects to everything" eh? Maybe your object  
too if your phone records incoming phone calls in the article  
of the night while you were extracting Henry's name. Just a tad  
suspicious, isn't it? Considering that only Henry's name would know  
I was away! Well, perhaps Henry will take your advice  
about responsible use of the long distance telephone to heart.  
A classification is in order. You note your inevitable  
records of years of publication of telephone numbers without protest.  
We fine to put a telephone number of the individuals himself  
and it to you with the intention it is printed. But for the  
BBB you were asking for such information from third parties,  
without the consent, or even the knowledge, of the individuals  
concerned. One goofy Dip player called me collect giving his  
first name only. I thought it was somewhat like a beer  
who needed some help so I accepted the call. You can  
imagine what happened in the game. But beyond that expense  
and inconvenience, there are too many participants in gaming  
including the information Personal Life Question himself. A change  
definitely your own choice, Ray; hope you sleep well.

Ed Wholow  
3732 N. Frontale Ave  
Oak City VA 22133

P.S. How could you have transmitted all those letter  
cards and yet gotten the address wrong? (Oh, there  
I go again, objecting to everything!! And such a  
trivial item at that!)

/48/



# INSTITUTE FOR DIPLOMATIC STUDIES

RSUP  
8/22/85

Gaming & Simulations Studies

P.O. Box 8416 - SAN DIEGO, CA 92102, U.S.A. - (714) 238-0893

LAWRENCE WM. PEERY, Director

31 July 1985

Ed Wrobel  
3932 North Forestdale Ave.  
Dale City, VA 22193

Dear Ed:

Your letter of the 24th here.

I'm sorry you have stomach problems. I've never heard a good definition of drivel so I'm not sure if it applies to my comments about the Linsey/Dunestone poll.

My comments were based on all that I've heard, read, and seen in the past one (two?) years. They represent my best judgement and opinion. I'm sorry you don't approve of them. I would hope that that won't affect our ability to work together for the hobby's betterment. If they do then that is not my fault. *The Hobby is not "bettered" by pretending that an obvious fraud is a modern day wonder of statistical science.*  
As for your charges about the way the Poll was run. Please show me the proof. I'm in the process of analyzing the results of the Poll, based on information in the various mailing lists, etc. If there is a big bloc of pro-Wrobel, anti-Linsey people who boycotted the Poll please send me names, addresses, and phone numbers. If there was a big bloc of pro-Linsey, anti-Wrobel people who supported the Poll please send me names, addresses, and phone numbers. Either way, I'll be grateful for the PMS input--if they are really Dippy players. *Can't you see what's gone on?? Linsey wanted the boycott!*  
Please tell me how you know that the people who voted for just a few zines voted for VGD and NFA and gave it high marks. Perhaps they voted for Lolitesse, Whitestonia, Persaglieri, NSWG, and Retaliation and gave them low marks? I don't know. Please enlighten me with facts.

Aw  
common  
Larry,  
where have  
you been  
since 680  
#100?

Yeah, but  
I was an  
outsider,  
not the  
supposedly  
neutral  
organizer.

*awkward sentence, wasn't it?*  
"What Linsey did ~~was~~ a great job at was soliciting "buddy" votes." Isn't that what you did with the PFA and BJA? Remember, there I have the facts. I can judge. However, I do not intend to discuss them publicly. Unlike some, I don't keep a double standard or a two end zipper on my mouth.

I see nothing wrong with candidates campaigning. It's inappropriate for election judges to do so.



Page Two.

I am amused that you asked me about political polls. I didn't know that the Linsey/Runestone Poll or the D.A. or the CIA were "political polls." Please explain why they are.

*your committee reads like a Who's Who of the Dark Side. But I understand you have I am sorry you have no respect for me. Anymore. several volunteers from the other side. Will you choose more*

If you relate my comments to the Feud then that is your problem of than a perception. Not mine. You've been seduced by the organizational facilities and sheer bulk of the Dark Side. These were always your weaknesses. taken? If you wish to enter the XXth anniversary essay contest you are welcome to use any format or style or medium you wish. I think the rules guarantee you a fair reading. That's more than I can say for most of what goes on in the hobby. Fiction can be stranger than truth. It can also be more educational. Sometimes. Rarely. There's a

Considering I drove a cab for some 5 years I will take your calling me a "hack" a compliment. Personally, as I ponder the significance of my 38th birthday, Mike turning 40, Fred Davis, Jr. retiring, and your receding hairline (Sorry about that, a personal dir at a friend who cannot defend himself. I learned that from somebody in the hobby in Hoboken.) I come to the conclusion that inspite of your self-imposed myopia I still have no ill will toward you--or anyone else in the hobby.

*ext, my what can will. yesterday grocery ask before calling me bottle of wine! still retain youthful high spirits and firm convictions.*

*An obscure reference - what is it?*

Can you say the same thing?

Regards.

LARRY PEERY

*Why should you have ill will toward me? I didn't publish that Xena was part of the criminal element. Linsey's the only confessed criminal in the Hobby I know of. You're acting like Linsey in this respect, saying you can write whatever blatant hostile propaganda you want and somehow still be friends with everybody.*

*Substantial body of readers and academics who would disagree. Sometimes the truth doesn't build down to numbers so easily. And Sometimes numbers are used to disguise the truth. "There are lies. There are damn lies. And there are Statistics."*

*I'll have more to say about the Poll in TNFH. You'll get a copy.*

**The  
AVALON HILL  
Game Company**

4517 Harford Road,  
Baltimore, Md. 21214  
(301) 254-5300



3 August 1985

Mr. Ed Wrobel  
3932 North Forestdale Avenue  
Dale City VA 22193

Dear Mr. Wrobel:

My thanks for the fascinating issue of "Masters of Deceit", certainly the best that I have seen on your hobby for some time. I spent an evening this past week (that I should have spent laboring on American scenarios for SQUAD LEADER) reading through it with some gusto. I found every article enjoyable, some informative, and the introductory material by John Caruso and Kathy Byrne to be nothing less than fascinating (and required reading for any novice to the hobby). And I found Mr. Peel's article most revealing - and the best "written" of the lot. Unfortunately, you did not provide me with any information on cost or where the copy could be obtained so that I could make a plug for it in the "Infiltrator's Report" column in an upcoming issue of The GENERAL. If you could find the time to send me this information, or ask the editor of Masters of Deceit to do so, I would appreciate it.

I would take a moment to respond to one comment in your letter (since I've nothing pressing me at the time and I can savor the enjoyment of writing some letters I want to for a change rather than answering nutmail). You state that "Strategy and tactics are really secondary to negotiation. The subtleties of persuasion, co-operation and deceit do not lend themselves so readily to a cookbook approach."

**First Point** (note the nice bold face that my word processor is capable of?): To me "strategy and tactics" are a function of the style of game being played. I did not mean to imply, as you seemingly assumed, that the strategy and tactics of DIPLOMACY are limited merely to the pushing around of colored blocks. If a non-concrete aspect of a game has a definite impact on how a person wins, then it is justifiably a prime topic of consideration when writing articles on the game. In financial games (aka 1829) the ability to manipulate stocks and income with outlay of funds is as critical as the movement of survey parties and laying of track. In a game as complex as SQUAD LEADER, certainly the ability to assimilate a host of factors that are not represented on the mapboard is vital. And, in most multi-player military/diplomatic games, the ability to wheedle, threaten, coerce and otherwise manipulate your opponents is the crux of the game. In short, to win at DIPLOMACY, you must have some appreciation of diplomacy.

And such offboard ploys and pressures are certainly fine topics for articles on your favorite game (as well as many others, two favorites of mine - MACHIAVELLI and PAX BRITANNICA - among them). I wholly reject the notion that you cannot craft articles on these aspects. Psychologists and political analysts have been writing on such subjects for years. Are your fellow players any less able than they to analyze and propose in their field of expertise - namely, in the play of DIPLOMACY? No, there is no "cookbook approach". But

then, I've yet to see any "perfect plan" in any unflawed game. Even the simplest and most straightforward game is beyond the bounds of total control, due either to the vagaries of luck or to your opponent (who has his own "best" plan). That is, after all, the challenge of playing a game well. I may well hold your compatriots in higher esteem than you (although after reading *Masters of Deceit*, perhaps not); I firmly believe you folk are capable of analyzing the game at all its levels. **Second Point** taken care of.

As to personalities in the hobby of *DIPLOMACY* and in the 'zine world, I totally reject the notion that the infighting and sniping are inherent ("hereditary"?) among your fellows. It does take two, as the old adage goes, to make a fight - or to be a fool. I firmly believe that almost anything can be settled among intelligent folk. When not, a big stick or mere ignoring of the pests usually settles the matter (amazing how these folk wither if no one pays any attention to them). Do you realize how tedious and distasteful all this appears to novices in the hobby. You make mention of the "clique" ("California"? "Walker"? "Peery"? - I'm not even sure how you label this group or whom it comprises; and I read your press!). It is precisely this attitude of division among you that lead to my ignorance of such a fine issue as "*Masters of Deceit*" - sure to pull a few of my nominations for the next *Rod Walker Award*. And it is precisely this insular and nasty attitude that, I suspect, has driven away a number of players - both those who are just sampling the waters and those who have been up to their necks in it.

I'd hope to see your fuller response to Larry in *XENO* some day. Feel free to print any of the above ramblings, or answer them in writing to Larry. I'll be passing along your letter, and my response to it, to Larry for his files. As always, I remain . . .

Cordially,

Rex A. Martin  
Managing Editor/*The GENERAL*

/52/

Dear Larry:

Thanks for the XENO with the award results. I was surprised/flattered/quizzalle at seeing myself nominated for the Rod Walker Award.

Here's a copy of TIL to square us up (sort of), trade wise.

Note: I here by throw down the gauntlet, Larry (After first slapping your face a couple of times), and challenge you, if you dare to pick it up. I proclaim that The Inner Light, and not XENO, is the official, typical southern California Dip zine. TIL is more representative of the SoCal lifestyle and outlook than XENO. I will no longer stand idly by while the public perceives you as the southern Californian zine.

Out of my way, Larry, I'm going to the top. The hobby will soon come to learn I publish the preeminent, predominant SoCal zine (Who cares about NoCal?).

Beware!

KEITH SHERWOOD  
4824 $\frac{1}{2}$  Muir  
San Diego, CA 92107

\*\*\*\*\*

Dear Keith:

Go for it! With reel gusto!!

Did you build a 10,000 gallon water tank under your beach cottage in case the surf doesn't come up in the morning?

No, I won't pick up your gauntlet. If I did I would probably never be able to get back up again. (Note: See COSTAGUANA Vol. X, No. 10, 28 September 1985, pages 6-7 for an explanation of this.)

However, don't worry, I'll see that you get yours, sooner or later.

Regards,

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#### MEMORIES, DISTANT MEMORIES OF OH SO LONG AGO

As mentioned in the above letter to Keith and in the reference in COSTAGUANA I had an opportunity not long ago to meet face to face with one of San Diego's living Dippy giants, Conrad von Metzke. Conrad is one of the people who taught me how to play Dippy and his impact has had a lot to do with my own personal and zine style over the years. It was quite a treat to meet him again after some 15 years. Has it been so long? How time flies. The years have been kinder to Conrad than me, alas. He hasn't changed much physically at all. And he hasn't changed much in other ways as well.

We talked about DW's problems, and Conrad entertained me and Mike with a recording of his concert of a few years ago. You haven't lived until you've heard Conrad, a baritone/basso, sing Rule Britannia!

It's unfortunate that it was DW's problems that brought Conrad and I back together again but, what the heck, one excuse is as good as another. Now if we can just get Hal Naus back into circulation.

#### SPEAKING OF HAL NAUS

I actually did have a chance to talk to Hal a few weeks ago. I must share the story with you. I was answering the phones at work and I heard That Voice (If you have never talked to Hal you won't appreciate this story.) on the phone saying, roughly:

"Yes, ma'am. I'd like a cab at the Vons in Chula Vista at 551 I St. The name is Naus."

"Hal, is that you?..."

"If you ever call me that again, I'll ring your neck!!"

"Larry, is that you?....Yes, must be Larry Peery."

10/1/85

Dear Diplomacy Publisher:

The purpose of this letter is twofold. First, in case any of you aren't aware of it, DW #40 was a FAKE, published by me. The reason I bring this up now is to further add that Larry Peery's campaign to raise money for DW is for real: the zine is actually bankrupt. I did not know this at the time I was preparing the fake, and of course I hope that the efforts to revive the zine aren't impaired. If you could pass along the word to your readers that the drive to save DW is genuine, I'm sure Larry would appreciate it.

Incidentally, I will be making a proposal to Larry which might actually help to rescue DW financially. I got the fake printed very cheaply, and I may be able to arrange to do this for an issue or two of the real DW as well. If this comes to pass (and it's not at all certain yet), the financial benefit to DW will be immense, and the zine will survive easily (at least from the financial standpoint).

The other reason for this letter is to see whether we can get some more publicity for Lew Pulsipher's North American Diplomacy Players' Survey, which he has asked me to distribute. The returns are already coming in from the DW fake, of course, but if any of you would care to run this in your zines, or better yet as an insert (hobbyists understandably have an aversion to cutting ballots out of zines, as I discovered when I ran the Runestone Poll), it would be appreciated.

I am, quite frankly, not attaching the same importance to this survey as I did to the Runestone Poll. Thus, while I will distribute it directly to publishers and perhaps do a bit of mass mailing to people I think likely to respond, I'm not going to be mounting an all-out campaign to draw a huge vote. It would be nice if we rather, say, a hundred responses, so that the results are fairly significant. In my personal opinion, the questions asked on this survey (most of them written by Lew) are generally well-devised and will provide some insight into the hobby's views on some important questions. Or in brief, I think it's interesting.


As for the results, I will be compiling them probably with some sort of analysis to add interest to the dry numbers, and submitting them first to DW (Larry Peery has already told me that he'd be very interested to run them there), and then to the publishers of any other zines which publicize this project, and to hobbyists who send a SAL requesting them. I realize that this business about giving the scoop to DW got John Leader and Rod Walker in trouble regarding the Runestone Poll a few years back, but I'd like to give this first to DW at this time because the zine is currently in need of original materials, and I think this will help. Hopefully, those who are concerned about DW's future, as I am, won't object to this procedure. (Of course, if DW can't publish the results in a reasonable amount of time, I'll go ahead and send them out to others anyway.)

Incidentally, I may be pushing the deadline back by a month or so on this, just to allow more time for responses to come in.

Thanks in advance for helping out with this project -- and please remember to send in your survey forms as well!

Best,

P.S. (Insert your favorite swear word here) I seem to have misplaced the 8 1/2 x 11 copies I had of the survey, and don't have time to retype it right now, so your copy is the photoreduced version that appeared in DW. If you need a non-reduced copy for your zine, or even if you wish to have me print up enough copies for your entire circulation and send them to you, let me know and I'll see what I can do.

Bruce Linsey  
73 Ashcroft St., Apt. 3  
Dorset, MA 01926

A Proposal to End the Feud

by Bruce Linsey

Yes, I'm totally serious. The six-point proposal which follows is my (very rough) draft of an agreement which maybe, just maybe, could end the terrible feud which has been plaguing people in our hobby for a year and a half now. I have read this to several people whose opinions I value, and they have told me that the plan seems reasonable; that is, it addresses what appear to be the chief concerns of both sides. So I throw this open to discussion; those publishers who don't mind printing feud material are welcome to print this, and I'd like to hear from as many people as possible whether this plan is a good one -- and please let Kathy Byrne know your views as well, pro or con. Anyhow, here goes:

1. Kathy will remain as DW editor. There will be no more DW fakes, and no attempt to found a rival publication. DW will retain its plug for Supernova, and will print the Runestone Poll ballots and instructions, as well as the main lists of the results, on an annual basis. Feuds will not be publicized in DW.
2. Bruce will remain as Runestone pollster. There will be no further attempts to discredit the Poll, and the rival poll will be discontinued. Bruce promises to continue the practice of having an assistant oversee his running of the Poll and serve as an alternate repository for ballots.
3. With the sole exception noted in #4 (below), Bruce will drop all demands for retractions of past charges made against him, and all other past complaints. Bruce will not pursue the answers to the "97 questions" as posed in NFA #32/33.
4. Kathy will publicly retract in full her charge that Bruce wrote a "sick letter" to her pre-teen daughter, and admit that Bruce's version of events, as stated in NFA #29/30, pp 64-65, is 100% accurate.
5. Each side will refrain from printing or writing further charges or attacks against the other. Feudesse and Bad Doggie will no longer be published, and the "Fighting Words" section will be dropped from NFA. The Not for Hire, if continued, will drop feuds from its letter column, and Bruce will exclude feuds from any future mass mailings.
6. If either side feels that the other has violated, or may have violated, any terms of this agreement; the first action taken in response will be to attempt to settle the question privately through a neutral party. ((I have in mind about five people who I'd consider as candidates for this awesome role, but I haven't asked them privately yet, and won't name them here...)) All parties will attempt to channel their energies into constructive and peaceful pursuits.

Now, my peripheral discussion of each of these six points.

1. Yes, there has been occasional talk of a rival publication. However, I think that, so long as the content of DW remains acceptable to the entire hobby (which implies that Supernova and the Runestone Poll continue to receive coverage), there is no great need for this.
2. Actually, the Runestone Poll is in no danger, financial or otherwise. The '85 Poll proved that the institution is established enough even to flourish in the face of a boycott. Despite that, it would be nice to have a Poll freed from the silly and spurious attacks that have been launched against it.
3. This is my big concession. There are numerous charges that I would like to see cleared up, and on which I have (let's face it) an incredibly strong case. A few examples would include the "missing children" pictures that Kathy printed, the Olsen claim that I sent Dick Martin a letter gloating that Kathy would be out of the hobby in two weeks, the "love triangle" business, the letter Kathy claims I wrote to Meinel's wife, Martin's charge that I am a "child molestor", Tallman's bogus claim that I contacted the FBI regarding Jack Masters, and so on. THESE WOULD ALL BE UNILATERALLY DROPPED, not pressed and pressed as they will be should the feud continue. Believe

me, it sickens me to think that I might have to live with some of these nasty charges hanging over my head, but for the sake of peace, I'm willing to make this concession and stop pursuing them.

4. And now we get to the point Kathy must concede...the charge I absolutely cannot live with -- the Francine letter. That charge must go, unequivocally and totally. It's not that I think people still believe it (even Ken Peel and Pete Gaughan have told me that they believe my story on this point), but that the charge was so nasty and so far removed from the truth. It was a smear that I will not allow to stand. Therefore, Kathy must make a full and public retraction, and it must appear in the zines which publicized her initial charge. I'm sorry...I cannot agree to drop this complaint until it is cleared up.

5. I realize that it's extremely vague to talk about writing further charges or attacks...what is feuding to one may be legitimate discussion of a hobby issue to another. Nonetheless, it's worth a try -- we have to start somewhere. Perhaps we could all try to err on the side of caution for a few months, at least? This agreement just won't fly without some provision restricting further conflict. (Incidentally, Feudesse may have already folded...)

6. This point recognizes that the road to peace isn't going to be an easy one, and that regardless of how badly one side thinks the other may be trying to "cheat", there has to be a means of response other than immediate conflict -- otherwise, the whole thing falls apart, and we're back to where we began. This doesn't insure, of course, that the feud won't rekindle...it just reduces the probability by specifying a procedure which all parties will attempt to use to remedy potential difficulties.

What do you say, folks...can we use the above as a framework with which to end the Diplomacy Hobby War? Discussion is invited, publicly or otherwise.

The advantages of the above agreement would be tremendous. The biggest obvious advantage would be the end of this awful feud that has ruined the hobby for many people, including some of my best friends. But there's another advantage to all this. If this agreement is signed by all feuding parties (and that means people on both sides), then I will try to get a deal for DW's printing (at least temporarily) which could save DW's hide financially. Larry Peery told me that the next issue is going to cost around \$400 to print. I was able to get the printing done for the fake DW -- 52 pages long -- for less than one-fourth of that figure. I will be writing Larry with some exact numbers fairly soon, at his request. The printing isn't exactly the highest quality in the world, but it's certainly more than adequate, and the resulting windfall will be an enormous boon to DW. I am willing to do my best to pull this off (it's not 100% certain, and it might not last forever) IF AND ONLY IF WE CAN GET THE ABOVE AGREEMENT SIGNED AND END THIS FEUD. I am perfectly willing to do this for a Kathy Byrne-run DW, provided I'm not feuding with her; and with the exceptions noted in point 1 of this proposed truce, I make no demands about the content of the zine... nor do I ask to be "officially" associated with it (whatever that means).

The disadvantages of not having the above agreement signed? Well, I'm confident that DW will survive in any event, thanks to the hard work of Larry Peery and the support of the rest of the hobby (I'd still be contributing to it myself), so that's no problem. But, the feud will continue, for ghod knows how long, and it's not going to get any prettier. I don't think that any sane person could want the feud to continue -- it means considerable damage to the hobby, and more people hurt.

So those are my proposals...what do you people have to say? And, are you willing to help and support this truce?

Sincerely,

*Bruce Linsey*  
Bruce Linsey

1561

## A Call to Contain the Great Feud

October 6, 1985

Over the past few weeks, I, and several others, have been talking to the primary feuding parties to see if a general amnesty and cease-fire could be called. We came very close to an agreement, but it fell through because of one or more individuals who ultimately proved unwilling to call a halt to the bloodletting without key concessions from the other side. Thus, it appears that the process will continue with no end in sight.

I strongly believe that so many unexcusable things have been said and done on all sides of the feud that the handful of individuals intent on continuing to propel this process forward do not deserve the kind of vindication they still seek. This complex feud has continued to grow and deepen for one and a half years, and it is now threatening the very organic integrity of DipDom. For those who have lost themselves deep in the feeding frenzy of the feud, I care little. Let them hack off limbs, dismember their own reputation, and continue with name-calling and obscenities in the dark recesses of the hobby, but let all hobiests who are tired of it all take action to contain it.

The combined synergy of our individual actions can have great force. Diplomacy fandom is for gaming, positive creativity, and the joys of simulated lying and deception. Let us reclaim it for ourselves. I urge those who share my views to follow suit, and set off an "ever-widening gyre." These actions can have positive result if enough individuals are also tired and disgusted by the great feud, and if we all keep scrupulously even-handed:

1. Resign from 'zines that give sanctuary to the feud. After this presentation has gained wide circulation, I will procede to resign from any 'zine that remains infected with the feud. I will send a letter for print explaining the reasons for my action, and will enclose a self-addressed post card for notification by the publisher when the editorial policy has changed (so that I may resubscribe). If you play in the 'zine, you might ask to continue the game by flier, or you might move the game elsewhere if the other players share your views on the feud. I will make no statements on the "substance" or personalities of the feud. More feuding does not feuding end; only ending it can end it.

2. Freeze the custodial status of feuders. An "honorable" feuder will assign a temporary substitute for important custodial projects, rather than allow his or her continued involvement in the great feud to harm the projects by osmosis. If a person formally active in the feud draws back and ceases participation, that person ought to retain his or her position (despite the rantings of those who choose to continue). This is a process that should be encouraged. If a feuder refuses to voluntarily withdraw (even temporarily while the feud plays out), I believe that the establishment of duplicative services or projects would be preferable to continued sole custodianship by a feuder.

This great feud is a holocaust of a different nature than the simple feuds of the past, save perhaps the Boardman/Walker feud of many years ago that literally split the hobby. Let's not let that happen to us again. It is time to move forward and reclaim control of our own destiny.

Very sincerely,  
Ken Peel



/Editor's Note: I urge everyone to respond to this poll. I have supported it since the first poll was conducted back in the hobby's Golden Age. It provides a useful adjunct to the Peeripoll./

NORTH AMERICAN DIPLOMACY PLAYERS' SURVEY #3

The first two NADP Surveys were conducted in 1974 and 1975. 156 and 168 people responded to those two surveys. All publishers are requested to reprint this form. All information provided by respondents is strictly confidential. You MUST give your name in order to be tallied, to avoid duplicates. PRIZES: Several DIP publications will be awarded to randomly selected respondents. PLEASE RESPOND BEFORE 20 NOVEMBER 1985 to Bruce Linsey, 7J Ashuelot St., Apt. J, Dalton, MA 01226 or Lew Pulsipher, 5102 Catalpa Rd., Fayetteville, NC 28304.

EXPERIENCE

Name: \_\_\_\_\_ Age: \_\_\_\_\_ Sex: M \_\_, F \_\_. Year you began playing postal DIP \_\_\_\_\_; face-to-face DIP \_\_\_\_\_; convention tournament DIP \_\_\_\_\_; electronic-mail DIP \_\_\_\_\_; telephone DIP \_\_\_\_\_; postal DIPvariant \_\_\_\_\_; face-to-face DIPvariant \_\_\_\_\_. Have you played as a replacement in postal DIP: No \_\_, Yes \_\_.

Do you or did you publish a DIPzine (not subzine or carbon copy): Yes \_\_, No \_\_. Do you or did you GM postal DIP games or variants: Yes \_\_, No \_\_. How many hours per week do you devote to DIPLOMACY? \_\_\_\_\_.

How well do you think you play postal DIPLOMACY (0=very poorly, 5=average, 10=very well): \_\_\_\_\_ Face-to-face DIPLOMACY: \_\_\_\_\_ How many postal DIPgames (standard and variant) have you been in (completed or in progress): 0-5 \_\_, 6-10 \_\_, 11-20 \_\_, 21-40 \_\_, 41+ \_\_ Did you respond to NADPS #1 or 2: No \_\_, Yes \_\_. How many DIPzines do you read regularly (not counting subzines): 1-3 \_\_, 4-6 \_\_, 7-9 \_\_, 10+ \_\_. How many overseas DIPzines do you read regularly? \_\_\_\_\_.

Are you married: No \_\_, Yes \_\_. Are you a student: No \_\_, Yes \_\_. Mark if you play: bridge \_\_, board wargames \_\_, role-playing games \_\_, DIPvariants \_\_, computer games \_\_. Do you own a computer: No \_\_, Yes \_\_. If yes, do you own a modem: No \_\_, Yes \_\_. Do you read science fictions: No \_\_, Yes \_\_. Do you play non-DIP games by mail: No \_\_, Yes \_\_.

How many pages of game press releases do you write per quarter year: 0-1 \_\_, 1-5 \_\_, 5-10 \_\_, 10-20 \_\_, 20+ \_\_. Check items you've read from: Gamers Guide to Diplomacy (Walker) \_\_, Diplomacy Games and Variants (Pulsipher) \_\_, The Game of Diplomacy (Sharp) \_\_, Strategy & Tactics of Postal Diplomacy (Peery) \_\_, Supernova (Linsey) \_\_, Lexicon of Diplomacy (Berch) \_\_, SF/F Variants Package (Pulsipher) \_\_, Lord of the Rings (Tolkien) \_\_, Getting to Yes (Fisher and Urey) \_\_, You Can Negotiate Anything (Cohan) \_\_, Foundation Trilogy (Asimov) \_\_.

OPINION

In the following, no particular order is needed, nor need you name 5.  
5 most important people in Diplomacy fandom \_\_\_\_\_  
5 most skilled postal DIP players \_\_\_\_\_  
5 favorite active DIPzines \_\_\_\_\_

GMESMASTERING

What postal deadline length do you prefer (weeks): 2 \_\_, 3 \_\_, 4 \_\_, 5 \_\_, 6 \_\_. What would be a reasonable game fee for an experienced GM with a good reputation (assume a sub to the zine is required separately): \_\_\_\_\_. How should countries be assigned: by chance \_\_, by player preference \_\_. Who "owns" the postal game: GM \_\_, players \_\_.

ZINES

Think about your ideal of a zine to play postal games in. How many postal games (including non-DIP) should be run in the zine? \_\_\_\_\_. Circulation would be: less than 25 \_\_, 26-50 \_\_, 51-100 \_\_, 100+ \_\_. Number of editors: \_\_\_\_\_. Number of subzines: \_\_\_\_\_. Your GM is \_\_, is not \_\_ the publisher.

/Editor's Note: This copy is for your record. You may wish to fill it out and then complete the enclosed flyer form and return that one. Then, if you wish, you can compare your answers with those that appear in the published results./

## PLAYING THE GAME

Assign numbers indicating the relative importance in play of these three elements of Diplomacy (0=no importance, 5=average importance, 10=very important): tactics\_\_\_\_, strategy\_\_\_\_, negotiations\_\_\_\_.

In a perfectly played game of DIP, what would be the inevitable outcome: no inevitable outcome\_\_\_\_, win\_\_\_\_, 2-way draw\_\_\_\_, 3-way\_\_\_\_, 4-way\_\_\_\_, 5-way\_\_\_\_, 6-way\_\_\_\_, 7-way\_\_\_\_.

Assign numbers (0=hopelessly weak, 5=average, 10=very strong) to indicate the comparative strength of the countries in standard DIP: Aus\_\_\_\_, Eng\_\_\_\_, Fra\_\_\_\_, Ger\_\_\_\_, Ita\_\_\_\_, Rus\_\_\_\_, Tur\_\_\_\_.

Assign numbers to indicate comparative value to you of the following DIPgame finishes (0=no importance to 100=highest importance; please assign 100 to at least one outcome): win\_\_\_\_, 2-way draw\_\_\_\_, 3-way\_\_\_\_, 4-way\_\_\_\_, 5-way\_\_\_\_, 6-way\_\_\_\_, 7-way\_\_\_\_, 2nd place\_\_\_\_, 3rd\_\_\_\_, 4th\_\_\_\_, 5th\_\_\_\_, 6th\_\_\_\_, 7th\_\_\_\_.

What part (in %) would you any chance, as opposed to skill, plays in: DIP\_\_\_\_, Chess\_\_\_\_, Poker\_\_\_\_, Bridge\_\_\_\_, Adv, Dungeons&Dragons\_\_\_\_. Using the first letter of each country name, list in order your playing preferences from most preferred to least preferred:\_\_\_\_. List in order the four strongest two-country alliances in DIP: 1\_\_\_\_, 2\_\_\_\_, 3\_\_\_\_, 4\_\_\_\_.

## AGREE/DISAGREE

Answer the following with: Z=not familiar with the idea, A=agree strongly, B=agree somewhat, C=neutral/no opinion, D=disagree somewhat, E=disagree strongly.

If the Army or fleet designation is missing from an order, or is wrong, then the order should be disallowed.

The GM should strictly maintain his deadlines, not accepting late orders under any circumstances.

GMs generally aren't considerate enough of the interests of the players. \_\_\_\_\_

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

DIPLOMACY is the best game I ever played. \_\_\_\_\_

The maintenance of the Boardman Numbers is vital to the hobby. \_\_\_\_\_

The Novice Packet (Supernova) is vital to the hobby. \_\_\_\_\_

"How to win" articles contribute to my enjoyment of the hobby. \_\_\_\_\_

"How to win" articles help improve my playing ability. \_\_\_\_\_

With unlimited time, PTF games are more likely to end in a draw than postal games. \_\_\_\_\_

Unordered units should not be eliminated when dislodged in order to minimize the effect of missed moves on postal DIP.

A unit ordered both to hold and support is double-ordered, and therefore unordered. \_\_\_\_\_

GMs should publish reasonably comprehensive house rules to set forth their specific procedures for their players. \_\_\_\_\_

A GM should not try to GM more than six games at once. \_\_\_\_\_

There ought to be a "world championship" postal DIP tournament. \_\_\_\_\_

There ought to be a "world championship" PTF DIP tournament. \_\_\_\_\_

"Demonstration games" contribute to my enjoyment of the hobby. \_\_\_\_\_

There ought to be a single, universal rating system as in chess. \_\_\_\_\_

I never ally again in the same game with someone who stabbed me. \_\_\_\_\_

I never ally again in any game with someone who stabbed me. \_\_\_\_\_

I enjoy postal DIP more than PTF. \_\_\_\_\_

Please mail this form by November 20 to Bruce Lindsey, 73 Ashuelot St., Apt. 3, Dalton, MA 01226 or Lew Pulsipher, 5102 Catalpa Rd., Fayetteville, NC 28304. Results will be made available soon after that date. First publication rights will go to DIPLOMACY WORLD if its publishing schedule coincides reasonably with the above deadline.

BBB: A CRITICAL AND A POPULAR SUCCESS

The hobby's reaction to the 1985 BBB has been very positive. The first printing is gone, although not for the reason you might think. The second printing was half sold within a month of publication. If you want a copy send \$5.00 (\$4.00 cover price plus \$1.00 postage and handling) in U.S. funds, check or money order please, made payable to Larry Peery, to 1985 BBB, Box 8416, San Diego, CA 92102. Copies are sent by first class mail.

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Comments on the 1985 BBB

"I just got through the BBB...as an Atari user I was a little dismayed that it was done on a C64, but it's a good job neverthenonetheless..."  
DON DEL GRANDE

"Good work. My ZIP is 11001, the BBB says 11011."  
NICK FELELLA

"Congratulate yourself on a good job; the only problem is that some of the pages were out of order in the zip code list and the phone area code list."  
CHRIS CARRIER

"Thanks for the rapid response to the BBB request. I didn't know it was completed yet. I thought in August. Very nice indeed. In fact---except for some out-dated addresses---excellent. When I have time, I'll send you phone and address updates if you'd like. My pleasure to help. Its the best zine/directory; whatever; I've ever seen in Dipdom! For real!"  
JOHN CARUSO

"The BBB was magnificent. I think it is an outstanding achievement."  
GREG ELLIS

"Thanks for the copy of the BBB. I certainly appreciated your kind comments regarding myself in it. And I am truely impressed by the volume of work that you put into the book. I enjoyed reading through it even though I have no interest in resuming my Diplomacy activities..."  
DOUG BEYERLEIN

"I'm sure you'll get plenty of praise, so let me chime in with some criticisms. The biggest is your price...I realize, in a sense, I'm asking you to "downgrade" your product. But in my opinion, the most compact, Beta-less product will be more useful because more people will buy it."  
MARK BERCH

"The BBB is a beautiful job. The only flaw is that in the first two parts of the ZIP Code breakdown, the names are cut off at the top and bottom of each page....Loved the BBB. Makes all previous Censuses palid by comparison."  
FRED DAVIS, JR.

"Thanks for the BBB. It is great."  
DAVE GRABAR

/60/

Lots of other people praised the BBB, ranging from Kathy Byrne, to Brux Linsey, to Rex Martin. Even more helpful than all the praise were promises---delivered---of more names, addresses, telephone numbers, with corrections and updates. Already the first supplement to the BBB is in the works. Hopefully it will appear around New Year's.

Some of the so-called criticisms of the BBB are not really correctable. The software we used had certain limitations. Nothing can correct those, short of new software or a new computer. That will come in time. Until then we just have to live within our limitations. Others, such as the out of date addresses are only correctable to a certain cut off date and given the number of address changes in the hobby there is always going to be some amount of obsolescence.

But, by and large, the BBB has been very successful thanks to all the input from so many of the hobby's members. Unfortunately, much of the praise has gone to the wrong person. Let me set the record straight, so to speak, with a verbatim quotation from FEUILLETONIST'S FORUM #14:

"If you haven't seen a copy, or don't own a copy, I very highly recommend you get a copy of the BLACK AND BLUE BOOK by Mike Maston and Larry Peery. The book is phenomenal. The Hobby Census that has been put out by Dick Martin of late was always very useful; this new effort, however, goes far beyond the census. There are three lists: alphabetical, by ZIP, and by phone number. If you want a list of people in your area, you can find them according to either zip code or area code. For many of the entries he has also listed their interests.

"Furthermore, I took the liberty of mapping out exactly where the people in the hobby live. All 1000 names. We have very large groups in California (this year's BBB started with the 1984 California BBB as a base, so these numbers will be skewed in that direction), Texas, New York, and Illinois. Amazingly similar to the present division for rotation of DIPCON. I hear that Mike Maston did most of the work, but Larry is getting all the praise. So send your praise to Mike too. Enclosed in this issue is an order form for your very own BBB. They are constantly going to be working on an update for it, so send in any new information that you have."

And that's the way it is.

If you don't have a BBB send in your order today. And while your at it please send us a list of the names, addresses, and telephone numbers (with area codes) of people you know that play DIPLOMACY. And, if you know their special interests in the hobby make a note of those as well.

Thanx.

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NAME \_\_\_\_\_

ADDRESS \_\_\_\_\_

TELEPHONE \_\_\_\_\_

Enclosed is a check or money order for \$5.00 (USA) made payable to: Larry Peery. Please send me a copy of the 1985 BBB. Return to: 1985 BBB, Box 8416, San Diego, CA 92102.

ANALYSIS OF 1985 BLACK AND BLUE BOOK CENSUS STATISTICS

by Fred Davis, Jr.

The main difference between the 1983 Census figures and the numbers shown in the 1985 BBB is that the BBB includes many FTF-only players, especially in California. This accounts for the big increase in California listings, which jumped from 129 to 245. Also, while some zine mailing lists were used in compiling these figures, many were obtained by individual voluntary listings.

The continued growth of players in Virginia and Texas reflects the presence of active FTF groups in those areas. The numbers are obviously too low for Canada, where the BBB may not have received sufficient publicity. Other states which appear to be under-represented are New Jersey, New York, Pennsylvania, Michigan and Ohio. It's been said that many people have moved from those areas to the Sunbelt in recent years. This could account for some of the increase in Texas, but it can't explain the drop in PA (from 55 to 14 in just three years!). It also doesn't explain the drop in Florida from 23 to 13. And with Washington State hosting the 1985 DIPCON, we know the 1983 figure of "19" must be more accurate than BBB's "8". So, these figures simply show that some names have dropped through the cracks despite the best efforts of the compilers.

I refer to "1983" figures throughout this report, as that is when the data was compiled for the "1983/84 PDO Census." The BBB data is more complete than that obtained for any previous Census, but it must be remembered that this is not specifically a Postal players' census, so it's really not fair to compare these figures with those of prior enumerations.

Note that the majority of addresses in Maryland and Virginia are in the Washington, D.C. metropolitan area. This area has become one of the most important centers of Diplomacy in America. Similarly, the large increase shown for Oregon is clustered in the Portland-Eugene area.

No attempt has been made to delete the names of FTF-only players. However, I feel that the Grand Total of 938 people is probably fairly accurate for the hobby, given that in the recent past the figures have ranged in the high 800's. The number of overlooked postal players may have been balanced by the inclusion of some FTF players. The Pacific Region is over-represented, of course.

The raw numbers in the BBB would indicate that 23% of all North American hobby members live in California. In 1983, 16% of all U.S. postal players lived in California. The current figure is probably somewhere between those two percentages.

Most Common Surnames: Anderson (10), Baker (8), Brown (5). There were four each of Johnson, Kelly, Martin, Stewart, and Walker, but we show only 3 Jones and 2 Smiths.  
(In 1983, top surnames were Jones (8), Kelly and Smith (6), but only 4 Andersons and 5 Bakers.

Most Common First Names: Michael/Mike (46), Bob/Robert (44), Dave/David (44), John (41), Jim/James (39), Mark/Marc (37), Steve/Steven (37), and Bill/William (26).  
In 1983, John led the list (56), with Bob/Robert second (48).  
In 1985, there has been a decline in Richards and a rise in the number of Greys and Jeffs (to 15 each).

## 1985 DIPLOMACY PLAYER STATISTICS - Fred Davis, Jr.

Number of Players by States & Provinces  
Compared with 1983 Census Figures

<u>Atlantic Region</u>			<u>Central Region</u>			<u>Pacific Region</u>		
	<u>1983</u>	<u>1985</u>		<u>1983</u>	<u>1985</u>		<u>1983</u>	<u>1985</u>
Conn.	9	14	Ala.	3	2	Alaska	3	2
Del.	1	1	Ark.	1	1	Ariz.	5	6
D.C.	6	8	Colo.	9	16	Calif.	129	245
Fla.	23	13*	Idaho	4	3	Hawaii	3	1
Ga.	10	12	Ill.	47	48	Nev.	3	2
Maine	3	1	Ind.	18	16	Ore.	13	25
MD.	35	32	Iowa	1	4	Wash.	19	8
Mass.	30	27	Kans.	7	5		175	289
N.H.	4	3	Ky.	4	3			
N.J.	37	25*	La.	7	8	<u>Canada</u>		
N.Y.	84	70*	Mich.	33	24*	Alberta	15	9
N.C.	10	10	Minn.	9	8	B.C.	7	9
Pa.	37	14*	Miss.	3	0	Manitoba	4	2
R.I.	3	2	Mo.	9	10	N.B.	0	0
S.C.	7	4	Mont.	3	2	Nfld.	1	0
Vt.	3	2	Nebr.	3	0	N. Scotia	1	1
Va.	43	65	N.D.	0	1	Ont.	45	26*
W.V.	3	2	N.Mex.	3	6	Que.	7	4
P.R.	0	0	Ohio	18	14*	Sask.	3	1
	<u>351</u>	<u>305</u>	Okla.	6	9	Sask.	3	1
APO's	8	2	S.D.	0	1	NWT/Yuk.	1	1
			Tenn.	7	7		<u>84</u>	<u>53</u>
			Texas	52	86	Atlantic	351	305
			Utah	4	1	Central	270	289
			Wis.	18	14	Pacific	175	289
			Wyo.	1	0	Canada	84	53
				<u>270</u>	<u>289</u>	APO's	8	2
U.S.A.	804	885				GRAND TOTAL	888	938**
Canada	84	53						

\* = Obvious undercounting

\*\* = Includes two pseudonyms (1 each in California and New York).

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COMMENTS - Larry Peery

Thanx, Fred. Most interesting analysis. I agree with most of what you said but I would say that California is not over-represented, the other states are under-represented. When we began this year's BBB we took the 1984 edition (solely devoted to California Dippy players) and purged that listing (it dropped from 450 plus names to around 100, all active hobby members). So we started with a base of 100 California players. The other 145 names were all submitted by postal hobby sources. Of the 245 names I guesstimate that around 200 are active PBM players so that if the hobby's make-up is about 20% Californians the hobby would number around 1,000 members. I still project that, given the info from all sources, the 1987 edition of the BBB will contain some 2,000 names of all types of players. Finding them all is the challenge. By the way, since the BBB was published we've added many more names and phone numbers. I don't have an exact percentage yet.

My Thirty Years at Social Security:A Square Peg in a Round Holeby Fred Davis

I started my Social Security career with the Chicago Loop District Office on February 28, 1955, as a Claims Representative Trainee, Grade GS-5. In those days, all of what we now consider as "Social Security" was a single bureau, the Bureau of Old Age & Survivors Insurance. The Disability program had just begun, Welfare was a separate and distinct agency, and Medicare wasn't even a gleam in President Eisenhower's eye. We had had computers since 1952, but these were huge mainframe machines located in Baltimore. Almost everything was done "by hand," and as a result we felt we had a much closer attachment to what was going on.

In my early days, I was rather wet behind the ears. Although in my mid-20's, this was my first permanent job. I'd spent almost three years in the Army during the Korean War, and had taken five years to finish college due to transfers and a change in majors. While I'd held a somewhat responsible job as Chief Clerk of a separate company in the 28th Infantry Division, there is no comparison between work done as a PFC or Corporal in the Army and work performed for a civilian employer. So, I was a bit apprehensive when I started out, and leaned over backwards to please. All males wore suits and ties at all times, of course. Having just graduated from college, and in virtual poverty, I had to be very careful with my wardrobe, as I owned just two suits and four white shirts when I started. I took the very daring risk of wearing a different colored shirt on occasion that first year.

Our Manager, in 1955, was a very distinguished looking man of 63. In those days, the Manager of a Class I office was a Grade 12. I remember watching him standing in front of the office, with his white hair and double-breasted suit, and saying to myself, "Gee, imagine, in 20 years maybe I will be a GS-12, too." (Ironically, I became a "12" in Baltimore just ten years later, but in Baltimore 12's were a dime a dozen. The only ooh's and aah's that promotion generated was when I paid a visit to the Chicago office on a trip.)

Legend had it that our Manager had been a "house afire" in the early years of the program, but he was clearly living on his laurels by the time I arrived. He used to go home an hour early every afternoon, and no one said boo. We did not know he was ill, until he was suddenly hospitalized with stomach cancer two years later. He was out for six months, and then returned to work, saying he had no intention of retiring until he reached the compulsory stopping age of 70. "They'll have to carry me out feet first," he said. He lasted one more year, and then died in May 1959, "with his boots on."

My first supervisor was a middle-aged old maid, who was very good on the technical aspects of S.S. claims, but was rather strange in other ways. She did instill in me the need to treat each claim seriously, and to attempt to be courteous to every claimant, even those who were pains in the, uh, neck. We learned in the field that a claims folder represented a person, not just a piece of paper. I think this concept was lost by some of the people in Central Office.

Our office was not air-conditioned at first. 1955 was the hottest summer in Chicago's history. It went over 100° F. twelve times that summer, and we were sent home early. When we were about to move our office to a location on S. Dearborn St., I asked our Manager whether it would be a/c'd. "No," he replied. "They made a survey, and determined that no office north of Springfield would ever be air-conditioned. It just doesn't get hot often enough here in Chicago."

So, we moved to Dearborn Street, and spent two more hot summers there. Always wearing ties, of course. Then, on September 1, 1957, when that summer was just about over, they announced we were getting an air-conditioning unit. They had to winch this gigantic thing up a flight of steps to squeeze it in. Then, they proceeded to cut and weld the metal for ceiling ducts during working hours, while we tried to take claims and answer phones. Everything was installed just in time for the first cold snap. We got three years use out of this Rube Goldberg, and then we moved again! My final office in Chicago on N. Wabash Ave. right across the street from Marshall Field's, was already A/C'd when we moved in.

It took me about one year to really learn the ropes in the District Office, and then another year before I began to get bored. The longer I stayed, the more bored I got. Also, the more Disability claims I had to take. In our location, the majority of DIB claims were filed by Skid Row bums, and by husky truck drivers, who could have snapped me in half, who said they were disabled by TB or bad backs. I began looking for an escape hatch.

In February 1961, I wrote to the Personnel Office in Baltimore, asking for an interview, with regard to a transfer to SSA Headquarters there. I received a letter from Personnel saying, in effect, "Please don't come. There are no job openings in Baltimore, and we don't expect any in the foreseeable future." Six weeks later, I was offered a GS-9 position in Baltimore, as a Disability Claims Examiner! It seems that the Bureau of Disability Insurance was hiring about 100 new examiners. This is an example of "Left hand knoweth not what right hand doeth" in Government service.

So, I found an escape hatch and moved to Baltimore in June 1961. I didn't know I was going from the frying pan into the fire! I will say that we received some excellent medical training. Not quite enough to hang out a shingle, but a lot more than most educated laymen, to the point where we could often pull out our Merck's Manual and get the right diagnosis and prognostication on a medical condition.

I had some weird experiences with some of my Section Chiefs in Baltimore. My first Chief was an ex-Navy man, still a Lt. Commander in the Reserves, who used to walk up and down the aisles checking our desktops. "Empty that ashtray" was one of his favorite commands. It was hard to resist replying, "Aye aye, sir."

My next chief was drawing 50% Neuropsychiatric Disability from the V.A. He had been given a "Section 8" discharge in World War II. Management, in its exquisite judgement, had just promoted him to Chief when I arrived in the Division of Reconsideration, and our groups of Examiners were to be his first victims. He was from New York City. He would call Section meetings to tell us how great New York was. He disliked everyone, including landsmen, if they weren't from "The City." Once, he interrupted discussing a case with me to lean over his desk and tell me confidentially that "the only two good universities in the U.S. are Columbia and CCNY." (He had attended CCNY). He also held up our GS-11 promotions for two months on a whim.

We never knew from day to day what he was going to do or say, so we were constantly in a state of panic. Two men in the section were living on Gelusil. One was drinking himself to death. Another resigned to take a Grade 9 job back in California just to get away from him. In those days, there was no union or other office to file charges of discrimination with. We had to like it or lump it. I thought of going back to Chicago, but finally I was able to get transferred to another section after 2½ years.

My next chief was from Puerto Rico. He was a kindly old gentleman, who wrote excellent English, but whose speech was nearly non-understandable. After he'd called a meeting and made an announcement, we'd turn to each other and ask, "What did he say?"



He also had eye trouble, which made him almost blind. He was constantly running down to the nurse's station to have drops put in his eyes for glaucoma. However, his visual problems didn't keep him from leering at all the pretty girls. He admitted that he selected his secretaries and typists solely for their looks. Oh, well, we couldn't complain about the scenery, even if some of the girls did spend more time erasing than typing. (That was before White-out was invented). In any event, it was during my time with this Chief that my GS-12 promotion came through.

We played musical chairs every 18 to 24 months thereafter, so I had a stream of Section Chiefs thereafter. Most of them were pretty good. I got to the point where I could do the work in less than 8 hours per day. That left me time for taking care of other important matters, such as Mense work or my baseball statistics, and, later, some Diplomacy matters. (Quick, Fred, take the Fifth there!)

One thing I liked about working in Baltimore was the lack of tension, which had been caused by having an office full of anxious claimants. We could take our breaks and lunch hours when they were scheduled, instead of being tied up with lengthy claims to all hours. I remember having one New Year's Eve getaway spoiled by having to take a claim from a self-employed Chinese claimant with a wife in Hong Kong! After a few weeks of working claims in the more peaceful atmosphere in Baltimore, I was very glad I had taken the transfer. Later on, when the District Offices became swamped; first in 1965 with Medicare claims; and then in 1974 with Welfare cases, I said Thank God I was no longer on the firing line. I don't think I could have taken the continuing crisis and compulsory overtime. I rarely worked Overtime in Baltimore. I think I put in three Saturdays and one holiday in 24 years. Fortunately, other people were always willing to volunteer for O/T, relieving me of the need to work it.

While working Initial claims, on my first assignment, we saw every type of impairment imaginable. Since these were mostly claims from people who were really sick, more than two-thirds of the cases were allowed. When I was transferred to Reconsideration, things were different. Since virtually all of the truly qualified people were allowed at the Initial level, most of the claims we saw in Recon. were those of n'er-do-wells, alcoholics, and people with mental disorders or mental deficiencies, whose conditions were not severe enough to warrant allowing their claims. After about the 100th "Bad Back" or "nerves" case where the real impairment was alcoholism, it got pretty boring. I recall a fellow employee throwing down a file in disgust and saying, "Oh, give me a good cancer case once in a while!" This could become quite depressing, especially as empty barrels make the most noise.

Needless to say, I was not exactly popular for suggesting that much of the stuff and nonsense we went through in making Disability determinations was unnecessary. It always upsets people when an iconoclast says "The Emperor has no clothes." Our leaders, whom I referred to as "Candler Bldg. ribbon clerks," were always measuring technical medical findings to the last decimal point. What bothered me was what should we do about the people who were unemployed who didn't meet our technical requirements for Disability Benefits? Many, for example, were unemployed because they were functionally illiterate. Their injury or disease merely kept them from doing the heavy manual labor which is the only type of job open to an illiterate. I said, let's find out if their illiteracy is due to a low I.Q., dyslexia, or what; and then, if they're under 50, pay them something called an Education Benefit and send them back to school to learn a useful trade. Far better than just paying them a Disability or Welfare check, as if that solved everything. While there is a Vocational Rehabilitation program in each State, it's always short of funds due to a penny wise, pound foolish methodology.

The ribbon clerks disagreed. We were supposed to work by the book, and not raise dangerous questions about whether the Disability program was really solving all the claimants' problems by sending them a check every month. "Don't bother me with facts; my mind's already made up."

For the first 14 months I was working in Baltimore, our office was located Downtown, in an ancient structure known as the Butler Building. The elevators were very rickety, the air-conditioning worked so-so, and the Men's Room was so bad we called it The Black Hole of Calcutta. However, working in this location did enable me to get acquainted with the Downtown area. This was most helpful for someone coming here from another city.

We moved to our new quarters in Woodlawn, alongside the Baltimore Beltway, in August 1962. We were located in the "Annex," which was adjacent to the original Operations Wing. However, the Disability claims program was growing so fast that we'd already outgrown the Annex before we moved in. They added five new bays to the Annex two years later, but even that wasn't enough. In 1969, SSA rented an entire new building across the street from the Main Compound for Disability operations. This two-story structure is called the Dickinson Bldg. It has floor space the size of four football fields. But even this wasn't enough. So, in the middle of the "U" left by the Dickinson low-rise, they built a 7-story Tower. The Div. of Reconsideration, including Black Lung, moved into the Tower in 1973, and that's where I remained for the rest of my career.

There were a few minor defects with the Tower. One, there were only 5 elevators, and no escalators, for several thousand people. You had the choice of waiting forever for an elevator or using the stairs. Two, the temperature in the Tower could be set at only two levels - too hot or too cold. In Summer, the air-conditioning worked with such a vengeance that we had to wear coats or sweaters. Except when it failed about once every two weeks, and then we had a sauna bath. In Winter, they turned the heat up so high that we wore summer clothes into November and started them again in April, and were always sweltering. The windows could not be opened in either the Tower or the low-rise. These buildings were built before the energy crisis. We could have saved a lot of money by opening windows in Spring and Fall, but I guess this will never happen.

I must mention here the importance of the waste basket to a civil servant. Every morning, I started out with an empty waste basket. I think a day could be deemed "successful" if the basket was full by evening. I once said it was the duty of every civil servant to fill his wastebasket every day. At least this would cut down on the amount of paper which had to be filed away!

In January 1971, I went off on a special detail when the Black Lung program began. I got to spend five very interesting weeks in Harrisburg, Pa. I also liked the idea of letting us write our Black Lung determinations without having someone looking over our shoulders to correct everything we wrote.

When Black Lung ended after nearly four years, I was fortunate to get an assignment reviewing the fees charged by attorneys for services rendered on Social Security claims. Federal law restricts how much a lawyer can charge in such cases. Many of these lawyers are ambulance chasers who did next to nothing for the poor devils they represented. In some cases, the claimants didn't even realize that the so-and-so was trying to collect 25% of past-due benefits for filing a single piece of paper. In some cases, this could have amounted to \$1500 or more, a huge sum in 1975. It gave me great satisfaction to be able to cut back the amount of these fees in many cases, where the requests were out of line with the amount of work performed.

The man in charge of that unit invited me to become a permanent member of the section, and to start training to work Fraud cases. So, I became a Fraud specialist in the Court Case Staff. We were given almost a free rein in our development of potential fraud cases, to see whether the parties involved should be prosecuted or let off with a warning. The cases we were working revealed many cretans who really deserved having the book thrown at them. In some cases, we had to decline prosecution because the person was too disabled to stand trial. Juries, unfortunately, will not convict a person for grand larceny if he's lost a leg or has a piece of paper from a doctor saying he has a bad heart. "Oh, the pore man; let's let him go."

However, I was able to notch my casebook with several convictions where the beneficiaries were less ill. Mostly these were people who were drawing checks for total disability, who had returned to work using another social security number. In some cases, they'd gone to work in "non-covered employment" for State or Federal government units, where they knew their earnings wouldn't be reported to SSA. But all these cases had a smiliar characteristic. Someone had turned them in, either by an anonymous letter or phone call. The type of character who cheats like this usually has someone who hates his guts enough to report him.

In August 1979, we were informed that our Fraud work was being done so well that they'd have to decentralize our jobs. After all, no government agency is supposed to operate efficiently, right? They decided to have the Disability Fraud cases handled in SSA's ten Regional offices, where the investigations involving Retirement claims had been handled for about 20 years. This made sense, since the Investigators were closer to the "scene of the crime," and could make field trips, if necessary. However, these investigators did not have any experience in reading medical evidence or in judging the physical conditions of the potential violators.

Our protests were in vain. Top management told us, "All right, lackeys, sell your houses with their nice 4% mortgages, tear your wife and kids away from schools and friends, and move across the country to strange cities, and buy new houses with 12% mortgages." They were astounded when only one person on our staff accepted this transfer. He lived in a bachelor apartment, so he was mobile. The rest of us opted for other positions here at Hqs. They found slots for our Chief and three other people in the Hqs. Program Integrity staff. The rest of us went back to whatever jobs we'd done before, and our knowledge was lost to the Fraud program.

In December 1979, I was frogmarched down to a unit involved with Disability Quality Operations. This unit reviewed cases that had already been decided, to see if we could find something wrong with them, to justify returning them for additional development. This was within an organization called the Office of Assessment. So, after an absence of nearly nine years, I was back to examining Disability cases. I was so disgusted I think I would have quit had they offered an Early Out in 1980.

At least, we were working with live cases, that is, the real case folders. If we found something wrong, we knew that if we returned the case to the proper component, it would be corrected, or at least they'd try to correct it.

However, on October 1, 1982, they took our live folders away from us, and put us on what is called Third Tier Review. This is just a review of photocopies of the original claims, which have already been reviewed twice. Talk of beating dead horses! A few of us figured out for ourselves that this was a make-work operation, to preserve the skills and bodies of a group of Disability examiners, in case we were suddenly needed to assist on some new program. We might be needed in the new program to re-examine

nearly every Social Security Disability claimant on the rolls. I also expressed a personal opinion that we'd be needed if they ever passed a "White Lung" program for asbestos-related lung disease, similar to the Black Lung program which had nearly overwhelmed us in the early 70's.

Anyway, I practically went "on strike" when they handed us these photocopied cases. To begin with, many were so badly photocopied that they were nearly illegible. SSA had to go out and buy a lot of new Kodak Ektaprint machines. (This has been helpful in other ways, for which I'll also "Take the Fifth.")

There were also an incredible number of stupid rules laid down, on when we were supposed to return these cases, or write silly old-maid schoolteacher notes to the Regional office people who'd originally reviewed them. Fortunately, after about three months we were up to our armpits in such notes, and the rules were changed so that we only had to fill out error sheets in most cases. So, I was able to work with a clearer conscience after that.

For several years, that part of the Disability Quality operations with which I was associated had had four sections. Two sections reviewed the regular Disability claims at both the Initial and Recon. levels. Two reviewed Continuing Disability cases, most of which involved medical re-examinations. However, the Reagan Administration went wild with their efforts to remove people from the Disability rolls. Their excessive zeal brought the Continuing Disability Review program to a screeching halt, as the courts and Congress stopped everything while the ground rules under which such benefits could be ceased were rewritten. So, as of June 1984, the Continuing work ran out. Suddenly, we had four sections sitting there, with only enough work for two. As Parkinson predicted, "work expands to fill the time available." All sorts of make-work projects were conceived to keep the troops busy. I'm sure we must have made the WPA look like a model of efficiency.

Fortunately, the Telephone Tax detail arrived in January 1985. Three people from our division were able to go across the street to the Main Building and do some real and useful work for four months.

It was nice to work in the Main building for a while, and see how the other half lives. Everyone has a phone on their desk. The air-conditioning works. The cafeteria serves better food. Most people work in semi-private cubicles instead of in huge rooms resembling the interior of a Roman galley. And when you told a joke, people laughed. In Disability, some grumps wouldn't know a joke if it bit them.

We kept hearing rumors of an Early Out, ever since the Reagan Administration took over. Unfortunately, none of these rumors turned out to be true, at least not until April 1985. There are now plans to eliminate some jobs in SSA, including closing down about one-third of the Nation's local Social Security offices. (Cynics say that Reagan wants to balance the budget by making it difficult for people to reach SSA offices to file claims). But all these Early Out and/or RIP plans arrived too late for me. I became eligible to retire on May 31, 1985. However, I stayed on for two more months for personal reasons. This gave me a grand total, counting military time, of 33 years and 5 months of Government service, and a retirement annuity which should serve to keep the wolf from the door.

In retrospect, I would say that my first slot as a Claims Rep in Chicago was too much of a pressure cooker job, while most of the work I did in Baltimore was boring. I had some interesting work in Harrisburg, in my Attorney Fee and Fraud work, and on the Telephone detail. What I really wanted during my career was a position where my writing talents would be of use. However, I made the fatal error of going to the

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Bureau of Disability Insurance in 1961. I learned later that once you got into that web, you rarely got out. I thought I'd be better off getting into a policy or writing position if I was already in Baltimore. It turned out that it would have been easier from almost anywhere except the Disability factory.

But, no point in crying over spilt milk. Unlike Miniver Cheevy, I don't want to just "cough and wait." I have plenty of other things to do now.

I must say that the spirit of working together was much stronger in the District Office than in any of the units I worked in in Baltimore. Morale is usually higher in smaller units. I think there were only about 35 people working in the Loop office when I arrived, and about 45 when I left. We stuck together, regardless of backgrounds, in our daily struggles with "the claimants." In Baltimore, we were all more or less lost in the anthill. It became more or less every man for himself. This was especially true when we realized that our top supervisors didn't know us from Adam, and promotions were based on who you knew rather than ability.

My first working section in BDI, which was called "E & A-12," consisted entirely of Examiners from the June Training Class, plus four experienced consultants. Since we had become quite close while in training, that unit held parties and got along quite well. But, when I went to the Reconsideration Division, I was put in with a bunch of strangers. We would no sooner get acquainted than, about once every 18 months to two years, we'd play "musical chairs," and everybody would get sent to a new unit. It also seemed to me, perhaps as part of growing older, that each time we had such a shuffle, it was harder for me to make new friends among my fellow workers.

The one exception to this was the Fraud & Attorney Fee unit where I worked from '75 to '79. Perhaps it was the fact that we were located in a corner, all by ourselves, or maybe it was the nature of the work, but this unit did become quite close. We were not on a production schedule, so people could take time to relax.

When I went to my final unit, Section A in the Consistency Review Branch, I was given a desk butted up against one other Examiner, removed from the rest of the unit. Fortunately, I had worked with that lady in my last Recon unit, so we were good friends. For the first year that I was there, I had virtually no contact with the other regular members of the section, except the two Consultants and one typist, whose desk was the only other one near mine. One problem was that half the people in the section worked from 6:30 a.m. to 3 p.m. on Flex-time, while I was working from 8 to 4:30. So, there wasn't all that much overlap with them, especially at those relaxing moments at the start and end of the work day. Also, they had been in business for about two months when I came on board, and already knew what to do. I was the new kid on the block, frantically trying to catch up on a 9-year backlog of changes in the way we worked cases.

When we moved to a different location, I was placed closer to the rest of the people, and gradually got to know some of them better. My desk was right on the boundary between Sections A & B. I found most of the more interesting people to be working in Sec. B. Perhaps this was because more of them worked later. Between 3:30 and 4:30, I was often one of only two people working in "A," and, with the bosses gone, we could chat a bit with the remaining "B" people.

As time went on, there were fewer and fewer people whom I knew in the office. There was a time in the mid-60's when, as a Union steward, I knew the names of every one of

the Examiners in that half of the Division of Reconsideration which was under my jurisdiction. Inevitably, people retired, died or transferred to other locations. In my last three months in the Dickinson Bldg. in 1985, I took several walks looking for familiar faces. I saw very few. So many of my friends and acquaintances from the "good old days" had left before me that I sometimes jokingly referred to myself as "The Last Leaf."

There was a time when most people in SSA would have worked until they were at least 62. However, with the progressive deterioration of morale which has accompanied the attacks on civil servants (and on our pension system) ever since the Carter Administration, more and more employees are leaving the first moment they're eligible. For we lucky ones, that means with 30+ years at 55. Rumor hath it that if we don't quit now, they may change the law and force us to work to age 65. So, in the immortal words of Woody Allen, we "take the money and run."

It is also true that when you become a short-timer, you no longer work with the same enthusiasm. I freely confess that in my last year on the job, I settled for a "gentleman's C" and did not beat those dead horses very hard. I spent much of my last month making retirement plans, going through all the files which had accumulated in my desk over the course of 24 years, writing letters, doing some photocopies, and saying my farewells. When you've been in one place for 24 years, you can accumulate a lot of files!

At least, for the last ten years of my career, I worked under nice people who left me pretty much alone to do things my own way. I could not have asked for a more understanding or more lenient boss than Bob Ashe, who was my Chief during my entire six years with Section A. Also, I was paid enough to live in a style to which I've become accustomed. That I never became a supervisor is something over which I have no regret. It kept me from getting an ulcer or hypertension, and it left me free to follow my own pursuits. I must confess that, compared to most of my fellow workers, I marched to the sound of a different drum.

# # #

OVER THE CLIFF, BY TELEPHONE

Many of you have probably seen the recent series of ads for AT&T with actor Cliff Robertson as their spokesman. Most of you probably aren't aware of the fact that this fine actor was blackballed for some years by Hollywood movie makers for his role in blowing the whistle on some financial skullduggery by a major Hollywood producer. For years Robertson couldn't get a job in his chosen profession because of this. Now, fortunately he has returned to acting and, thanks to AT&T, he's making money then ever before. I only mention this because it is about the only good thing I can think of that has come out of the American phone system since deregulation. Those of you who use the phone extensively know what I mean.

The fact is that the telephone has caused great hardship on our postal hobby. If you read my comments in the IMPERIALIST MARGINS reprinted in this mailing you will see how the phone has damaged play by mail DIPLOMACY. Those two cases are not unique to me.

Even worse, perhaps, is what the telephone has done to our postal DIPLOMACY hobby. Let me make a statement and then see if it is true based on your knowledge of the hobby. The people who are most involved in The Feud are conducting much, if not most, of their feuding by telephone. Do you agree or not?

We all get the mass mailings and statements and proposals to do this and that. But that isn't really the heart of the feuding process. It's heart is the on going telephone campaign being waged by feuders against their opponents and the support and reinforcement network all feuders have, again maintained by telephone. Sometimes it reaches out and touches someone not directly involved in the feuding but that is rare. Every feuder maintains constant contact with his allies and most of it is by telephone.

Why? First, because it is quicker and feuders must move quickly.

Second, because it leaves no written record. This is a major factor. Feuders don't like to leave written records of their statements, comments, promises, etc. etc. because they have a way of turning up at the most inopportune times. Besides, it is much easier to say that a telephone conversation was misunderstood than to claim a written document was.

Third, because a telephone conversation can be controlled and the caller has certain advantages, if he knows how to use the telephone skillfully. And most feuders do.

I'm sure you can think of other advantages to using the phone vs. using a written communication.

In my opinion the telephone is the basic carrier of the feud disease within our hobby. If feuders had to put all their feud related output onto paper they would either stop (not likely) or tone it down a great deal (most probably).

So what to do about it? I have a simple solution. But like most simple solutions it requires resolution on the part of the user. One of the most ingrained traits of all Dippy players and hobby members is to gossip. The only thing they enjoy more than spreading it is hearing it. And my solution requires one to forego the second (and first, obviously) option. I simply propose that every hobby member treat the subject of The Feud the same way they would treat an obscene phone call. When you get an obscene phone call you hang up. I suggest the same practice when some one, any one, raises the subject of The Feud on the phone with you.

If the Feuders know that no one will listen to their prattle and they have to reduce it to written form; then, hopefully, we can begin to wipe out this plague that haunts us.

IMPEERIALIST MARGINS

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IMPEERIALIST MARGINS was the journal of FRANCE in 1985 A, the game carried in BUTTER BATTLES, game mastered by Conrad Minshall and published by Greg Ellis. It was published by Larry Peery, Box 8416, San Diego, CA 92102.....

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A FUNI

For the last time I send you all greetings. Depending on whether you get a copy of BUTTER BATTLES or this mailing first you will know that I have quit this game.

It was an extremely tough decision to do so because, unlike most game resignations this one is not prompted by any action on the part of the publisher, the gamesmaster, or another player. Nor is it prompted by the fact that England, bless his heart, stabbed me last season. No, all the players, the gamesmaster, and the publisher, and I hope will continue to be my friends.

So why quit? For a typically Peeriesque reason, to make a point. This game is not turning out to be what I expected. What I expected was a postal DIPLOMACY game run on fairly consistent terms. That is not what I have gotten.

Two things have upset me about this game to the point where I feel I have no recourse except to quit.

First, one player has used the telephone to such an extent that he has made this into a phone game. Unfortunately it is not a phone game that I entered. Nor is it a phone game among equals. Ron Spitzer, the Russian player, has used the phone from the beginning of this game to a far greater degree than all the other players combined. He has used it in his communications with the players magnificently. More importantly he has used it to us unfair advantage with the gamesmaster and/or publisher. For example, Ron knew the results of the last seasons moves nine days before I received the official results from the gamesmaster. I know he knew because he called me the night of the deadline (or the day thereafter) and told me the results (e.g. how England had stabbed me and taken Portugal). And then I waited nine days for the results from the gamesmaster. In the meantime I could do nothing because I wasn't sure Ron had told me the truth. In the meantime he had a nine day headstart on his Diplomacy. And no, I don't think it is my responsibility to call the gamesmaster to find out the results of the game.

So, while I could deal with a player using the phone to his advantage in negotiating with the other players, I could not and will not deal with a player using the phone to his benefit in dealing with the gamesmaster.

This is not the first time this has happened. The same thing happened in the Demo Game in DIPLOMACY WORDD where Edi Birsan (as Austria) used his telephone to great advantage in dealing with the other players.

Both Ron and Edi and have spent hundreds and hundreds of dollars on phone calls to the other players and the gamesmaster. I can't fight that. I won't attempt to.

I simply choose not to participate in such a game.

Ron knows this is how I feel. I told him so. Conrad knows it as well since I told it to him over the phone during PEERICON weekend. Greg is also aware of it. Now I want the rest of you to know it as well.



I do not wish to be involved in a game in which one player has an unfair advantage over the other players, regardless of whether it is legal or not according to the house rules. Nor do I wish to be involved in a game in which one player has information about the results of the game days and days prior to any of the other players---unless he chooses to make them privy to those results.

So, I am going.

I am not asking the BNC to declare this an irregular game. That would be insulting to Conrad and Greg. It would also ruin Ron's win, if it should happen. To me it isn't worth it.

However, I have specified that I do not wish to be considered as resigning from this game and that I do not want a replacement player for France. I want France placed in civil disorder. That may, I hope, give England and/or Germany, a chance to recoup a bit and, maybe, give Russia a run for his phone line.

If, for some reason, a replacement player is put in the game as France; then I will ask the BNC to declare this game irregular.

Let France die an unnatural death. As for me, I regret nothing.

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A REVIEW OF CONS OR A CONI-REVIEW?

By Ronald Spitzer

In the last 4 weeks I have been to 3 major Diplomacy events; PEERICON, DIPCON, and STRATEGICON-GATEWAY. During those three con's I played in 12 games, had one win, three 2-way draws, three 3-way draws, two 4-way draws, one 5-way draw, and a one center survivor. This included a second place at Dipcon to the great J.R. Baker and a third place at Gateway to the twice in a row champ Jerry St. Germain.

Peericon is the premier Diplomacy event in the U.S.A., as well as being my favorite. Larry Peery runs the con with an iron fist in a velvet glove. The premier players in California attend this event. Where else can you get in the same game with Richard "Nick" Marks, Randy Goldring, Ed Menders, Dave Villadsen, Ken Hager, Greg Fritz, Bill Sexton, and of course Larry "NO-PHONE" Peery. One of the highlights of the event is the "let's all do to the pizza place time". This place is great. It has T.V.'s on the tables (it got my 75¢). Larry brings all 25+ of us storming into the place, without warning of course. The management is stunned, then happy, when they see we came to eat, not wreck the joint. The conversations include Nick Marks telling us all how great he is and why do we not just agree with him. My gloating over ED MENDERS foolish stab of my Austria by his Italy in 1901. Which ended with him a one center power in Portugal (nobody picks on my Austria). A moment of silence in memory of Jay Shufeldt who is in Europe buying Foreign Diplomacy games for me. Well... Peericon is my favorite con (Larry send the \$10 ASAP).

Dipcon was marred by the absense of the great puppet master Conrad Minshall. So I was able to have a good time. I met many postal players I had only seen once before, plus many new ones. J.R. Baker was just as I pictured him. Greg Ellis looked like the political person he is, with his copy of parliamentary law made easy under his arm. Mom & Pop Langley were their, Terry Tallman, Peter Gaughan, Bruce McIntyre, Mike Ehli, Jay Shufeldt, Plus many others. Terry put on a good con with Diplomacy running 24hrs a day. The most fun I had was when I played in the same game with Ellis, Shufeldt, and Baker. Baker and I had a few yelling matches, which got even pete out of bed. Baker and I settled for a F-T draw, then went out to dinner with Ellis and Shufeldt (Oops! I promised not to talk about that). Terry designed large toad awards which made a hit with the Players. Next year Minshall!

Gateway was a good con, however the big event was the "Killer Game". Which included the top players in the convention plus Jay Shufeldt. They were:

	Final Count
4th Austria Nick Marks	3 centers
3rd England Ronald Spitzer	15 concession
6th France Eric Holmgren	0
2nd Germany Randy Goldring	1
1st Italy Jerry St. Germain	5
7th Russia Steve Cooley	5
NR Turkey Jay Shufeldt	5

That's right Larry I beat the best of the best. Boy was that fun. Watch out MaryCon 86!

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8 September 1985  
Jerusalem, Israel  
Happy New Year

Larry Peery  
C/O Institute for Diplomatic Studies  
Box 8416  
San Diego, CA 92102  
U.S.A.

Dear Larry:

Hi! What's new? What's up? What's happening?

Ron finally sent me XENO (Without Revolt Against the Masses, of course). How are you? How's your new place? When is your con in December taking place? I don't think I'll be able to make it. I come home (as of now) on December 25th. Are you doing anything in January or February?

I was in school today and after 2 1/2 months without seeing a Dip board I redrew it and a list of every province. Now you know how boring a class is when you don't even understand the language.

I've been looking, but I haven't found a Hebrew Dip game yet. I'll keep looking.

Say hello to everyone for me and make sure you print in the next issue that the Diplomacy Ambassador to Israel has discovered no trace of any DIP clubs, etc. Maybe we should import some. Don't worry, Larry, there's a great place with New York Pizza down the block.

See you soon,

KENNY KOHN  
DIP REP IN ISRAEL

C/o NFTY  
16 Shmuel Hanagid St.  
Jerusalem, Israel  
94592

CON THE BARBARIAN II: A REPORTIntroduction

If you were not one of the dozen or so participants in CON THE BARBARIAN II, hosted by Dave Villadsen and Ed Menders in Santa Barbara on October 19 and 20th; then you missed out. Missed out on what, you ask? Not much, just some of the best FTF Dippy I've ever seen played anywhere, any time. There were three FTF games of Dippy played and each ended in an 18 center win, not a win by concession. And everyone of them was a hard fought game. The winners were: Game I, Steve Cooley of Palmdale; Game II, Ed Menders; and Game III, Bill Schiwantz of North Hollywood.

Since I was the only PBM publisher present I will give you as complete a synopsis of what happened as I can, first because no one else will; and second, because I think the event can serve as a successful model for any one who wants to host a FTF Dippy event that is more than just a weekend beer bust with a bit of Dippy thrown in but not quite a full DIPCON. So, if you're thinking about hosting a Dippy event here's a good example of what a successful one can be.

On the Road

I had to work Friday night until 0000 so Mike and I decided to wait until Saturday morning to leave for Santa Barbara, which is about 250 miles north of San Diego. We figured we would take four hours to make the trip and arrive just in time for the start of things. Since I was still asleep when we started I drove the first leg of the trip. As I slowly woke up I was attacked by a case of "Dippy Fever." So, right there in the middle of the night (well, it was for me) I started composing this article on how Russia should be played successfully in a FTF Dippy game. I knew, somehow, that I was going to play Russia up at the Con. Since I was driving I couldn't very well write down my ideas. So I dictated them to Mike. It was too dark for Mike to write them down so he memorized them. Later, when we stopped for breakfast, I managed to jot down my ideas.

Playing Russia Successfully in FTF Dippy, or "WHY I LIKE TO PLAY RUSSIA!"

"The secret to playing Russia well is to have an offensive personality playing a defensive strategy using offensive tactics and a defensive diplomacy." That's it, the theory based on years of experience playing Russia in both FTF and PBM Dippy. My first PBM win, in 19660, was as Russia and I was the third Russian player, coming into the game in Fall 1902. I had won the Grand Prize at last year's PEERICON playing Russia so I hadn't lost the knack.

The theory was based on a series of goals for the Russian player.

First: to prevent an English-Turkish coalition against himself.

Second: to prevent England from dominating Scandinavia.

Third: to prevent Turkey from gaining control of the Balkan Chimney (Bulgaria, Rumania, Ukraine).

Fourth: to have a good Russian-French alliance for the long term.

Fifth: to have a good Russian-Austrian alliance for the mid term.

So, this was my plan.

I was determined to test out my theory at the Con.

So What Happened?

Game #1 was already under way when we arrived so we got into Game #2. Mike got Italy and, sure enough, I got Russia. Austria was Jay Shufeldt, always a good ally; England was Dave Villadsen; France was Ken Hager; Germany was Ron Spitzer; and Turkey was first played by John Hicks and then by Ed Menders. A fine cast of players.

I decided to use my theory and see how it would go. I ran around during Winter 1900 telling everyone that Turkey and Italy were the two weakest players on the board. Normally Mike is, unless he's playing Italy. I didn't know Turkey from Ben Franklin but Dave had told me he was a weak player. And I believed Dave.

What a fool I was!

I made a whole series of non-aggression pacts with England, Germany, Austria, and Turkey. I expected to get Sweden and Rumania in 1901 and then go from there. I made the normal opening moves, sending two units north and two south. Germany went to Denmark in Spring 1901, naturally, and Turkey went to Armenia, the Black, and Rumania; all successfully. I was totally devastated on the first move. My first choice of an ally, Austria, didn't fare much better.

Austria was gone by 1903, a victim of Italian greed.

I went to five units in 1901, 2 in 1902, 1 in 1903, and was out in 1904. Turkey followed through brilliantly.

The game went on until 1910 when Turkey won with a gain of five centers that year for a total of 18.

Game II Supply Center Chart

	1901	1902	1903	1904	1905	1906	1907	1908	1909	1910
AUSTRIA/Jay Shufeldt	3	2	0							
ENGLAND/Dave Villadsen	4	5	5	4	4	6	6	6	6	6
FRANCE/Ken Hager	5	5	6	8	5	4	2	1	0	
GERMANY/Ron Spitzer	4	7	6	4	6	5	5	3	3	0
ITALY/Mike Maston	6	6	7	8	8	8	10	11	12	10
RUSSIA/Larry Peery	5	2	1	0						
TURKEY/John Hix /Ed Menders	5	7	9	10	11	11	11	13	13	18

Well, so much for my brilliant theory. It was a great game. Stabbed brilliantly by Turkey in 1901; stabbed by England Germany in 1902, and hanging in there in 1903 only because the Germans supported me in Warsaw.

Game I

The first game turned out to be an interesting one, going to 1914, and resulted in a win for Steve Cooley. I think it was his first "big time" win. He certainly earned it.

The players included Bill Schiwautz as Austria, Steve as England, Jay Shufeldt as France (Yes, Jay really does play in multiple games of Dippy at the same time, along with RAIL BARON, AXIS AND ALLIES, etc.), John Hix as Germany, Ed Menders as Italy, Nick Marks as Russia, and Randy Goldring as Turkey. Again, a very strong board. Ever so slowly England and Turkey moved to dominate the board and at the end of the game it was a race to see who would end up with 18 centers. England only hesitated once but he made the smart decision and listened to his own inner voice when making a critical decision. That gave him the win.

Game I Supply Center Chart

	1901	1902	1903	1904	1905	1906	1907	1908	1909	1910	1911	1912
AUSTRIA/Bill Schiwautz	5	6	5	5	4	4	3	3	2	2	2	2
ENGLAND/Steve Cooley	5	5	5	7	7	7	8	9	10	12	14	15
FRANCE/Jay Shufeldt	5	5	5	6	6	6	5	5	7	7	7	5
GERMANY/John Hix	5	5	4	2	1	0						
ITALY/Ed Menders	4	4	4	3	3	3	3	3	2	2	1	0
RUSSIA/Nick Marks	5	6	7	7	8	9	8	6	4	3	0	0
TURKEY/Randy Goldring	4	3	4	4	5	5	7	8	9	8	10	12

	1913	1914
AUSTRIA/Bill Schiwautz	1	1
ENGLAND/Steve Cooley	16	18
FRANCE/Jay Shufeldt	3	1
TURKEY/Randy Goldring	14	14

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Game III

There was a lot of pressure on the players in Game #3 to produce a winner to go with the winners of the first two games. And sure enough, they did. It was a fairly short game, and ended in a Russian win 1908. Bill Schiwautz is a fine player who consistently turns in a good game. He's also a very quiet person. I've never heard him raise his voice during a game. He just goes about his business quietly and efficiently. Because he is so quiet he doesn't get the attention and publicity he deserves. But, he's one of the best players in southern California.

Game III Supply Center Chart

	1901	1902	1903	1904	1905	1906	1907	1908
AUSTRIA/Dan Treguson	4	3	1	0				
ENGLAND/Randy Goldring	4	5	4	4	3	4	6	3
FRANCE/Ron Spitzer	5	5	6	5	2	3	1	0
GERMANY/Steve Cooley	6	5	6	6	7	5	3	2
ITALY/Nick Marks	5	5	6	7	10	10	11	11
RUSSIA/Bill Schiwautz	5	6	7	9	12	12	13	18
TURKEY/Dave Villadsen	4	5	5	3	0			

And no, I don't know if Bill used my strategy or not. Some how I don't think so.

The Tournament Scoring System

Dave and Ed developed an interesting tournament scoring system. See their comments below. Here's the final standings:

13 Steve Cooley  
12.5 Bill Schiwautz  
12.0 Ed Menders  
10.0 Mike Maston  
8.5 Randy Goldring  
5.5 Nick Marks  
3.0 Dave Villadsen  
0.5 Jay Shufeldt  
0.0 Ken Hager, Ron Spitzer, Larry Peery, John Hix, Dan Treguson

Best Country Performances

AUSTRIA Bill Schiwautz (1 center in Game #1)  
ENGLAND Steve Cooley (18 centers in Game #1)  
FRANCE Jay Shufeldt (1 center in Game #1)  
GERMANY Steve Cooley (2 centers in Game #3)  
ITALY Nick Marks (11 centers in Game #3)  
RUSSIA Bill Schiwautz (18 centers in Game #3)  
TURKEY Ed Menders (18 centers in Game #2)

Steve Cooley won the tournament prize, a copy of a 1917 map of Europe from National Geographic showing WWI political boundaries.

And Now a Word From Your Host

This was the second CON THE BARBARIAN that Ed Menders and I have hosted here in Santa Barbara and once again we feel it was a smashing success. We had a socialable group, high quality play, every game ended with an 18 center victory, and I didn't make anybody eat vegetables at dinner.

We think a big part of our success is due to our scoring system, which emphasizes competition and discourages draws.

- I. Scoring-an average of centers per game.
- II. Bonus Points-6 for an 18 center win.
  - 3 each for a 2 way draw.
  - 2 each for a 3 way draw.

Draws may be by concession, but a player must actually take 18 centers to get those six bonus points.

- III. Penalties-7 way draw-0 centers.
  - 6 way draw-1 center.
  - 5 way draw-2 centers.

On all 5, 6, 7 way draws all players will get only the penalty award; they will get nothing for their supply centers.

Before calling a 5 or 6 way draw, players must try to break the deadlock by repicking countries and resuming play for one full game year.

We wanted to have a con that emphasized diplomacy, competition, and good quality play. To get those results we developed a scoring system that defines what kind of showing a player makes. The only victory is an 18 center win, two and three way draws are pretty good, four ways are fair, and five, six, or seven ways are losses.

This may sound obvious to many players, but not to most of the players I've met at cons. Whether its official or only implied, victory is variously defined as ending the game as a survivor, as part of a draw, as a major power, or as the biggest power. Eighteen center wins are so unusual that they're not even really on the scale, and rarely worth the risk involved. They only players that are defined as losers are the ones who are eliminated. Even when there is an eighteen center win, the leftovers are defined as survivors rather than losers. Under these conditions, the game itself tends to degenerate into a rather dull war game, with little room for fluid alliances and the diplomacy that goes with them. The most successful strategy is to put together an alliance that lasts the whole game, sharing the victory or deadlocking the game and sharing the victory with everybody on the board.

Unfortunately these attitudes and this style of play is all too prevalent among newer players, and they don't have a lot of reasons to change. Our scoring is an attempt to change the quality of play for the better and it seems to help. Over all the quality of play was very high, players made better use of their diplomatic skills, and we had an 18 center win in each game. Next year I hope for even higher quality play and more blood on the floor when we are done.

-Dave Villadsen

### Other Games & Things

Dippy wasn't the only game played at CON THE BARBARIAN.

In addition there were 3 games of Parker Brothers AXIS AND ALLIES played and the game drew rave reviews from both wargamers and Dippers alike. The first two games were "teach me/show me" sessions with Ron Spitzer showing various people, including myself, how to play the game. The third game involved four players: Ron, Dave, Nick Marks, and myself. Ron played the UK, Dave played Japan (for the third time), Nick played Germany, and I played the USA and USSR. Ron and I won the game, mostly because we spent heavily on industrial technology and got heavy bombers out of it. It's a fun game. I enjoyed it enough that I'll probably go out and buy it. The Rules are understandable (Especially if you've got Ron to explain them to you), the board and pieces are very nice quality. It lacks Dippy's flair but its much more then just another "shooting crap game."

There was also one game of RAIL BARON played with Jay Shufeldt, Dave, Mike, and myself. Jay got the Northeastern monopoly, Mike prevented me from getting a Southeastern monopoly, and I managed to put together a six railroad winning combo consisting of the AT&SF, ACL, CRI&P, ICL (or is it ICU?), WP, and one of the Central demons. I managed to avoid hitting Jay's Northeastern monopoly until the end of the game and I got lots of income from a "featherbedding scheme" developed by Mike and Dave. Anyway, at the end of the game Jay declared and I was frustrated because I had \$199,500. Then I got \$10,000

/80/

from Mike for some ride I never even saw. So there I was with Jay in Los Angeles and a home in New York, and my token was in Chicago with my home in Kansas City. I Super Expressed it for home on one role. It was my first RAIL BARON win ever. I enjoyed it just as much as I would have a Diplomacy win.

In addition to AXIS AND ALLIES and RAIL BARON we also found time for several games of PINOCHLE. Originally Mike and I had intended to leave Sunday around 1800 but we were having so much fun that we decided to stay over Sunday night. So we all took turns calling in sick at work. Fortunately, Monday was my day off. Once the boardgames were put away and the kiddies were sent off to their bunks we got down to the serious business of the con, the Pinochle playing.

The first game was a partners game with Dave and Mike vs. Ed and myself. Well, it didn't go too well for us. I put us 190 in the hole the first hand and things went down hill from there. Seven hands later the game ended with Dave and Mike at 534 and Ed and I with 396, in the hole. Sigh, that's the worst defeat I've ever suffered in a partners Pinochle game.

Then it was time for Ed to go home since he had to work the next day. So Mike, Dave, and I played some three handed Pinochle. Three handed is fun and we had some wild hands. The first game ended with Mike with 97, Dave with 52, and I with 213. The third game, which ended around 0230 was even more fun. I was playing in a near Zombie-Comtose state. I almost reneged the first hand and then bid 18 for the second hand, with 6 nines in my hand, melded two points only, and still made my bid. And so it went. The final scores: Mike 146, Dave 121, and I with 201.

#### Odds and Ends

So much for the games. What was it about CON THE BARBARIAN that made it unique? Well, there were Screamer, Motor, and Samantha; the three resident cats at Dave's place. Screamer is a Siamese, Motor is a Calico, and Samantha is all black. Motor and I had our own little one on one game of Diplomacy when she decided to sit in the seat I was sitting on during the RAIL BARON. I almost sat on her a couple of times. Now that is true brinkmanship.

Dave fixed dinner for everyone on Saturday night and he did a great barbeque of chicken and beef. It was a shame Duck Williams wasn't there to see how a barbeque should be done. On Sunday evening a bunch of us went out for Chinese food while Ron Spitzer took another group out for Mexican food.

#### Over All

Dave and Ed put on a fine con and Mike and I enjoyed ourselves immensely. Even God got into spirit of things and if you read the article on CONFLICT in the next issue of DIPLOMACY WORLD you'll understand how. So, we're looking forward to next year. Mike's already itching to get back into the jacuzzi and I've got a thing or two to settle with Mr. Hix.

See you there.

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#### The Reading List

I noticed two books people were reading at the Con. Dave had what looked like a most interesting one called DIPLOMACY by Adam Watson, published by McGraw Hill in 1983, and priced at \$19.95. Ken Hager was reading THE PUZZLE PALACE, the story of the NSA, by James Bamford, also published in 1983, and priced as a paperback for \$7.95. I hope to finish reading both of them eventually.

#### Quotation (from the Sunday football game)

"You can easily judge the character of a man by how he treats those who can do nothing for him."



# GAMES

THEY PLAY IN NEW YORK...

6 August 1985

Dear Larry--

Hello from the Big Fucking Apple. The air smells, the weather is icky, but the theater is good and the job is great. I've found an apartment in Queens (no comments, please) and have been filling it with books.

Here are the diaries I'd promised--I've been very lazy about mailing them to you, though, as you can see from the dates.

I'm eager to find out the results of the Big Apartment Battle. Are you still there? Did the archives get moved to a new location? Are you living out of a tent?

My best to Mike, and to anybody else whom you think might like to have my best. (Which reminds me, I should write Pod. Ah, things have been busy around here and I'm rather behind on writing everybody. Sigh.)

Take care,



THE NEW YORK DIARY--17 June 1985

The YMCA. I have been staying at the Y in Chelsea, an area I am told is coming up, but which still looks like East L.A. to me. However, clean-cut 'Yuppie types in business suits walk the streets at all hours, so I suppose it can't be as bad as that. Certainly I haven't felt threatened, even walking home around midnight. There are people out late on most nights, and a few delis and restaurants stay open, so it's far from deserted.

My tiny room has a wonderful view of lower Manhattan. Including the World Trade Center, which is an impressive and frightening building--no single power ought to have enough money to build such a huge building, but it's a striking sight nonetheless. I also have a view of an apartment across the street, in the window of which a man stands naked most nights, often masturbating. He keeps looking out, apparently hoping to be noticed. I doubt that he is.

The Y gets a lot of young men, probably traveling students, as well as a lot of old men, probably transients. The students stay out late and rise late, while I have to be at work by a certain hour, so I seldom see them. The old men I see rather more of than I care to, but you get what you pay for--and the Y is by far the cheapest place to stay. One left his false teeth in the wash room, though, which is going too far if you ask me.

One nice thing is that I walk by Times Square on my way to work. But I'm still thinking about moving to another Y this week. It's closer to the office, though a little more expensive, and is a much nicer building.

Times Square. Times Square, to be exact, is a dingy little triangle of land between 7th Avenue, 42nd Street, and Broadway (which cuts diagonally across Manhattan). On it is a dull gray building and not much more, except for a flashy sign on the north corner that can display messages in color. The sign running around the building that used to give news headlines doesn't operate any more. All in all, pretty dull.

Around Times Square, though, are great old theaters, rip-off restaurants, junk souvenir shops, porno films, and crummy hotels, all dressed up in bright lights and loud music. There are huge billboards advertising Panasonic and Calvin Klein underwear. Pimpily-faced doormen urge passersby to enter seedy strip joints. Cats and La Cage aux Folles play next door to "All New Swedish Erotica". On every street corner are men selling costume jewelry or pretzels or ices. In Duffey Square nearby, people line up for half-price theater tickets. Everywhere people are rushing and talking and spending money.

It's great fun, as long as you keep your hand on your wallet.

THE NEW YORK DIARY--#2--24 June 1985

Banking. Trying to get some huge corporation to take your money is a difficult task here. I arrived in the Big Apple with a cashier's check for \$2,500, confident that there would be no problem turning it into real money. So on my third day here I called around to a few places, starting with the bigger banks.

I was told politely that I could not open a savings account unless I had two forms of identification. My out-of-state drivers license was irregular but could be approved by a superior. However, my Sears card was no good. I would need a Visa or Master Card, or perhaps a passport. Having never traveled off of this continent, I don't have a passport, and being opposed to both the idea of easy credit and the outrage of paying a yearly fee for the privilege of taking usurious loans, I have so far resisted getting any major credit cards. (The Sears card I used to buy a sofa two years ago and haven't used since; at least you don't have to pay them so much a year not to use it.)

The smaller banks were more lenient: yes, I could open an account, but I wouldn't be able to touch any of the money for 30 days. I asked why this was: I was told it was their policy. I asked why such a policy existed--so far as I know, as long as the check is good you can't defraud a bank with a savings account, for Pete's sake. I was told that it was simply their policy. I asked if they understood that I was opening a savings account, not a checking account. I was told that they were sorry, but that's the policy.

(Someone has since told me that many people have started savings accounts just to build up a large line of credit, then closing them and opening them somewhere else to get more credit. The logical way to deal with this, of course, is to be more particular about whom one gives large lines of credit to. This, of course, is totally unacceptable to banks, so instead they make silly policies like these, that penalize those of us who do not run our lives on plastic. However, since I am quite possibly the only person in this country above the poverty level who doesn't have a Master Card, this may actually be in the interests of the majority. But it sure pisses me off.)

Finally I found a bank in Queens, recommended by a friend, that would take my check and open an account for me. I wouldn't be able to touch the money for eight business days, however, even though it was a cashier's check (which should clear in three) and even though I gave them a phone number they could call to confirm the check that day. Eight business days, it seems, was their policy. (Once the account was open, they explained, the eight-day limit would not apply to checks under \$100.) Since this was the best deal I had heard that day, and since I really needed that money available as soon as possible, and since I was very sick of this whole thing, I surrendered and opened the account there.

Holl →

## THE NEW YORK DIARY--#2--page 2

But compare: in Los Angeles I was able to open an account for \$10,000 without so much as showing a drivers license. Why people in this city choose to bank with such unfriendly institutions is a mystery to me.

Newspaper reviews. Of course, even in Los Angeles I knew that the critics had power over the theater. It isn't uncommon for a large theater to put up a sign quoting some of the better reviews. But in New York, every theater, however small, puts up placards with entire reviews reprinted. What's more, restaurants even do the same! Right next to the menu in the window, you'll be able to read what someone in the New Yorker said about the veal. Occasionally you'll even see a review hanging in the window of an ice cream parlor or a bar--I suspect the only reason you see it less often is because most of them have never been reviewed.

This is ridiculous. Aside from the well-known gap between a reviewer's opinion and reality, this sort of practice only encourages reviewers to take themselves seriously, and trains the public to listen to reviews. All these people are complaining about the excessive power of the critics, and then they post the reviews on five-foot-high signs, giving the reviewers even more power.

Audiences. I have seen nothing to support the myth that New York audiences are any more sophisticated than audiences elsewhere. I have seen an audience enjoying Arms and the Man with knowing, mature laughter; I also have heard a woman at the same play say to her friend, "It's delightful--just like Gilbert and Sullivan"; I have seen an audience appreciating the honesty of a play (As Is) about a man who has A.I.D.S.; I have also watched appalled as an audience screamed its collective head off at the less-than-hilarious comedy Doubles, which has no plot and consists mostly of four middle-aged men telling penis jokes in a locker room and playing childish pranks on each other. There are only two differences I have observed: a New York audience is more likely to sit quietly through the most pretentious nonsense if it's by someone fashionable like Shepard or Sondheim; and a New York audience will laugh at any Yiddish word uttered on stage--twice as hard if it's mispronounced by an actor playing a Gentile character. (This, I am sorry to report, is one of the main sources of Double's comedy.) Other than these two small points, I have seen no differences. Theater people are just as opinionated, middle-aged women just as dotty (Gilbert and Sullivan, indeed!), here as in Los Angeles. And everyone still talks during the overture, just as in L.A. And candy wrapperscrinkle just as loud--only here they even sell the candy in the lobby (rare in L.A.) so there's more of it. The "sophistication" of NY audiences is no doubt the invention of producers whose plays close in L.A. (But we knew that already, didn't we?)

THE NEW YORK DIARY--#3--6 August 1985

REVIEWS--The situation here has gotten out of hand more than I'd realized. I have seen reviews posted in the windows of ice cream parlors, clothing boutiques, restaurants, bars, and antique shops. Apparently you are nobody in this city until you've been written up in New York Magazine. And apparently people in this city are unable to judge the quality of an establishment for themselves without the advice of a professional critic.

SUBWAYS--The public transportation in this city is the best I've ever seen. The subways are often grimy, but there are clean ones, too. (Maybe it's my imagination, but it seems to me that the worst graffiti-covered trains are the ones from the Bronx.) There is a serious attempt going on to fix up the older trains and replace some of the worst sections of track. I think the danger of riding the subways has been exaggerated; I have ridden as late as midnight on the trains, and haven't seen a single shooting.

Fortunately, the train I take in to work is relatively clean: I understand the trains are given acid baths every so often and are securely locked up at night. (Some of the trains on other lines are so filthy with grime and graffiti that you can barely see out the window.) I pick it up at a stop just a block away from my apartment, and it lets me off at a stop right next door to the building where I work.

ACCENTS--I have been forced to the conclusion that everyone in this city who speaks with a New York accent is an idiot. While I must confess that this is not based on a representative sample of the population (many of the subjects of this survey, for example, being telephone company employees), I honestly have yet to meet a counterexample.

Speaking of the telephone company, I received a message from a Mr. Smythe at a certain number. I called it and got his secretary who explained that Mr. Smythe worked for the telephone company and that he must have called me about my service. Was I having trouble with my service? I explained that I had just moved into the city and that my service hadn't started yet. Had I requested a new number? I pointed out that as I had no number at all yet, I couldn't very well ask for a new one. Well, she said, she didn't think Mr. Smythe could have called me since I didn't have any of those problems. (I finally managed to talk to one of Mr. Smythe's assistants, who didn't have a New York accent I might add, and got the whole thing settled.)

SMELLS--This city stinks worse than any I have ever been in. The air smells of the Hudson River (which in turn smells like a sewer). The odors from the subway float up through vents in the ground. The smell of burning flesh surrounds hot dog vendors on every street corner, or perhaps burning pretzels instead. Car exhaust hovers over the streets. Bags of garbage line the sidewalks, waiting to be picked up. And the terrible humidity just makes everything even worse.

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THE COMMON ELEMENT: TIME

All Dippy hobby members and players have the same amount of time. What we do with our hobby related time is what determines what you contribute to or take away from the hobby. I recently asked Melinda Ann Holley, one of the most active players in the hobby, to keep a diary of her Dippy activities for a 30 day period, so that we could see how she uses her time. Her is her report.

Enclosed is a 30-day diary of Dip activities.

These are 30 individual days since vacation and personal problems kept me from keeping a 30-day consecutive diary.

8/17 (Saturday): 7:59-11:08 p.m.

84CK-wrote orders and 3 letters, 84HT-wrote orders and 2 letters, 84HR-wrote 1 letter, 84O-wrote 1 letter, 84 IT-wrote 1 letter, New Game-Gnbt-wrote orders, 84 IY-wrote 1 letter.  
Time: 3 hours, 9 minutes.

8/18 (Sunday): 9:25-11:25 p.m.

85AA-wrote orders and 4 letters, 85AB-wrote orders and 5 letters, New Game-wrote orders and 6 letters.  
Time: 3 hours.

8/19 (Monday) 2:54-3:33 p.m.

85AQ-wrote orders and 1 letter.  
Time: 39 minutes.

8/20 (Tuesday): 9:39-10:02 p.m.

Gunboat-wrote orders.  
Time: 23 minutes.

8/22 (Thursday): 2:15-3:40 p.m.

84HP-wrote orders, 84U-wrote orders and 1 letter, 84CL-wrote end game statement.  
Time: 1 hour, 25 minutes.

8/23 (Friday): 7:52-12:14 a.m.

84IT-wrote orders and 4 letters, New Game-wrote orders and 6 letters, 84CY-wrote orders & 2 le, 85AH-wrote orders and 5 letters, 84HT-wrote orders and 2 letters, Gunboat-wrote orders.  
Time: 5 hours, 22 minutes.

Weekly Total: 13 hours, 58 minutes.

8/28 (Wednesday): 8:00-9:58 p.m.

82IT-wrote orders and 2 letters, 84N-wrote orders and 4 letters, 85AD-wrote 1 letter, 85T-wrote 1 letter.  
Time: 1 hour, 58 minutes.

8/31 (Saturday): 2:15-4:10 p.m.

Rebel Adjudication  
Time: 1 hour, 55 minutes.

9/1 (Sunday) 11:40-2:10/4:30-8:30 p.m.

Rebel Adjudication and typing  
Time: 6 hours, 30 minutes.

9/3 (Tuesday) 8:45-11:00 p.m.

Rebel Mailing  
84HS-wrote orders and 3 letters.  
Time: 3 hours, 15 minutes.

Weekly Total: 13 hours, 38 minutes.

9/4 (Wednesday): 8:10-9:50 p.m.

New Game-wrote 3 letters, Gunboat-wrote orders, Gunboat-wrote orders.  
Time: 1 hour, 40 minutes.

9/6 (Friday): 8:15-11:40 p.m.

84HG-wrote orders and 1 letter, 85O-wrote orders and 4 letters, 85AN-wrote orders and 6 letters, 85G-wrote orders, 84HS-wrote 1 letter, 79JZ-wrote orders and 1 letter, Variant-wrote orders.  
Time: 3 hours, 25 minutes.

9/8 (Sunday): 8:00-10:50 p.m.

85AX-wrote orders, 84CY-wrote orders, 84HT-wrote orders and 1 letter, 84IY-wrote orders and 3 letters, 84IT-wrote 2 letters, 84U-wrote 1 letter.

Time: 2 hours, 50 minutes.

9/9 (Monday): 7:50-8:25 p.m.

85AC-wrote orders, 85AZ-wrote orders and 2 letters.

Time: 35 minutes.

9/10 (Tuesday): 840-wrote orders, 84CV-wrote orders and 1 letter, 85AX-wrote 2 letters, 84HT-wrote 1 letter.

Time: 1 hour, 41 minutes.

Weekly Total: 10 hours, 11 minutes.

9/11 (Wednesday): 8:15-10:00 p.m.

Gunboat-wrote orders, Gunboat-wrote orders, 84AX-wrote orders and 2 letters, 84AO-wrote orders and 1 letter.

Time: 1 hour, 45 minutes.

9/17 (Tuesday): 8:00-11:45 p.m.

85AP-wrote orders and 4 letters, 84HR-wrote orders, 84CR-wrote orders and 1 letter, 84CK-wrote orders and 1 letter, wrote insertions for KK/W.

Time: 3 hours, 45 minutes.

Weekly Total: 5 hours, 30 minutes.

9/18 (Wednesday): 8:15-9:55 p.m.

85AQ-wrote orders and 2 letters, 83HZ-wrote orders and 1 letter.

Time: 1 hour, 40 minutes.

9/19 (Thursday): 8:30-10:10 p.m.

85T-wrote 2 letters and orders, New Game-wrote orders and 4 letters, 85AU-wrote 1 letter.

Time: 1 hour, 40 minutes.

9/20 (Friday): 4:15-11:06 p.m.

85O-wrote orders and 2 letters, 85AN-wrote orders and 3 letters, New Game-wrote 1 letter, 84HU-wrote 1 letter, 85G-wrote orders and 1 letter, 85AA-wrote orders and 3 letters, 85AB-wrote orders and 3 letters, New Game-wrote orders and 4 letters, 84U-wrote end game statement, 83IP-wrote orders, 84IT-wrote orders and 4 letters.

Time: 6 hours, 51 minutes.

9/22 (Sunday): 9:00-10:00 p.m.

84AA-wrote orders and 2 letters, 84HG-wrote orders and 2 letters.

Time: 1 hour.

9/23 (Monday): 8:30-11:00 p.m.

85AH-wrote orders and 1 letter, New Game-wrote orders and 5 letters.

Time: 2 hours, 30 minutes.

9/24 (Tuesday): 9:00-10:30 p.m.

Wrote article for DIPLOMACY WORLD

Time: 1 hour, 30 minutes.

Weekly Total: 15 hours, 11 minutes.

9/25 (Wednesday): 7:30-10:40 p.m.

84CY-wrote orders, 84HT-wrote orders, 84IY-wrote orders and 1 letter, Gunboat-wrote orders, Gunboat-wrote orders, 85AZ-wrote 1 letter, 82CN-wrote orders, 82II-wrote orders and 2 letters.

Time: 3 hours, 10 minutes.

9/26 (Thursday): 8:00-11:20 p.m.

84IV-wrote orders and 3 letters, 84HC-wrote 2 letters, 85AD-wrote orders and 1 letter, 84HS-wrote orders and 1 letter, 85G-wrote 1 letter, 83HU-wrote orders, 84HR-wrote orders, 79JZ-wrote orders and 1 letter, 85nrB32-wrote orders, wrote MAGNUS submission, Bourse-wrote orders, 84HV-wrote orders and 1 letter.

Time: 3 hours, 20 minutes.

9/27 (Friday): 8:30-9:45 p.m.

Rebel put-up and collection

Time: 1 hour, 15 minutes.

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9/28 (Saturday): 6:00-10:15 p.m.  
Rebel Adjudication.  
Time: 4 hours, 15 minutes.  
9/29 (Sunday): 5:15-10:15 p.m.  
Rebel typing.  
10/1 (Tuesday): 8:00-10:15 p.m.  
84HS-wrote 1 letter, 85AB-wrote 1 letter, 85AC-wrote orders and 6 letters, 84CC-wrote orders and 1 letter, 85AX-wrote orders and 5 letters, 85AX-wrote orders and 5 letters, Gunboat-wrote orders, Gunboat-wrote orders.  
Time: 2 hours, 15 minutes.  
Weekly Total: 19 Hours, 15 minutes.

10/2 (Wednesday): 7:30-10:20 p.m.  
85AM-wrote orders and 6 letters, 84CV-wrote orders and 1 letter, 83IT-wrote orders and 3 letters, 84O-wrote orders, 84AO-wrote 1 letter, 82 II-wrote 1 letter, 84N-wrote 1 letter.  
Time: 2 hours, 50 minutes.  
10/3 (Thursday): 8:45-11:15 p.m.  
Rebel Mailing.  
84CV-wrote 1 letter, 84CK-wrote 1 letter.  
Time: 2 hours, 30 minutes.  
Weekly Total: 5 hours, 20 minutes.

Total accumulation for 30 days: 83 hours, 3 minutes.

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Editor's Notes:

I am in awe of Melinda's achievement. How anyone can play in so many games and do so well at it is beyond me. I play in 1 game and gamesmaster 1 game and I still have problems keeping up with them. I wish I could sit and watch some evening as Melinda works at her games. Or I'd like to scurry through her files and see how she organizes her materials. She must have quite a system.

I appreciate her keeping this diary for me. To the best of my recollection no one has ever done anything like this before. I am sure this will be an important source document in the hobby's records.

And beware, when you write me and say, "I didn't have time...", I will probably send you a copy of this article.

So, a special tip of the hat to Melinda Ann Holley for doing what we are all supposed to be doing, playing the game!....



Great Ladies of Music

Most of my record buying of late has been devoted to two artists, Cleo Laine and Kiri Te Kanawa.

I knew nothing about Cleo Laine until I happened to catch her on a Boston Pops program on PBS. She did a ditty based on a Mozart tune. I was fascinated and immediately sent Mike out to buy a couple of her records. He came back with two for me. One called Cleo Laine and John Williams and one called Sometimes When We Touch with Cleo and James Galway. Both are ever so fine. Cleo does Pop, Jazz, and Classic; not each but all together. They're great.

Kiri Te Kanawa on the other hand is an old friend on discs. Now she's become a super-star and she's cranking out records faster than McDonald's does hamburgers. Some of them are fine, some are less than fine. She is, of course, the Maria, in the DG Digital recording of WEST SIDE STORY which is the first time Leonard Bernstein has recorded the complete work. That album is at the top of the charts. It even had its own PBM documentary on its recording. Kiri is a good Maria and I can't even complain too much about Jose Carreras as Tony but the real hero is Kurt Ollmann and the heroine is Tatiana Troyanos as Anita. It is interesting and the hype that accompanies the record even more so. Buy it if you can but it would be better to scout around and find a copy of the original production. It's got life.

Another interesting album is Kiri's AVE MARIA done on a Philips digital with the Choir of St. Paul's Cathedral. It has a lot of the great classic religious show stoppers, including some Counod, Mozart, Bach, Mendelssohn and Handel. It's fun and nice to play on a Sunday morning when you are too lazy to go to church.

Haves have to go to Kiri's version of Canteloube's Songs of the Auvergne. This is my third recording of this work and the second volume includes the famous Villa Lobos Bachiana Brasileira No. 5 for soprano and 8 celli. Jeffry Tate, one of the Met's best new conductors and the English Chamber Orchestra accompany on the London label.

Kiri has the perfect voice for this kind of music. And this kind of music is one of the most beautiful, sensual pieces of art ever created. A great artist does a great work great justice.

So, off to the record store with you!!!!

If you have cable television and the A&E Network channel you should be watching the new series "The Borgias." We can all learn a lot from the fascinating programs they offer. Alas, probably all the wrong things.



Adolfo Celi

By Andrew J. Edelstein

It's 9 o'clock on Wednesday night. You settle in to watch wealthy family members scheme against each other: brother vs. brother, father vs. son, brother vs. sister. There is incest. Lust. Back-stabbing. Power-grabbing.

But what is this? Where is Joan Collins? She is nowhere to be seen because what you are watching is not "Dynasty."

Surprise!

All these machinations are taking place on "The Borgias," one of cable's most ambitious miniseries, which gets under way this week. The 10-part program debuts Wednesday on The Arts & Entertainment Network.

The story of "The Borgias" spans 15 years, beginning with the papal crowning of the head of the Borgia family, Rodrigo Borgia (Adolfo Celi, whom American audiences may remember as Emilio Largo, the villain in the James Bond movie "Thunderball"). Rodrigo bribed his way into the papacy in 1492, becoming Pope Alexander VI. Like many prelates of the day, he also was a father: His four offspring included the hot-blooded Cesare (Oliver Cotton) and the sensuous Lucretia (Anne-Louise Lambert).

Wielding the papacy as a weapon, he and Cesare — who was the model for Machiavelli's "The Prince" — ruthlessly pursued their corrupt ambitions. Both used Lucretia as a pawn in their quest for power.

The opulence of this BBC production speaks for itself. It was shot at 40 locations in Italy, using 2,000 extras and huge Renaissance sets built at the BBC studios in London.

A&E is billing "The Borgias" as "the most controversial miniseries ever seen on television," unusual hyperbole from a usually restrained network. We will see 10 weeks from now just how accurate that assessment was. Undoubtedly the Borgias were the Renaissance equivalent of the Carringtons. But American audiences may have to slow down their expectations to adapt to the slower pace of this BBC series.

• TV Spotlight

## 10-part 'Borgias' debuts



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William Klein's 1968 photo titled 'Armistice Day, Paris' offers an abundance of implied anecdotes.

FOR ALL THOSE WHO HAVE PLAYED FRANCE, AND LOST...

No one will ever surpass Conrad von Metzke's record for playing Austria in Diplomacy more times and losing more times. My own modest claim is to have played France more often than anyone else and yet never won a game as France. I've drawn, and tied, and been eliminated innumerable times but I have not yet won. Still, the attraction is there. If I were to join a PEM game tomorrow I would list France as my first choice.

The above foto, which I hope prints well, is from a recent exhibit at the San Diego Museum of Photographic Arts. The exhibit was devoted to photographers works done in urban environments. The above is considered a classic. It was taken in 1968 on Armistice Day when the French remembered their losses during World War I. A million Frenchmen died in that contest. I have suffered with every one of them.

Study the picture below. Decide which Dippy event it came from. Was it this year's PEERICON, DIPCON, CON THE BARBARIAN, or a LEPERCON (Hummnn, I don't think I spelled that right...), BYRNECON, or some other Dippy event. Submit your essay explaining who is shown in the picture and what they are doing. Try to keep your responses in the same spirit as the picture.

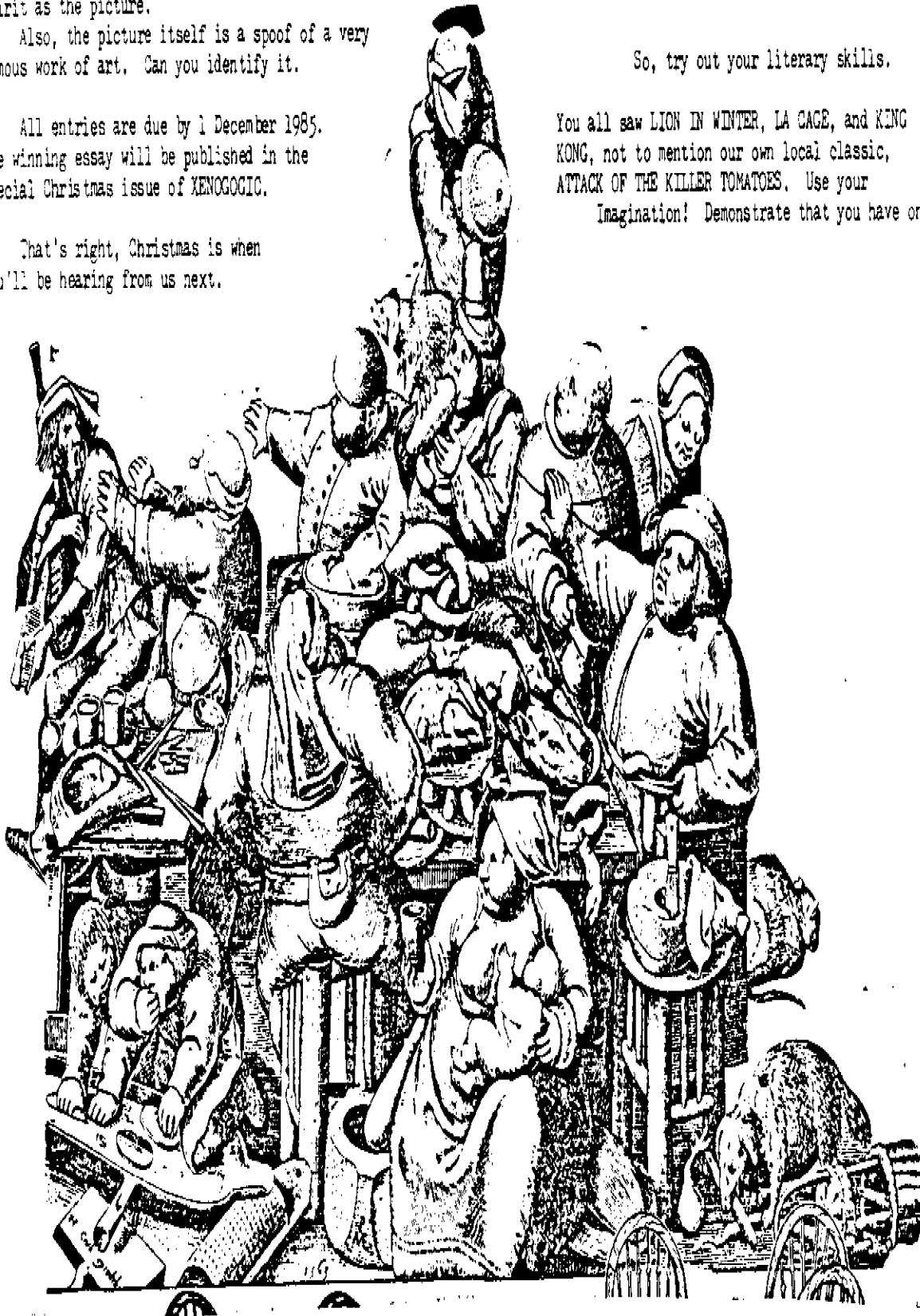
Also, the picture itself is a spoof of a very famous work of art. Can you identify it.

So, try out your literary skills.

All entries are due by 1 December 1985. The winning essay will be published in the special Christmas issue of XENOGOCIC.

You all saw LION IN WINTER, LA CAGE, and KING KONG, not to mention our own local classic, ATTACK OF THE KILLER TOMATOES. Use your Imagination! Demonstrate that you have one.

That's right, Christmas is when you'll be hearing from us next.



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CALIFORNIOS  
CHOPPERS  
1984 P

Fall 1906  
31 July 1985

AUSTRIANS ENTER THE ATLANTIC,  
ENGLAND BITES THE BULLET, GERMANS TAKE LONDON,  
FRANCE RETAKES SPAIN, BLOWN OUT OF MARSEILLES,  
GERMAN ASSAULT ON WARSAW FAILS, ITALIANS CONTINUE TO GROW  
RUSSIANS DRIVEN OUT OF SCANDINAVIA.....  
and MASTON HITS THE BIG FORTY!!

AUSTRIA (Ron Spitzer: 761 N. Bundy Dr., Los Angeles, CA 90049)  
Fleet West Mediterranean-Mid Atlantic Ocean.  
ENGLAND (James Meinel: Box 832, Anchorage, Alaska, 99510)  
Army Edinburgh-Hold /DISLODGED/.  
FRANCE (Ed Menders, 234 S. Voluntario, #J, Santa Barbara, CA 93103-3464)  
(Army Spain retreated to Gascony, Army Burgundy retreated to Paris)  
Fleet Mid Atlantic-Spain south coast, Fleet Marseilles Supports Mid Atlantic-Spain south coast /ANNHILATED/. Army Gascony-Burgundy,  
Army Paris Supports Gascony-Burgundy, Fleet English Channel-Belgium,  
Fleet Clyde-Edinburgh, Army Liverpool Supports Clyde-Edinburgh.  
GERMANY (Pete Gaughan, 3121 East Park Row, No.171A, Arlington, TX 76010)  
Fleet Norway-Hold, Fleet Sweden Supports Norway, Army Silesia-Warsaw,  
Army Burgundy Supports FRENCH Army Piedmont-Marseilles /NSO/, Army  
Ruhr-Supports Burgundy, Army Belgium-Hold, Fleet North Sea-London.  
ITALY (Conrad Minshall, 3702 Tarragona Ln., Austin, TX 78727)  
Army Tyrolia Supports GERMAN Army Berlin, Army Galicia Supports GERMAN  
Army Silesia-Warsaw, Army Rumania-Ukraine, Army Budapest-Rumania,  
Army Bulgaria-Supports Budapest-Rumania, Fleet Constantinople-Supports  
Fleet Smyrna, Fleet Spain south coast-Marseilles, Army Piedmont Supports  
Spain south coast-Marseilles, Fleet Tuscany-Gulf of Lyon, Fleet  
Tyrrhenian-Supports Tuscany-Gulf of Lyon.  
RUSSIA (Mark Keller, 2 Seaside Ct., Sacramento, CA 95831)  
(Fleet Norway retreated to Norwegian Sea, Army Rumania retreated to  
Sevastapol)  
Fleet Norwegian-Norway, Fleet Barents-St.Petersburg north coast,  
Army Ukraine-Warsaw, Army Moscow Supported Ukraine-Warsaw, Army  
Sevastapol-Ukraine, Army Armenia-Sevastapol, Army Ankara-Constantinople.

#### 1906 SUPPLY CENTER CHART

AUSTRIA: Tunis, 1/1 Constant.  
ENGLAND: ~~Edinburgh~~, 1/0. Remove One. Out.  
FRANCE: Paris, Brest, Spain, Portugal, Liverpool, ~~London~~, Edinburgh,  
Marseilles, 6/6 Constant.  
GERMANY: Home, Holland, Denmark, Belgium, Sweden, Norway, London, 7/9 Build Two.  
ITALY: Home, Austria (3), Serbia, Greece, Bulgaria, Smyrna, Constantinople.  
Marseilles, Rumania, 11/13 Build Two.  
RUSSIA: Home, Ankara, ~~Rumania~~, ~~Norway~~, 7/5 Remove Two.

#### NOTES

I know several of you have travel plans during the rest of the summer so I am going to give you a short vacation in which to enjoy yourselves without having to worry about the game. The deadline for Winter 1906 and Spring 1907 is FRIDAY, SEPTEMBER 13th. Hope none of you are superstitious!! Except Conrad. I hope you'll use some of the time to write up your thoughts on the game to date. I want to include a summary of the game in next year's anniversary issue of XENO. And don't forget the essay contest. I expect some good entries from you all!!

CALIFORNIOS  
CHOPPERS  
1984 P

Winter 1906 /93/  
Spring 1907  
17 September 1985

AUSTRIANS ATTEMPT TO SEIZE FRENCH VINEYARDS,  
BATTLES AT THE STRAITS AND AT THE GATES....  
FRENCH ROUTED FROM SPAIN,  
EVERYONE JUGGLES FOR POSITION AND DOTS...

AUSTRIA (Ron Spitzer: 761 N. Bundy Dr., Los Angeles, CA 90049)

Fleet Mid Atlantic Ocean-Gascony.

FRANCE (Ed Menders, 234 S. Voluntario, #J, Santa Barbara, CA 93103-3464)

Fleet Spain south coast Supports Gascony-Marseilles /DISLODGED: Portugal,  
Off the Board/, Army Gascony-Marseilles, Fleet English Channel-Picardy,  
Army Paris Supports English Channel-Picardy, Fleet Edinburgh-Yorkshire,  
Army Liverpool-Wales.

GERMANY (Pete Gaughan, 3121 East Park Row, No. 165, Arlington, TX 76010)

(Winter 1906: Builds Fleet Kiel and Army Berlin); Fleet Norway-North  
Sea, Fleet London Supports Norway-North Sea, Fleet Sweden-Norway,  
Fleet Kiel-Holland, Army Berlin-Prussia, Army Silesia-Warsaw,  
Army Burgundy-Gascony, Army Ruhr-Burgundy, Army Belgium-Picardy!

ITALY (Conrad Minshall, IBM Systems Research Institute, 205 East 42nd St.,

7th Fl., New York, NY 10017) (winter 1906: Builds Fleet Naples and  
Army Rome); Army Tyrolia-Bohemia, Army Galicia-Bohemia, Army Rumania  
Support RUSSIAN Army Sevastapol-Ukraine, Army Budapest Support Rumania,  
Army Bulgaria-Constantinople, Fleet Constantinople Supports Smyrna,  
Fleet Smyrna Supports Bulgaria-Constantinople, Fleet Marseilles-Spain  
south coast, Army Piedmont-Marseilles, Fleet Gulf of Lyon Supports  
Marseilles-Spain south coast, Fleet Tyrrhenian-West Mediterranean,  
Fleet Naples-Tyrrhenian, Army Rome-Tuscany.

RUSSIA (Mark Keller, 2 Seaside Ct., Sacramento, CA 95831)

(Winter 1906: Removes Fleet Norwegian and Fleet St.Petersburg north  
coast); Army Ukraine-Warsaw, Army Moscow Supports Ukraine-Warsaw,  
Army Sevastapol-Ukraine, Army Armenia-Sevastapol, Army Ankara-  
Constantinople.

#### NOTES

Hope I got all that right. I'm not sure if Conrad miswrote his orders or  
he is just trying to confuse everyone with some brilliant tactical moves.  
Deadline for Fall 1907 is Monday, October 14. DO NOT TELEPHONE ORDERS....  
Regarding Draw Proposals: Most of you objected to my disregarding them. That's  
fine, keep them. What I object to is the way some of you objected to my  
action. You can object to something without being rude about it.

#### PRESS ON

GERMANY (Winter 1906):

To France: Conrad is as good an ally as you---and he's more able to help  
me. I don't regret this one bit.

To Italy: Hear that?

To Austria: This season we find out whether you're willing to go  
out of your way for Italy's sake.

To Russia: And we also find out whether your self-interest will overrule  
your spite. Hope so.

#### DRAW PROPOSAL

- 1) G/I/R
- 2) F/G/I/R

Submit your vote with your Fall orders.

/94/

CALIFORNIOS  
CHOPPERS  
1984 P

Fall 1907  
31 October 1985

RUSSIANS DRIVEN OUT OF WARSAW,  
GERMANS EXCHANGE LONDON FOR EDINBURGH,  
ITALIANS MISS THE BOAT INTO BREST....

AUSTRIA (Ron Spitzer, 761 N. Bundy Dr., Los Angeles, CA 90049)  
Fleet Mid Atlantic Ocean Convoys Tuscany-Brest /NSO/.  
FRANCE (Ed Menders, 274 S. Voluntario, #3, Santa Barbara, CA 93103-3464) F Spain-R-Portugal.  
Fleet Portugal-Spain south coast, Army Gascony-Burgundy, Army Paris Supports Gascony-  
Burgundy, Fleet Picardy-Brest, Fleet Yorkshire-London, Army Wales Supports Yorkshire-  
London.  
GERMANY (Pete Gaughan, 3121 East Park Row, No. 171, Arlington, TX 76010)  
Fleet Norway-Norwegian, Fleet North Sea-Edinburgh, Fleet Holland-North Sea, Fleet  
London-Hold /DISLODGED/, Army Prussia Supports Army Silesia-Warsaw, Army Silesia-Warsaw,  
Army Belgium Supports Army Burgundy-Picardy, Army Burgundy-Picardy, Army Ruhr-Burgundy.  
ITALY (Conrad Minshall, 3702 Tarragona Ln., Austin, TX 78727)  
Army Tyrolia-Trieste, Fleet Constantinople-Hold, Fleet Smyrna-Hold, Army Bulgaria-  
Rumania, Army Piedmont Support Lyon-Marseilles, Army Galicia Supports GERMAN Army  
Silesia-Warsaw, Army Rumania-Ukraine, Army Budapest Supports Bulgaria-Rumania,  
Fleet Spain south coast Supports AUSTRIAN Fleet Mid Atlantic Ocean-Portugal /NSO/,  
Army Tuscany-Venice, Fleet Gulf of Lyon-Marseilles, Fleet West Mediterranean-Supports  
Spain south coast, Fleet Tyrrhenian-Gulf of Lyon.  
RUSSIA (Mark Keller, 2 Seaside Ct., Sacramento, CA 95831)  
Army Moscow-St.Petersburg, Army Warsaw-Supports Ukraine /DISLODGED/, Army Ukraine-  
Supports Warsaw, Army Sevastapol Supports Ukraine, Army Ankara-Constantinople.

#### 1907 SUPPLY CENTER CHART

AUSTRIA: Tunis, 1/1 Constant.  
FRANCE: Paris, Brest, Portugal, Liverpool, London, ~~Spain~~, ~~Edinburgh~~ 6/5 Remove One.  
GERMANY: Home, Holland, Denmark, Belgium, Sweden, Norway, Edinburgh, Warsaw, ~~Spain~~  
9/10 Build One.  
ITALY: Home, Austria (3), Serbia, Greece, Bulgaria, Smyrna, Constantinople, Marseilles,  
Rumania, Spain 13/14 Build One.  
RUSSIA: St.Petersburg, Moscow, Sevastapol, Ankara, 5/4 Remove One, ~~Spain~~

#### NOTES

Deadline for Winter 1907 adjustments and Spring 1908 moves is MONDAY, November 18th.  
Moves can be made conditional on adjustments.

All Draw Proposals Failed. Same two proposals are submitted: C/I/R, F/G/I/R. Submit  
your vote with your Spring orders.

Sorry to be so late with this but I thought the deadline was a bit later then it  
actually was. Needless to say, I've been preoccupied with other things for the last month  
or so.

XENOGOGIC is just about done and will be at the printer next week. A smallish issue,  
with some interesting goodies.

#### IMPORTANT NOTICE

Until such time as I can resume my normal role as GM I have asked Ken Hager to take  
over this game as guest GM. This will benefit both of us I'm sure. Houserules, etc. will  
remain the same.

So, send your Winter 1907 adjustments and Spring 1908 orders to: Ken Hager,  
14013 Old Harbor Ln., #306, Marina del Rey, CA 90291. Ken will handle the season to season  
moves and I'll continue to publish them in XENO and send it on to you.

Thanx KEN.

31 October 1985

A VERY SPECIAL GAME START FOR A VERY SPECIAL GROUP!Introduction

Welcome to a very special PBM Dippy game. Naturally we have no Boardman Number yet but I assume we will shortly. As some of you know I have been planning to run another PBM Dippy game for quite a while. As all of you know events have taken a rather dramatic turn of late with my assuming the role of publisher/managing editor of DIPLOMACY WORLD. That has put a crimp in my plans for this game. In order to give you the best possible game I have asked Ken Hager to act as guest gamesmaster for this game. He will be handling the season by season moves. I will continue to publish the play by play in XENOGOGIC and each of you will receive that magazine when it is published. Actually, considering Ken's skills as a GM, in comparison with my own, you may all be better off with this arrangement.

Anyway, Ken will be sending you a copy of my houserules, as modified by him, for use in this game. I've taken the liberty of making the country assignments so that no one will be able to complain to him about that.

I'm going to give you a full two months to conduct your Winter 1900 negotiations and I expect you to make the most of them. I urge each of you to keep a record of your game related correspondence and your phone calls, if any. I hope you'll make this material available later for a post-game write up. I hope you'll all feel free to write press, real press, not these little one liners that most zines publish. I'm sure if you send me some good press you'll see a real classic press release game. In fact, I hear the phone ringing now,....excuse me.

"Lucrezia, is that you, darlin'?"

"Oh, good, you've already heard about the name game..."

"And Barbara Wa-Wa is there with you? Oh good."

"And Esmeralda, and Lurleen, and Cardinal Peericelli? Oh what fun!! Have you all sharpened your wits and poisoned pens? Snake venom and Tom Selleck dandruff, heh? A good combination..."

"Sorry, dearest, must run, the little devils are dying to hear what country they are going to play..."

The Personae Drama

That's probably not correct Latin but it's been years since I studied the Mother Tongue.

Last time I had a game start one of the players complained because I mentioned that he was such a good player, etc. etc. You know the kind, the snivelers. I know we don't have people like that in this group. A fine bunch of liars, stabbers, double-crossers, cut-throats, and malpractice clients we do have. I can say anything about any and all of you and you don't have to believe it. Unless you want to.

This game is very unusual for three reasons.

First, I don't know any of you very well. I've only met one of you face to face, at a couple of cons in this area. I've communicated with a couple of you about DW, or XENO, but that's about it. There is one exception to that, of course, Herb Barents. Herb played in a XENO game back in 1971!! That's right, back in 1971. At least three of you date back in the hobby as long as I do. A couple of you are brand new players. Melinda Ann Holley is perhaps the most active player in the hobby today. She's playing in more games than I am years old. Hard to believe, isn't it? So you are a diverse group in your backgrounds.

Second, You are a diverse group geographically. Normally my games fill with southern Californians. This one has only one possible player from southern California. The rest of you are from far, far beyond my galaxy, although two of you are from Minnesota. Perhaps I should mention that to the best of my knowledge the two Minnesota players don't know each other. Certainly there was no knowledge on their part that they would end up in a game together.

Third, well, that one will have to wait.

/96/

#### A Philosophical Note

During the last 19 years I've run scores of postal Dippy games. Some of them have been great ones. Some have been disasters. But each has been a unique experience for the players and for me. Unfortunately, to my mind, the hobby today stresses perfection in its PBM Dippy games. Players expect perfect performances from their GM and GMs expect perfect performances from their players. It just doesn't happen that way. At best Houserules can deal with probable and likely problems that may arise in the game; beyond that they indulge in needless fantasy. Better than any Houserules is a spirit of comraderie and goodwill among all involved in the game. If that spirit exists in the beginning and continues to surround the game; then I think you will enjoy your experience as a player in XENO. To me winning or losing a PBM Dippy game is not worth losing a friend. I refuse to take the game that seriously. So, relax, have fun. You'll make mistakes. So will I. But we can still have a good time. At least I hope so.

#### Turning Nine Into Seven

Because of the problem with NMRs and disappearing players I usually try to have two stand bys for each game right from the beginning. Stand bys have a way of ending up in the game, usually as replacement players. Stand bys are expected to pay the same fee as the regular player. That covers their sub for the duration of the game and guarantees their first crack at the next game start. In this case we have two stand bys and one player signed up for two games, so we have three players already signed up for the next game. Sigh...

Bill Schiwautz owes \$21, as does Herb Barents. Everybody else is paid.

Contrary to what you might think I am donating the \$9 DIPTAX raised from this game to the John Koning Memorial Award fund which will provide a perpetual award for the best play of DIPLOMACY for the entire hobby. Some of you actually knew who John Koning was and that makes it appropriate that we do this.

#### And So to War!

AUSTRIA: Jim Ferguson, 112 Old English Ct., Jupiter, FL 33458

ENGLAND: Melinda Ann Holley, Box 2793, Huntington, WV 25727

FRANCE: Tom Johnson, 2 Chaucer Dr., Newark, DE 19713

GERMANY: Amber, Box 576, Gettysburg, PA 17325

ITALY: Dave Ditter, 8049 Idaho Circle North, Minneapolis, MN 55455

RUSSIA: Caleb Tower, 92 Prince St., West Newton, MA 02165

TURKEY: Jim Diehl, 10530 West Riverview Dr., Eden Prairie, MN 55344

Stand Bys: Herb Barents, 17 Chestnut, Batavia, IL 60510

Bill Schiwautz, 2212 Hart St., No. Hollywood, CA 91605

#### Note!

I am not printing telephone numbers. If you want your phone number printed for game reasons please tell me so, tell me the number to use, and what times are OK for calls. Remember, this is a POSTAL Dippy game, not a Ma Bell Extravaganza!!

#### And Take It Away Mr. Hager....

Your GM is Ken Hager, 14013 Old Harbor Ln., #306, Marina del Rey, CA 90291.

GOOD LUCK TO ONE AND ALL!! SPRING 1991 DEADLINE IS MONDAY, JANUARY 6, 1986.



SAN DIEGO VICE: OR, A LIFETIME IN THE DAY OF A DIPPY PUBLISHER

I was going to call this article something flashy like "THE MORNING KATHY BYRNE TRIED TO KILL ME," or "SUPREME PEEHICRAT SURVIVES ASSASSINATION ATTEMPT!" but I didn't think either title would fly in the National Enquirer or Feudesse so I abandoned them. Instead, I'll just tell you the facts as I remember them.

A week ago now, it was a Sunday morning. Early on a Sunday morning. In fact it was past bar closing time (e.g. 0200 in California) and I had been working on XENO and DW all day, all evening, and well into the night. I was about done when I realized I had a very important message to get out in the mail to Kathy Byrne, DW's General Editor. But I also realized that I wanted to make a copy of it before I mailed it because I have been copying all my DW related correspondence since I launched my effort to save DW weeks ago. I knew if I hurried I could make it to my printer and still get the letter out on the first, early American Airlines flight to New York on Monday morning. So I got in the car and went down to the printer (My printer is open 7 days a week, 24 hours a day.) and copied the letter. Downtown San Diego is quiet on a Sunday morning, especially around 0300. I rushed out to the Airport Post Office and they assured me my letter would be on the early flight to New York.

Feeling relieved I headed for home. My favorite route home from the downtown area is through Balboa Park, the site of the San Diego Zoo, etc. It's a beautiful park, especially with no people in it. I headed up Florida Canyon, past the new \$300+ million Navy Hospital they are building, driving slowly, with the windows down, watching for the skunks that like to meander on the road at night. It was quiet. I'd even turned off the radio to enjoy the quiet more.

At the north end of the Canyon I usually pause at the four-way stop sign, although doing so at 0330 seems rather silly. As I paused I heard this faint "Pop, pop," sound. I looked at the car gages, nothing there. I considered the tires but it sure didn't sound like a blow-out and who ever heard of a blow out at 3 mph. So I made my turn and headed up the steep hill toward the tennis courts. At the top of the hill is another right turn combined with a yield sign. This brings you out onto Upas St., the northern boundary of the park. In this area Upas is bounded on the north by residential houses and on the south by the tennis area, picnic recreation sites, etc. The road is a narrow, 2 lane residential street with undulating rises and drops. All very quiet and peaceful.

As I made my turn I again heard a faint "Pop, pop," no louder than before. I paused at the yield sign (Yes, hobby old farts do drive like old ladies most of the time.) and made my right turn. As I started the turn a car suddenly came from the left (where there is a stop sign), moving at a high speed (at least 45 mph), with no lights on. He shot past me and headed down Upas to the east. I was too stunned to react, I just continued my turn. Then, I heard more "Pop, pops." Slightly louder but still not loud enough to disturb a sleeping infant. As I started down the first hill I glanced into my rear view mirror. The light show there was the most spectacular fireworks show I'd seen in a long, long time, like since the Bicentennial celebration in New York. Coming up behind me was a string of police cars, lights flashing. Now, of course, the "Pop, pop" didn't seem so innocent. Without thinking I turned to the right, drove up over the curb, and onto the lawn. The police cars flashed by me. Coming from the east, right toward us were another three or four cars, moving at high speed, with lights flashing. I figured they would stop, turn around, and follow the other bunch in hot pursuit, in true Max Sennant style. Not so, they all proceeded to turn, drive up over the curb, and arrange themselves around me, complete with spotlights focused on my car. So there I sat, with my hands over my eyes, listening to the police radios in their cars. And all I could think of was, "Kathy Byrne, I'll never mail you another letter at 0330 again if I live through this..."

Well, things worked out. The cops got their robbers, I didn't get shot. The cops were very nice and asked me at least a dozen times if I wanted to go over to Mercy Hospital and have my blood pressure checked out. I told one cop that I had no intention of croaking in the same hospital that I was born in and they all thought that was funny. So, gathering my wits, if not my courage, about me, I headed up Texas St. for home. Sure enough I passed a skunk out for an early morning breakfast. Must have been J.R.

TO DREAM THE IMPOSSIBLE DREAM

I couldn't solve the Great Feud but at least we could drive it off the front page of many of the hobby's zines for an issue or two. That was worth something to me.

I hadn't planned to celebrate XENOGOGIC's XXth anniversary by saving DIPLOMACY WORLD. But it happened that way. Actually, all the last few months showed was that, given a bit of leadership, the hobby will respond to a crisis situation and do so in a positive way. I was just lucky (or unlucky) to be the person called on to do the job.

Still, it is consistent with what XENO has been doing for the past twenty years and I hope it will lead the way toward an even more productive next twenty years. We have many, many projects under way at the moment, far more than we can handle. Fortunately, people like Ken Hager and Mark Coldiron have come forward to help carry the load; leaving us time to get on with other projects.

Saving DIPLOMACY WORLD is a big challenge. Actually it's one we've already met. But making DIPLOMACY WORLD what it is supposed to be is another challenge all together. Fortunately a lot of people want to do just that. They, we, you and I, working together can do it. That is my near term goal. I intend to make that happen. I can't do it alone, of course. I need the help of all goodwilled people in the hobby. I believe I will have it. My hope is that all the goodwill that is being poured into DW will not only save that publication but also drown all of the hobby's feuders and nay sayers in a vast tidalwave of positivism. It is time that those who say "No!," "Not Me!!," "It Won't Work!!!", etc. learn that a simple yes can do far more than all the "No, No, No!!!" we hear shouted around us.

For twenty years I've preached, and the hobby has yawned, many a sermon about positive goals and positive actions. I've preached about the value of doing good, as well as writing and saying it. Some people laughed, but some people listened. And those are the people who have made XENOGOGIC what it is. They are the same people who will make DIPLOMACY WORLD live again.

XENOGOGIC is, to some, a boring zine. No doubt about it. If you're into feuding, and personality squabbles, and all that, XENOGOGIC probably is boring. On the other hand, well, you get the idea.

I still hope that The Great Feud, as Ken Peel calls it, will end soon. Frankly, I have little faith in that. But I do have a great deal of faith in people like Ken, and J.R. Baker, and J.C.Hodgins, and Bruce McIntyre, and Daf Langley. The future, be it XENOGOGIC's, or DIPLOMACY WORLD's, or The Hobby's, belongs to them.

In the meantime I'll continue to dream the Impossible Dream: that someday XENOGOGIC will top the Runestone Poll, that I will top the Dragonstooth Rating System, and that a DIPCON will once again be held in Sandy Ego.

Failing that I'll settle for a little miracle, that John Pack has sent in a sub to DIPLOMACY WORLD. To me that means a lot.

Again, I only hope that the next twenty years are as productive as the last twenty years.

# Beethoven Festival at

An informal weekend of  
DIPLOMACY, and other games,

all to the background music  
of BEETHOVEN. 24 hours of  
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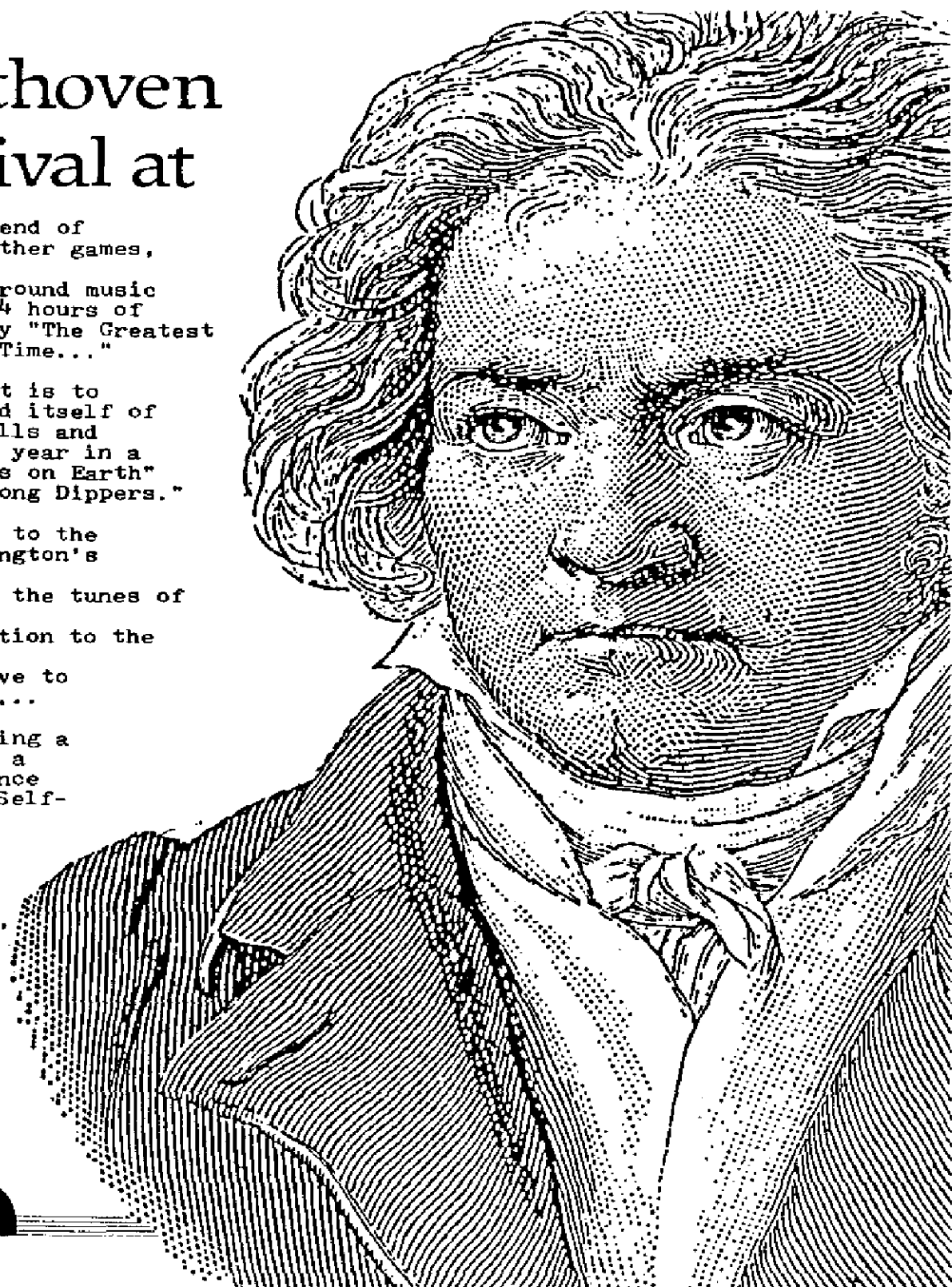
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This year featuring a  
special, once in a  
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