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PREPARED BY
 OVENBUE PRESS DISORGANIZED
 BOB JOHNSON
 BOX 134
 WHIPPANY NJ 07981

This a postal Diplomacy Gen'zine, whose purpose is to introduce the strange entity of the DipWorld to "NEW BLOOD". It goes free to those people whose name has come to my attention as being a new or potentially new member of this world. Price to all others is 25¢ in gold, silver, coins, stamps, etc.

WELCOME TO THE WONDERFUL WIDE WEIRD WORLD OF POSTAL DIPLOMACY!

Diplomacy may a game of more or less than you expected, but most of all - it is **only what you make of it.** Many Diplomacy players are as serious about this game as some people are about chess. While not similar to chess in play, one needs to devote the the time and energy to the game to get the full value of it. DIPLOMACY is unique -- it is a true strategic game that includes tactics as a minor by-play. The manner of pitting seven people against each other and the relationships that thereby arise are also unique to DIPLOMACY. The 'zine' will try to acquaint you wit with this world, what it is, how it is, what pitfalls to prepare for and how to get into it.

HISTORY OF PBM DIPLOMACY

Dippy was first played by mail in 1963 in a game run by John Boardman. It was born within the world of the amateur SciFi magazines. John named his zine GRAUSTARK and has continuously published ever since. The first players were SciFi fans and this continued to be true the first few years. In the same year GRAUSTARK began, two other people followed Jown's lead and a new avocation began to pick up steam. Today, there are as many as 50 zines carrying some 300 games with over 200 games already completed. In 1971 a new record was set with over 125 games having gotten underway.

Most of these zines are published in the USA; however, there are publishers in Canada, United Kingdom and Belgium and players in many other nations. In the last five years 'wargames players' of the Avalon Hill type discovered the joys of DIPLOMACY and they have swelled the ranks of players immensely.

HOW TO GET A ROLE IN A GAME

If you want to play a game, you must first find out who is willing to run one. Most publishers will report what other zines besides their own will have game openings. You simply contact those publishers to sign up for a game. In most games you are required to post a game fee to insure your intent. This fee helps the publisher/game master to recover some of his costs (for postage, ink, paper, etc.), but rarely is this compensation a 100% return or more. Most of the people publishing do it for the pleasure they get out it, in fact there are some publishers who do not play the game by mail anymore, or play infrequently. Some zines all you to give a country preference list (i.e., you select the country you'd most prefer, then the next, etc.), others rely solely on chance. Many of the zines offer discounts varying in amount and cause.

The first step is to subscribe to a zine that carries news of other zines and who has game openings. One of the best in this respect in EREWHON, published by Rod Walker of 4719 Felton St. San Diego, CA 92116. In addition, I will publish your Name as New Blood which will trigger many publishers to send you a free sample of their zine. Once you join a game or two, you will hear of other openings. **WARNING:** Try only a couple of games at first, to test your interest!

COSTS AND TIME

This gaming, by mail, can be considered expensive. A game fee usually runs between \$3 to \$6. However, there is also your postage costs for submitting your moves, to carry on Diplomatic correspondence and whatever frills you care to add on yourself. The average game is about 11 game years in length and you'll likely write about 125 letters, which will cost another \$10. So, a game may cost you about \$15. altogether. Don't be discouraged, as this is over a two or three year period, and the enjoyment is well worth it.

Many games do last an actual three years, a few are finished in a year and a half or less -- at least one has run for over five years. Most aines have deadlines three or four weeks apart, a few are two weeks apart and a few others are somewhat erratic. Your own time needs at home, will not often be more than two to four hours depending how much letter writing you do.

ORGANIZATIONS

There is a strong movement to get Diplomacy organized like chess. There have been a couple of organizations with varying success. The National Fantasy Fan Federation sponsors a Games Bureau under Don Miller, which served as an organization of sorts. They later gave birth to a Diplomacy Division (NFFFGBDD) which was an organization of publishers and game masters who worked together to improve things as they well as they could. There is the IFWDS; part of the IFW seemingly the largest wargaming club in the USA. The most recent is the TDA, run by John Beshara. The TDA has been a great disappointment, having been none of the things hoped for. Prospective members are warned to ignore this group so as not to be involved with a personal fued of its leader. A new organization is under development and will probably take a year to get properly underway. For information write Walter Buchanan of RR # 3, Lebanon, IN 46052. There are also various ad hoc committees that appear now and then for a particular purpose. In general, PBM Dippy has been a free wheeling affair and its own existence was itself a sufficient organization, with communications between the publishers accomplished thry trade of their zines.

GLOSSARY OF TERMS

- ARCHIVES-** Certain people have undertaken to collect every zine connected with DIPLOMACY. These archives are semi-official. The two largest are those of Rod Walker and Walt Buchanan.
- DEADLINES-** This is the date orders are due for a turn; orders not received by this date are usually ignored and the units stand unsupported.
- FUEDS-** while this game is best enjoyed when not taken too seriously, there can and do occur personality conflicts - some of which have no relation to the game. These sometimes hurt of the whole EipWorld, but most often provide amusement for those of the sidelines.
- GENERAL ORDERS-** some gamemasters allow a player to issue rather general instructions for is units; e.g., support England in Scandanavia, attack French possessions. When the player misses a turn, the GM gives the General Orders (GOs) to a nuetral person to make the moves for the season missed. This is a rather chancy method of protecting oneself from missing a move.
- GAME MASTER (GM)-** the person who adjudicates the moves for a game; often the collector of the moves and publisher of the reporting zine.
- HOUSE RULES-** every GM has certain additional and/or supplementary rules to the official rule book or for PBM play. There is, at this time, so single set of rules that can be considered standard and in general use by most GMs; however, the variances in most GM houserules are rather slight.

- PROPAGANDA-** or press releases. A new twist to the game afford thru PMB play; these are written by the players (and occasionally non-players) and might be comic, pertinent to the game or on any topic. Most zines publish as space available; and the best are often those that carry on a story plot of their own related to the game.
- RATINGS-** a non official part of the Dippy; many people enjoy the comparison of success between players; hence rating systems. The variables of the game make all ratings suspect, but are interesting nonetheless. Get **ANTARES** by Burt LaBelle of 146 Elm St., Saco, ME 04072
- REPLACEMENTS-** most zines allow a new person to take over the play of a country if there is a resignation or a drop out; this is a good opportunity for novices to gain experience; normally you must already be getting the zine thru subscription, etc.
- STANDING ORDERS (SO)-** every zine has some variation of this rule whose purpose is to guard against missing orders. These are nothing more than the sending in of duplicate orders and/or sending in orders before the results of the previous season are reported.
- TRADES-** many publishers trade their zines with other publishers to keep each other informed of new developments and as communication.
- VARIANTS-** no game has spawned as many variants on itself as **DIPLOMACY**, these variants are generally based on **DIPLOMACY**, but utilized different rules, map, eras, number of players and/or other changes, but yet retain the basic concept of multi-player interaction.
- ZINE-** short for magazine and generally an indicator of amateur efforts; there are: Game zines--carrying the results and moves of a game; Gen-zines--carries articles and general interest items; Prop'zines--a new phenomena, carries propaganda for one country and a creation of the player for the country.

PITFALLS AND ETIQUETTE

- Missing a move-**one of the biggest pbm problems, protect yourself with GOs, SOs or duplicate mailings.
- Quitting-**if you must quit a game, you may lose friends, but if you send in a written resignation you generally will not suffer if you want to play in the future, but drop out and you likely will not get the chance to play again.
- GM drop-outs-**there are no guarantees save reputation that the GM will carry out his part of the bargain. However chances are good that another GM will rescue the orphans. Although there is no official charge for this, the GM usually requests some financial help--a dollar will suffice usually. The **NFFFGBDD** has been most instrumental in finding homes for orphans.
- Extfa-game coercion-**this is something strongly frowned upon; a single game is the game, and other games or affairs (like leaning money or driving to school) ought not be part of the playing of a game and it at times grounds for removal.
- GAME trading-** the 'I'll help you win this game and you help me win that one' concept is also frowned upon, but unfortunately not always considered illegal.
- Grudges-** can't always be avoided and grudges did have a real effect on actual live diplomacy, but try to keep it controlled.
- Coming in second-**you can't win every game and you may not ever win, but there is something to be said for coming in second or even just surviving, the important thing is that the game be kept interesting.
- REMEMBER--**it is a game, a fun game perhaps, but you could get bruised feelings if you are over sensitive. Just keep it relaxed and enjoy! You can lie, threaten, promise and once in awhile all those lies, promises and threats work and you win a game-----**BIG DEAL!**

A COLLECTION OF ZINES-----

I For those who would like to see a whole game played out:

1. NEW YORK DIPLOMAT- Wm. Jarvis, 44 Dover Park, Rochester NY 14610; 50¢ a copy.
2. CIRITH UNGOL- Rod Walker, 4719 Felton St. San Diego, CA 92116; 8 issues/50¢.
3. SUIONE ET GOUTOI CHRONICLES: from me for 50¢.

II SOME VERY WORTH WHILE GEN'ZINES:

1. HOOSIER ARCHIVES- W.W. Buchanan, RR # 3, Lebanon, IN 46052; S\$AE per issue.
2. EREWHON AND NUMENOR- both from Rod Walker (see above) 7/\$1.00 & 15/\$1.50.
3. gaillardia-- from me for 8/\$1.00 but not as good as Rod's.

III A sample collection of game zines which are recommended when they have openings:

1. ADAG - Hal Naus, 1011 Barrett Av, Chula Vista, CA 92011 (\$3.00)
2. XENOGOGIC- Larry Peery, 816 24th St San Diego, CA 92102 (\$5.00)
3. SHAAFT-Andy Phillips- 128 Oliver St, Daly City, CA 94014
4. XANADU Charles Welsh, Box 3197, Brown U. Providence RI 02912 (#4.50)
5. SMUT - Peter Weber, 417 E. Hatcher, Apt @, Phoenix, AZ 95020 (\$4.00-novices)
6. Saeta- Bob Van Andel, Box 43 Clarksville, MI 48115 (computer printouts)
7. DIPLOPHOBIA - Don Miller, 12315 Judson Rd., Wheaton, Md 20906.
8. THE VOICE- Stan Wrobel, 7 Poland Village, Blvd, Poland Village, Oh 44514.
9. DIPLODEUR- is my own monster with fee of \$4.00.

I WISH YOU LUCK ----REMEMBER TO HAVE DIPLOMACY, YOU NEED DIALOGUE.

I do/~~do not~~ have game openings for Diplodeur zine in DIPLOMACY.

I do/~~do not~~ have game openings for ORIGINS OF WWII, at \$2.50.

Discounts at moment are \$1.00 off for each game other than the first in any of my zines; 50¢ off to ahiks members.