

# Diplomacy A-Z

Everything you need to know about the game...  
Except the rules

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# Diplomacy A-Z, Version 6.0

## Introduction

*"I \*highly\* recommend that you read Mark Nelson's "Diplomacy from A to Z". It hooked me on Diplomacy and even more on postal diplomacy. It gives you a very good sense of the history of the hobby." David Kovar, post to rec.games.diplomacy (3/10/93).*

*The introductory section (all the text prior to the first entry) was written by the first custodian of this file, Mark Nelson.*

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Whenever a group of people is united by a common interest, it evolves its own set of words and phrases. Sometimes these words make a transition into mainstream language, sometimes they remain understood only to a small number of like-minded people. Many people reading this document will know some specialized jargon, words that people working in their field use to describe their own world.

This document is intended to be a self-contained reference to the world of Diplomacy, almost exclusively the world of the snail-mail Diplomacy hobby. Words found in this document fall into four main categories. They may describe the play of the game (names of openings, strategic concepts, tactical ploys), they may describe terms that arise in its adaptation to postal and email play (Press, NMR, famous press bylines, GMing practice, scoring and rating systems), they may be terms which are associated with the hobbies that has grown up around the play of postal and email Diplomacy (organizations, special projects -mostly never implemented!) or they may even be words that hobby members use (eg variant names).

Although this document is large (and getting larger!) one should not get the impression that the world of Diplomacy is jargon-ridden and that you can't get by without knowing most of this document. This is far from being the case. In actual fact very few of the terms in this document are in general use and most of them are very easy to pick up.

Of the Diplomacy openings, the only ones with wide currency are the Lepanto and Juggernaut. Most of the other ones have only been used by the person who invented them and quickly left common usage (if they were ever in it). If an unusual term is used it is almost always possible to work out its meaning from the context. As there is no universally accepted system of naming openings, the same opening may have more than one name; I've tried to cross-reference these. In the past, attempts to produce comprehensive lists of opening names have been prepared by [Richard Sharp](#) (for inclusion in his book "The Game of Diplomacy", used by him in his zine [Dolchstoss](#) and by several other British Publishers) and Adam Gruen (for a series of articles in [Diplomacy World](#) on Openings that was never completed). Richard based his names on a systematic method, modeled on that used by Chess players; this has been criticized as providing some dull names -- Mark Berch preferred to use 'Crimean Crusher' rather than Richard's 'Russian Attack'.

Most named Diplomacy opening refer only to S01 (Spring 1901) moves, there are very few that also consider F01 (Fall 1901) options. Oddly the two that are in wide-spread use are more 'concept' openings whose ideas are for alliances lasting several years rather than one season, perhaps accounting for their continued usage.

There are a few terms that arise from adaptation to postal play. However some of these can be obscure and not always clear when used, but then that's what this document is for! It took me a long time to work out what a [double deadline](#) was. The first time it happened, the GM also asked all players to send in moves for the current and subsequent seasons, so I got the impression that a double deadline involved sending in a double set of orders for the deadline!

Probably the hardest set of words for any novice to come to terms with is those words that are to do with the [hobby](#). These are often names of [zines](#) and people. When they are still active in the hobby it is usually possible to find more out about them, but if they are zines that are long folded or people that have long been absent from the hobby then this is a difficult thing to do.

Fortunately there are very few people who refer to old zines and old people in a regular manner. Only one or two zines like to dwell on the Hobby's past and if you're not interested and don't read these zines then you can enjoy yourself without caring who they were and what they did.

In a very real sense this document is not aimed at the Diplomacy novice, you \*DON'T\* need to know any of the material herein! This document is really aimed at those people who are interested in the structure of the Diplomacy hobby (or maybe just Diplomacy trivia) and want to know more about the history of our hobby. And who knows, in reading this you may find a really good idea that needs to be resurrected... Reading this document won't make you a Hobby History Wizard, but it's a good start...

As well as giving definitions, as outlined above, I have also included Diplomacy trivia: How often are players eliminated in 1902 and as what countries? Read this document and find out!

## A Word about the Words

Where do all these words come from? This is a collection of words that different Diplomacy hobbyists have used at different times and in different countries. In order to make this document as complete as possible I've not restricted myself to terms originating in one country, I've put everything in that I could find (sources are listed below in "HISTORY OF THIS PROJECT").

This document is biased in that items can only be included if I know about them. If you think that I should have included something else then mail me some details and I'll consider including it in for the next release.

The primary aim of this document is to define technical terms referring to the play of the game and define terms that Diplomacy hobbyists might use. It is not intended to provide reviews of Diplomacy variants or to act as a "Who's Who" of Diplomacy hobbyists: these are projects which deserve their own files. I expect to release Versions 1.0 of a "Variant AZ" in January 1993 (it's just a matter of writing an introduction). Note: It's now August and it is available!

Some Diplomacy variants have capsule reviews, these are variants which are either mentioned elsewhere in the text (for example I have included variant jargon which often refers to Diplomacy variants); variants that were contained in any of the source material used for this file or variants that I decided \*had\* to be included! The selection of variants in this file is idiosyncratic, if you are interested in variants you are recommended to read the "VARIANT AZ" document.

Similarly I have included capsule reviews of a few Diplomacy zines and a few hobby personalities. Some of these entries are for people/zines mentioned elsewhere in the text and some because I decided that they deserved to be included in this publication. As for a "Who's Who" I have dreams about producing one...

In the following 'hobby' almost always means the snail-mail hobby, if we mean the email-hobby we try to remember to say 'email-hobby'.

Occasionally an entry will reference a published article. I have tried to restrict these references to zines such as *Diplomacy Digest* and *Diplomacy World*, zines which have a plentiful supply of back issues. If the back issues are not available there \*will\* always be someone who has access to them. In theory it should always be possible to track down articles published in these zines. (In many cases I can supply you with either a copy of the article or tell you who can supply it to you.)

Finally, the first DIPLOMACY AZ was prepared by Mark Berch in 1980 and originally published in Diplomacy Digest #34-36 (April-June 1980).

## History of this Project

VERSION 1.0	This was written by Richard Egan and appeared across several issues of Richard's English snail-mail zine *VIENNA*. To be exact: Entries for A-C Reprinted from Vienna 58 (August 1989), Entries for D-F Reprinted from Vienna 59 (September 1989), Entries for G-I Reprinted from Vienna 60 (October 1989), Entries for J-L Reprinted from Vienna 61 (November 1989), Entries for M-O Reprinted from Vienna 62 (December 1989), Entries for P-R Reprinted from Vienna 63 (January 1990), Entries for S-U Reprinted from Vienna 65 (March 1990), Entries for V-Z Reprinted from Vienna 66 (April 1990). Entries denoted by <b>[RE:89-90]</b> come from this series. This series had never been collected into one volume for general distribution before.
VERSION 1.1	In January 1992 Mark Nelson retyped Version 1.0 for distribution by the email hobby and added a few clarifications. These are denoted by <b>[MN:Jan92]</b> in the following. Version 1.1 was distributed through Danny Loeb's CHAPTER TWO, Eric Klien's ELECTRONIC PROTOCOL and a few copies were distributed to FTF hobbyists for comments. It went online at the University of Washington through 'judge' on February 1st 1992.
VERSION 2.0	This is based on Mark Berch's 1980 publication 'The Lexicon Of Diplomacy'. These entries are denoted <b>[MB:Jun80]</b> . It also contained various additions to Version 1.0., penned by a number of people. It was distributed through Danny Loeb's CHAPTER TWO and a few copies were sent to prominent UK hobbyists for their comments. It went online through the Washington judge on 16th May 1992. It was installed on the EFF Judge at the end of November 1992. It was produced by Mark Nelson and finished at the end of April 1992. Before distribution it was proof read by Harold Reynolds of the University of Toronto; anyone who has ever read anything of mine will join in my thanks for 'volunteering' for this heartless task. An incomplete set of files was downloaded onto CIX (a-b, c-f, m-q and r-u) by an unknown hack.
VERSION 2.1	A slightly edited version of 2.0 produced by Per Westling (of Sweden) for snail-mail distribution through his zine Lepanto 4-Ever. Part One appeared in Lepanto 4-Ever 24 (September 1992).
VERSION 2.2	An ever so slightly edited version of 2.0 produced of Halford Dace (of South Africa) for snail-mail distribution through his zine SAPC. Part One appeared in SAPC #2 (December 1992) and Part Two in SAPC #3 (January 1993).
VERSION 3.0	This is based mostly on Mark Berch's 1982 publication 'Son of Lexicon'. These entries are denoted <b>[MB:Mar82]</b> . Harold Reynolds of North York, Ontario (now living in Scarborough, Ont), was suckered into copy typing these entries into the AZ. It also contains various additions (and a few deletions) to Versions 2.0 added by Mark Nelson. <b>[HR:Dec92]</b> I wasn't suckered--I *volunteered*! Why?? See entry EGOBOO... Version 3.0 was finished on 7th December 1992 and went online at the EFF Judge on 7th January 1993 and was distributed to the email community as a special eight-part issue of Chapter Two. Part One was posted to



	rec.games.diplomacy on 28/1/93, Part Two on 31/1/93 and Part Three on 1/2/93. Subsequent Parts were not distributed as the then editor of Chapter Two gafiated.
VERSION 3.1	A substantially revised edition of Version 3.0 including many of the changes/new material that made it into Version 4.0 was distributed at ManorCon 1993 to several snail fans who had expressed an interest in reading the AZ.
VERSION 4.0	<p>This contained corrections and additions to Version 3.0 suggested by Herve Mignot , Anders Dessmark and Vincent Archer. David Kovar was suckered into proof-reading Version 3.0 and his corrections are incorporated into Version 4.0.</p> <p>Version 4.0 contains a "large" number of new email terms. These were mostly written by Mark Nelson with the assistance of Danny Loeb, Nick Fitzpatrick and David Kovar.</p> <p>Version 4.0 contains definitions taken from the Pete Birks 1980 British Novice Package (A Glossary of Terms) (retyped by Harold Reynolds - hah!), The 1987 Novice Package (produced by John Dodds) (retyped by Harold Reynolds, what a sucker!) and 'Affairs of State' (another one retyped by Harold), an Australian Novice Package produced in 1988. [Sucker?? I resent that!! I prefer the term "Diplomacy impaired"!--HR]</p> <p>A new addition to the AZ with this release was the inclusion of an Index file containing a list of all the terms that are defined within the AZ.</p> <p>Version 4.0 was posted to rec.games.diplomacy on the 2nd of September 1993 as a sequence of 19 posts. It was uploaded /pub/diplomacy dir at nda.com by David Kovar on the third of September 1993.</p>
VERSION 4.1	When Version 4.0 was released electronically, Pete Gaughan sought and received permission from Mark Nelson to distribute DIPLOMACY.AZ to the snail mail public. Several new entries and additions were added by Pete, especially on the topics of zines and editors, DipCon, and hobby awards. Printed in the States by Pete Gaughan in January 1994. Printed in the UK by Mark Nelson, July 1995.
VERSION 5.0	<p>Version 5.0 will hopefully be the last substantive release. It will be fully cross-referenced. A provisional release data is February 1994.</p> <p>One change from Version 4.0 was that the entry detailing the different diplomacy rating systems used at DipCon over the years was moved into an Appendix which appears at the end of the document. This change was suggested by Pete Gaughan.</p> <p>We've added 'key word' entries which list all the entries which are associated with the 'key word'. These are useful if you to know, for example, the names of all the rating systems mentioned. The various X openings (KW) entries were compiled with the help of Travis C. Ruelle.</p> <p>Version 5.0 contains Andrew Poole's Variant Glossary (reprinted from Variant Package 2). These terms are denoted [<b>AP:1986</b>].</p> <p>Valuable comments and corrections from Cal White.</p>
Version 6.0	Converted to HTML by Harold Reynolds, (who just can't learn to stay away from this document) between August and November, 2002. Valuable updates supplied by Jim Burgess and Mark Nelson. Many updates since then from a number of contributors, including Rod Walker and Edi Birsan.
LAST UPDATED:	March 26, 2023

## Entry Explanation

An entry takes the form *NAME (n) [AB:time]*.

**NAME** is the name of the entry, **(1)** means that this is the first entry **(2)** the second etc. Where possible, definitions written by people at different dates have been combined to create one entry. **AB** is the person who wrote the entry (**AP**=Andrew Poole, **AW**=Alexander K. Woo, **AY**=Andrew York, **BB**=Bill Brown, **BJ**=Brad Jones, **BL**=Bruce Linsey, **CvM**=Conrad Von Metzke, **CW**=Cal White, **DC**=Dave Cebula, **DDG**=Don Del Grande, **DK**=David Kovar, **DKi**=Daniel Kirkwood, **DL**=Daniel Loeb, **DLa**=Dustin Laurence, **DM**=Dick Martin, **DS**=Dan Shoham, **DTM**=Douglas T. Massey, **EB**=Edi Birsan, **FCD**=Fred C. Davis Jnr, **HR**=Harold Reynolds, **JA**=John C. Artes, **JB**=Jim Burgess, **JF**=Joel Furr, **JK**=John Kador, **LP**=Larry Peery, **JM**=Jim Meinel, **MB**=Mark Berch, **MN**=Mark Nelson, **MP**=Martin Protzen, **NF**=Nicholas Fitzpatrick, **PG**=Pete Gaughan, **PW**=Per Westling, **RE**=Richard Egan, **RS**=Richard Sharp, **RW**=Rod Walker, **SS**=Simon Szykman, **VA**=Vincent Archer, **WF**=Wray Ferrell, **WU**=Warren Usui.

**time** gives the date of the review. I've used two figure years, so when we reach the next century the custodian is either going to have

change these dates or use four-figure dates for entries in the next century. But I kinda figure that will be his problem, not mine! Where I have revised my own entry I have either left the original date of entry (for a minor change) or scrubbed the old date and put the new date on instead (for a major change). Hence if you are given a particular version of this document there is no way you can work backwards and suss out what the earlier documents contained; but I can't see why you'd want to do this!

1. Some of the entries take the form AB/CD. This means that we have combined entries written by AB and CD to make one new entry.
2. Text which takes the form `_name_` means that `_name_` is a name of a zine.
3. Text which takes the form `{another.name}` means that `{another.name}` has its own entry elsewhere. In Version 4.0 this scheme has been used for a good number of the entries. We hope to extend this scheme to all the entries for Version 5.0. Note that if a cross-referenced item is referred to more than once in an entry, only the first will be `{name}`. A direct reference, i.e. "See XXXX", will not have braces around it. [NOTE: The braces have been replaced by hyperlinks for this version of the document.]
4. There are a number of 'key word' entries. These contain a list of all the entries that are associated with the 'key word'. For example the 'Rating Systems Key Word' entry is a list of all the Rating Systems mentioned in this document. The `{Key Word}` entry provides a list of all the Key Words. 'Key Word' entries can also be identified because they are named in the form 'Key Word' (KW). Key word entries do not contain the conventional cross-reference braces.

Note: where reference is made to articles in *\_Diplomacy Digest\_* and *\_Diplomacy World\_*, and not to the zines themselves, these have been abbreviated DD and DW respectively, and the conventional cross-reference braces have been omitted.

---

## Some Useful Addresses

If you want to know more about Diplomacy and the Diplomacy world, here are some addresses, and a date giving the last time that they were valid. The administrator of the Diplomacy AZ should be able to give you more up-to-date information.

PETE GAUGHAN: 1521 S. Novato Blvd. #46, Novato CA, 94947 USA (01/01/94) Editor/publisher of several Diplomacy publications: zine *\_Perelandra\_*, semi-annual directory {Zine Register}, and snail-mail version of this document.

DAVID KOVAR: email [jdr@morrolan.eff.org](mailto:jdr@morrolan.eff.org). Snail 164 Waverley St, Belmont, MA, 02178 (September 1993). Contact point for the EFF JUDGE (replacing the Washington Judge as the main North American Judge machine).

DANIEL LOEB: LABRI, 171 Stoneway Lane, Bala Cynwyd, PA 19004, USA (Aug 1996) EMAIL [loeb@geocub.greco-prog.fr](mailto:loeb@geocub.greco-prog.fr) (Apr92) Contact point for people interested in (1) email Diplomacy and (2) {Diplomats}.

MARK NELSON: Can be contacted through his home page, [Contact point for people interested in \(1\) Playing postal Diplomacy \(2\) Diplomacy Variants \(3\) Hobby History \(4\) Diplomacy articles](#).

## 0-9 Entries

### 1829 [PB:1980]

Hartland Trefoil's game about railways.

### 1885 (1) [MB:Jun80]

Fred C. Davis' popular 9 man game, having Sweden and Spain as the new great powers, and additional SCs in Iceland, Ireland, Morocco, and Switzerland. Russia is somewhat weakened, even in 1885-II. See [Variant](#) (KW).

### 1914 O JOGO DA DIPLOMACIA (1) [MN:Dec92]

The Brazilian version of Diplomacy. See also [Brazilian Variant](#) and [Grow](#). See [Variant](#) (KW).

### 1958 DIPLOMACY (1) [MN:Apr92]

The first version of Diplomacy to be commercially distributed. [Allan Calhamer](#) paid for 500 sets to be made and sold them through small ads. None of the people who were involved with the setting up of Diplomacy fandom in the early 1960's were aware of the existence of this game -- they had all found Diplomacy through the 1959 and 1962 releases which were a significant revision to the 1958 game. (There is no distinction between the 1959 and 1962 games). Diplomacy fans were not aware of their favourite game's older relative until Rod Walker reprinted the rules in an one-off publication, *\_Quarmill\_*, in 1971.

There are a number of differences between 1958 Diplomacy and the Diplomacy game of today. The main differences are in (1) Build Rules, (2) Convoy Rules and (3) the map. In addition minor differences are that the [coastal crawl](#) was allowed and the rules for games with less than 7 players are different.

A player may only build armies in his "capital" and fleets in his "naval base". Players may have more than one unit in these provinces, although multiple units does not increase your defensive strength - they have a total defensive value of one. These stacked units may not support each other nor support the same unit outside the stacked province. If a player loses his capital he may designate one of his other home supply centres as a new Capital, where he may build armies. However if you lose your naval base then you can only build new fleets if you recapture it.

There are no convoy rules. Instead an army and fleet may combine to form a stacked A/F under certain circumstances. This A/F unit then moves as a normal fleet unit. If the A/F fleet unit is in a coastal province then the Army may attempt to disembark.

Tunis is not a supply centre, but Switzerland and Albania are. Home supply centres in Germany and Turkey are different and there are more provinces on the board.

The 1958 game is inferior to the 1959 revision as it is neither as dynamic nor as flexible as the modern game. It takes longer to play to completion because there are no quick convoys and there are more provinces. However, this hasn't prevented a number of enthusiastic variant fans from playing in several postal games.

There are actually two different forms of the 1958 game, because the released version had an error on the map -- one of the provinces was omitted. There is also an earlier version, the 1953 game which has several differences in the map; but this was never distributed.

1958 Diplomacy is sometimes called [Classic Diplomacy](#). See [Variant](#) (KW).

[SS:Dec02]I happened to notice that the description of 1958 Diplomacy in A-Z is incorrect. The 1958 version was only a prototype. It is true that the 1958 edition had different rules and map. But the first set that Calhammer published on his own in a batch of 500 sets was the 1959 edition, which used the same map still used today. You can find more details on the 1958 and 1959 editions (and much more) in the [Diplomacy Boardgame Compendium](#).

### 1958 DIPLOMACY (2) [RW:Jun07]

The one-shot giving the rules/map for Calhamer's prototype was Quarml, not Quarmill. The place in question was a city in Nehwon (I also produced a Lankhmar, another city, same world). Now, Nehwon was originally the setting of a board game designed by Fritz Leiber and a friend of his. This was played by a number of his circle, including Jerry Pournelle and Dan Alderson (about whom more later). Leiber then wrote a number of stories and at least 1 novel set in Nehwon, relating the fantastic and also hilarious the adventures of Fafhrd and the Grey Mouser (2 halves of a complete hero). Some of the best reading I've ever come across. Anyway, now Nehwon is the setting of a role-playing game -- having thus come full circle.

Speaking of going in circles ... the aforementioned Jerry Pournelle and Dan Alderson played Diplomacy in the early years. Neither published. Jerry, whose drug of choice was peppermint schnapps, is better known as a SF writer of moderate note and a rightwinger of the most determined disposition. Not of course the usual religious nut we get nowadays but a genuine Goldwater man. Dan, whose home town rejoices in the name of Tujunga, was an engineer at JPL -- which (if you knew Dan) rather explained some things about that place. Dan was a Collector (note capital "C"; imagine it's in red). He collected SF/fantasy 'zines and various games (also Dipzines). He got 2 of everything -- one for him to look at, play with, and so on -- the other sealed (SEALED, not just wrapped) in plastic and stored. In addition to his own house and garage, which were stuffed to the gills, Dan rented 3 other garages in his neighborhood. He was a great host and a great conversationalist ... knew all sorts of interesting people. Conrad and I used to go up to visit to play Diplomacy and go on Toad's Wild Rides with Pournelle and his schnapps.

My point here the early Diplomacy crowd was very different from the people who came to dominate the hobby during the 1970s. We weren't gamers. Most were SF/fantasy fans, well educated (graduate degrees and all that), and more than usually literate. Not to mention more than usually eccentric. Way more. This made the first decade of postal diplomacy unique and fascinating. Of course even after that there were some members of the old guard around, and some new people like them (including some really fun Brits), so that there were still some flashes of what the early years were like. From your description of the "[Great Feud](#)" (I'm going to have to get Conrad to tell me about it), I would guess it represents a terminus a quo for Postal Diplomacy As It Had Been.

### 1962-A (1) [MB:Jun80+Mar82]

The most famous of all phoney games, this hoax was perpetrated by [Conrad von Metzke](#) and [Rod Walker](#) for the principal purpose of getting [John Boardman](#)'s goat, since JB was proud of running the first postal game, 1963A. Walker now claims (1982) this was not a hoax, but a real game which did not get beyond 1902; and has produced photocopies of the supposed original zine in which the game was run, \_Mongoo\_.

### 1962-A (2) [RW:Jun07]

"Mongoo". That was a bit of fun. I inveigled Conrad von Metzke into the plot, and we produced several phony issues of the zine, making sure that there were things about it that differed from normal Dipzine practice. I can't recall if we did carbon copies or what. I have a set of copies in a file box somewhere. Boardman was of course furious, and just to needle him more I maintained that Mongoo was an actual game and 'zine for a long time -- until now, in fact.

### 1963-A (1) [MN:Dec93, Mar23]

The first Diplomacy variant run postally, started in [\\_Graustark\\_](#) (game start #2, game finish #11), with John Boardman as GM. 1963A was a five-man game played on the standard map, but with Russia, Turkey, and the provinces of Bulgaria and Romania closed. The players were Dave McDaniel (Austria -- out 1903), Derek Nelson (Italy), James Goldman (Germany), Stuart Kershner (England) and Fred Lerner (France). Highlights include: first ever postal NMR! (Fred Lerner, [\\_Graustark\\_](#) issue 5), first ever postal elimination (Austria, issue 8) and first ever postal win (Derek Nelson, Italy) in [\\_Graustark\\_](#) 15. From the perspectives of the modern hobby, 1963A is not the first game of postal diplomacy but is rather the first diplomacy variant.

### 1963-B (1) [MN:Dec93]

The first game of Diplomacy, ran in the second-ever diplomacy zine [\\_Ruritania\\_](#). Players: AUS: Dian Pelz ("Dian Giard") (2nd W18), ENG: Fred Lerner (out 05), FRA: Jack Root (res 10), John McCallum (out W16), GER: Allan Calhamer (res 10), Roland Tzudiker (res W16), John McCallum (3rd), ITA: Tom Bulmer (out 05), RUS: Bruce Pelz ("Adhemar Grauhugel") (won W18), TUR: John Boardman (res 01), Bill Christian (out 06). However, Dian and Bruce were married, which means that by current standards the game is 'irregular'! Bruce forced an 18-center win as Russia in 1918, his wife coming a strong second with 16. Another 'irregularity' was that Boardman resigned his position and then picked up the first ever orphan when [\\_Ruritania\\_](#) was transferred to Boardman with issue 27. Playing and GMing in the same game is not considered acceptable!

### 1963-C (1) [MN:Mar23]

If 1963A is a diplomacy variant and 1963B is irregular because of a husband-wife pair, does this make 1963C the first game of regular diplomacy? This game was run by Hannifen in WorldDip. However, in Everything 7 (1<sup>st</sup> March 1973) [Conrad von Metzke](#), the [Boardman Number Custodian](#), classed this as a "[local game](#)", i.e. it is not a regular game of diplomacy and therefore can not be considered the first game of postal diplomacy.

### 1964-A (1) [MN:Dec93]

The first ever game of diplomacy that ran postally! Certainly, the first 'regular' postal game. Ran by John Boardman, it started in [\\_Graustark\\_](#) 15 (11th December 1963). The players were: James Goldman, Derek Nelson, Stuart Kershner, William E. Christian, Fred Lerner, Richard Schultz and James MacKenzie. The game ended in a Turkish win for James MacKenzie in Fall 1911 in [\\_Graustark\\_](#) 48 on March 14, 1965.



**1993-EP (1) [MN:Mar94]**

A game run by [Richard Sharp](#) in [\\_Dolchstoss\\_](#), noteworthy for being the only postal game in UK Hobby history in which Tyrolia has seen a Spring 1901 standoff.

**# (1) [MN:Oct95]**

Symbol used by early [BNC](#)'s to denote an irregular game eg. #1963A and #1963B. [Conrad von Metzke](#) stated in [\\_Everything\\_ 7](#) (March 1973) that he would use the symbol to denote (1) Five- and six-man games, if played under the rulebook and (2) [Local games](#), including games in which moves were made in-person provided they were made one season per in-person session and were published thereafter. Conrad announced his intention to move from #1963A to (1963A) to denote irregularity, as the # symbol did not appear on overseas typewriters.

**A Entries****ABANDONED GAMES (1) [MB:Jun80]**

Games which never come to a final conclusion. Causes include player disinterest (e.g.76ED), [GM](#) folding (73BE) (often these are connected) and games which never actually get started (77DS), or victims of [infanticide](#).

**ABERRATION IV (1) [MB:Jun80/Mar82]**

[Rod Walker's](#) 1969 9-person [variant](#) (Spain and Sweden added). Units were given "combat factor" depending on combat history. Also the name of a different [Fred C. Davis](#) variant (no relation). See also [Variant](#) (KW).

**ABSTRACT VARIANT (1) [MB:Jun80]**

In these, geography is not supposed to represent any real area, or specific fantasy setting. Includes Space Station Ultra (Kendter), Ancient Empires (John Boyer), Jefferson Diplomacy (Howard Mahler). Most are symmetric -- each player begins with an identical position. See also [Variant Jargon](#) (KW).

**ABSTRACTION (1) [PB/MB:1980/Jun80]**

[Fred C. Davis'](#) 1969 [variant](#) for 7 players on an expanded board is generally considered one of the best. The piggy back convoy has been used in several other variants, such as [Holocaust](#) and [Mercator](#). [Stalemate lines](#) are impossible. See also [Variant](#) (KW).

**ACTIVE NEUTRALS (1) [MB:Jun80]**

Robert Sacks' [variant](#) in which the major powers also get neutrals (Aus; A Bel, F Por; E: A Gre; F: A Rum, A Swe; G: A Bul, F Tun; I: A Hol, F Nwy; R: A Ser; T: A Den, A Spa). See [Armed Neutrals](#), [Variant](#) (KW).

**ADAG (1) [MN:Jun92]**

A long running warehouse zine pubbed by Hal Naus from the mid 1960's to early 1980's which very rarely ran articles. See also [Zine Names](#) (KW).

**ADJUDICATION [PB:1980]**

What the [GM](#) does when he collects all the players' orders together and decides what has happened. (See also [Readjudication](#), [Misadjudication](#).)

**A/F (1) [MN:Jul94]**

Common abbreviation for [Army/Fleet](#) unit. See [Army/Fleet combinations](#) and [Variant Jargon](#) (KW).

**AHIKS [PB:1980]**

The [Avalon Hill](#) Intercontinental Kriegspiel Society. Group of wargamers now independent of Avalon Hill and noted mainly for its age restrictions to membership. First British Postal Diplomacy game came as a result of then European Secretary [Don Turnbull](#) 'getting the bug' in 1968.

**ALBION (1) [MN:Mar92]**

The first UK 'diplomacy zine' (really a wargamer's zine) pubbed by [Don Turnbull](#). Issue 1 appeared in August 1969 and issue 50, the last, in January 1975.

The games were soon moved into [\\_Courier\\_](#) and [\\_Albion\\_](#) became really a [genzine](#) covering wargames in general. [\\_Albion\\_](#) was the second zine to be published outside of North America (and the first by a non-American) and not surprisingly was the first 'international' zine having strong links with the North American hobby and running a number of international dip games. See also [Zine Names](#) (KW).

**ALIAS (1) [MB:Jun80+Mar82]**

Players occasionally play under other names for fun or to disguise gender or identity. Generally acceptable if GM is informed. The first alias was Bruce Pelz's "Admiral Grauhugel" in John [Boardman's](#) first regular seven man game, 1963B. The most famous is "Eric Blake" which allowed John Boardman to play two positions simultaneously and win 1964C, and at least eight names used by Michel Feron in Belgium. [Zines](#) have been published under pseudonyms ([\\_FLD\\_](#), [Anubis](#)).

**ALLIANCE/ALLY [PB:1980]**

Someone who will [stab](#) you as soon as it suits him/her.

**ALLIANCE (1) [SS:Jan95]**

In international politics, the union of two thieves who have their hands so deeply inserted in each other's pocket that they cannot separately plunder a third. *Ambrose Bierce*

**ALLIANCES (1) [DKi:Aug94]**

A wartime joke cited by Churchill in his memoirs is appropriate here:

'One incident preserved by General Ismay in an apocryphal and somewhat lively form may be allowed to lighten the narrative. His orderly, a Royal Marine, was shown the sights of Moscow by one of the Intourist guides. "This," said the Russian, is the Eden Hotel, formerly the Ribbentrop Hotel. Here is Churchill Street, formerly Hitler Street. Here is the Beaverbrook railway station, formerly Goering railway station. Will you have a cigarette, comrade?" The Marine replied, "Thank you, comrade, formerly bastard!"

--- *The Grand Alliance*\_, p. 468

**ALL-TIME PUBLISHING RECORDS (1) [MN:Dec93]**

A listing of all British Diplomacy [zines](#) that have pubbed 50, or more, issues. First produced by Geoff Challinger and printed in Home of The Brave 50 (August 1985). Due to the number of zines that have now produced 50, or more, issues it isn't worth updating this list. See [Century Club](#) for details of British zines to publish more than 99 issues.

- |   |                                      |  |
|---|--------------------------------------|--|
| 1. Courier (Turnbull) 231*              | 12. Match Abandoned (Philips) 73*    | 22. Last Stand (Northcott) 54          |
| 2. BDC Journal (Turnbull) 169           | 13. RGR (Watts) 70*                  | 23. Bellicus (Haven) 53                |
| 3. Greatest Hits (Pete Birks) 124*      | 14. Ethil The Frog (Piggott) 69      | 24. Fillibuster (Baird) 53             |
| 4. Mad Policy (Richard Walkerdine) 109* | 15. Ode (Marsden) 67*                | 25. Pendulum (Coombes) 52              |
| 5. 1901 And All That (Bullock) 104      | 16. War Bulletin (Berg/Patterson) 65 | 26. Herald (Hood) 51                   |
| 6. Chimaera (Booth) 102                 | 17. NMR! (Creese Bain) 62*           | 27. Hopscotch (Parr) 51*               |
| 7. Fall of Eagles (Hucknall) 91         | 18. Acoloyte (Tamyln) 60             | 28. Albion (Turnbull) 50               |
| 8. Dolchstoss (Sharp) 89*               | 19. Jigsaw (Taylor) 60               | 29. Bruce (Simpkins) 50*               |
| 9. PTN (Mearns/Bruce) 86                | 20. Lemming Express                  | 30. Home of The Brave (Challinger) 50* |
| 10. Tinamou (Brown) 74                  | (Lovibond/Howes/Thorby) 60           |  |
| 11. Watch Your Back (Wilman) 74         | 21. Phyrrie Victory (Allaway) 58     |  |

\* indicates a zine that was still active at the time of the survey. An interesting (?) statistic produced by Richard [Walkerdine](#) is that 91% of all zines fold by issue 50.

**ALL-TIME PUBLISHING RECORDS (2) [PG:Nov93]**

A listing of all North American Diplomacy [zines](#) that have pubbed 150, or more, issues.

- |   |   |   |
|---|---|---|
| 1. <a href="#">Graustark</a> ( <a href="#">Boardman</a> ) 621*              | 8. <a href="#">Costaguana</a> ( <a href="#">von Metkze</a> ) 231* | 15. A Droite A Gauche (Naus) 174                              |
| 2. Runestone (Leeder) 375   | 9. Ter-tan (Heinowski) 209*                                       | 16. The Appalachian General (McCumb) 157*                     |
| 3. BOAST (Barents) 359*   | 10. Fol Si Fie (Smythe) 202                                       | 17. Brobdingnag (Schultz, <a href="#">McCallum</a> et al) 155 |
| 4. Dippy (Benes) 350*   | 11. Kaissa (Hinton) 200   | 18. Yggdrasil Chronicle (Van De Graaf) 155                    |
| 5. <a href="#">Hoosier Archives</a> ( <a href="#">Buchanan et al.</a> ) 332 | 12. Kathy's Korner ( <a href="#">Caruso</a> ) 198*                | 19. Cheesecake (Lischett) 151*                                |
| 6. Bushwacker (Davis) 234   | 13. EFGIART (Beyerlein) 186                                       |   |
| 7. Liberterrean (Bumpas, Kolowski) 232                                      | 14. The Gamer's Zine (Whiskeyman) 182*                            |   |

\* indicates a zine that is still active as of November 1993.

**ALL-WINE-AND-NO-VINEGAR (1) [MB:Jun80]**

The theory of rating [standbys](#) whereby the standby is rated for the game only if it helps his rating (e.g. [Brobdingnag](#)). See [Rating Systems](#) (KW).

**ALTERNATIVE HALL OF FAME RANKING SYSTEM (1) [MN/NF:May94]**

[Nick Fitzpatrick's rating system](#), originally published in \_Gateway\_ 1 (May 1994). 6 points for a win (final player to play position); 0 points for a draw; -1 points for a loss, being abandoned/ replaced or eliminated; 1 point for taking over an abandoned position. Players rating is then their average score over all games. Hence this ranking system is zero sum with players ranking ranging from -1 (loses every game) to +7 (wins every game played and is a replacement in games not won). See also [Hall of Fame](#) and [Rating Systems](#) (KW).

**ANNUALP (1) [MN:Sep95]**

A game played on the EFF [Judge](#). Notable for the Fall 1909 phase which saw all six Austrian provinces occupied, each by a different nation; none of which was Austria! A rare occurrence:

England: Army Galicia  
France: Army Tyrolia  
Germany: Army Bohemia

Italy: Army Trieste  
Russia: Army Vienna  
Turkey: Army Budapest

**ALPINE CHICKEN (1) [MB/MN:Jun80/Sep95]**

A(Ven)-Pie, A(Rom)-Ven, F(Nap)-ION is a somewhat temporizing opening, generally seen as pro-T and anti-F. Both east and west options are preserved. The Tyrrhenian Variation is also known as the Venice Variation of the French Attack. Named by [Richard Sharp](#). See [Konigratz Freakout](#) and [Italian Openings](#) (KW).

**AMAZON GAME (1) [MB/MN:Jun80/Sep93]**

A game with, at least initially, only women. The first two were started by Ray Bowers in his \_Midwestern Courier\_, 1972FK (won by Carol Buchanan) and 1973BH. Jack Fleming started another in \_Paranoiaks' Monthly\_ in 1981, it took 11 months to fill the list.

**AMBASSADOR AWARDS (1) [AoS:88]**

Annual Australian awards for excellence in the Diplomacy hobby decided by vote of hobby members. Categories include Best Diplomat, Best [GM](#), Best [Press](#) Release, Best Article, Best Letter to the Editor, Best Artwork, and One Heck of a Nice Person. The Chief Editor's Award of Special Merit is also so bestowed by the Editor-in-Chief of \_The Envoy\_. See [Hobby Awards](#) (KW).

**ANAGRAMS (1) [HR:Sep02]**

Some amusing Diplomacy-related anagrams:

"The Game of Diplomacy" -> Employ magic of death.

"The Abyssinian Prince" -> Brainy, nice thespians; Piranha by insistence; An inane, bitchy pisser.

France-Austria-Russia: Saucier anus farts air.

See [Humour](#).

### **ANARCHY (1) [MB/MN:Jun80/Nov92]**

A family of [variants](#) which, in the ultimate form, each of 34 players start with one unit in one home center. Can be cut to 17 players with 2 home centers, etc.

The 34 player version (known as Chaos II) was run FTF to ManorCon for several years and several games have been played by email and snail mail. Issue 300 of [Chapter Two](#) (18th November 1992) contained a long article by Danny [Loeb](#) covering the game Fontenoy, which finished as a win in Fall 1920. See also [Variant](#) (KW).

### **ANARCHY (2) [TNP:1987]**

An irreversible state of [Civil Disorder](#) which occurs when a player stops sending in orders, unless [standbys](#) are used.

### **ANCIENT EMPIRES II (1) [MB:Jun80]**

Lipscomb's 7 player [variant](#) set in the Mediterranean basin set around 300BC. See also [variant](#) (KW).

### **ANNIVERSARY ISSUE (1) [MB:Jun80]**

A special issue which need not fall exactly on the anniversary of a [zine's](#) start, often double in size. The editor usually tries to get original articles from others to fill it, and may advertise for them. A classic was [\\_Pouch\\_ #53](#) (75 pages).

### **ANNUAL HOBBY FAVORITES AWARDS**

See [Hobby Favourite Awards](#).

### **ANONYMITY (1) [MB/MN:Jun80/Nov92]**

Don Miller's 1966 [variant](#) in which players do not know each other's identity, communicating only via press. Occasionally GMs have tried to act as a remailing point for direct mail --- even in one case to retyping! Some have reverted to regular games when identities became known. The version where communication occurs only through press was revived in the 1980's under the name of [Gunboat](#). See also [variant](#) (KW).

### **ANSCHLUSS (1) [MB/RE/MN:Jun80/89-90/Aug95]**

[Richard Sharp's](#) strategic notion that Germany should, in the early game, strive to keep Austria strong to reduce both powers' vulnerability as central (and surrounded) powers. Although they take their name from the annexation of Austria by Nazi Germany in March 1938, Anschluss alliances are generally regarded as essentially pro-Austrian, with Germany using diplomatic leverage to discourage other powers --- in particularly Russia (with the threat of standing him out of Sweden in 1901) --- from attacking his ally. Tactically it entails F(Kie)-Den and A(Mun)H or standoff in Bur or Tyr, or even entering Tyr, and Italy is told that this unit will aid Austria if Italy attacks. The advantage for Germany is that it is statistically provable that the latter power is far less likely to win if Austria is eliminated early in the game.

All Anschluss opening involve the move F(Kie)-Den. There are five variants:

Anschluss Proper : A(Ber)-Kie, A(Mun)H;  
 Berlin Variant : A(Ber)-Kie, A(Mun)-Ber;  
 Bohemian Variant: A(Ber)-Kie, A(Mun)-Boh;  
 Burgundy Variant: A(Ber)-Kie, A(Mun)-Bur;  
 Ruhr Variant : A(Ber)-Mun, A(Mun)-Ruhr;  
 Silesia Variant : A(Ber)-Kie, A(Mun)-Sil;  
 Tyrolean Variant : A(Ber)-Kie, A(Mun)-Tyr.

The Anschluss is the idea behind a Fred C. [Davis](#) Junior variant designed in the late 1960's (before Richard Sharp devised his strategic notion of the Anschluss): GERMANY vs REST OF THE WORLD. The basic idea is that the best way to encourage Austria and Germany to ally is if the same player plays both countries. Hence this, six-player, game contains a "super-nation".

The Burgundy variation was named by [Mark Berch](#) as the Denmark Variation of the [Burgundy Attack](#).

See [Austrian Openings](#) (KW), [German Openings](#) (KW), [Interior Alliance](#) and [Super-nation](#).

### **ANTI-HEDGEHOG LEPANTO (1) [MN:May93]**

[Richard Sharp's](#) name for the opening: F(Nap)-ION, A(Rom)-Ven and A(Ven)-Apu. Named by [Mark Berch](#) as the [Rotation Lepanto](#). See also [Italian Openings](#) (KW), [Lepanto](#).

### **ARABIC DIPLOMACY (1) [PW:Sep92]**

One of the earliest variants designed in Scandinavia. Based on 'Operation Desert Storm'. Played in several Scandinavian zines, among them the designer Roland Isaksson's own, Granslandet.

### **ARCHIVES PUBLISHERS SURVEY (1) [MB:Jun80]**

Walt [Buchanan's](#) survey of all present publishers, listed by order of when they started, plus addresses. Presently not being maintained.

### **ArGir (1) [MN:Feb93]**

A rating system designed for face-to-face tournament play by Vincent Archer and Bruno-Andre Giraudon, used by the French Diplomacy Federation for its official tournaments. Players receive 1 point per supply owned, 1 point for participating in the game, and 37 points for being the player with the greatest number of supply, 14 for the second, and 7 for the third. A win scores 93 points (34+37+14+7+1), all others 1. If a game is agreed a draw before the time limit then all surviving players share 92 points equally, regardless of the number of centers, and add their 1 participation point.

This system ensures that a 'win' at 7 centers (the lower total possible greater than all the other's scores) will score more points than a 2nd at 16 centers (the highest total possible when ranked 2nd) or than a tie at 17 centers. See also [Rating Systems](#) (KW).

### **ArGir II (1) [VA:Dec93]**

A revision of the ArGir I system which uses the hypothesis that a player winning alone scores always more than two or more players tied at the first place with the same number of centers.

1. There are 99 points distributed in each game



2. All players score 1 point (which distinguish players eliminated. It's better to be eliminated twice than to play only once and be eliminated. Not much of a motivation, though)

3. If there's a 18-centers win, the remaining 92 points go to the winner.

4. If not, the players are ranked according to their number of centers. All add their number of centers, plus a bonus: +37 for the 1st place +14 for the 2nd +7 for the 3rd and no bonus for the remaining places. (an 18-centers win gives you 93 pts total, a 12-centers win will give you 48 pts)

The bonuses have been calculated that no matter how many centers one has, a player alone at first place gets more points than any number of players tied at the first place, more points than any player ranked second, a player ranked second always more points than a third, and a third always more points than the other players (only the first 3 ranks are considered 'worthy' of notice).

With this system, a 18-centers win gives you about the same number of points than two 'partial' wins. A notable advantage, but not one that will ensure you victory over the tournament on the strength of the full win alone; you still need to rank good (i.e. in the top three places) in one or two games, or hope that no one is able to secure two or three wins (most tournaments are scored on two-three rounds). This is possible in small tournaments, but France saw two tournaments this year in which there was more than 14 tables played \*at once\*; given more than 100 players, the probability that one or two score only wins is not that small... See also [Rating Systems](#) (KW).

### ARMED NEUTRALS (1) [MB:Jun80]

A [variant](#) in which the [neutrals](#) begin with their own units, or, in the "Lebling" version, in [civil disorder](#). See [Active Neutrals](#) and [Variant](#) (KW).

### ARMENIA (1) [MN:Aug94]

In [\\_The Numbers Game\\_](#) 16 (May 1992) Richard Sharp analysed Turkish Openings played in British Postal Games (1969-1992). He found that Turkey nearly always gets into Armenia if he tries for it. In 70% of the games no-one ordered there; Turkey entered Armenia in 29% of the game; Russia entered Armenia in 0.7% of the games and in 0.3% of the games there was a standoff. See also [Black Sea](#).

### ARMOURED DUCK (1) [MB/RE:Jun80/89-90]

[Richard Sharp's](#) label for the player who, having been [stabbed](#), will never again negotiate with the stabber. His unrelenting hostility to the rogue who stabbed him will override all other considerations - even if it means letting another player win the game. He will carry the memory into every other game he plays, and will make no secret of his cross-game vendetta. Armoured ducks are also noted for preferring one, stable, enduring alliance that will last a game through (and perhaps longer). They will seek out a player they believe they can trust in, and - if the game develops that way - may prove happy to help him win.

Armoured ducks always believe everyone else shares their attitude, and when they make a stab of their own, will be reluctant to "make peace" with their victim at a later date, for fear of the same, vengeful obsessiveness in return.

### ARMOURED DUCK (2) [PB:June80]

An opening for Italy involving A(Ven)-Pie and A(Rom)-Ven. (Nowadays this opening is called the [Alpine Chicken](#) -- MN 13/8/93). See also [Italian Openings](#) (KW).

### ARMY/FLEET COMBINATIONS (1) [AP:1986]

provide an alternative to a regular Diplomacy convoy which allows armies to be carried further and operate more closely with fleets. In the Davis A/F rules, the army starts the turn in a coastal province, then moves \*onto\* a fleet in an adjacent sea space. The fleet, with the army on board, may then move to another sea space. The army may then remain aboard for another two turns, or end that turn by disembarking into an adjacent coastal space. The A/F rules for [Mercator](#) further develop and clarify their operation; [Multiplicity](#) allows a different kind of A/F combination similar to other [Multiple Units](#). By now you will have worked out the usual abbreviation. See [Variant Jargon](#) (KW).

### ARRANGED STANDOFF (1) [MB:Jun80]

An agreement whereby two players attack a given space with equal force. This may be done to keep a third party from entering, and as an expensive but safe way to keep a buffer zone open, e.g. a standoff in BLA in S01. Generally done in the most sensitive area mutually adjacent to the two pieces. See also [Tyrolia](#).

### ASTONISHINGLY ARROGANT ANKARAN ASSAULT [MB:Mar82]

Bruce Linsey's name for the anti-Russian opening of F Ank-Bla, A Smy-Arm, A Con-Ank. See also [Turkish Openings](#) (KW).

### ATLANTIC BIND [MB:Mar82]

English Fall 01 F Nth C A Yor-Nwy, F Eng-Mid. England passes up the slim chance of Bre for the forward position. (The Mid is much harder to take once France builds a second fleet.) If expelled, the fleet can move to WES threatening Spain, Tunis and Lyon. Used in 1980AY and (without the convoy) in 1973GI. See [English Openings](#) (KW).

### ATLANTICA III (1) [MB:Jun80]

Fred C. [Davis' variant](#) set in the pseudo 1870's (The Confederacy is allowed to survive). It uses the abstraction convoy and off-board boxes, but is not as balanced as Abstraction. See [Variant](#) (KW).

### AUSaGA (1) [AoS:88]

Abbreviation for Adelaide University Simulation Gaming Association which published [\\_Austral View\\_](#) after taking it over from Richard Williams. [\\_The Saga Continues...\\_](#) was another of their publications. AUSaGA also organizes [Sagacon](#).

### AUSTRIA (1) [JK:May78]

A Dippy veteran of some reputation was teaching his little brother the complexities of the game. Suddenly the little tyke (as little tykes are wont to do) asked, "Suppose you're playing Austria and an Italian-Turkish alliance is giving you trouble. What do you do?"

"I'd try to talk Russia into taking Turkey off my back," the veteran replied.

"What if Russia was too busy fighting with England to help you?"

"I'd form an alliance, or try to, with France to neutralize Italy."

"What if France and Italy had an unshakeable non-aggression pact?"

"I'd sell my soul to Germany if she would give my units support."  
 "What if Germany wouldn't talk to you?"  
 "I'd call my friend Bernie."  
 "Bernie?!! What could he do?"  
 "Nothing. He just likes to watch Austria get creamed off the board."  
 Reprinted from *\_Impassable\_* 50 (5th May 1978).

### AUSTRIAN ATTACK (1) [MB/MN:Jun80/Aug95]

Russia's second most popular opening: A(Mos)-Ukr, A(War)-Gal, F(Sev)-Rum, generally means that Russia is confident he has a Turkish ally against Austria. A drawback is that the fleet in Rum is poorly placed. Named variations:

F(StPsc)-Fin (Austrian Attack, Finnish Variation),  
 F(StPsc)-GOB (Austrian Attack),  
 F(StPsc) H (Austrian Attack, Houseboat Variation),  
 F(StPsc)-Lvn (Austrian Attack, Livonian Variation). See [Russian Openings](#) (KW).

### AUSTRIAN ATTACK (2)

[Richard Sharp](#) also used this opening to describe the moves F(Nap)-ION, A(Rom)-Ven, A(Ven)-Tri. Nowadays this opening is called the Stab Lepanto. See [Italian Openings](#) (KW).

### AUSTRIAN DIPLOMACY CHAMPIONSHIP (1) [LP:Win92]

The Austrian Hobby has two qualifying events (games played to 1907). The top three players from each of these, and the prior year's champion, go to the top board for the championship. Only the players from the qualifying games have a crack at the championship title. A separate event, the Austrian Open Diplomacy Cup event is just that, an open event.

Year	1st	2nd	3rd
1991	Kaweh Kristof	Ewald Tuwora	Fritz Kunz

### AUSTRIAN OPEN DIPLOMACY CUP (1) [MN:Jan94]

Diplomacy tournament ran for players who do not qualify for the [Austrian Diplomacy Championship](#). Year 1st 2nd 3rd 1991 Kaweh Kristof Jacques-Henri Strauss Leonhard Orgler

### AUSTRIAN OPENINGS (1) [MN:Dec93]

Named Austrian Openings include: [Anschluss](#), [Balkan Gambit](#), [Balkan Gambit \(Bohemia Abberation\)](#), [Balkan Gambit \(Budapest Variation\)](#), [Balkan Gambit \(Galician Variation\)](#), [Balkan Gambit \(Trieste Variation\)](#), [Balkan Gambit \(Tyrolian Variation\)](#), [Balkan Gambit \(Vienna Variation\)](#), [Balkan Gambit \(Vienna Lemming Variation\)](#), [Blue Water Opening](#), [Blue Water Opening \(Italian Attack Variation\)](#), [Bulgarian Gambit](#), [Fisher's Folly](#), [Galician Gambit](#), [Head-on Galician](#), [Hedgehog](#), [Hedgehog \(Alpine Variation\)](#), [Hedgehog \(Dead Porcupine Variation\)](#), [Hedgehog \(Fisher's Folly Variation\)](#), [Hedgehog \(Great Northern Variation\)](#), [Hedgehog \(Hungarian Variation\)](#), [Hedgehog \(Porcupine Variation\)](#), [Hedgehog \(Southern Variation\)](#), [Hedgehog \(True Variation\)](#), [Hedgehog \(Tyrolese Variation\)](#), [Houseboat Openings](#), [Houseboat Opening \(Crichton's Variation\)](#), [Houseboat Opening \(Hungarian Variation\)](#), [Houseboat Opening \(Paranoia Defence\)](#), [Houseboat Opening \(Southern Hedgehog Variation\)](#), [Houseboat Opening \(True Hedgehog Variation\)](#), [Ionian Gauntlet](#), [Interior Alliance](#), [Italian Attack](#), [Kendall Key Opening](#), [Key Lepanto](#), [Key Opening](#), [Reverse Lepanto](#), [Roadhog](#), [Rumanian Gambit](#), [Russian Frolic](#), [Southern Hedgehog](#), [Superpower Opening](#), [Swanson Opening](#), [Three Fleets Opening](#), [Tyrolese Gambit](#), [Von Metzke Opening and Warthog](#).

### AUTOMATION

See [DIPLOMAT](#).

### AUTUMN WINTER (1) [AoS:88]

The Diplomacy year is divided into three sections: spring moves, autumn (Fall) moves, and winter adjustments. To save time, postal games incorporate adjustments with one of the other seasons and they appear on the same adjudications either before spring orders (Spring Winter) or after Autumn orders (Autumn Winter). Most Australian and European games use Autumn Winter. Most games in the USA are Spring Winter.

### AVALON HILL [PB/JM:1980/1992]

A game company which recently purchased the rights to the production of the game of Diplomacy in the USA ([Philmar](#) retains the rights in Britain, but the Avalon Hill version is obtainable at specialist stores). Originally intended to be an adult games company, the success of 'Tactics II', 'Chancellorsville' and 'Waterloo', its first three board wargames, pushed them in this direction. Held the field virtually unchallenged until the appearance of [SPI](#) in the early 1970s.

The purchase of the rights to the game by Avalon Hill was widely expected to give a boost to the hobby. That boost turned out to be more quantitative than qualitative. What Avalon Hill's purchase did do, however, was to add a level of legitimacy to the game that only a large, commercial company can offer. As part of AH's large array of offerings the game was presented again, to a new market of potential players, in the context of an 'Avalon Hill offering'.

### A4, A5, A6 [PB:1980]

Obscure references by [zine](#) editors to paper sizes and prices.

## B Entries

### BACKSTABBER, The(1) [PW:Aug92]

The first real Norwegian Diplomacy fanzine. Edited by Borger Borgersen who run several games by flyer before starting *\_Backstabber\_*. The first fanzine from Norway was *\_Bohemian Rhapsody\_* which Malcom Smith brought from UK and Belgium, but this was published in English and more directed towards the crowds 'at home'. Started out as a warehouse zine but have quite a letter column nowadays as well as Borger's articles 'How to win as...'. Together with *\_Ad Arma\_* (edited by Tron Erling Nerbo) constitutes the Norwegian hobby. See [Zine Names](#) (KW).

**BALKAN GAMBIT (1.0) [MB/RE/MN:Jun80/89-90/Jan92]**

[Richard Sharp's](#) name for the family of openings F(Tri)-Alb, A(Bud)-Ser. The name explains it all: a 'Gambit' is a move that risks loss in one area for a hopefully better chance of a gain elsewhere; Austria is giving up much of his ability to defend his home centres against Italy (and, to a lesser extent, giving up some Austrian influence in Rum) in exchange for the virtual assurance of gaining both Greece and Serbia. It is generally regarded as anti-Turkish.

There are several variations of which the Trieste, Budapest and Galicia versions traditionally account for a significant proportion of Austrian opening moves - Balkan Gambits are widely regarded as the only 'sensible' alternative to the '[Southern Hedgehog](#)'.

In the 1960's the Budapest variation (A(Vie)-Bud) was popular, an attempt to take three centres. In the early 1970's Italy often opened A(Ven)-Tri and the Budapest variation lost favour with the Trieste variation gaining in popularity (A(Vie)-Tri). In the 1980's Italy has moved towards opening A(Ven)-Tyr, A(Rom)-Ven. Accordingly some Austrian players have used the rare Tyrolian variant A(Vie)-Tyr which, if Russia is friendly, gives Austria a strong position provided Italy has opened to Tyr and not Tri... Postal play has, on occasion, seen the Bohemian variant but this has nothing to commend it to Austrian players; even if England/France/Italy Russia have all agreed to attack Germany... Finally in the early 1970's the A(Vie)H option attracted support from Don [Turnbull](#), this opening has not (to my (MN) knowledge) been played in a British postal game. See [Austrian Openings](#) (KW).

**BALKAN GAMBIT, BOHEMIA ABBERRATION (1) [MN:May93]**

[Richard Sharp's](#) name for the opening F(Tri)-Alb, A(Bud)-Ser, A(Vie)-Boh. Also known as Fisher's Folly. See [Austrian Openings](#) (KW).

**BALKAN GAMBIT, BUDAPEST VARIATION (1) [MB:Jun80]**

The Balkan Gambit with A(Vie)-Bud. Austria thus takes no defensive measures against Italy or Russia. In return, he has two pieces adjacent to Rum. He can also accept Russian support into Bul and still have A(Bud)-Ser. See [Ionian Gauntlet](#) and [Key Opening](#). See [Austrian Openings](#) (KW).

**BALKAN GAMBIT, GALICIAN VARIATION (1) [MB:Jun80]**

The Balkan Gambit with A(Vie)-Gal. When it succeeds, you have two units on Rum, plus the threat to War which may well distract A(Ukr) away from Rum ---but risks Tri. If it fails, you have shielded two home centres from attack, and are in a decent position to limit further mischief from any Italian A(Tri). See [Austrian Openings](#) (KW).

**BALKAN GAMBIT, TRIESTE VARIATION (1) [MB:Jun80]**

The Balkan Gambit with A(Vie)-Tri, designed to defend against Italy. The paradox is that an Italian attack is more likely to begin with A(Ven)-Tyr rather than A(Ven)-Tri. If there is a A(Tyr), A(Ven) you can still force Italy to guess (Vie or supported attack on Tri), being able to divert A(Ser) to defend Tri. This is the single most popular Austrian opening. See [Austrian Openings](#) (KW).

**BALKAN GAMBIT, TYROLIAN VARIATION (1) [MN:May93]**

[Richard Sharp's](#) name for the opening: F(Tri)-Alb, A(Bud)-Ser, A (Vie)-Tyr. Useful if you suspect that Italy will open with the Tyrolian attack and if you can trust Russia. See [Austrian Openings](#) (KW).

**BALKAN GAMBIT, VIENNA VARIATION (1) [MN:Aug95]**

The opening: F(Tri)-Alb, A(Bud)-Ser, A(Vie)H. Named using the [Richard Sharp](#) nomenclature for Austrian Openings. See [Austrian Openings](#) (KW).

**BALKAN GAMBIT, VIENNA LEMMING VARIATION (1) [MN:May93]**

[Richard Sharp's](#) name for the opening: F(Tri)-Alb, A(Bud)-Ser, A(Vie) SIA(Ven)-Tyr. That this opening has been named means that someone has used it... See [Austrian Openings](#) (KW).

**BALTIC OPENING (1) [MB:Jun80]**

A German attack starting in Scandinavia rather than in the Polish corridor: F(Kie)-BAL-Swe, A(Ber)-Kie-Den, A(Mun)-Ruh-Hol/Bel. If Sweden is taken, BAL can be retaken via F(Swe) SF(Kie)-BAL, followed by F(BAL) CA(Den)-Lvn! If not, F(BAL) SA(Den)-Swe, plus, new armies enter Polish corridor. Requires solid knowledge of English, French (and Italian) intentions. See [German Openings](#) (KW).

**BARBAROSSA (1) [MB/MN:Jun80/Aug95]**

A(Mun)-Sil, F(Kie)-Den, A(Ber)-Pru is Germany's most aggressive opening towards the east. Note that both Hol and Bel are ignored, virtually asking for A(Yor)-Hol. Named by [Richard Sharp](#). There are three variations: the Danish variant (F(Kie)-Den), the Dutch variant (F(Kie)-Hol) and the Barbarossa Proper (F(Kie)-BAL). See also [Baltic Opening](#), [German Openings](#) (KW).

**BARREN ZONE (1) [MB:Jun80]**

A line of provinces which lack supply centres and approximately divide the board into east and west: Pie-Tyr-Boh-Sil-Pru-Lvn. In games which begin with separate eastern and western wars, the first country or alliance to cross the Barren Zone in force is quite frequently the ultimate winner.

**BASE MAP (1) [MB:Mar82]**

The map of Europe that underlies the playing map that we use. AH did away with it when they purchased the game from GRI, in part to avoid paying the royalties to Hammond Co.

**BAYCON (1) [TNP:87]**

Highly successful convention organized by Rob Chapman in Torquay, England, in 1986.

**BEDBUG ISLAND (1) [MB:Jun80]**

[Richard Sharp's](#) press byline in [Dolchstoss](#). Generally used for game commentary --- even one that he's a player in!

**BELEAGUERED GARRISON RULE (1) [MB:Jun80/MN:Apr93]**

No dislodgement without entry. Thus, if two attacks of equal strength occur, neither succeeds, the attacked unit does not retreat. Example: FA(Gas) SFA(Bur)-Par, EA(Bre) SEA(Pic)-Par, GA(Par)H. [F=French, E=English, G=German]



**BELGIAN GAMBIT (1) [MB/MN:Jun80/Aug95]**

Richard Sharp's name for the opening F(Bre)-MID, A(Par)-Pic, A(Mar)-Bur. Unless there is a standoff in Bur, France places two units on Bel (thus passing up two SCs in Iberia) without F(Lon)-ENC. It is more systematic to call this the Burgundy Variation of the [Picardy Opening](#).

**BERCH, MARK (1) [MN:Feb92]**

Entered the American [Hobby](#) in the late 1970's and became established as one of the leading thinkers on the strategy and tactics of Diplomacy. Publisher of [Diplomacy Digest](#), heavily involved in hobby politics until circa 1988. His activity in the hobby steadily dwindled throughout the late 1980's, although he remained Strategy and Tactics editor of [Diplomacy World](#) until Autumn 1992. One of the leading postal players in the States. See [Diplomacy World Anthologies](#) and [Personalities](#) (KW).

**BERCH'S GHASTLY MESS (1) [MB:Mar82]**

England: F Nth C & A Kie S A Bel-Hol; France: F Lon S F Eng-Nth; Russia: F Hol S F Den-Nth. A combination of the [Chicken-and-Egg](#) and [Finessed Cut](#) contradictions. See DW #24.

**BERCH ARCHIVES (1) [MB:Jun80]**

The second largest organized Archives in North America. Based primarily on material from Robert Correll and Doug Beyerlein and the Hoosier Archives "Spares".

**BERCH TOURNAMENT SCORING SYSTEM (1) [MB:Jun80]**

In its revised form, winners get 60 points, with drawers getting less. SC's count for tie-breaking purposes. A small bonus is given for being top dog in a draw. Reduced victory criterion depends on which year game is curtailed (e.g. 1908:13). Full details in DD 13. See [Rating Systems](#) (KW).

**BEYERLEIN, Marie. (1) [MN:Nov92]**

The first female multiple winner (as Marie Cockrell) in postal diplomacy winning her first two games, in Len Lakofka's [\\_Liaisons Dangereuses\\_](#). She placed 6th at DipCon VII (Chicago, 1974), where she played against Doug Beyerlein, and secured a five-way draw in her last game, 1975A --- a [demo game](#) in [Diplomacy World](#).

The Beyerleins married on April 26th, 1975 in Chicago. Hobby members at the wedding included Walt [Buchanan](#) (best man) and Len Lakofka. Presents included a set of seven plastic mugs from Allan [Calhamer](#) and a knife from another player. Not surprisingly the wedding featured heavily in a number of contemporary press releases, including 1975A. Long since [divorced](#). See [Personalities](#) (KW).

**BEYERLEIN PLAYER POLL (1) [MB:Jun80]**

Doug's [rating system](#), not based directly on game performances, but by the votes of those in the hobby as to the player's ability. See [Rating Systems](#) (KW).

**BEYERLEIN PLOY (1) [MB:Jun80]**

Making a set of orders contingent on the opponent retreating a unit [off-the-board](#) on the theory that the particular retreat implies an upcoming NMR. Thus, one has a probe for an upcoming NMR ([Diplomacy Digest #18](#)).

**BIG BROTHER/PROTEGE ALLIANCE (1) [MB:Jun80]**

Francois Cuerrier's label for an unequal alliance in which the lesser power still has some significant options (thus, unlike a [puppet](#)) but is dominated by Big Brother, and probably will not be able to stop his victory.

**BIG BROTHER RATING LIST (1) [MB:Jun80]**

Created by [Charles Reinsel](#), it was the [Hobby's](#) first, and rated games even as they proceeded. See [Rating Systems](#).

**BIG CASINO (1) [AoS:88]**

An intricate confidence trick involving elements not strictly involved with the game. Usually aimed at other players, it can extend to deceiving the [GM](#), the Editor, perhaps the entire hobby! Impersonation, actual legal action, prostitution, statutory blackmail, etc, are all Big Casino. This is the cutting edge of the game, but can be dangerous, resulting possibly in physical retaliation, blacklisting or imprisonment.

**BIGGEST ELIMINATION (1) [MN:Aug94]**

1972K finished in a 17-17 AR draw. It was an interesting game and the EGS are worth reading. During the course of the game Germany reached 13 before later being eliminated. This is a big elimination --- but is it the biggest?

xmas was a non-[EP](#) game ran on the [EFF Judge](#). The Austrian player was John Massman. Austria reached its peak of 17 centres in 1910 but had 4 unused builds. France, Germany and Italy were the other players left in the game at this stage and Austria was eliminated in 1919. Germany reached 11 centres in 1917, playing one short, but he was eliminated in 1920. The game finished as a F/I draw in 1920.

**BIMBOS of the DEATH SUN (1) [MN:May93]**

A Crime/Mystery novel written by Sharyn McCrumb (wife of North American dipzine publisher David McCrumb, also an ex-email GM), published by TSR (ISBN 0-14-011848-9). The murder takes place at a SF convention and the book pokes gentle fun at fannish SF [fans](#), media fans, folk singers, role-players, cons... there are even some Diplomacy players and publishers amongst the cast! It isn't much of a crime novel, but it is extremely funny, especially if you have some knowledge of SF fandom and SF cons. And don't forget the Diplomacy references!

**BIRSAN, Edi (1) [PB/MN+JB:1980/Sep93]**

American [hobbyist](#) who first came to prominence in the late 1960's. Inventor of the [Lepanto](#), Edi was one of the top American players throughout the 60's and 70's, winning several invitational games. Active in hobby politics for much of this period, Edi also ran a dipzine ([\\_Arena\\_](#)) in the early 1970's which was highly regarded. These days takes a back seat, subbing to only a couple of zines and playing in the occasional game.

Edi is a brilliant tactician, an even better negotiator, and extremely focused, he could play FTF, postal, or on a sinking lifecraft with complete poise and concentration. Many people would chose him as the greatest all-time player. His greatest coup was not correcting fellow player who thought 'Edi' was female. Finally had to disillusion him when asked for a date. "We have too much in common. For one thing, we're both male." See [Personalities](#) (KW).

**BIRSAURON (1) [MB:Jun80]**

A nickname given affectionately to Edi [Birsan](#).

**BLACK BLUE BOOK (1) [MN:Nov92]**

A Larry Peery publication containing the names, address and phone numbers of postal/FTF players. The 1986 edition listed 1177 names, including 77 from Canada. See also [diplomacy census](#).

**BLACK AND BLUE TRIANGLE (1) [MB:Jun80]**

Germany, England and France, emphasizing the fact that these usually resolve themselves 2 on 1. The centre of the triangle is Belgium.

**BLACK HOLE (1) [MB:Jun80]**

A variant in which, at preset intervals, provinces drawn at random or in some pattern become impassable, with the unit there destroyed. Stalemate lines become even easier to construct. See [Bomb variant](#), [Variant](#) (KW).

**BLACK HOLE AFFAIR (1) [MB:Mar82]**

In 1979IC, ("The Black Hole", a local game) player Matt McKibbin accused [GM](#) Bruce Linsey of informing player Jack Masters that Bruce had gotten the phone number of player Dave Barker from Matt, and hence Dave and Matt knew each other. This information was supposedly used by Masters to the detriment of Dave and Matt. When Bruce investigated inconsistencies in Matt's story, Matt changed the story in two important respects. Bruce then treated the original story (which included charges of GM-player collusion) as deception of the GM and expelled both Dave and Matt. This touched off a bitter controversy as to the honesty of the main characters and the appropriateness of the expulsion.

**BLACK JACK (1) [MB:Mar82]**

Nickname for Jack Masters.

**BLACKLISTING (1) [TNP:87]**

A player who drops out of a game may be barred from playing other games in the same (or even other) [zines](#).

**BLACK PRESS (1) [MB:Jun80]**

[Press](#) that is labeled as coming from a province that the writer does not have, thus making it appear to come from another player. Players can avoid their press being blackened by including a joke (or real) order in their press, which other players could not predict.

**BLACK SEA (1) [RS/MN:May92/Aug94]**

In [\\_The Numbers Game\\_](#) 16 (May 1992) [Richard Sharp](#) examined Turkish opening played in British postal games (1969-1992) and discovered that Turkey had entered BLA \*twice\* as often as Russia had in Spring 1901. "I'm surprised because I will usually let Russia in if I'm playing Turkey, but practically never vice versa. If I'm playing Turkey I don't bother to ask, usually. Perhaps I'm doing it wrong? The approximate frequencies are: standoff 50%; Turkey gets in 23%; Russia gets in 11%; no one orders to BLA 16%". See also [Armenia](#).

**BLIND GAME (1) [MB:Jun80]**

See [Hidden Movement Variants](#), [Variant Jargon](#) (KW).

**BLITZ (1) [MB:Jun80]**

A sudden all-out attack on one country, generally by two or more. The purpose is to cripple or destroy the target country in as short a time as possible, ideally 3/2 years or less. Surprise and speed are essential to avoid the blitzers' other neighbours from taking advantage of the lightly defended borders. Common targets of early game blitzes are Germany, Austria and Russia.

**BLITZKRIEG OPENING, DANISH VARIATION (1) [MB:Jun80]**

Richard Sharp's name for the opening F(Kie)-Den, A(Ber)-Kie, A(Mun)-Ruh which is the most popular opening of any country. It guarantees two [neutrals](#) against any offense, and gives Germany leverage in Swe and Bel, and usually will offend no-one. If no-one has moved adjacent to him, he will have great F01 flexibility, and all home centres open for builds. Sometimes called the Denmark variant. See [German Openings](#) (KW).

**BLITZKRIEG OPENING, DENMARK VARIATION (1) [MN:May93]**

See [Blitzkrieg Opening, Danish Variation](#) and [German Openings](#) (KW).

**BLITZKRIEG OPENING, DUTCH VARIATION (1) [MB:Jun80]**

F(Kie)-Hol, A(Ber)-Kie, A(Mun)-Ruh. The second most popular German opening. Compared to the Den form, this trades German influence in Scandinavia for a stronger hand in Belgium, plus a slightly stronger defensive position. Sometimes called the Holland variant. Named by [Richard Sharp](#). This opening could also be called the Ruhr variation of the [Holland Opening](#).

**BLITZKRIEG OPENING, HELIGOLAND VARIATION (1) [MN:Aug95]**

The rarely seen F(Kie)-HEL, A(Ber)-Kie and A(Mun)-Ruh. See [German Openings](#) (KW).

**BLITZKRIEG OPENING, HOLLAND VARIANT (1) [MN:May93]**

See [BLITZKRIEG OPENING, DUTCH VARIATION](#).

**BLOODSUCKER (1) [MB:Mar82]**

Nickname for Kathy Byrne.

**BLUE WATER OPENING (1)**

[Richard Sharp's](#) name for any Austrian opening using F(Tri)-ADR. See [Austrian Openings](#) (KW).

**BLUE WATER OPENING, ITALIAN ATTACK VARIATION**

(1) [Richard Sharp's](#) name for the opening: F(Tri)-ADR, A(Vie)-Tyr, A(Bud)-Tri. Known in the States as the [von Metzke](#) blitz or [von Metzke opening](#). See [Austrian Openings](#) (KW).

**BLUESMOBILE, THE (1) [HR:Aug02]**

Electronic zine, distributed by e-mail on a 2-week deadline, produced from 1998(?) to the end of 1999 by Dutch fan [Berry Renken](#), a tragic casualty of the Y2K computer problem. Many games, including word games, a long-running and free-wheeling game of Nomic, intelligent commentary and dialogue from Berry and a wide range of its subbers, great contests and more made it one of the most lively and interesting zines of its time. Another tragedy was the loss of Steve Agar's archives of the zine due to a disk crash. Still sorely missed by its subbers.

**BLUESMOBILE, THE (2) [JB:Mar07]**

It wasn't the first unprinted Diplomacy zine, but it WAS the first one that attracted Postal people who were used to seeing a certain personality style.

**BNC (1) [MB:Jun80]**

See [Boardman Number Custodian](#).

**BNF (1) [HR:Aug93]**

Short for Big Name Fan (or Bloody Nice Fellow).

**BOARDMAN, John (1) [MN:Nov92]**

Produced the first ever diplomacy fanzine, [\\_Graustark\\_](#), in May 1963. Almost 30 years, and over 600 issues, later still pubbing [\\_Graustark\\_](#). Not content with this Boardman has also published DAGON, a 3-weekly zine distributed with APA-Q which carries reviews of sf and fantasy books, art and general gossip and ANAKERON which circulates through APA-Filk. By January 1990 he had pubbed over 1500 fanzines. A publishing giant. Conducted the first Hobby Census. See also [Alias](#), [Boardman Number](#), [Boardman Number Custodian](#), [Knowable](#), [PDO Census](#), and [Personalities](#).

**BOARDMAN NUMBER (1) [MB:Jun80]**

A unique descriptor consisting of the year in which the game starts, plus one or two letters designating the game itself. Thus, 1980AB might be the 27th game of 1980. These are given to all non-variant games, regardless of whether the [GM](#) wants them or whether the game is [irregular](#). Their use avoids confusion in labeling games and facilitates the keeping of records. Named after their inventor, John Boardman. See also [Boardman Number Custodian](#).

**BOARDMAN NUMBER (2) [MN:Mar23]**

The first Boardman numbers were issued in [\\_GRAUSTARK\\_](#) 11 (23<sup>rd</sup> October 1963) to [1963A](#) and [1963B](#). Boardman described the numbering system of postal diplomacy games as being the same for numbering comets.

**BOARDMAN NUMBER CUSTODIAN (BNC) (1) [MB/MN:Jun80+Mar82/Nov94]**

Person who assigns [Boardman Numbers](#) (often giving blocks to overseas associates to assign), publishes game reports in [\\_Everything\\_](#), publishes the list of game starts, labels irregular and local games as such, and appoints his successor.

The first Boardman Numbers were issued in [\\_Graustark\\_](#) 11 (23<sup>rd</sup> October 1963) where John [Boardman](#) issued the numbers 1963A and 1963B. The status of current games and the final supply centre charts of completed games were periodically reported in [\\_Graustark\\_](#) until 1967 when Charles Wells became Boardman Number Custodian. The first three Custodians reported BN news in their own zines. [Rod Walker](#) was the first to start a zine specifically for BN purposes, [\\_Numenor\\_](#) (19 issues between October 1969 and July 1972). [Conrad von Metzke](#) started a special BNC zine, [\\_Everything You Always Wanted to Know About Diplomacy, But Had Better Sense Than to Ask\\_](#) (\*always\* abbreviated [\\_Everything\\_](#)), which subsequent custodians have maintained.

The following numbers have been assigned: 1963 A-C (3) 1964 A-E (5) 1965 A-W (23) 1966 A-BP (68) 1967 A-BG (59) 1968 A-CY(103) 1969 A-CS (96) 1970 A-BU (73) 1971 A-EN (144) 1972 A-GK (196\*) 1973 A-JC

(\*) Conrad von Metzke states 191 games in [\\_Everything\\_](#) 7 (March 1973).

The figures for the years 1969-1973 include numbers assigned to games in continental Europe, South Africa and the UK.

As of June 1994 the Boardman Number Block Assignments were:

North America (USA): A-AZ, HA-IZ, NA-NN, WA-WZ.

North America (Canada): CA-CZ.

United Kingdom: BA-BZ, DA-EZ, GA-GZ, JA-JZ, NO-OZ, RA-RZ.

Continental Europe (Francophone): FA-FZ.

Continental Europe (Germanophone): GA-GZ.

Continental Europe (Italy): MA-MZ.

Scandinavia: SA-SZ.

AustralAsia: XA-XZ.

Internet: KA-LZ, PA-QZ, TA-UZ, YA-ZZ.

The full line is:

Custodian Dates Service Zine

[John Boardman](#) 10/1963--8/1967 [Graustark](#)

Charles Wells 10/67--3/68 [Lonely Mountain](#)

[John Koning](#) 3/68-10/69 [sTab](#)

[Rod Walker](#) 10/69-10/72 [Numenor](#)

[Conrad von Metzke](#) 10/72-10/74 [Everything](#) (1-18)

Doug Beyerlein 10/74-11/77 [Everything](#) (19-34)

Cal White 11/77-11/78 [Everything](#) (35-41) (\*)

Dennis Agosta 11/78- [Everything](#) (42)

Bernie Agosta -2/80

Lee Kendter Sr. 2/80-6/81 [Everything](#) (43-48)

Don Ditter 6/81-6/83 Everything (49-56)  
[Kathy Caruso](#) (nee Byrne) 6/83-8/84 Everything (57-61)  
 Bill Quinn 8/84-8/86 Everything (62-68)  
 Steve Heinowski 8/86-6/89 Everything (68-80)  
 Don Williams 6/89-3/91 Everything (81-82)  
 Gary Behnen 3/91-2/93 Everything (83-86)  
 Vince Lutterbie 2/93-6/94 Everything (87-88)  
 Andrew W. York 6/94-Present Everything (89+) (\*\*)  
 (\*) Only BNC from Canada!

(\*\*) Everything 89 contained 8 BN's for FTF games played at Origins93.

It has become common practise for the BNC to appoint a publisher for Everything who copies the zine and distributes it, leaving the BNC to produce the originals and keep track of BNs.

### **BOARD WARGAMING [PB:1980]**

Distinct from '[Miniatures](#)' in that military units are represented by pieces of cardboard, and movement is measured not by rulers, but by fixed delineations on the 'board' (usually hexagons, or 'hexes' as they are now called). A long history of military usage, but 'Tactics II', designed by Charles Roberts and eventually distributed by [Avalon Hill](#) was the first to be heavily sold publicly in 1959/60.

### **BOOB'S RULE OF SZINE PUBLISHING (1) [MN:Aug96]**

Jim Burgess' rule that having a child permanently doubles turnaround time and this increases exponentially with each additional child. Eventually, as they grow up, turnaround time begins to slowly drop. The pubber's comfort level with turnaround delays determines whether the zine folds or fades away. Also know as the Dick Rule, after Gregg Dick whose zine faded away and finally folded. [HR:Aug02] Having kids slows everything down (as most will know...)! See [LIFE](#).

### **BOHAS (1) [MB:Jun80]**

English opening of F(NWG) CA(Edi)-Nwy, F(NTH)-SKA. At the risk of leaving NTH open, England gains the ability to start quickly on Russia's Scandinavian holdings, beginning in the south, or for a surprise attack on Den. See [English Openings](#) (KW).

### **BOMB VARIANT (1) [MB:Jun80]**

A type of [variant](#) in which a player is given a bomb which will render a select province impassable, destroy whoever is there, etc. Variations are in how long the bombing's effect's last, whether the bombed zone can be moved, how many bombs a player gets, how they can be used or countered, whether they are transferable, etc. These have been popular with the New York City crowd. See also [Black Hole](#), [Variant Jargon](#) (KW).

### **BOSPORUS OPENING (1) [MN:Aug95]**

[Richard Sharp's](#) name for the opening A(Con)-Bul and F(Ank)-Con. There are four named variations: A(Smy)-Arm (The Armenia variation, sometimes called Sharp's Opening or Soak's Bane), A(Smy) H (the Smyrna Variation), A(Smy)-Ank (the Ankara variation) and A(Smy)-Syr (the Syrian Variation). See [Turkish Openings](#) (KW).

### **BOSTON STRANGLER (1) [MN:May93]**

[Richard Sharp's](#) name for the opening: A(Con)-Bul, A(Smy)-Con, F(Ank)H/misordered. See [Turkish Openings](#) (KW).

### **BOURSE (1) [MB:Jun80]**

A currency speculation game which is played alongside a [regular](#) or [variant](#) dippy game. Competitors buy and sell the 7 countries' currencies, trying to gain large positions in the countries that are doing well. The dippy game's players may not be allowed to enter. First widely popularized by Don Miller.

### **BRANNON RULE (1) [MB:Mar82]**

A convoyed attack is assumed to come from the direction of the last convoying piece. Now somewhat obsolete.

### **BRAZILIAN VARIANT (1) [MB:Mar82]**

A name given to a pirate version of Diplomacy sold in Brazil and based on the 1961 rulebook. It differs only in that Italy begins with F Rom, Naf is a supply centre and Helgoland borders on Berlin. As such, both F and I are strengthened, although an I-F war is more difficult to avoid. Sold in Brazil under the name [1914 O Jogo da Diplomacia](#). See [Variant](#) (KW).

### **BRITISH DIPLOMACY CLUB (1) [MB:Jun80]**

Founded in 1972 by [Graham Levin](#), it was Britain's first dippy organization. It assigned BDC numbers to games, centralized [gamestarts](#), provided a forum for discussion of diplomacy affairs and popularized the game. See [National Games Club](#).

### **BRITISH DIPLOMACY RATINGS (1) [MB:Jun80]**

A ratings system kept by Jonathan Palfrey and printed in [Dolchstoss](#). It uses [Calhamer points](#), modified by the strength of the opposition, and something called Bayes' Theorem (from statistics, which governs computation of conditional probabilities -- HR). See [Rating Systems](#) (KW).

### **BRITISH SYSTEM (1) [MN:Nov92]**

See [International System](#).

### **BROBDINGNAG RATING SYSTEM (1) [MB:Jun80]**

This gives +1 point for every person you do better than using this criterion: Win, draw, survival (by number of units), elimination (by year) and -1 point for each person who bettered you. This score is averaged over all your games. [Standbys](#) were rated if it helped their rating. This gives S, accumulated over N games. So % Rating =  $50 + 50(S/6N)(1 - 1/2^N)$ . See [Rating Systems](#) (KW).

### **BRUX (1) [MB:Mar82]**

Nickname for [Bruce Linsey](#).



### **BRUX TOURNAMENT SCORING SYSTEM (1) [MB:Jun80]**

Gives 60 points for a win, with lesser amounts for draws, plus 1 point for each SC held at games end. Players must have at least 3 centres to participate in draws. Victory is 18, or 13 held in 1908. Details in DW 24. See [Rating Systems](#) (KW).

### **BUCHANAN, WALTER [PB:1980]**

Produced [\\_Hoosier Archives\\_](#), which evolved into [Diplomacy World](#). Also held the Archives for many years. Wife (Carol Ann) formed [Diplomacy Widows Association](#). Walt eventually gave up DW after many years' faithful service to the hobby. See [Personalities](#) (KW).

### **BUILD CENTRES (1) [AP:1986]**

These are not supply centres and ownership of them does not count towards any supply centre totals. However, particular powers may use Build Centres as an alternative place to build new units, provided their total of supply centres allow this. Usually a Build Centre is used to allow fleets to be built on a sea coast where a power has no home supply centres. See [Variant Jargon](#) (KW).

### **BULGARIAN GAMBIT (1) [MB/HR:Jun80/25.4.92]**

A swindle of Turkey, who is offered support into Rum (or access to Gre). However A(Ser)SRF(Rum)-Bul (or vice versa) will annihilate A(Bul) provided that Turkey did not enter BLA in S01 and cannot retreat to either Gre or Con (although having the army retreat to Con is almost as good as destroying it) --- the key is to get A(Bul) to be ordered to move in F01. See [Austrian Openings](#) (KW) and [Russian Openings](#) (KW).

### **BURGESS DIPCON RATING SYSTEM (1) [MN:Aug94]**

A proposed rating system for [DipCon](#) which has the goals of: (1) Reward winning and taking risks to try and win, (2) Penalize the largest power in large draws for failing to play on and (3) Give credit to small survivors to keep them an incentive to keep on playing. Jim Burgess stated that a player's tournament rating should be the sum of his scores from all games played.

Game Scoring System: Modified 100 Point System (100 points for a win, 50 points for each player in a two way, 33 1/3 for each player in a three way, 25 for a four way, 20 for a five way, 16 2/3 for a six way, and 14 2/7 for a seven way (leave the 2/7 in as a mark of shame...)).

Modification 1: Subtract the difference between your supply center count and the count of the smallest member of the draw from the "100 Point System" score to get your score if you are a member of the draw.

Modification 2: Eliminated players get no points, but survivals get triple their final supply center count as their score. See [Rating Systems](#) (KW).

### **BURGESS RATING SYSTEM (1) [MN:Jan93]**

Jim Burgess' rating system for [standby](#) players. If a standby plays at least THREE game years before the end AND presides over a change (either up or down) in the number of supply centers controlled equalling or exceeding THREE, then said standby player receives full and complete credit for the final position of the position he or she is playing! A player who takes on "no-hope" positions is not penalized. See also [Rating Systems For Standby Players](#) and [Rating Systems](#) (KW).

### **BURGUNDY ATTACK, DENMARK VARIATION (1) [MB/MN:Jun80/Aug95]**

A(Ber)-Kie, A(Mun)-Bur, F(Kie)-Den is Germany's 4th most common opening. Unless a standoff in Bur occurs, this bespeaks an aggressive German player almost certainly allied with England. A standoff is more ambiguous, but may be Germany's attempt to head off a France-England-Russian blitz. Named by [Richard Sharp](#) as the Burgundy variation of the [Anschluss](#). See [German Openings](#) (KW).

### **BURGUNDY ATTACK, HOLLAND VARIATION (1) [MB/MN:Jun80/Aug95]**

[Mark Berch](#)'s name for the opening A(Ber)-Kie, A(Mun)-Bur, F(Kie)-Hol; Germany's third most common opening, and a standoff in Bur may well be arranged. This is Germany's most westerly oriented opening, and its success is usually dependent on who, if anyone, has entered the English Channel. Named by [Richard Sharp](#) as the Burgundy variation of the [Holland Opening](#). See [German Openings](#) (KW).

### **BURGUNDY OPENING (1) [MB/MN:Jun80/Aug95]**

[Richard Sharp](#)'s name for the very common F(Bre)-MID, A(Mar)-Spa, A(Par)-Bur. There may be an arranged standoff in Bur. This guards Bur, permits both Iberian centres to be taken, and still gives France some say in Bel, though if A(Par)-Bur goes, Bre is less protected. To derive a systematic nomenclature for French openings the opening F(Bre)-MAO in conjunction with wither A(Par)-Bur \*or\* A(Mar)-Bur could be the stem for the Burgundy Opening. Then there would be named variations:

A(Mar) H and A(Par)-Bur (the Marseilles Variation),

A(Mar)-Pie and A(Par)-Bur (the Piedmont Variation),

A(Mar)-Gas and A(Par)-Bur (the Inverted Vineyard Variation, also known as the [Inverted Vineyard Opening](#)),

A(Mar)-Bur and A(Par)-Gas (the Vineyard Variation, also known as the [Vineyard Opening](#)),

A(Mar)-Bur and A(Par) H (the Paris Variation),

A(Mar)-Bur and A(Par)-Bre (the Brest Variation).

Note that the opening F(Bre)-MAO, A(Par)-Pic and A(Mar)-Bur is the [Picardy Opening](#). See [French Openings](#) (KW).

### **BYLINE (1) [AoS:88]**

A heading under which [press](#) is published. The [GM](#) and Editor will usually have ones for their own use and each country may be allocated one exclusively.

### **BYRNE CON (1) [MB:Mar82]**

A series of gatherings of east coast Dippy players at Kathy Byrne's place. As of January 1982, there had been at least 8 of them.

### **BYRNE, Kathy**

See [CARUSO, Kathy](#), [Personalities](#) (KW).

## C Entries

### **CAESAR OPENING (1) [EB:Dec07]**

A complex opening by Edi Birsan in which Italy opens to Pie/Ven/Tyn and then follows up with Austria for moves in the Spring to GOL, Mar, Tri and Austria moves Fleet Albania to the Ionian. In the 02 period the Italians built Fleet Naples goes to Tyn, the Austrians move to Tunis and then there is a supported attack on Marseilles as the Austrian-Italians move three fleets west quickly. For more see the article of the same name:

[Caesar Opening](#).

### **CALHAMER, ALLAN B. (1) [RE/MN:89-90/Aug93]**

The man who invented DIPLOMACY, reputedly over a period of fourteen years before it was first published in 1959 by Calhamer. An American with an academic background in several relevant disciplines including history and geography, he has since written countless articles on the game for the likes of [Diplomacy World](#) and was guest of honour at [World Dip Con I](#) in Birmingham in 1988, where he achieved greater fame as "the guy with the beard".

Has played in several postal games and been GoH at numerous conventions. See [Personalities](#) (KW).

### **CALHAMER, ALLAN B. (2) [EB:Dec07]**

Nickname is ABC. Lives in Chicago (as of 2007).

### **CALHAMER AWARDS (1) [MB:Jun80]**

[IDA](#) awards in categories such as Outstanding [GM](#), [variant](#), [zine](#), publication, [press](#) release, press series, regular game, variant game, technical article, established zine, new zine, single contribution to the hobby and others. Now dormant. See [Hobby Awards](#) (KW).

### **CALHAMER POINT COUNT (1) [MB:Jun80]**

A [rating](#) or scoring system named after the game's inventor, giving 1 point for a win, and 1/N points for a N-way draw. It reflects the "win-only" philosophy. In the "Averaged C.P.C", this score is divided by the total number of games, and in the "weighted version", corrections are made for the relative success of the 7 countries. Present custodian is Doug Hollingsworth. See [Rating Systems](#) (KW).

### **CALHAMER TOURNAMENT SCORING SYSTEM (1) [MB:Mar82]**

A winner gets 30 points; losers nothing. In games not won each player gets 10 points plus his number of centres. If the leader has more than 8 all other scores are reduced by the amount the leader has in excess of 8. No one may score more than 3 times his number of centres. A sole leader gets 2 extra points. A very similar system was used at Dipcon XIII in Michigan in June, 1980. See [Rating Systems](#) (KW).

### **CALHAMER TOURNAMENT SCORING SYSTEM (3) [EB:Dec07]**

This system was NOT invented by A.B.Calhamer. It was named after him by the Dutch Face To Face players who established their tournament with what they thought was favored by the designer but in conversation with him the idea of center count lead systems is not attractive within his concept of the play.

### **CALHAMERIAN (1) [MB:Mar82]**

See [Win Only](#). Example: ODD.

### **CANADIAN DIPLOMACY ORGANIZATION (CDO) (1) [MB:Jun80]**

The most stable N.A. dip organization, it has sponsored The National, an Ombudsman and his advisory committee, and [Orphan Games](#) project, a Code of Ethics, and English and French [novice zines](#). Now under the leadership of Francois Cuerrier and Randolph Smythe.

### **CANADIAN VARIANT BANK (1) [MB:Jun80]**

See Variant Bank North.

### **CANALCON (1) [MN:Aug93]**

A week on a boat on British canals with British [Hobby](#) members. Ran in the early 1980's.

### **CANALS**

See [WATERWAYS](#).

### **CANCON (1) [AoS:88]**

Short for Canberra Games Convention. Held on the Australia Day weekend in January each year and venue for the hobby's major tournament, the Australian Diplomacy Championship.

### **CANCON (2) [MN:Nov93]**

Canadian 'national' diplomacy convention held in Toronto each Summer.

Year #Players Winner

1988 30 Marc Peters (USA)

1989 26 Fred Hyatt (USA)

1990 ?? Cal White (Canada).

### **CANCON (3) [CW:Jul95]**

Please note the difference in spelling between OUR Cancon and the damned Aussie bastards CanCon... Their deference to us in this matter is all that prevented an international incident at DixieCon/[DipCon](#)/[World Dipcon](#) a few years ago which WOULD have seen me forced to pummel Andrew England and John Cain about the eyes, ears, nose and throat. Hmmp.

### **CAPORETTA OPENING (1) [MB:Jun80]**

See [Illyrian Opening](#) and [Italian Openings](#) (KW).

### **CARBON COPY ZINE (1) [MB:Jun80]**

Literally, copies are made by using carbon paper, though nowadays Xerox will often be used. Circulation is naturally low. This is resorted to when a GM loses his reproduction facilities, and does not want to delay or relinquish his game. Usually this lasts for a short time only, but it can go on for a long time e.g. [\\_Narsil\\_](#) and [\\_Dorsai\\_](#).

### **CARDINAL RULES OF POSTAL DIPLOMACY (1) [MB:Jun80]**

1. Write plenty of letters.
2. Get your moves in on time. Absolutely nothing outranks these, and failure to follow them can nullify any other skills that you bring to bear on the game.

### **CAREBEAR (1) [MN:Sep93]**

A derogatory reference to games which are not [Cutthroat](#). Used in internetland. Term devised by [Nick Fitzpatrick](#). A Carebear is a player who makes alliances for "life", and will not stab his/her ally even when given ample opportunity to do so.

### **CARUSO, KATHY (nee Byrne) (1) [MN+JB:Aug94/HR Aug02]**

Kathy entered the Hobby, as Kathy Byrne, in the late 1970s/ early 1980's and quickly gained a reputation as being one of the top players in the hobby; she is one an elite band of players to win three games playing as Italy, she won the 1981 [Nixon Award](#), won the Whitestonia Best Player Poll in 1982 and placed 4th out of 120 at GenCon East in 1982.

She is an avid player of standby positions, has outstanding record in postal play and has always been a prolific, and entertaining, press writer. In the early 1980s she had articles and letters published in scores of zines on a wide variety of subjects and ran two subzines, Kathy's Korner in Whitestonia and Kathy's Kode in Coats of Arms. For many years she ran Kathy's Korner, which started out as a subzine to Whitestonia, which was renowned for its distinctive letter column (based described as gossippy sillness) which is heavily based on Kathy's unique eye for wacky nicknames which all regular contributors were required to have or a contest would choose one for them.

It currently is running down to a fold after a decade of publication and 180 issues. In the mid 1980's she was actively involved in Hobby politics, in particular the Great Feud. No other female has made as big a contribution as Kathy has to the hobby. Passed away August 18, 2002, leaving behind a great number of Hobby members, sadder for her loss, but glad that they had had the opportunity to know and play with her. See [Personalities](#) (KW).

### **CARUSO (KATHY BYRNE) AWARD FOR LIFETIME ACHIEVEMENT [JB:Aug07]**

Created in honour of the late Kathy Caruso. Winners are:

- 2001 - Fred Hyatt
- 2002 – Richard Sharp
- 2003 – None Awarded
- 2004 – Don Turnbull and Buz Eddy

See [Hobby Awards](#) (KW).

### **CASSETTE TAPE DIPLOMACY (1) [MB:Jun80]**

An idea pushed by [von Metzke](#) and Pete Webber, it didn't get far.

### **CDO**

See [Canadian Diplomacy Organization](#)

### **CENTRAL GAMESTART SERVICE (1) [MB/MN:Jun80+Mar82/Apr92]**

The origins of the CGS stem from the early days of the [NGC](#). At this time NGC zines did not operate separate waiting lists for games, instead there was one central NGC waiting list for whatever games potential [GMs](#) wanted to run. This ensured that waiting lists filled quicker than would otherwise been the case as the entire NGC membership were informed of openings, rather than them being restricted to readers of a particular zine. At some stage NGC zines started to operate their own waiting lists and the central waiting list ceased to exist. I (MN) believe that the central waiting list was never formally called a CGS.

After the demise of the NGC the CGS was 'revived' by Richard Hucknall. Players, usually [novices](#), would apply for a [gamestart](#) and when the organizer had seven names he would send this gamestart to any editor that wished to run a CGS game. The aim was to provide a quick, and easy, way for a novice to enter into a Diplomacy game without worrying as to which zines were good zines to play in since the organizer could filter out 'poor' zines by not sending them CGS games.

The line of custodians is: Richard Hucknall, Malcolm Brown, James O'Fee and finally Richard Hucknall again. At some time Tom Tweedy became custodian, who passed it onto Nick Kinzett. Kinzett abandoned the CGS circa 1986, by which time it had become impossible to run: Most people entering the hobby at this time had no qualms about deciding which zine they wanted to play in and didn't seem to mind playing against more experienced players. The demand for the CGS had dropped to such a small extent that in order to fill games at anything like a reasonable speed, experienced players were being drafted in to make up numbers --- defeating one of the main reasons for the existence of the CGS. The demise of the CGS resulted in the birth of [\\_Springboard\\_](#), but that is another entry...

### **CENTURY CLUB (1) [MB:Jun80/Mar82 + MN: Sep93]**

The honor roll of zines which have reached 100 issues. In North America it includes: A Droite A Gauche (174 issues, Hal Naus), The Abyssinian Prince (Jim Burgess, 130+), The Appalachian General (150+, Dave McCrumb), Big Brother (Charles Reinsel, 100), BOAST (335+, Herb Barents), Brobdingnag (155, Richard Shultz 1-24, John McCallum 25-90, Ed Halle 91-108, Rod Walker 109-115, Bob Ward 116-155), Brutus Bulletin (109, John Michalski), Bushwacker (234, Fred C. Davis Jnr), Cheesecake (136+, Andy Lischett), Claw and Fang (124, Don Horton), Costaguana (219+, Conrad von Metzke), Diplomacy Digest (130, Mark Berch), Diplomag (105+, Fred C. Davis Jnr 1-42, Ron Brown 43-51, Bruce Poppe 52-66, Fred C. Davis Jnr 67-), Diplophobia (114, Don Miller), Dippy (327+, Jim Benes), EFGIART (186, Doug Beyerlein), Erehwon (128, Rod Walker), Fol Si Fie (202, Randolph Smythe), The Gamer's Zine (166+, Earle E. Whiskeyman Jnr), Graustark (604+, John Boardman),

Hoosier Archives (332, Walt Buchanan 1-250, Eric Verheiden 251-316, Rod Walker 317-332), Kaissa (200, W.E.J. Hinton Jnr), Kathy's Korner (180+, Kathy Caruso, nee Byrne), Lemon Curry (122+, Don Del Grande), Liberland (232, Jim Bumpas 1-227, Kevin Kozlowski 228-232), Magus (100, Steve & Daphne Langley), Passchendaele (107, Francois Cuerrier), Perelandra (100+, Pete Gaughan), The Pouch (111, Nick Ulanov), The Prince (114+, Jim Meinel), Protozoan (107+, Scott Cameron), Retaliation (133, Dick & Julie Martin), Runestone (375, John Leeder), Saint George and the Dragon (100, Robert Sergeant), Shaaf! (138, Andy Philips), Stab (117, John Koning 1-67, Conrad von Metzke 69-117), Terran (182+, Steve Heinowski), Vertigo (110+, Brad Wilson), Voice of Doom (100, Bruce Linsey), Whitestonia (129, John Caruso), Wild and Woolly (144, Charles Brannan) and Yggdrasil Chronicle (155, John Van De Graaf). A + indicates a zine that is still running.

These are all American zines except for: Runestone, Fol Si Fie, Passchendaele (Canadian) and Brobdingnag (started off as an American zine and then a Canadian took over). [Since all are zines, none have the \_x\_ format.]

### **CENTURY CLUB (2) [MN:Nov92]**

At the time of writing 15 British Diplomacy Zine have produced 100+ issues. Eight of these have folded: Zeeby (100, Nick Kinzett), Chimaera (102, Clive Booth), 1901aat (104, Mick Bullock), Home of The Brave (116, Geoff Challinger), NMR! (127 (?), Ken Bain and Brian Creese), Mad Policy (160, Richard Walkerdine), BDC Journal (169, Don Turnbull) and Courier (about 240, Don Turnbull). The seven still in production are: C'Est Mag (131, Pete Sullivan), Dolchstoss (Richard Sharp), Gallimaufry (Steve Doubleday), Greatest Hits (Pete Birks), Hopscotch (Alan Parr), Ode (John Marsden) and Take That You Fiend (Kevin Warne and John Harrington).

### **CERTIFIABLY PLAYABLE (1) [MB:Jun80]**

A label of approval for variants that was to have been bestowed by the [Diplomacy Variant Commission](#). See variant Jargon (KW).

### **CGS (1) [MN:Apr92]**

See [Central Gamestart Service](#).

### **CHALKER RULE (1) [MB:Mar82]**

An obsolete rule which said that a player could not save his own position by attacking it in order to establish a [beleaguered garrison](#).

### **CHANGING OF THE GUARD (1) [MB:Jun80]**

Procedure whereby exactly two units exchange places without benefit of convoy. Illegal under the 1971 Rulebook. The exchange can be done via convoy or by using the Merry-go-round. Permitted in some variants.

### **CHAOS (1) [MB:Jun80]**

Don Miller's 1966 variant in which each player writes orders for all 7 countries. GM makes a random selection for each country to select orders to be used. Miller did reveal the names of those who wrote the selected orders, and, for a while, all orders submitted. See [Variant](#) (KW).

### **CHAPRESS (1) [AoS:88]**

Word used by some women players to describe themselves. See [Humour](#).

### **CHAPTER TWO (1) [MNDL:Nov92]**

A Chapter to [Electronic Protocol](#) created by [Danny Loeb](#) when [Eric Klien](#) became overwhelmed by the number of games on the [Judge](#). Danny published brief details on current Judge Games (obtained from the Judge using the Summary and History commands). Danny also ran articles (including some [DPP](#) articles, Version [2.0] of the AZ and details from his opening library), provided details on Judge waiting lists, end game statements for finished games, commentary on "interesting" games and news/discussion on the Judge. The first issue, cunningly called Issue One, appeared June 14 1991. With Issue Five, July 2nd 1991, Danny changed his numbering system to correspond with that used in Electronic Protocol, issue 5 was called issue 246.

The first 8 issues of Chapter Two were actually called Chapter Eight (at this time there were, in theory, seven other Chapters being pubbed), but then Danny was instructed to devalue the Chapter Number. Issue 290 (August 17th 1992) was the last one produced by Danny, issues 291 to 301 were produced by [Nick Fitzpatrick](#). Nick passed on the editorship because of general overload.

Joshua Smith became publisher of Chapter Two with issue 302 (January 27th 1993) and instigated a new editorial policy for the running of Chapter Two.

"EPC2 is distributed in four separate sections. Section Zero will provide administrative information about EPC2. Section One will contain articles written about Diplomacy in general or electronic Diplomacy in particular. Section Two will chronicle some of the discussions about Diplomacy taking place on rec.games.diplomacy, the press channels of games on the various Judges, and via e-mail. Section Three will report on the status of the various Diplomacy Adjudicators, and will include end-of-game reports and other game-related information." (Chp2, January 1993.) See also [Zine Names](#) (KW).

Editor Issues.

Danny Loeb : 1 (June 14th 1991) to 290 (17th August 1992).

Nick Fitzpatrick: 291 (26th August 1992) to 301 (26th November 1992).

Josh Smith : 302 (January 27th 1993) to 303.4 (11th February 1993).

Richard Shipley : 304 (June 3rd 1993)

### **CHAPTER EIGHT (1) [MN:Jan93]**

The current name used by [Eric Klien](#) for his email zine [Electronic Protocol](#). Over the years Electronic Protocol has used different Chapter numbers. The first eight issues of [Chapter Two](#) were called Chapter Eight. See also [Zine Names](#) (KW).

### **CHICKEN AND EGG CONVOY**

An entry that needs to be written.

### **CHOICE SET-UPS**

See [VARIABLE PLACEMENT](#).



**CHURCHILL OPENING (1) [MN:Mar92]**

The English opening A(Lpl)-Edi, F(Lon)-NTH, F(Edi)-NWG. This is a little more risky than the Northern Opening as England can not guarantee securing a build in Autumn 1901 but it offers more flexibility, England can order F(NWG) CA(Edi)-Nwy & F(NTH)-SKA to exert pressure on Swe in Spring 02. Perhaps a sign that England is more interested in securing a presence in Scandinavia than resolving the E/F/G situation and hence an early hint of a triple alliance. See also [English Openings](#) (KW).

**CIRCUS MAXIMUS (1) [TNP:87]**

Game of chariot racing, Ben Hur style. Sometimes played postally.

**CIVIL DISORDER [PB:1980]**

A.k.a. anarchy and CD (or cd if you feel the capitals should refer to "Corps Diplomatique"--I'm not fussy). The state a country enters when no-one runs it anymore.

**CLASSIC DIPOMACY (1) [MN:Nov95]**

Sometimes used as a synonym for [1958 Diplomacy](#). See [Variant](#) (KW).

**CLASSICAL LEPANTO (1) [MN:May93]**

[Richard Sharp's](#) name for the opening F(Nap)-ION, A(Ven)H and A(Rom)-Apu. See also [Italian Openings](#) (KW), [Lepanto](#).

**CLEAN FOLD (1) [MB:Mar82]**

A fold is clean if the remainder of the [sub](#) fees are returned and the [GM](#) (if there are games going to other GMs and/or publishers) cooperates in placing the games. The GM must do all this in a reasonable period of time so that the games are not unduly delayed, and traders don't send a lot of extra copies in exchange for a defunct zine. See Fold.

**CLINE 9-MAN VARIANT (1) [MB:Jun80]**

Robert Cline invented one of the first expanded board variants in 1966; the most recent version is in DW #17. Barbary States in North Africa and Persia in the southeast are added, along with six new neutrals, some additional sea spaces, and off-board movement around Africa; considered very playable. See [Variant](#) (KW).

**CLOAKED ERROR (1) [MB:Jun80]**

An error which is not detectable by a player (e.g. [GM](#) prints a build wrong).

**COA [PB:1980]**

Change of Address.

**COASTAL CRAWL (1) [MB/AP/EB:Jun80/1986/Dec07]**

A procedure whereby two units exchange places by virtue of the fact that their final coasts are different, e.g. F(Bul/ec)-Con, F(Con)-Bul(sc). Illegal under the 1971 rulebook (and all rulebooks), but in some variants it is actually encouraged by the rules.

**COCKRELL, Marie (1) [MN:Nov 92]**

See [BEYERLEIN, Marie](#).

**CODE OF ETHICS OF THE CDO (1) [MB:Jun80]**

This code for [GMs](#) obliges them to correct errors as quickly as possible, submit possible disputes to CDO Ombudsman, be punctual, inform prospective players of variances in GMing procedures, keep in contact with [hobby](#) institutions, use replacement players "whenever possible", avoid GMing practices which will make games irregular or unratable, behave in an honest and impartial manner, explain actions taken, try to keep good communications between GM and players, and, believe it or not, "give players the benefit of the doubt where differences of opinion arise."

**CODEWORD (1) [MB:Jun80]**

A player may submit several sets of orders, with the [GM](#) to make the selection of which to use according to which codeword is sent by another player. This is done to save correspondence time when coordination is essential. Many GMs do not permit this; most [HRs](#) are silent on the point. Extensive discussion appears in [\\_Diplomacy Digest\\_ 32](#).

**COMBINED ORDER (1) [MB:Mar82]**

Players may combine orders without repeating certain elements. E.g. A Lon-Kie; F Nth & F Hel C A Lon-Kie combines the two convoy orders. For special cases, see [Mutual Support](#) and [Unexpressed Move](#).

**COMBINED ORDER (2) [EB:Dec07]**

This is a shorthand for social games. In tournament games, combined orders are generally not allowed under the classic house rule that there must be a 'separate' order for each unit.

**COMETZINE (1) [MB:Jun80]**

Like the heavenly body, it appears suddenly, dazzling all with its brilliance and beauty. The zine receives plugs, cheques and games, but when it fades or even vanishes, it leaves memories, bad vibes, and, often, [orphans](#). Good example is [\\_The Fighter's Home\\_](#), Gorman's beautiful offset zine which could not keep up its standards, and folded. [HR:Aug02] See also [The Bluesmobile](#).

**COMMENTARY (1) [MB:Jun80]**

Analysis of a game's tactics, strategy, diplomacy, prospects, etc while the game progresses. Usually written by the GM, sometimes by an outsider and rarely by a player. With an outsider, it is usually 1 season later (e.g. F01 moves with S01 commentary) but recently there has been a trend towards running the game on a flyer and then reprinting the moves in the main zine simultaneously with the commentary. Can be done on season-by-season, or yearly basis. Commentator's ability to accurately describe the game is severely limited by the fact that the commentator does not know the inner workings of the game.

**COMPENDIUM (1) [MB:Mar82]**

John Hopkins' compilation of all British [zines](#) available and the games they run. See [Zine Names](#) (KW).

**COMPLETED GAMES (1) [MN:Jan93]**

In 1985 [Richard Walkerdine](#) produced a survey of the 986 completed games run in the British Hobby (1968-1985).

	Wins	2-way	3-way	4-way	5-way	6-way	C. Points	%C. Points	
Austria	80	29	25	43	10	---	115.58	11.72	6
England	73	34	42	54	8	1	119.27	12.10	5
France	108	46	52	60	12	1	165.90	16.83	=1
Germany	119	35	55	41	11	1	167.45	16.98	=1
Italy	67	29	35	53	9	1	106.10	10.76	7
Russia	126	29	37	44	11	1	166.20	16.86	=1
Turkey	97	34	54	37	9	1	143.22	14.53	4
-----									
Totals	670	118	100	83	14	1	986.00		

See also [Diplomacy Statistics](#) (KW) and [Dolchstoss Games](#).

**COMPLETED GAMES (2) [MN:Oct95]**

A summary of all games played in Continental Europe (1971-1995) appeared in [\\_Omnibus\\_ 4](#) (April 1995).

	Wins	2-way	3-way	4-way	5-way	6-way	C. Points	%C. Points	
Austria	36	9	14	15	4	2	50.050	10.93	6
England	47	12	27	18	3	1	67.267	14.69	=2
France	53	13	23	19	3	2	72.850	15.91	=2
Germany	47	15	16	14	3	2	64.267	14.03	=2
Italy	34	7	19	13	1	1	47.450	10.36	7
Russia	69	10	22	11	3	2	85.017	18.56	1
Turkey	51	14	23	18	3	2	71.100	15.52	=2
-----									
Totals	337	40	48	27	4	2	458.000		

See also [Diplomacy Statistics](#) (KW).

**COMPLETED GAMES (3) [MN:Dec96]**

Which of the seven countries on the Diplomacy is the strongest? In what order do the other six follow after? Thaddeus Black attempted to answer this question by compiling results from the following sources:

986 UK postal games in the 1960's, 70's and 80's;

802 North American postal games in the 1960's and 70's;

583 North American postal games in the 1980's and 90's;

458 Continental postal games in the 1970's, 80's and 90's;

565 Judge e-mail games, mostly in the 1990's;

91 hand-adjudicated e-mail games.

avg		points	wins	2	3	4	5	6	7	losses	win%
-8.0	Austria	-27840	269	112	169	150	50	13	4	2718	7.7%
+1.7	England	+6054	287	161	258	182	51	15	4	2527	8.2%
+8.9	France	+31086	341	156	269	188	64	17	4	2446	9.8%
-0.1	Germany	-498	314	135	202	128	63	16	4	2623	9.0%
-15.2	Italy	-53089	213	111	160	139	59	15	4	2784	6.1%
+10.9	Russia	+38135	427	121	173	119	55	13	4	2573	12.3%
+1.8	Turkey	+6152	310	138	251	146	53	13	4	2570	8.9%
-----											
+/-2.1	3485 games		2161	467	494	263	79	17	4		62.0%
std dev											

The rating system used was the [Zero Sum Rating System](#).

**COMPLIMENTARY SUB (1) [MB:Jun80]**

A free [sub](#) given out of respect, a desire to inform or flatter, etc. Publishers have traditionally given them to Alan [Calhamer](#), [Avalon Hill](#), family members, etc.

(2) [MN:Apr92] SUB is short for subscription.

**COMPUTER FORMATTED ZINE (1) [MB/MN:Mar82/Jul95]**

The issue is typed into a computer, which then prints it out on a letter quality printer which makes copy suitable for photocopying. This permits easy editing of errors and, in many cases, right justification. By 1990 most zines in North America were written on computers. Early examples are Richard Kovalcik's [\\_The Tetracuspid\\_](#) (1-58, June 1975-October 1981), Al Pearson's [\\_Just Among Friends\\_](#) (1-28, October 1980-December 1982) and Allen Wells' [\\_Dot Happy\\_](#) (1-24, February 1981-February 1992). See also [Computer Printed Zines](#).

**COMPUTER PLAYED DIPLOMACY (1) [MB:Jun80]**

The first attempt at this was made by Dave McDaniel, in 1963A, the very first postal dippy game. He was eliminated in 1903.

**COMPUTER PRINTED ZINES (1) [MB/MN:Jun80/Sep94]**

These have not generally been long lived; perhaps due to reliance on access to computers which can easily be withdrawn. The zine is literally a computer printout. the first was *\_High Liver\_* (1-6, December 1966-March 1967). Early examples include the first issue of Andy Phillips *Shaaft!!* (January 29th 1970, printed on an IBM 407), Bob Van Andel's *\_Saeta\_* (1-39, October 1970-August 1972), Paul Rubin's *\_Vulcan\_* (1-3, April 1971- April 1972), Scott Rosenberg's *\_The Pocket Armenian\_* (the first issues were printed out on a PDP-8 over the Summer of 1974), Harry Riley's *\_Binary\_*, (1-3, September -October 1974) and David Truman's *\_G\*A\*S\*S\*E\*D\_* (1-39, December 1974-April 1978, printed on an IBM 370 Model 155 at the University of Toronto, first Canadian computer printed zine). See also [Computer Formatted Zine](#).

**COMPUTERIZED GMing (1) [MB/MN:Jun80+Mar82/Jan96]**

Although discussed frequently, Loomis' *\_Flying Buffalo\_* was the first to use such a system, with a program written in BASIC for his North Star Horizon Computer. Other early computer adjudicators were written by David Kleiman in 1981 (originally in BASIC, subsequently in pascal) and used in his zine *\_The Diplomat\_* and in 1982 by Steve McLendon for GMing games in *\_D&L\_* (running on an Apple).

In the 60's, Dan Alderson and Tony Pandin both started programs which were never completed (the latter led to the discovery of [Pandin's Paradox](#)).

The first game to be computer GMd in the British Hobby was ran in *\_Hopscotch\_* (the game ran from 1984 to 1986), the only game of diplomacy to be run in that illustrious zine! The program was written by Nicholas Clifton and ran on a BBC micro.

**CON [PB:1980]**

Not necessarily Constantinople or a clever rip-off. Can also be an abbreviation for 'convention'. Eventually came to mean any meeting of games-players in large or small numbers over a reasonably organized weekend/day/fortnight (eg [Polycon](#), [Eurocon](#)). Came from SF cons (Science Fiction Conventions).

**CONCEDED DRAW (1) [MB:Jun80]**

A Draw not including all survivors. Some [HRs](#) (Boardman, Lipton, Verheiden) ban them.

**CONDITIONAL ORDERS (1) [PB/TNP/AOS:1980/87/88]**

Orders whose execution are determined by events in the game. They are conditional because you can vary them according to the results of the moves. Legal for retreats, builds, disbands and press. An unfortunate necessity of postal games playing. In the Australian and British hobbies, retreats and builds are conditional upon moves. In the States, they do it the other way around. See International System.

**CONFIRMATION OF RECEIPT OF ORDERS (1) [MB:Jun80]**

Players can usually arrange this by enclosing a self addressed postcard along with their orders, for the [GM](#) to sign and mail. Often, if a GM receives two seasons' orders at once, he will say he has the advance orders in the [zine](#).

**CONFLICT-SIMULATION [PB:1980]**

What Europeans call Board-Wargames as a result of still-existing prejudices against anything with 'war' in it.

**CONQUEST (1) [MN:Nov92]**

A convention organized by John Marsden and Nick Kinzett in the Autumn of 1985 in Hastings. Attended by 40-50 people, including games designers David Watts and Jack Jeffe.

**CONQUEST OF THE NEW WORLD. (1) [MB:Mar82]**

Lew Pulsipher's variant for 2-5 players set in the Western Hemisphere of 1500. See DW 25. See also Variant (KW).

**CONTRADICTION (1) [MB/MN:Mar82/Nov92]**

A rulebook problem where any possible adjudication violates one of the rules; i.e. there are NO correct adjudications. These arise when there are conflicting rules with no order of precedence given. These have been eliminated over time from the rules, although there are slight differences between rulebooks printed in different countries. See [Berch's Ghastly Mess](#), [Chicken and Egg Convoy](#), [Finessed Cut](#), [Pandin's Paradox](#) and [Unwanted Convoy](#).

**CONTRADICTIONARY ORDER (1) [MB:Mar82]**

If the order for one unit does not match a second unit's order to support or convoy, the orders are contradictory. E.g. A Por-Spa, F Mid S A Por. NSO (No such order) is often placed after the convoying or supporting unit.

**CONTROL OF NEUTRALS (1) [MB:Mar82]**

A category of [variants](#) which permit a player to control, at least temporarily, units not belonging to other players. Includes [Active Neutrals](#), [Intimate Diplomacy](#) and [Seven Years War](#). See also [Variant Jargon](#) (KW).

**CONVOY PARADOX (1) [TNP:87]**

Arises when a convoyed attack cuts the support for an attack dislodging the fleet. Usual ruling: the convoy stands.

**COPY (1) [AoS:88]**

Text, such as an article, intended for publication in a zine. As in "Copywriter": one who writes copy.

**CORE ZINE (1) [MN:Jan92]**

A [zine](#) which is considered 'essential' reading by active hobbyists, often due to its extensive [hobby](#), news coverage and discussion of \*important\* hobby matters. There are often only a couple of core zines at any one time and subbing to one of these is a good way to keep in touch with the what's happening in the hobby.

**CORFLU (1) [MB:Jun80]**

Correction fluid.

***COSTAGUANA (1) [MN:Mar92]***

The 11th Diplomacy [zine](#) to be published, issue one appeared on April 1th 1965, and continuing with many time-outs, stoppages and folds to this day. [Conrad von Metzke's](#) zine probably holds the record for the most times any one zine had gone under!

Costaguana has been one of the most influential dipzines the hobby has seen, not because it ran many games, not because the games it did run were well run and not because it contained stacks of articles on the game, but because of the masterly writing appearing in it.

Costaguana was probably the first 'fannish' zine, almost certainly the first zine to be read because of the pleasure in reading it. Although by the early 1970's it was widely circulated and the mailing list was a Who's Who of the American Hobby, it exerted little influence on how American zines developed; it was more influential in the UK and it has been claimed (by Pete Birks) that it influenced the style and content of [\\_Ethil The Frog\\_](#) and through Ethil [Richard Sharp](#) and Pete Birks, and through these individuals the whole of the British Hobby.

Relaunched in the 1980's to critical acclaim, winning the [Runestone Poll](#) in consecutive years and dominating the US Hobby of the time. Twenty years on little had changed in Conrad's approach to producing a zine but the American Hobby had changed sufficiently for Americans to appreciate the quality of the writing and the quality of the zine. For more information read Pete Birks' article "Costaguana" which appeared in Greatest Hits 142 (September 1988). See also Zine Names (KW).

***COUNTER EUROCON (1) [TNP:87]***

Hobby package tour to the Algarve organized by Pete Birks in 1982. A great success, since the local wine was both excellent and cheap.

***COUNTRY VARIANT (1) [MB:Jun80/Mar82]***

Variants based on one country or other very limited areas. Examples include Boyer's [Scotice Scripti III](#) and Mill's Bhearna Baoghail (both Ireland), Leeder's [Gesta Danorum](#) (British Isles) and Rosenburg's 1618 (Germany). See also Variant Jargon (KW).

***COUP [PB:1980]***

A result, I suspect, of the increased influence of Bridge and Poker on the hobby in the last five years. Also hard to define beyond snatching victory from the jaws of defeat, coming up with a successful result as a result of apparently bad (and deliberately so) play, and lulling the opposing player into a false sense of security, finally administering a coup.

***COURIER (1) [MN:Mar92]***

The second UK dip zine, launched by [Don Turnbull](#) in October 1969 to carry the games started in [\\_Albion\\_](#). Many of the early British dip pioneers played in [\\_Courier\\_](#) but it slowly slipped away from the mainstream of the UK hobby and by the mid 1970's it was a slow zine with a small, but dedicated, band of players. It continued until the end of the 1980's when Don moved to the States, having produced over 230 issues - the only UK zine to have produced more than 200 issues. Its hey-day was the early 1970's, from then onwards it existed in a hobby of its own with no contact with the hobby that Don had started. Strictly a [warehouse zine](#). See also [Zine Names](#) (KW).

***COURTESY COPY (1) [MB:Jun80]***

When a publisher writes about someone, especially in a critical vein, and the person does not normally get the zine, it is traditional to send him a copy of the issue, or of that article. Applies sometimes to letters too. Hard feelings have sometimes resulted when people aren't informed about what others are writing about them.

***CP COUNT STRIKE (1) [MN:Aug94]***

The number of [Calhamer Points](#) you would expect to gain if you used a particular opening 100 times. Based on a survey of openings used in British Postal Games by [Richard Sharp](#), who devised the term. See Winning With [France](#), [Italy](#) and [Turkey](#) (in the UNIX sense!).

***CRAYNE, Dian (1) [MN:Nov92]***

The first woman to play postal diplomacy as Austria in 1963B. Became Dian Pelz during the course of the game by marrying one of the players in the game. Marriage was a shrewd move within the context of the game! See also Personalities (KW).

***CREDIT (1) [PB/TNP:1980/87]***

The amount of money owned by you but in the possession of the [GM](#). This maybe expressed in terms of issues or in an absolute money sense. The GM likes this figure to be positive.

***CRIMEAN CRUSHER (1) [MB/MN:Jun80/Aug95]***

Turkey opening to Bul, BLA and Arm is an aggressive opening that allows all three pieces to be used against Russia in the fall. Even if the fleet move succeeds, though, if Russia is in Rum, Ukr and Sev, Turkey must still second guess Russia for a second center if Austrian help is unavailable, and may lose BLA in the process. Called by [Richard Sharp](#) the [Russian Attack](#). See also [Turkish Openings](#) (KW).

***CROSS GAME ALLIANCE or REPRISAL (1) [MB/TNP:Jun80/87]***

Certainly one of the most controversial practices is that of linking together postal games by e.g. retaliating against someone in Game B for his actions in Game A, or making a deal whereby favours in game A are repaid in Game B. These deals place players in only a few games at a considerable disadvantage, and reduce everyone's ability to conduct diplomacy. These deals often involve [standby](#) positions. Cross Game Alliances (Effects, Reprisals) are frowned upon as unethical. Few players however are immune from the desire to avenge past humiliations. See Trans-gaming.

***CROSS GAME CONSIDERATIONS or EFFECT (1) [MB:Jun80]***

One game can influence another even if there are no formal ties and even if the two games do not overlap in time: Information from one game can be carried over into another. If you have learned from one game that a given player is a very loyal ally, or is careless at writing orders or constantly passes letters around or will never ally with someone who has stabbed him, etc, you will allow that information to influence your play, even if you are opposed to Cross-Game deals. See Trans-gaming.

***CROTTLED GREEPS (1) [MB/MN:Jun80/Nov92]***

An SFism which was introduced into the diplomacy hobby by John Piggott in a press release in von Metzke's K-35. It hopped the Atlantic to become popular in England.



**CROUCH'S MISTAKE (1) [MB:Jun80]**

In England, the failure to include a deadline in the zine.

**CRT [PB:1980]**

The Combat Results Table, used in war games.

**CRUD (1) [MB:Mar82]**

Nickname for Dick Martin.

**CUT THROAT (1) [MN:Sep93]**

A style of play where your objective is to win or be in the minimum sized draw. The term was used by email players that objected to the style of play where others would form game-long alliances. At least one cutthroat game was run in were the players agreed to play in this style.

**CUTTING A SUPPORT (1) [MB/HR/MN:Jun80/Apr92]**

To render a support invalid. When a unit is attacked, that support is said to be cut. The exception is when the supporter is supporting an attack on the would-be cutter. Thus, support is only cut by an attack "from the side".

An example. France: F(Bre)-ECH, F(MAO) SF(Bre)-ECH; ENGLAND: F(IRI)-MAO, F(ECH) SF(IRI)-MAO. The French support from MAO is cut by the English unit attacking from IRI. The English support from F(ECH) is cut by the French fleet in BRE. Result: no unit moves.

If ENGLAND had ordered F(IRI) SF(ECH)-MAO, F(ECH)-MAO then the adjudication would have been different. England now has two units attacking MAO (no unit cuts the support from IRI) and so the French fleet is dislodged. France has one unit attacking ECH (remember that the French fleet in MAO has been dislodged so its support is cut) but since England had vacated ECH then the F(BRE) moves there unopposed.

**CUTTING AN ATTACK (1) [MB:Jun80]**

The only way an attack may be rendered void is when the attack is via convoy, and one of the convoying fleets is dislodged.

**D Entries****D&D (1) [MN:Apr92]**

Common abbreviation for [Dungeons and Dragons](#).

**DASTARD (1) [MB:Jun80]**

Shear's press byline in [\\_Down Alien Skies\\_](#).

**DATELINE (1) [PB/TNP:1980/87]**

A heading under which press is published. The [\\_GM\\_](#) will have one reserved for his own use, and each country is often allocated one exclusively. Examples include OVAL (Pete Birks), Imyrry ([Richard Walkerdine](#)) and 'The Kop' (Mick Bullock) plus numerous others scattered around the AZ files.

**DAVIS, FRED C. Jnr**

An entry that needs to be written.

**DD [PG:Nov93]**

Abbreviation for [\\_Diplomacy Digest\\_](#).

**DEADLINE [PB:1980]**

(1) When you have to get your orders in by (not posted by). A double deadline means that you have until the deadline after the one set in the zine. Usual for Spring 1901 orders. Occasionally permanent for International games.

**DEADLINER [MN:Oct93]**

(1) A program written in 1993 by Christopher Davis for the use of the internet diplomacy hobby. The input to the program is the output of a 'list full' cmd sent to a Judge. The program tells you which games you're in, what their deadlines are, who's late and so on. Useful for people playing in or GMing a large number of games.

**DE-MILITARIZED ZONE (1) [MN:Apr92]**

An area which two or more, but usually two, powers agree not to enter, or if they do enter it they agree to tell the other power(s) in advance.

Mostly used in the first few seasons to give powers a chance to expand without having to worry about the activities of a potentially hostile neighbour. For example: England and France may agree to make ECH a DMZ, Russia and Turkey may make BLA a DMZ, Russia and Austria may make Gal a DMZ, Russia and Germany may call Sil/Pru a DMZ, Germany and France may make Bur a DMZ.

May also occur later on in the game to a whole bunch of provinces. For instance, Italy and France may make Pie/TYS/WMS/GoL/NAf a DMZ with the extra proviso that France doesn't build F(Mar) and Italy doesn't build F(Rom). See also [DMZ](#).

**DECOY UNIT (1) [MB:Jun80]**

In some [variants](#), a unit built in excess of what a player is allowed. Usually, these are destroyed when attacked, and cannot actually affect an [adjudication](#). The GM knows which units are decoys. See [paper unit](#) and [Variant Jargon](#) (KW).

**DELEMONS RATING SYSTEM (1) [MN:Jan93]**

Marc Delemons' rating system for [standby](#) players posted to dipl-I on 12th January 1993.

For each [supply center](#) above the number the player started with, award 1 point. For each center below the starting number, subtract 1 point. No points are deducted once the SC count has dipped below the country's starting number (3, 4 for Rus). A players standby rating would be the sum of all their scores from the games in which they appeared.

Players who are immediately wiped out or take hopeless positions are not penalized for being immediately attacked and decimated or helping out in a situation that no one else wanted. On the increase side, someone who takes over a strong country gains points not for the win, but for the increase in size over which he presided.

This system would favor frequent players (5 games with an increase of 3 SC's is worth more than 1 win). See also Rating Systems For Standby Players and Rating Systems (KW).

### **DELUGE (1) [TNP:87]**

Diplomacy variant played on a progressively flooded board. Winner is the occupier of Switzerland at the end of the game. See [Variant](#) (KW).

### **DEMO GAME (1) [MB:Jun80]**

An invitational game, normally with more experienced players, and with commentary (usually). The best known is the series in [Diplomacy World](#).

### **DEPOSITS [PB/MB/TNP:1980/Jun80/1987]**

Out of favour in the late 1970's and early 1980's in the UK but supported by Mick Bullock on the grounds that they do discourage drop-outs. Opposed by Pete Birks on the grounds that someone who isn't interested isn't much use as a player anyways. No resolution in sight. What are they? Money you pay at the beginning of a postal Diplomacy game and get back at the end (or on elimination) if you don't drop out (or resign, sometimes. This is usually spelled out in the [HRs](#)). They don't seem to make any difference to the dropout rate and can be an administrative headache.

### **DERRICK RATING SYSTEM (1) [MN:Jan93]**

Shaun Derrick's rating system used for the 'Universities Diplomacy Tournament' in 1984 and 1985. There are 100 points. One point is awarded per [supply center](#) owned at the end of the game with the remaining 66 being given to the winner or split between the drawees. See also Wilam Rating System for another 100 points system and Rating Systems (KW).

### **DESERT RAT VARIATION (1) [MN:May93]**

[Richard Sharp's](#) name for any opening using A(Smy)-Syr. See Turkish Openings (KW).

### **DEW (1) [AoS:88]**

Distant Early Warning. Information about your neighbours from nations at the other end of the board.

### **DIAS (1) [AoS:88]**

The rulebook specifies that a drawn game (any game without a single winner) must include all the remaining players. The rule is referred to as "Draws Include All Survivors", or DIAS. Most postal games, however, offer the opportunity for a voted draw without all the surviving players sharing in the draw, provided the vote is unanimous. These games are therefore non-DIAS. In practice, you can assume your game is non-DIAS unless otherwise stated in the Gamestart or the House Rules. Dick Martin may have been the first to coin the phrase DIAS in his zine Retaliation in the early 1980s.

### **DICK RULE**

See [Boob's Rule of Szine Publishing](#).

### **DIGEST (1) [MB:Mar82]**

A [zine](#) format involving a split (folded) page and usually reduction, e.g. [Diplomacy Digest](#). Also called "Centre Staple".

### **DIPCON (1) [MB/MN/PG:Jun80+Mar82/Jun93/Nov93]**

Usually the largest annual [Face-To-Face](#) dippy tournament in the US, usually run in conjunction with a large wargaming convention and often featuring a hobby business meeting and/or a seminar/panel discussion as well. These began in 1966, and have been held annually since 1969. A good summary of I-VII is in DW 9.

DIPCON	YEAR	#	Host Dip Winner	Site	Diplomacy Winner
I	1966	9	John Koning	Youngstown, OH	???
II	1969	11	John Koning	Youngstown, OH	???
III	1970	35	Jeff Key	Oklahoma City	Betsy Childers
IV	1971	25	Rod Walker	San Diego	???
V	1972	49	Len Lakofka	Chicago	Richard Ackerley
VI	1973	49	Len Lakofka	Chicago	J. Smythe/Conrad von Metzke
VII	1974	49	Len Lakofka	Chicago	???
VIII	1975	51	G. Anderson	Chicago	???
IX	1976	140	Avalon Hill*	Baltimore	Thomas Reape
X	1977	?	GenCon	Lake Geneva, WI	Mike Rocamora
XI	1978	?	GlasCon	L.A.	???
XII	1979	110	Origins V	Chester, PA	Ben Zablocki
XIII	1980	56	MichiCon*	Detroit	Carl Eichelberger
XIV	1981	?	Pacificon*	S.F.	Ron Brown
XV	1982	161	Atlanticon*	Baltimore	Konrad Baumesiter
XVI	1983	118	MichiCon*	Detroit	Joyce Singer
XVII	1984	91	DalCon*	Dallas	Jeff Key
XVIII	1985	60	Dragonflight	Seattle	J.R. Baker
XIX	1986	76	Marycon	Fredericksburg, VA	Malcolm Smith
XX	1987	51	Madcon	Madison, WI.	David Hood
XXI	1988	23	Greg Ellis	San Antonio, TX	Dan Sellers
XXII	1989	55	PeeriCon	San Diego	Hohn Cho

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XXIII	1990	100	DixieCon**	Chapel Hill, NC.	Jason Bergmann
XXIV	1991	58	CanCon	Toronto	Gary Behnen
XXV	1992	31	Poolcon	Kansas City	Marc Peters
XXVI	1993	56	Pacificon	S.F.	Hohn Cho
XXVII	1994	??	DixieCon	Chapel Hill, NC.	Bruce Reiff
XXVIII	1995		AvalonCon V	Hunt Valley (MD)	

(#) Number of players in Diplomacy Tournament. May not include people who played in only 1 game.

(\*) also hosted Origins

(\*\*) also hosted {World Dip Con}

### **DIPCON (2) [MN:Jun93]**

A brief run-down on previous Dipcons:

### **DIPCON XXI (1) [MN:Dec92]**

Ran by Greg Ellis, Stephen Wilcox and Pete Gaughan 1st-4th July 1988 in San Antonio, Texas. Prizes given to the top three finishers, best country performance, most dip games played, last place, quickest elimination and most demanding [GM](#). Low turnout.

### **DIPCON XXVI (1) [MN:Sep93]**

Held in conjunction with PACIFICON 4th-5th September 1993. DipCon organised by Pete Gaughan. Tournament ran by Don Del Grande had four rounds (a 9AM game and a 6PM game each day).

### **DIPCON (3) [MN:Dec92]**

More generally a dipcon is any Diplomacy convention.

### **DIPCON (4) [EB:Dec07]**

Go to: [European Diplomacy Association](#) for updated information on DipCon and other results. For a history of the early DipCon years go to: [The Dipcon Story](#).

### **DIPCON CHARTER (1) [MN:Nov92]**

Originally written by Dave Kadlecsek and [Rod Walker](#), Fred C. Davis reviewed their draft copy. It was adopted at DipCon XII (Chester, PA, 23rd June 1979). It divided North America into four regions with DipCon rotating through these regions.

The 1979 DipCon was held in the East (Region I), the charter provided that the 1980 DipCon be held in either Region II or III. In 1981 it had to be held in either Region III or IV and in 1982 in either Region IV or I. (In the original draft only one region could bid for DipCon.)

Amendments to the charter have to pass at two consecutive DipCons. The charter was amended at DipCon XIII, 1980/81, when the region boundaries were redrawn, XVI, XVII and XVIII.

### **DIPCON SOCIETY (1) [MB/MN:Jun80/Nov93]**

An informal group of those who attend a DipCon and the society's meeting. Its purpose is to select the site of next year's DipCon. Originally the committee was 1/2/3, the Charter now specifies 3 Committee members exactly, it also coordinates with the host Con and arranges for the selection of a scoring system.

### **DIPCON RATING SYSTEMS (1) [MN:Sep93]**

A collection of the various systems used to rate players in the DipCon diplomacy tournaments is given in [Appendix One](#).

### **DIPL-L (1) [MN:Feb93]**

In Fall 1988 [Danny Loeb](#) created a listserv list, D20A-L, to help manage the email for a 20-player variant he was running. The Listserv manager asked him whether he would be needing any other lists, since it would be easier to make them all at the same time. Danny asked for a list DIPL-L to discuss Diplomacy.

DIPL-L was not pushed over Usenet as a place to go and the discussion rate remained low until it was rediscovered in 1991. By then Danny was no longer at MIT and was experiencing difficulty looking after the list, ownership of the list passed to [Nick Fitzpatrick](#) in March 1992. With the formation of the Usenet group rec.games.diplomacy interest in the list decreased and with the setting of a feed between rec.games.diplomacy and dipl-l the dipl-l list was only of interest to those who did not have access to Usenet.

List Owner.

Fall 1988 to March 1992 Danny Loeb

March 1992 to December 1993 Nick Fitzpatrick

December 1993 to Nick Fitzpatrick and [David Kovar](#)

### **DIPLOCCOCUS AWARD (1) [MB:Jun80]**

[Allan Calhamer's](#) award given in four categories: Poetry, art, current strategy for any area and diplomatic history --- all for an audience of Diplomacy players. He awards a medal and \$20. Currently inactive. See [Hobby Awards](#) (KW).

### **DIPLOMACY [PB:1980]**

Invented by [Alan Calhamer](#) (seminal article Games & Puzzles 21, January 1974), student of international relations and 19th century history.

Finally developed in 1954, 500 sets printed at the inventor's expense in 1959 (anyone know where one of these is?) then transferred to [Games Research Inc](#) in 1960. Sold to [Avalon Hill](#) in 1977. [Philmar](#) may always have had British rights, and have produced a different board and different pieces. Rules were revised in 1971 as a result of extensive postal play in USA. Changes include possibility of disbanding retreating units. Space precludes anything else. Wait for my all-encompassing encyclopedia.

***DIPLOMACY (2) [SS:Jan95]***

1. The patriotic art of lying for one's country. *Ambrose Bierce*
2. Take the diplomacy out of war and the thing would fall flat in a week. *Will Rogers*
3. Diplomacy is to do and say the nastiest thing in the nicest way. *Isaac Goldberg*
4. Diplomacy -- the art of saying "Nice doggy" until you can find a stick. *Wynn Catlin*

***DIPLOMACY ADJUDICATOR (1) [DL:28th April 1992]***

Any computer program designed to take Diplomacy moves as input and return a set of results. Virtually hundreds exist. One is marketed by [Avalon Hill](#), most are free. Some, like Jon Monsarrat's, are designed to be an aid to the [GM](#). Others like the Diplomacy Programming Project's Diplomat Interface are designed primarily for use by diplomats. The most advanced adjudicator is the Washington Diplomacy Adjudicator JUDGE written by Ken Lowe. See [Diplomat](#), [Judge](#).

***DIPLOMACY ADJUDICATOR (2) [MN:Apr92]***

The first diplomacy adjudicators were designed in the 1960's by various postal players and the program written by Tony Pandin led to the discovery of [Pandin's Paradox](#), none of these programs were ever fully operational. Several postal [GMs](#) use adjudicators and it is still a popular hobby to write your own.

***DIPLOMACY ALLIANCE AGAINST HEART DISEASE (1) [MN:Nov92]***

A fund-raiser run in conjunction with the 1989 [Runestone Poll](#).

***DIPLOMACY AUTOMATA:***

See [DIPLOMAT](#)

***DIPLOMACY.AZ (1) [HR:Dec92]***

See also [Limerick](#).  
Diplomacy AZ is phun,  
Especially when it's all done!  
Proof-reading's a chore,  
And a terrible bore,  
And printed, it must weigh a ton!  
[Gets more and more pertinent with each issue!!]

***DIPLOMACY BOARDGAME COMPENDIUM AND GALLERY, THE [SS:Dec02]***

<http://www.szykman.com/Diplomacy>. More than you ever wanted to know about editions of the Diplomacy boardgame, as well as its variants, software, books on the topic, and various other items. The site includes over 150 images covering its contents.

***DIPLOMACY CENSUS***

See [Hobby Census](#).

***DIPLOMACY DEFINITIONS (1) [Mike Guest and Bill Michell, 1988]***

**Ally:** Someone who has misheard you.  
**Close Ally:** Someone who you are blackmailing.  
**Bad Player:** Someone who can't lipread.  
**"Think Ahead" Player:** Someone who diplomes before the countries have been picked.  
**Paranoid Player:** Someone who insists on being there when his drink is being poured.  
**Good Player:** Someone who seems to win every week, but does it so quietly that no-one seems to notice.  
**Demilitarized zone:** The Black Sea  
**Confidence:** An Austrian who bothers to draw up a seat, or an Italian who asks what 4+1 is.  
**Optimism:** Russian F(GOB) - Swe in Fall 1901  
**Trust:** A weapon to use only when all else fails.  
See [Humour](#).

***DIPLOMACY DIGEST (1) [MN:Mar92]***

Diplomacy zine produced by [Mark Berch](#) that only carried articles (no games). And only articles on Diplomacy/the hobby at that. Most of the issues were organized around some theme, such as Austria (#16), Personalities (#33), Aspects of GMing (#32), [Son of Lexicon](#) (#57). This was particularly useful since Mark kept all of his back issues in print so you could order the issues which covered the subjects that you were interested in. The zine started in the late 1970's and moved into the 1990's at an increasingly erratic pace; it's hey-day was from its inception to the mid 1980's. Issue 57 contained an index of topics covered to that point. Too dry for many people. See [Zine Names](#) (KW).

***DIPLOMACY EMOTIONS (1) [HR:Apr92]***

**Satisfaction:** That your moves went off as planned.  
**Delight:** That your backstab worked.  
**Glee:** The opponent you stabbed was also stabbed by someone else.  
**Gloating:** Seeing an opponent who critically stabbed you get crushed.  
**Exultation:** When it's you who delivers the coup de grace.  
**Bliss:** 18 supply centres.  
**Anxiety:** Wondering how many of your neighbours are plotting against you.  
**Fear:** Finding that it's all of them.  
**Desperation:** Trying to get their neighbours to stab them.  
**Despair:** When they insist on fighting each other.  
**Exasperation:** Just when you've fought off 2 of your neighbours, the third comes barging in.



**Frustration:** Getting a build when all your home dots are occupied.

**Vexation:** Getting a build when someone else is occupying your home SCs!

**Shock:** Getting unexpected support from another player.

**Loneliness:** Exile in Iceland.

**Sympathy:** What's that?

See [Humour](#).

### ***DIPLMACY FEDERATION [PB:1980]***

Ill-fated British 'organization' put together by Clive Booth, Bob Howes and others forgotten in order to rival [NGC](#). Mentioned only to remind some people of what silly things we used to fight over, and how grown up and self-deprecating we've all become.

### ***DIPLMACY GAMES AND VARIANTS (1) [MB:Jun80]***

Written by Lew Pulsipher and published by Strategy Games Ltd, London (1978), it is a 20 page softbound booklet with oversized pages and pullout maps, devoted entirely to variants. Available in stores only in England (#2.45). See [Variant Jargon](#) (KW).

### ***DIPLMACY PLAYER POLL (1) [MN:Apr93]***

There have been various attempts at running a Poll to find the best (most popular) postal diplomacy player in the UK. The first two Polls were run by John Piggott through his zine *Ethil The Frog* and named by him "[The Ethil The Frog Egoboo Poll](#)". The NGC ran a number of polls in the 1970's. The idea was picked up by Peter Northcott in 1982 who ran a poll through his zine *Last Stand*.

Year First Second Third

1973 John Piggott Richard Sharp Andy Davidson (19 voters)

1974 Richard Sharp John Piggott Mick Bullock (20 voters)

???? Tony Ball

???? Roland Prevot

???? Nicky Palmer

1982 Mike Close Steve Jones John Norris (22 voters)

A digression. It's interesting to note that American player [Conrad von Metzke](#) came 5th in the 1973 Poll and 6th in the 1974 Poll. See also [Hobby Awards](#) (KW).

### ***DIPLMACY PROGRAMMING PROJECT:***

See [Diplomat](#).

### ***DIPLMACY QUOTATIONS (1) [HR:Apr92]***

1. Diplomacy dichotomy: Getting stabbed is as much fun as sucking lemons when you have the mumps, but stabbing someone is as much fun as switching his chocolate bar with one of Ex-Lax.
2. Famous last words of a Diplomacy player: "But you promised...!"
3. Playing Diplomacy is like juggling knives on a greased floor. Make one slip and you'll get stabbed.
4. The Ultimate Compliment: "I'm glad I'm not your neighbour!"

See also [QUOTATIONS](#) and [Humour](#).

### ***DIPLMACY QUOTATIONS (2) [WU:Nov92]***

I once was playing Austria-Hungary with a powerful alliance with Russia. When I back-stabbed my buddy, I took five supply centers in one move. After my ex-ally glared at me I said "If you stick a knife in somebody's back, you may as well twist it." This has become one of my more famous quotes with this group.

### ***DIPLMACY STATISTICS (1) [NF/MN:Jul93]***

An e-mail zine produced by [Nick Fitzpatrick](#) born out of the 'folded' [Internet Guide To Diplomacy](#). *Diplomacy Statistics* is published monthly, around the 15th. It first was prepared in December 1992 for inclusion in EPC2, however due to a publication hiatus it never was published. Issue 2 came out in January 1993 and has appeared monthly ever since.

*Diplomacy Statistics* contains the number of games (broken down as regular, Youngstown and other), number of registered player, and judge release version for each judge. It also contains a running total of all games currently underway and monthly readership and article numbers for the Usenet newsgroup rec.games.diplomacy. See [Zine Names](#) (KW).

### ***DIPLMACY STATISTICS (KW) (1)***

The following entries contain game-related statistics: [Armenia](#), [Black Sea](#), [Completed Games](#) (1) and (2), [Dolchstoß Games](#), [Early Eliminations](#) and [Length of A Game](#).

### ***DIPLMACY SKILL INDEX (DSI) (1) [MN/CM:Nov96]***

A [rating system](#) devised by Conrad Minshall and originally printed in *Gateway* 1 (May 1994). The DSI produces an average rating for original players. The 'official' rating system considers only non-anonymous standard diplomacy games listed in the [HOF](#) but ratings based on anonymous and gunboat games are also available. Novce-only, amateur-only and intermediate-only games are excluded from the ratings. The point system is a modified [Calhamer Point Count](#):

**Points**

win 7.00,  
2-way 3.50,  
3-way 2.33,  
4-way 1.75,

5-way 1.40,  
6-way 1.17,  
7-way 1.00,  
survival 0.50,

elimination 0.25,  
drop-out 0.00.

The above point count is modified again by weighting the results according to the difficulty of the powers played so that the point count from one game is given by: Point Count = Points\*(Average Modifier/Country Modifier).

The weights for each power are determined from the results of rated games. Different tables are generated for different types of game. The tables for standard diplomacy (DSI 8th ed) are:

Modifier	Power
1.13	Austria
1.39	England
1.44	France
1.09	Germany
0.96	Italy
1.29	Russia
1.27	Turkey
-----	
1.22	Average

A player's rating is the average of his points. There is a six-game minimum to appear in the in the ratings table. However a player who has played in fewer than six games is given sufficient hypothetical game results of zero to increase their game count to six. See also [Rating Systems](#) (KW).

DIPLOMACY SKILLS INDEX (2) [MN:Nov96]

Does the weighting factor used in the [DSI](#) vary with time?

(a) Regular Diplomacy details.

	DSI4	DSI5	DSI6	DSI7	DSI8
Austria	1.08	1.11	1.15	1.13	1.13
England	1.39	1.36	1.45	1.42	1.39
France	1.55	1.53	1.45	1.45	1.44
Germany	1.07	1.08	1.04	1.05	1.09
Italy	1.01	1.01	1.01	0.96	0.96
Russia	1.34	1.32	1.29	1.26	1.29
Turkey	1.12	1.15	1.19	1.28	1.27
# Games	264	292	327	370	413

(b) Broadcast-only Gunboat Games

	DSI4	DSI5	DSI6	DSI7	DSI8
Austria	1.40	1.36	1.18	1.12	1.21
England	1.47	1.59	1.75	1.70	1.51
France	1.24	1.14	1.46	1.42	1.40
Germany	1.35	1.23	1.22	1.23	1.32
Italy	0.50	0.48	0.47	0.49	0.49
Russia	0.99	0.99	0.98	1.10	1.13
Turkey	1.70	1.86	1.64	1.63	1.61
# Games	25	28	36	39	49

(c) No Press Gunboat Games

	DSI4	DSI5	DSI6	DSI7	DSI8
Austria	1.60	1.70	1.60	1.52	1.41
England	1.23	1.16	1.11	1.03	1.07
France	1.74	1.73	1.85	1.94	1.90
Germany	0.59	0.57	0.92	0.96	1.16
Italy	1.15	1.09	0.99	0.98	0.95
Russia	1.01	1.06	0.98	0.95	0.91
Turkey	1.52	1.53	1.38	1.50	1.45
# Games	62	67	84	89	135

(d) Anonymous partial-press Games.

	DSI4	DSI5	DSI6	DSI7	DSI8
Austria	0.80	0.75	1.06	1.12	1.03
England	1.71	1.85	1.60	1.43	1.44
France	1.06	1.04	1.19	1.25	1.40
Germany	0.89	0.80	0.95	1.01	1.16
Italy	0.90	1.18	1.09	1.14	1.21
Russia	1.60	1.45	1.22	1.18	1.05
Turkey	1.54	1.43	1.44	1.36	1.06
# Games	41	49	76	107	152

**DSI4** : November 1994.

**DSI7** : April 1996.

**DSI5** : March 1995.

**DSI8** : November 1996.

**DSI6** : November 1995.

See also [Rating Systems](#) (KW).

### ***DIPLOMACY VARIANTS COMMISSION (1) [MB:Jun80]***

A coordinating organization for variant activity founded by Robert Sacks, presently active. See [Variant Jargon](#) (KW).

### ***DIPLOMACY WIDOWS ASSOCIATION (1) [MB:Jun80]***

A humorous, non-existent organization led by Carol Buchanan.

### ***DIPLOMACY WORLD (1) [MN:Sep93]***

An American zine which first appeared in January 1974, it was the successor to [Hoosier Archives](#). It contains articles on the play of the game, [con](#) reports and news of interest to Diplomacy players. Often publicized as carrying the best writing on the game of Diplomacy and being an essential read for any North American hobbyist (sometimes carrying the label 'the flagship of the Diplomacy hobby'), it has rarely lived up to this publicity and in particular until recently most editors felt that coverage of the Diplomacy world was synonymous with covering North America. It usually carries a Demonstration Game to help teach novices the finer points of strategy and tactics. See [Diplomacy World Anthologies](#), [Index and Menu \(Diplomacy World\)](#) and [Zine Names](#)(KW).

A list of \_Diplomacy World\_ publishers and editors:

Issue	Publisher	Editor
1-15	Walt Buchanan	Walt Buchanan
16-20	Walt Buchanan	Conrad von Metzke
21-27	Jerry Jones	Jerry Jones
28-38	Rod Walker	Rod Walker
39	Kathy Byrne	Rod Walker
40-59	Larry Peery	Larry Peery

60+	David Hood	David Hood
74+	Doug Kent	Doug Kent

### ***DIPLOMACY WORLD ANTHOLOGIES (1) [MN:Aug95]***

Each volume is a collection of the best articles on a given subject. Anthologies I-IV contain material that originally appeared in DW 1-39. They are a good way for the novice to learn more about diplomacy and the diplomacy hobby and are available from Larry Peery.

**Volume I:** The Best of Diplomacy World: A collection of all kinds of articles chosen by [Walt Buchanan](#), [Conrad von Metzke](#), [Rod Walker](#) and [Kathy Byrne Caruso](#). Strategy and Tactics, diplomacy, hobby history, variant games (complete with rules and maps), and more.

**Volume II:** The Complete [Mark Berch](#) features a wide variety of articles by one of the hobby's best and most prolific writers, including the infamous Shep Rose stories.

**Volume III:** Diplomacy Variants with maps, rules, and variant game related materials. Over 50 complete variant games are included, along with a separate map folio of 'ready for play' maps separate from the book.

**Volume IV:** The DW [Demo](#) Games includes the moves, commentary, maps and press for Diplomacy's oldest on-going series of quality games. Eight complete games are included.

**Volume V:** Conventions and Tournaments (DW 1-69).

**Volume VI:** Diplomacy Strategy and Tactics (DW 1-69).

**Volume VII:** Best of David Hood's Diplomacy World (DW 60-69).

**Volume VIII:** Complete Issues of WD 60-69 (2 parts). See also [Diplomacy World](#).

### ***DIPLOMAT (1) [DL:Nov92]***

Short for DIPLOMACY AUTOMATA or AUTOMATION. This name has been used for many different programs. In general, it refers to any program capable of playing diplomacy. However, a simple diplomacy adjudicator should not be considered a Diplomat, since it serves not as a player but as a referee. [Avalon Hill's](#) Diplomacy adjudicator contains a very simple diplomat which plays a simple strategic game and has no means of negotiation.

During the period 1986-89, several Israeli computer scientists (Sarit Kraus, Daniel Lehmann and Eithan Ephrati) wrote a Diplomat in Y-Lisp. (See for example "An Automated Diplomacy Player", in "Heuristic Programming in Artificial Intelligence" (Eds: D N L Levy and D F Beal; Ellis Horwood, 1989 pp 136-153). This program is capable of negotiating like a human, and on a strategic level could beat [Avalon Hill's](#) program regularly. Unfortunately, the hardware for which this Diplomat was designed no longer exists.

In 1990, the Diplomacy Programming Project was formed to promote the programming of diplomats. A simple language (DPP Protocol) was devised in order to standardize the communication among diplomats, and a standard Diplomat Interface was written in order to coordinate communication between (humans and) programs written in different programming languages by different programmers, and in order to serve as an Adjudicator. In 1991, Loeb and Hall published "Thoughts on Programming a Diplomat", and in 1992, Loeb published "Challenges in Playing Multiplayer Games" both in "Heuristic Programming in Artificial Intelligence", and beginning in 1992 work has begun in Bordeaux on the implementation of a Diplomat based on these ideas. In comparison to the Israeli diplomat, the Bordeaux diplomat is founded principally on the strategic level and it is compatible with the DPP Protocol.

### ***DIPLOMAT (2) [SS:Jan95]***

1. A diplomat is a man who can convince his wife she'd look stout in a fur coat. *Anonymous*.
2. A diplomat is a man who always remembers a woman's birthday but never remembers her age. *Robert Frost*
3. How is the world ruled and how do wars start? Diplomats tell lies to journalists and then believe what they read. *Karl Kraus (1874-1936)*
4. A diplomat is someone who can tell you to go to hell in such a way that you'll look forward to the trip. *Anonymous*  
See [Humour](#).

### ***DIPLOMATIC POUCH, THE (1) [SS:Dec02]***

[The Diplomatic Pouch](#) (<http://www.diplom.org>) is the most popular web site for players of the game of Diplomacy. The site includes sections for play-by-email players, face-to-face players, postal players, as well as a comprehensive section of online resources including maps, variants, reference materials, and much more.

### ***DIPLOME (1) [MB/TNP:Jun80/87]***

Verb intransitive, meaning obvious, derivation unclear and frowned upon by purists, but probably here to stay.

### ***DIPLOWINN (1) [MB:Jun80]***

Norman Nathan's [variant](#) to speed up [face to face](#) games. In W04, the units are adjusted to give one fewer than one is entitled to, in W05, 2 fewer, etc. Static battles and stalemate lines are less likely, as are unfinished games. See DD 13. See [Variant](#) (KW).

### ***DIPSTRAMA.EXE (1) [MN:Nov93]***

Program written by Keith Ammann. It doesn't play the game, doesn't resolve moves, doesn't print output. What it DOES do: It reads Judge list output and places units on the screen that can be moved around. You can also start with an empty board or the standard starting positions, dragging pieces onto the board from a "palette" containing one of each type of unit. It requires VBRUN100.DLL, not included.

### ***DIPWIT (1) [AoS:88]***

Person who becomes so obsessed with the [hobby](#) that he or she has difficulty conversing on any other subject.

### ***DIRECT PASSAGE (1) [AP:1986]***

Where a direct passage or legal move link exists, units may move, be convoyed, attack or support directly between the two spaces thus connected; These spaces are considered to be adjacent. All movement or support between two such linked spaces does \*not\* affect the operations of other units between other spaces or over any other direct passage links; all the spaces concerned should be regarded as if they come together at a point.

Such a link between two land provinces (which are separated by sea) means armies may move directly from one province to the other, without the need to be convoyed, and do not affect fleets in the intervening sea area. See [Variant Jargon](#)(KW).

### DISORGANIZATION (1) [MB:Jun80]

Players in this variant write orders for the next season before they see the last [adjudication](#) --- one season ahead. Must also give conditional retreats, or the [GM](#) will use a retreat rule. Thus, when S02 is published, that locks in F02, and B02 and/or S03 are due by next deadline. Also called Blitzkrieg.

### DITTO (1) [MB:Jun80]

Spirit duplication -- the one using the purple ink. Advantages: Can do colour (though very few do), less complicated, low cost. Disadvantages: Hard to correct, less clear printing, print-through and fainter copies in the above 100 copies area. One types on the master, which transfers ink onto the carbon, which is used for the printing itself. Examples today include [\\_Eggnog\\_](#), [\\_The National\\_](#), [\\_Passchendaele\\_](#) and [\\_Runestone\\_](#).

### DIVORCES [PB:1980]

Have been many. Wives and commitment to the hobby rarely mix. I wondered whether to put this bit in. Suffice to say that they will be occasionally referred to.

### DM [PB:1980]

Dungeonmaster. See [D&D](#).

### DMZ [PB:1980]

(1) [Demilitarized Zone](#). May be used in Diplomacy letter to you by someone who has watched too many American movies (pronounced DeeEmZee) about Vietnam.

### DMZ [JF:Jul95]

(2) In every single game where a neighbor has proposed, at game-start, making a sea or province that borders us both a "DMZ" or a "demilitarized zone," said neighbor has moved into said territory immediately thereafter. I'm not commenting on the untrustworthiness of deals per se; what I'm commenting on is the strange phenomena of the use of the term "DMZ." Every time someone's proposed making the Black Sea (for example) a "DMZ," I know that's *\*exactly\** where they're moving. It *\*never\** fails.

### DNP [PB:1980]

Do Not Publish. May be ignored by a nasty editor.

### D.O. [PB:1980]

Or d.o. Drop out. One who fails to finish a game which he started.

### DOLCHSTOSS (1) [MN:Mar92]

[Zine](#) started by [Richard Sharp](#) in October 1972 to run games organized by the [NGC](#). In its first run, which lasted 69 issues (forty of them litho --- the first British Diplomacy zine to enter this field) until its fold in 1979, it was the most influential zine in the UK Hobby as almost all novices entering the Hobby passed through Richard Sharp's hands; for several years its circulation was the highest in the UK, peaking at 350ish. The zine attracted a loyal core of supporters (the Old Hard Core) who met regularly throughout the 1970's, almost all of whom entered zines at one time or another. During this period it won the [Zine Poll](#) in 1974 (2nd Poll), 1975 and 1978, came 3rd in 1974 (first Poll) and 4th in 1977. Folded terribly 1978/79, failed to refund subscriptions, announce fold, forward mail or anything else. Had catastrophic effect on the flow of newcomers to the hobby.

It was relaunched in December 1983 and since then it has become one of the top zines to play postal diplomacy in. The GMing is excellent and the standard of opposition top class. It has become a little isolated from the mainstream of the British hobby and contains many readers from the 1970s. It is one of the best written zines in the UK and is always an entertaining read. [\\_Dolchstoss\\_ Mk II](#) was the winner of the 1991 and 1992 Zine Polls. See [Zine Names](#) (KW).

### DOLCHSTOSS GAMES (1) [MN:May94]

In [\\_The Numbers Game\\_ 20 \(February 1994\) \[Richard Sharp\]\(#\) presented a summary of UK game finishes as rated by the \[Dolchstoss Rating System\]\(#\). This is \*\\*NOT\\*\* the same as a list of completed UK games \(see \[Completed Games\]\(#\)\).](#)

	W	D	E	S	D	CPS	Av	
Austria	129	294	694	197	494	216.35	0.12	W = wins.
England	129	328	471	331	549	227.92	0.13	D = Draws.
France	183	403	322	385	515	306.84	0.17	E = Eliminations.
Germany	187	326	490	315	490	285.70	0.16	S = Survived but neither D or W.
Italy	117	334	475	378	504	218.80	0.12	D = dropouts.
Russia	193	322	462	303	528	287.37	0.16	CPS = {Calhamer Points}
Turkey	161	339	455	369	484	265.00	0.17	Av = Average number of Calhamer Points.

### DOLCHSTOSS RATING SYSTEM

See [NGC Rating System](#) and [Rating Systems](#) (KW).

### DON MILLER HOBBY SERVICE AWARD, THE (1) [MN:Dec92]

See [Hobby Awards](#) (KW) and [Miller Award, The](#).

### DOOMIE (1) [MB:Mar82]

A name affectionately bestowed by Bruce Linsey upon readers, especially enthusiastic fans, of [\\_The Voice of Doom\\_](#).

### DOOMIE OF THE YEAR CONTEST (1) [MB:Mar82]

An annual, humourous, essay contest in VOD to determine who best exemplifies the qualities of a "True Doomie". DotY in 1980 was Bob Olsen; in 1981, Garry Hamlin. See [Hobby Awards](#) (KW).



**DOUBLE BLUFF (1) [MB:Jun80]**

The act of giving the impression that you are bluffing when you are for real. Thus, a player writes that he will do A, but in a manner that suggests to the reader that the letter is a lie. The player then actually does do A. A devious way of gaining credibility.

**DOUBLE BRACKETS (1)**

See [Double Parenthesis](#).

**DOUBLE DEADLINE (1) [Aos/MN:88/Apr92]**

Situation where a [Gamemaster](#) decides not to print an [adjudication](#) and extends the deadline for orders to that of the following issue of the zine. Players may request a Double Deadline for any reason, but it is usually only granted in extreme cases, e.g. serious illness, postal strikes. Just what is, and what is not, grounds for a GM granting a double-deadline should be covered in the [house rules](#). Most GMs automatically grant a double-deadline at the start of the game, recognizing that the first season is the most critical and the season with most diplomacy occurring. Almost all GMs will not grant a double deadline to a player who 'has exams' or who is 'going on holiday'.

**DOUBLE PARENTHESIS (1) [MB:Jun80]**

Material inserted by the editor into an original article written by another is traditionally placed in double parenthesis. Sometimes these are inserted into the body of the article, sometimes are bunched together at the end. See also [Triple Parenthesis](#).

**DOWNFALL (1) [MN:Apr92]**

A Tolkien variant whose main aim is to try to recreate the flavour of the books rather than using the wargaming 'simple variant on new map' approach of most of the earlier Tolkien based variant games.

Downfall I was designed by Hartley Patterson (who had been active in UK Tolkien fandom for many years) and was first published in *\_War Bulletin\_* 50 (circa 1973-4). It quickly attracted a following and several games were started, including a couple of games in the States.

After this initial burst of enthusiasm interest waned and the game was not played again until the end of the decade when Pete Lindsay (who had played in some of the earlier games) ran a game in his dipzine *\_Bron Yr Aur\_*. One of the players was Glover Rogerson who would be responsible for relaunching the variant in the early 1980s as the main game in his new dip zine *Denver Glont*.

Through publicity in *Denver Glont* the game rapidly attracted a cult following and it became almost de rigeur for every new zine to open a waiting list for the game.

Extensive play testing throughout the 1980's (over 50 games were started in the UK) led to a multitude of different versions being published. By the end of the 1980's there were about 16 different Downfall marks, many of which added chrome in an attempt to impart even more flavour to the game; often at the expense of playability.

With the fold of *Denver Glont* and *Vienna* (a zine responsible for much of the redesigns in the latter half of the decade) interest in the variant has once again waned, although there are several games being run in New Zealand at the time of writing.

Most Downfall games feature Gondor, Gandalf, Rohan, Saruman, Elves, Dwarves, Umbar and Mordor as player powers. There are personality units for Gandalf, Aragorn, the Fellowship, Saruman, Sauron, and Faramir. There is a ring piece which has a crucial role in the game, basically you either win by destroying the ring or by wearing it (becoming evil in the process, but gaining special powers) and conquering the board.

Downfall games usually contain extensive press releases, usually parodying the style of the book and press sagas are common. See [Variant](#) (KW).

**DRAGON'S TEETH RATING SYSTEM (1) [MB/PG:Jun80/Nov93]**

Created by Steve McLendon and Bob Sargeant, and run by Steve, the game is worth 34 points to the winner, or divided evenly between the drawers. Among survivors, 1 point is given for each center held, and penalties are levied for early elimination. Inactive players and [standby](#) players are not rated. Game and player rateability criteria are given in DW 22. System was maintained by Stephen Wilcox in [service zine](#), *\_The Dragon's Lair\_*, until Wilcox left the hobby in the fall of 1987. See [Rating Systems](#) (KW).

**DRANG NACH OSTEN [PB:1980]**

Gigantic wargame of Eastern Front--the ultimate wargame. Never played beyond the second turn in my sight, and that took a weekend. The Real Thing was probably less complicated.

**DRAW [PB:1980]**

Since the rules state that all players surviving must share in a draw, a draw is where a game ends without one player reaching 18 centres.

**DRAW PROPOSAL (1) [PB/TNP:1980/87]**

In theory a game not won outright can continue forever. Usually, however, the players manage to agree to a result. Occasionally there is fierce controversy over who should share in the [Calhamer point](#) and the [GM](#) may have to intervene.

After any season a player may propose a 'draw', a 'joint win' (the same) or a 'concession' (where the other players agree that one country will win). If it is in the opinion of the [GM](#) a reasonable proposal, he will ask for votes on it. Failure to vote may well be counted as assent.

**DRAWS INCLUDE ALL SURVIVORS**

See [DIAS](#)

**DR GOLDILOX METHOD (1) [AoS:88]**

Any form of psychological warfare not involving physical action, e.g. flattery, intimidation, charisma.

**DROP FEE (1) [MB:Mar82]**

See [Deposit](#).

**DROPOUT (1) [MB/MN:Mar82/Jan96]**

A player who is removed from a game by the [GM](#) for not submitting either orders or a formal resignation. An abomination. The first zine \*not\* to replace dropouts was Dan Brannan's *\_Wild 'N Woolly\_*. [Novice Games](#) often have a large number of dropouts: the email game *Jem* (1994PD) had

29 players, with at least 3 players controlling each power during the course of the game and Austria having a total of six players. This is a 'record' of sorts.

### **DROPOUT (2) [MN:Oct94]**

[Dolchstoss](#) 189 (September 1994) contained an all-time leader board for the most dropouts from UK games: John Piggott (23 games), Eric Willis (14), Barry McManus (13), Martin Hammon (12), Steve Docwra, Paul Segal and Mike Sherrad (10). Most of these date from the 1970s. Most prolific dropouts in the 1980s were Mike Sykes Gelder and Dave Rowbotham (8).

### **DROPOUT NUMBER (1) [MN:Jun95]**

The average number of dropouts in a game of diplomacy. Interesting questions include: Does the dropout number depend upon the medium used to play the game and do orphan games have a higher dropout number. Concept introduced by [Mark Nelson](#) in *Everything* 90 (October 1994). See also [Length Number](#), [Q Rating](#) and [Win Number](#).

### **DROPOUT NUMBER (2) [MN:Jun95]**

Some stats!

GAME	DROPOUT NUMBER
NAPG Non-orphaned games*	2.75 /pm 1.56
NAPG Orphaned games*	4.00 /pm 1.32
COMPU Non-orphaned games*	2.02 /pm 1.28
COMPU = Games played over Compuserve network.	
NAPG = North American Postal Games	
* Data from Everything 85 (May 1992) through Everything 1991 (March 1995).	

### **DSI**

See [Diplomacy Skill Index](#).

### **DTRS**

See [Dragonsteeth Rating System](#).

### **DUMB MISTAKE (1) [MN:Jan95]**

A [mistake](#) is said to be dumb if it falls into one of the following categories:

- a) miswritten orders (less common yet possible in judge diplomacy, e.g. miswriting F Nth-Nwy as the also legal F Nth-Nwg)
- b) incoherent orders (e.g. A Ser S A Bud, A Bud-Rum)
- c) failing to defend an easily defendable SC (unless negotiated?), e.g. A Kie h, A Mun h instead of A Kie S A Mun if enemy units are in Ruh and Bur.

See also [long term strategic mistake](#), [short term strategic mistake](#) and [tactical mistake](#). This classification of mistakes is due to Robert Rehbold.

### **DUNGEONS AND DRAGONS (1) [MN:Apr92]**

The first role-playing game, designed in the early 1970's, distributed by [TSR](#), and attracting a cult following in the mid-to-late 1970's. As a result of extensive publicity it became a household name by 1986-87 (by which time its approach to role-playing had become outdated and better systems were available). Even now it is the most widely known RP game, probably the most widely played and certainly the best supported in terms of add-ons but serious rpgers look down on it as archaic.

Many of the people responsible for designing the game and producing the first set of modules/add-ons had been postal Diplomacy players in the 1960's and some of them had been zine editors/involved in hobby politics. Many of the first D&D players were Diplomacy fans.

At different times various people have run D&D games in dip zines. These games have normally taken one of two approaches: (1) Design a party and wander around the GM's dungeon; (2) A campaign style game. On the whole these have not lasted any length of time and with the advent of pro PBM games fewer of these games are being offered. In fact I haven't seen any for several years in the dip hobby (although role-playing fans may still run them.)

### **DW (1) [MN:Feb92]**

A common abbreviation for [Diplomacy World](#).

### **DYNAMIC STALEMATE LINE (1) [MB/MN:Jun80/May94]**

One in which a unit must be ordered to move, rather than hold or support. Term devised by Robert Lipton and Douglas Reif in October 1973. First published dynamic stalemate line appeared in Eric Verheiden's 'Western Stalemate Positions' ([Graustark](#) 313, 13th July 1974). Opposite to [Static Stalemate Line](#). See [Diplomacy Digest](#) 10/11 (p 9, 16-17) and 14/15 (p2-3).

## **E Entries**

### **EARLIEST DIPZINES (1)**

Jim Meinel in [Diplomacy World](#) 65 (Winter 1992) gives the following list:

ZINE NAME	EDITOR	DATE OF FIRST ISSUE
1: Graustark	(John Boardman)	May 12th, 1963
2: Ruritania	(Dave McDaniel)	September 13th, 1963
3: Worldip	(Bruce Pelz)	November 14th, 1963
4: WitDip	(Bruce Pelz)	January 9th, 1964
5: Freedonia	(John Boardman)	May 2nd, 1964
6: Brobdingnag	(Richard Schultz)	May 9th, 1964
7: Trantor	(John Smythe)	August 26th, 1964
8: Wild 'n' Wooly	(Dan Brannan)	October 16th, 1964

9: The Gamesletter	(Don Miller)	February 1965
10: Nostrilla Notes	(Dan Alderson)	March 8th, 1965
11: Costaguana	(Conrad von Metzke)	April 1st, 1965
12: Massif	(John Koning)	April 1965
13: Barad-dur	(Jack Chalker)	July 1965
14: Lusitania	(Bernie Kling)	July 1965
15: Orthanc	(Ron Bounds)	Mid 1965
16: Marsovia	(Bob Ward)	September 1, 1965
17: Lonely Mountain	(Charles Wells)	September 1965
18: STAB	(John Koning)	October 9th, 1965

### EARLY ELIMINATIONS (1) [MN:Aug95]

In UK postal games the 'most popular' early eliminatees are:  
 1902 Austria (44), Germany (3), France (2), Russia (1).  
 1903 Austria (112), Russia (32).  
 1904 Austria (104), England and Turkey (69).  
 England, Italy and Turkey have never been eliminated in 1902. ( [Dolchstoss](#) 198, June 1995).

### EARLY ELIMINATIONS (2) [DTM:Dec95]

Amongst standard HoF-recognised games (standard means any-type press, regular or gunboat) the most popular early eliminatees are:  
 1902 Austria (15), Russia (1), Turkey (1).  
 1903 Austria (61), England (7), France (10), Germany (18), Italy (1), Russia (20) and Turkey (19).  
 Source: RGD post (4th December 1995).

### EARLY ELIMINATIONS (3) [JB:Aug95]

I was eliminated in 1902 as Turkey in a US postal game in 1983. I had great fun, but I caused an alliance between Italy, Austria, and Russia to form against me; How could they do that, I'm such a nice guy... The question is: can someone have too much fun? The answer is yes, if your opponents lose patience with your idea of fun. I tortured them with press as Ghost of Turkey for the rest of the game, which I think finally ended in a three way draw in 1915 or so. They NEVER completely got rid of me.

The game began with a planned Sev-Con Shuffle between Turkey and Russia, who was being played by Nancy Irwin in her first postal Diplomacy game. Her soon-to-be hubby, Puppy Frueh was the man behind the scenes though he swears that the entire plan was her idea. Russia took Con but bounced me out of the Shuffle into Sev. Russ Rusnak was playing Italy and Nelson Heintzman Austria. Russ and I did our usual fun snarling at each other while Nelson and I never connected (Nelson was a [Brux toady](#) and I very definitely was not). The key to the game was the clash of personalities! The tactics were secondary. I was at my press/[toady](#)/zoftig peak!! Nancy couldn't handle it and was sure I was certifiably insane. We met in person at Madcons years later and laughed about it, but one thing about playing a personality game... novices are going to slice your balls off for it!!

It was a lot of fun, even as they wiped me out.

### EARLY LEADER (1) [MN:Jan1997]

It's best to avoid being the early leader, as you become a target for the other players. What is an early leader? Brad Stuart defines an early leader to be a player who has 10, or more, centres by 1904. Jeff Vitous suggests a 3 supply centre lead over second place.

### EAST PATERSON NJ DIPLOMACY CLUB (1) [MB:Mar82]

Earliest Dip club, it promoted the game in its infancy and supplied most of the members of [Graustark's](#) first game. President was Fred Lerner.

### EASTERN POWERS (1) [MB:Jun80]

Austria, Russia, Turkey and, depending on his alliance structure, Italy. The most quintessentially eastern power is Turkey.

### ECONOMIC DIPLOMACY (1) [MB:Jun80]

A family of variants, including some by that name and ["Hypereconomic Diplomacy"](#). The theory is that every province has some economic value, not just [SCs](#). Each province on a [regular](#) or [variant](#) board is given its value, and raising various types of units, bribes etc all have their individual costs. Credits not used can usually be saved for later seasons, used as loans or indemnities, etc. These games tend to involve an inordinate amount of GMing work and overcomplexity. First created by Don Miller and once quite popular, they are now rarely seen. See [Variant](#) (KW).

### EDC

See [European Diplomacy Championship](#).

### EDI BIRSAN STAB CONTEST (1) [MB/EB:Jun80/Dec07]

An award for the essay on the best [stab](#) in a postal game. Begun in 1979, to be awarded annually, under the aegis of DW. The award is given by a committee chaired by [Mark Berch](#). This is now defunct. See [Hobby Awards](#) (KW).

### EFF JUDGE (1) [MN:Dec92]

See [JUDGE](#), [EFF](#)

### EFGIART (1) [MN:Aug94]

Doug Beyerlein's zine devoted to picking up and finishing orphaned games, the first such zine in the hobby. Started November 1967 and folded on 186 (May 4th 1985) when Beyerlein was driven out of the hobby by the [Great Feud](#).

### EGAN, Richard (1) [MN:Dec92]

Active in the British [hobby](#) from the mid 1980's to the early 1990's. Particularly interested in Diplomacy variants, Richard used his [zine](#), [Vienna](#), to promote the play of variants.

One of the most active variant fans in this period. Started one of the most complex postal American football games which is on a par with any of the commercial games. After a period of burnout when he had a low hobby profile Richard resumed his career as a publisher by launching a new zine *\_Lies, Damned Lies, and Diplomacy\_* in 1992. See [Personalities](#) (KW).

### **EGOBOO (1) [MB:Mar82]**

Short for "ego boost", the psychic reward that a publisher, or anyone, gets from seeing his name in print, or a project of his succeeding, etc. See also [Nelson, Mark](#) and [Reynolds, Harold](#).

### **ELDRED PIOMBINO QUASI-PARADOX [HR:Apr03]**

Discussed in detail in Andy Schwartz's excellent article [Diplomacy Paradoxes](#). In a nutshell, it explains in terms of simple logic (yes, logic can be applied to this game!) how a paradox, such as [Pandin's Paradox](#), can occur in adjudication. I quote:

*For example, consider the following statement: T: This sentence, T, is true. On the surface, it seems simple enough. If it is true, then it is true. Voila. Except, what if we say it is false? Then it is also false.*

In the end, the article explains, that this quasi-paradox, as well as the others in the article, wind up being the result of "a non-simultaneous contingency".

### **ELECTRONIC PROTOCOL (1) [EK/MN:Apr92/Nov92]**

This [zine](#) began in October 1988 on the small BBS called Portal. By the Spring of 1990 I discovered that Portal had a free connection to Usenet and the zine rapidly grew. One key selling point of the zine was that [NMRs](#) were not allowed; if a player failed to submit orders either the [GM](#) had to get orders from the player or replace the player. Simply holding all the player's units was no longer an option. Eventually nearly all the GMs on Usenet joined my zine and followed my houserules with the exception of the computer program [Judge](#) which continued to allow NMRs. Over time, even Judge adopted my houserules after many of its games collapsed due to NMRs. This was very important because my zine has too many games to be handled in a non-automated way. Judge has now started the majority of my 183 electronic Diplomacy [gamestarts](#) although some of my games are still started by humans.

There have been a number of [subzines](#) to Electronic Protocol. They have been called Chapter One, [Chapter Two](#), Chapter Three... Electronic Protocol has had several different Chapter Numbers, currently it is Chapter Eight. With the exception of Chapter Two these subzines have only been distributed to the players (and interested parties) in the games being run and have been strictly [warehouse](#). See [KLIEN, Eric](#) and [Zine Names](#) (KW).

### **ELECTRONIC PROTOCOL COORDINATING COUNCIL (1)**

One to write, sometime.

The line of succession of the EPCC Secretary.

February 18th 1993 to 24th September 1993: Josh Smith

24th September to 17th November 1993 : Danny Loeb.

17th November to ?: Mark Nelson.

### **ELECTRONIC PROTOCOL NUMBER (1) [MN:Feb93]**

All regular and variant games being run under the [Electronic Protocol Houserules](#) are assigned a unique designator. At the core are the following rules:

- 1) Games must be moderated
- 2) Games must be noNMR (which is the default)
- 3) Games must be different site. (Exceptions granted for foreign language games.)

Most moderated games, on all [judges](#) which follow these rules, are part of EP. Why be part of EP? This facilitates archiving, as well as allowing for a procedure to formally appeal [GM](#) decisions (a process that, while in existence, has never been necessary). It also makes getting replacement players easier, as some of us, only, or normally play, in EP games.

### **ELECTRONIC PROTOCOL NUMBER CUSTODIAN (1) [MN:Feb93]**

The person who issues EP Numbers to diplomacy/variant games ran over Internet that satisfy the [\\_EP\\_](#) Houserules.

The Custodians have been:

Eric Klien (October 1988 to August 28th 1992) \*

Nick Fitzpatrick (??? to 19th February 1993)

Sean Starkey (19th February 1993 to ???)

\* On August 28th 1992 the Custodianship was split into two jobs. One Custodian gave numbers to games run on the Judge and one Custodian (Eric) gave number to human moderated games.

### **ELEPHANT AND WHALE ALLIANCE (1) [MB:Jun80]**

An [alliance](#) which features one country building armies and the other, fleets. Most common example is England-Germany, but can be done with Russia-Turkey and others. Also referred to as Tiger and Shark.

### **ELIMINATION (1) [MN:Dec93]**

The first ever eliminatee was in [\\_Graustark\\_](#) 8 when Austria was eliminated from [1963-A](#).

### **E-MAIL (1) [AoS:88]**

Electronic Mail: communication between computers. Diplomacy by E-mail is becoming increasingly common. See [Judge](#), [EFF Judge](#).

### **EMAIL DIPLOMACY (1) [EB:Dec07]**

Email Diplomacy originally revolved around the use of automatic adjudicators called the Judges as well as some hand moderated GM games. However in the 21st century the email games shifted dramatically to web-based graphical interface systems that got away from the awkward syntac of the judges and allowed for a greater number of players to participate. See also [Judge](#), [DIPLOMACY ADJUDICATOR](#)



**EMBARKATION (1) [MB:Mar82]**

In variants that permit combined A/F units ("piggyback convoy") this is the process of joining the two. It usually requires a season. See [Variant Jargon](#) (KW).

**EMPIRES OF THE MIDDLE AGES (1) [MN:Apr92]**

A large (in scope) board game produced by [SPI](#) in the 1970's which attracted a cult following amongst several UK dip fans in the 1980's. Several of the shorter scenarios were run and several zines started the campaign game, which has 100 or so turns and takes about 8-10 years to run to completion at typical zine frequency. (Due to the structure of the game it is easy to replace drop-outs and add new players when needed.)

**ENDGAME STATEMENT (1) [MB:Mar82]**

A player's essay, running from one line to pages, about the game or his play in it. Normally this is printed once the game has ended. Players may give motivations for particular actions, descriptions of special tricks, their impressions of other players, or just a history of their performance. [GMs](#) occasionally comment. Such a statement may be cathartic; permitting the player to get the game "behind" him.

**EN GARDE [PB:1980]**

Role-playing game which has been successful in transfer to postal play. Each player is an individual in the days of chivalry, duels and two types of women, harlots and ladies. Several campaigns currently running.

**ENGLISH ATTACK (1) [MB/RE/MN:Jun80/89-90/Aug95]**

[Richard Sharp's](#) name for the series of French openings involving the move F(Bre)-ENC, accounting for 1/4 of all French opening in UK games up to 1980. It is commonly acknowledged that England is the trickiest power to eliminate, courtesy of its island position and inevitable emphasis on building fleets. Consequently, some players believe that France must contain its northern neighbour early in the game, and at all costs prevent England putting a fleet into the Channel. F(Bre)-ENC may therefore be intended to stand off F(Lon)-ENC rather than actually threaten the English home centres. Sometimes the armies move to Spa and Gas, to "assure" 2 builds, a very pro-G and -I opening, and may indicate that France expects F(Lon)-ENC. Alternatively, this can be a bid by France to take Belgium, perhaps coupled with the move A(Par)-Bur or A(Par)-Pic, in which case the name may be a misnomer. This is not the most popular opening for F(Bre): it is unlikely to result in a centre gain for France, unlike F(Bre)-MAO, and compromises an assault on England by most likely pinning down the Fleet in Brest, where the French player would rather be building a second fleet. The moves F(Bre)-ENC, A(Mar)-Spa and A(Par)-Pic is most often called the English Attack.

See also [English Maginot](#), [French Openings](#) (KW), and [Northern Dash](#).

**ENGLISH DEFENCE (1) [MN:Aug95]**

[Richard Sharp's](#) name for the opening F(Bre)-ENC, A(Mar)-Spa and A(Par)-Gas. However it makes more sense to have the English defence as the moves F(Bre)-ENC and A(Mar)-Spa, with variation depending upon if A(Par) moves to Brest, Burgundy or Gascony. Note that the move A(Par)-Pic results in the English Attack. See [French Openings](#) (KW).

**ENGLISH MAGINOT (1) [MB:Jun80]**

F(Bre)-ENG, A(Mar) SA(Par)-Bur. This is an alternative approach to taking Belgium (See Belgium Gambit and Northern Dash), or can be used when a Anglo-German attack is believed to be imminent. See [French Openings](#) (KW).

**ENGLISH OPENINGS (KW) (1) [MN:Dec93]**

The following English openings have been named: [Atlantic Bind](#), [Bohas](#), [Churchill Opening](#), [Gambole Stunt](#), [Hey Bresto](#), [McKejo Opening](#), [Munich Gambit](#), [Northern Opening](#), [Northern Tier Alliance Opening](#), [North Sea Opening](#), [Southern Opening](#), [The Splits](#), [Steamroller](#), [Wales Opening](#), [Yorkshire Opening](#) and [Yorkshire Pudding](#).

**EPCC**

See Electronic Protocol Coordinating Council.

**EP JUDGE MASTER (1) [MN:Feb93]**

See [EP Number Custodian](#) MASTER.

**ERRATIC DIPLOMACY (1) [MB:Jun80]**

Janta-Polczynski's [variant](#) in which each game year the GM reassigns the countries of a standard board. Players get points according to their SC changes for what country they get that year. See [Variant](#) (KW).

**ESCALATION DIPLOMACY (1) [EB:Dec07]**

A same board variant by Edi Birsan designed to solve the problem of less than 7 players in a game. The game starts with an empty board and players place one unit at a time anywhere on any space on the board. Players own the centers that they start on. Then they do a Spring and a Fall 01 move and declare any three centers on the board as their home centers. If they have a build, own it and it is open they can build there. Game proceeds till someone has won or a stalemate. The number of pieces placed depends on the number of players: 2 = 12, 3 = 8, 4 = 6, 5 = 5, 6 = 4. Playing with 2 and 3 or 4 players it is recommended that you do Gunboat style. Doing 4 or 5 you can do Wilson Style (talking at the table only), with 5 or 6 play normal negotiation rules. See [Variant](#) (KW).

**ESCHER (1) [WF:Aug96]**

An email diplomacy game in which Austria was on the verge of running away with the game, having reached 10 centres. Germany and Russia had been fighting most of the game and were unable to put aside their differences. In addition France did not trust Russia. Unable to trust each other the solution was for F/G/R to proxy all of their units to Italy, who had been eliminated from the game by a brutal stab from Austria and could be relied upon to use the units properly. Amazingly France, Germany and I proxied all 21 units to Italy who launched a crushing attack on Austria. Needless to say Austria screamed foul. My gamble paid off in a three-way draw and the honor of having a footnote in the diplomacy saga. See [Proxy Orders](#).

### **ETHICS (1) [MB:Jun80]**

Questions of right and wrong not directly addressed by the Rulebook or by consensus of [HRs](#). These include [cross game alliances](#), the necessity of reporting a [Cloaked Error](#), forged letters, impersonation of the GM or his product, spring removals, etc. These questions can generate intense debates by those involved if they occur.

### **ETHIL THE FROG EGOBOO POLL (1) [MN:Apr93]**

The name of the first Poll in the British Hobby, an attempt to find the best player in the Hobby. Run by John Piggott in 1973 and 1974 through his zine *Ethil The Frog*. The first poll was won by Piggott and the second by [Richard Sharp](#). See also [Diplomacy Player Poll](#) and [Hobby Awards](#) (KW).

### **EUROCON (1) [PB/MB/TNP:1980/Jun80/1987]**

A regular games playing holiday held by members of the [hobby](#), ex-members of the hobby and wives/girlfriends of members of the hobby (usually the [hardcore](#)) in the south of France in 1977-1980. By 1980 had become virtually invitation only. Generally limited to about 3 dozen people, mostly Britishers, running 2 weeks.

### **EUROPEAN DIPLOMACY CHAMPIONSHIP (1) [MN:Sep93]**

An annual event started by the F.F.J.D.S to promote FTF diplomacy in Europe and to unite the various European diplomacy hobbies. In theory no country hosting WDC will host EDC in the same year and the same country can not host EDC in consecutive years.

Con	Location	Players	Winner	Second	Third
EDC I	Paris (10/93)	194	Sammy Malki	Patrice Blandin	Philippe Gomes
EDC II	Linköping (5/94)	120	Xavier Blanchot	Kalle Stengard	Nils Lindeberg
EDC III	Cirencester (2.95)	???	Inge Kjol	Simon Boulton	Johannes Nesser

Con	Team Tournament (nationality, teams)
EDC I	CRS (France, 24)
EDC II	

EDC II There were 25 non-Swedes in the tournament (21%) of which the largest contingent came from France (10).

### **EUROPEAN DIPLOMACY CLUB (1) [MB:Mar82]**

Founded in Nov 1974 by Michel Feron (France), Walter Luc Haas (Switzerland), Ake Jonsson (Sweden), Michel Liesnard (Belgium), and Enrico Manfredi (Italy), its goal was to hasten the spread of intra and extra continental contact, help new players and pubbers, etc. Never had a house zine. Most activity was in Bumm. One year later it became "[IDA](#) -- Central European Division".

### **EUROPE 1721 (1) [MB:Jun80]**

John Boyer's 1973 variant with Poland and Spain, but no Germany or Italy, which did not exist at the time. See [Variant](#) (KW).

### **EVENT OF THE YEAR (1) [MN:Jan94]**

One of Larry Peery's less successful ideas. An attempt at forming a set of awards that recognised positive achievement within the International Hobby. Nominees, nominators and voters were to have been anyone, anywhere except in the first year when Larry picked the winner. See also [Game of the Year](#), [Hobby Awards](#) (KW), [Player of the Year](#) and [Publication of the Year](#).

Year Winner

1991 Österreichische Diplomacy-Meisterschaft 1991 (Austrian Diplomacy Championship).

### **EXCALIBUR (1) [MB:Jun80]**

Kenneth Clark's seven player [variant](#) set in 5th century Britain. Features off-board home centers and special placement rules. Details in DW #23. See [Variant](#) (KW).

### **EXPERT (1) [AW:March96]**

An expert player instigates and benefits from stupid stabs. See also [intermediate](#) and [novice](#).

### **EYRIE (1) [MB:Mar82]**

Hucknall's press byline in his *Fall of Eagles*.

## **F Entries**

### **FACE TO FACE (FTF) (1) [MB:Jun80]**

The original format for Diplomacy. It differs from some other formats in the ease of arranging triple alliances, the fact that there is usually no written record of promises (or of the game itself), the generally social and informal nature of the game (e.g. in permitting very badly written orders, or allowing eliminated players to take over another position when its player must leave), the fact that the players usually have played with each other before, the importance of tone of voice and body language, and the fact that the games are usually called on account of time.

### **FACE TO FACE (FTF) (2) [TNP/MN:1987/Apr92]**

Often used as an expression for any game. Nowadays somewhat old-fashioned way of playing games. Led to many [divorces](#).

### **FAIRY GAMES [PB:1980]**

A perjorative term applied to fantasy games by people who dislike them.

### **FAKE [PB/TNP/MN:1980/87/Sep94]**

Fake letters, fake zines, fake adjudications. All have been tried. No space for famous examples with the exception of: a fake issue of the Belgian zine *Moeshoeshoe* (the first and funniest), produced in 1972 by [Conrad von Metzke](#), John Leeder and Michel Liesnard; a fake *Jigsaw* which

was undetectable, and a fake human being, when Duncan Morris impersonated another player in the game for a whole evening. The 1981 [Zine Poll](#) results were faked, but the practice is more widespread in the States.

### **FALL (1) [TNP:87]**

American word, meaning "Autumn". [HR:Aug02] We should rename Summer "Pride" since Pride cometh before the Fall...

### **FALL REMOVAL (1) [MB:Jun80]**

See [Spring removal](#).

### **'FAMOUS' DIPLOMATS (1) [MN/CW:Jun93/Jul95]**

A list of 'well-known' or 'interesting' (our definitions!) of people associated with diplomacy:

**Henry Kissinger:** Known to have played the game, although if he ever played postally, it was under an assumed name.

**Dave McDaniels:** A professional writer who used the pen-name of 'Ted Johnstone'. He wrote the 'Man from UNCLE' scripts and a couple of paperbacks. More famous for running the second-ever postal diplomacy fanzine, *\_Ruritania\_*, and for running the first postal game of diplomacy (John Boardman's first game had only 5 players).

**Michael Portillo:** (British Conservative Politician: Secretary of State for Employment, Minister of Defence). "As teenagers, Portillo and [schoolboy friend Matthew] Francis used to listen to Judy Collins records, get cheapo tickets in the gods to see the opera, wander around the embassies pestering the diplomats for free brochures on life in the People's Republic of China and the Soviet Union and play the Bismarckian board game Diplomacy: 'God, he was good at it!' " *The Observer*, 27th November 1994.

**Jerry Pournelle:** SF writer and computer columnist. He played many games in [\\_Costaguana\\_](#) in the late 60s and 70s. If you check out his opus "Mote In God's Eye" written in conjunction with Larry Niven, you will see that he used Dip hobbyists names in the text of the novel. Namely one "Cal White"...

### **FANS (1) [MN:Apr92]**

Anyone who really enjoys a particular activity (in our case playing Diplomacy) is a fan of that activity. However the word is only used to denote people that are interested enough to read fanzines and get involved in Fandom. There are many different types of fan, role-playing fans, games-fans, diplomacy-fans, sf-fans etc. Within each type of fan it's possible to denote their activity in fandom: Neofan, BNF, Wizard etc. Anyone reading this document is at least a proto-fan. See fanzines.

### **FANTASY [PB:1980]**

In games, those which involve role-playing and flagrant breaches of the laws of physics. [D&D](#) and Sorcerer's Cave are examples. In literature, distinguished from [SF](#) in that it deals with 'plausible impossibilities'. Most famous is [\\_Lord of the Rings\\_](#).

### **FANTASY VARIANTS (1) [MB:Jun80]**

Variant games based, usually, on fantasy books. Thus Norton's "Witch World" series spawned Witch World I ((By John Robertson -MN)) and II ((By Lew Pulsipher, not related to I-MN)) ; Dalarna I and II (Leeder) are based on events after Fletcher's "Well of the Unicorn", and Moorcock's "Eric of Melniborne" inspired Young Kingdoms I and II and Age of Young Kingdoms. Also included are various Hyborian variants based on the "Conan" series and the Tolkien variants. See [Variant Jargon](#) (KW).

### **FANZINES (1) [MN:Apr92]**

There are many different types of fanzines and deciding just what is and what is not a fanzine is a difficult (and many would say pointless) exercise. The best known fanzines are SF fanzines but there are also games fanzines, interested (you may/may not have to pay for them). Commonly you will be expected to contribute in some form to remain on the mailing list. Circulations are normally small (50-several hundred) and production/reproduction methods Diplomacy fanzines, role-playing fanzines, music fanzines, football fanzines, poetry fanzines, political fanzines... Almost any area which people can write about will have a fanzine!

But to attempt the impossible. What is a fanzine? Roughly speaking fanzines are labours of love, produced by a fan and available to anyone who is basic (although this is changing with the widespread use of DTP and easy access to laser printers). SF fans normally like to boast that SF fandom produced the first fanzines (in the late 1920's). Most fanzines are produced in Western Europe/the States and fanzine publication has been, at various times, strictly controlled in Eastern Europe and China.

Fanzine is a contraction of fan magazine. Some have been produced by people who were professional editors, others by people who couldn't edit a drain.

### **FEUD (1) [MB/TNP:Mar82/1987]**

A vague, and usually perjorative, term for a controversy, usually between two editors, which has escalated in some way. Characteristics include personality conflicts overshadowing the issues, use of multiple forums (e.g. arguing in several zines at once), recourse to over generalization, and ad hominem arguments. There are also attempts to bring in as many other issues as possible, elevated levels of bitchiness and invective, and attempts to polarize the hobby by each side lining up allies. Moreover, exaggeration of the importance of the issues involved, and generally an avoidance of procedures for actually resolving the issues are common. The first well known one was Boardman/Reinsel (1966). The longest running is Walker/Boardman. Other well known ones have been Von Metzke/Reinsel, Walker/Sacks, Boardman/IDA, Caruso/Linsey, Linsey/Masters, and Tretick/Everybody.

Can becoming very boring if prolonged by insistence on having the last word. See also [Black Hole Affair](#), [Great Feud](#) and [Tro Affair](#).

### **FINAL STATEMENT [PB:1980]**

See [Endgame Statement](#).

### **FINCHLEY CENTRAL (1) [TNP:87]**

Not actually a game, more of a cheap jibe against games players. Participants take turns to name London Underground stations. "Winner" is the first to name Finchley Central. A waste of time.

### ***FINESSED CUT (1) [MB/MN:Mar82/Nov92]***

Rulebook contradiction. England: F Nth C F A Bel-Hol; France: A Bel-Hol; Germany: F Hol S F Den-Nth. The unanswered question is whether A Bel-Hol is a convoyed move or not. If it is, then by Rule XII,5 the support of F Hol is not cut and so F NTH is dislodged. If it is not a convoyed move, F Hol is cut and F NTH is not dislodged. An example of the [Unwanted Convoy](#). See [\\_DW\\_ #29](#), page 15 and Rules.

### ***FINK RULE (1) [MB:Jun80]***

Howard Mahler's [variant](#) rule in which a designated fink picks an enemy and a province. If the enemy unit is in that province after the move, it is dislodged and retreated by the fink. The fink cannot build or receive support. Details in DW 4. See [Variant](#) (KW).

### ***FIRST GOLDEN AGE***

See [Golden Age](#).

### ***FISHER'S FOLLY (1) [MN:May93]***

See [Austrian Openings](#) (KW) and [BALKAN GAMBIT, Bohemia aberration](#).

### ***FITZPATRICK, Nicholas (1) [NF/MN:Nov92/Aug95]***

Discovered diplomacy as a kid in 1978 but didn't do much with it. Active in [E-mail Diplomacy](#) since Summer 1991. Editor of [Electronic Protocol](#) Chapter 2, from Summer 1992 (succeeding [Daniel Loeb](#) to December 1992. Moderator of [DIPL-L](#) since early 1992 (succeeding Daniel Loeb). Keeper (and modern creator of) the [Hall Of Fame \(Email\)](#) since January 1992. Keeper of [The Internet Guide To Diplomacy](#) until the formation of [rec.games.diplomacy](#) when it provided the basis for Sean Starkey's [rec.games.diplomacy.FAQ](#) file.

Sponsor, and creator of USENET group [REC.GAMES.DIPLOMACY](#) in Fall 1992. Current Judge EP# Master Custodian. Appointed Internet Miller Number Custodian November 1993. Coined the word [Carebear](#). See [Personalities](#) (KW). (Devised the Judge Code Classification Scheme. All round good guy, hero and email BNF- MN)

### ***FIVE SEASON YEAR (1) [MN:Nov92]***

In email games run by a [Judge](#) each season is played separately. This means that players never have to make conditional orders which is a \*Good Thing\*. Unfortunately it gives players the opportunity to diplomate about things that they shouldn't do (retreats and builds). It also lengthens the time to play the game to completion, but the advantages far outweigh the disadvantages. See International System, North American System and Three Season Year for ways of running Diplomacy by post.

### ***FLEET (1) [TNP:87]***

Sea-going unit in Diplomacy. Beginners tend to build too many.

### ***FLEET ROME (1) [AoS:88]***

Technically a Diplomacy [variant](#) that many would like to see replace standard or regular Diplomacy. The only difference is that Italy starts the game with a Fleet in Rome as well as Naples. Supporters argue that this would perfect the balance of the game. Opposition say it is perfectly balanced already. Some rating systems include Fleet Rome results, some don't. See [Variant](#) (KW).

### ***FLEET ROME (2) [EB:Dec07]***

In the pirated Diplomacy version in Brazil (done in Portugese) amongst other changes such as making North Africa a supply center, it started Italy with Fleet Rome rather than an army. The results were that Austria became much stronger though it did little to affect a change of Italy's fortunes. In fact with the combination of adding North Africa as a center it allowed both Germany and France to get three builds in 1901 without conflict. The results were a disaster for Italy and England in games played under these conditions.

### ***FLINTLOCK II (1) [MB:Jun80]***

John Leeder's variant set in the 1600's in North America. Players are English and French colonials, and Indian tribes. See [Variant](#) (KW).

### ***FLUID SUPPLY CENTRES (1) [AP:1986]***

In regular diplomacy, centres are either neutral or home supply centres, and a player may only make new unit builds in their home supply centres. Fluid rules allow builds to be made in any vacant supply centre which a player owns. In some other variants, the rules allow the ownership of non-home supply centres to be exchanged or loaned. See also Build Centres and [Variant Jargon](#) (KW).

### ***FLYER (1) [MB:Jun80]***

A separate sheet usually having one game and sent only to those players. Can be done to provide simultaneous commentary, because of lack of room in the main zine, because the deadlines for that game have slipped from the others, to correct an error, etc.

### ***FLYING BUFFALO (1) [MN:Dec92]***

One of the first companies to run pro-PBM games and one of the first to use computer moderation. It also had the rights to distribute Tunnels and Trolls (an early RPG game designed by former hobby member/variant designer Ken St Andre).

### ***FLYING DUTCHMAN (1) [MB/RE:Jun80/89-90]***

Essentially a [face-to-face](#) phenomenon, this is an extra unit slipped onto the board, or exchanged for a piece of a different type (say, an Army for a Fleet) or colour. If it goes undetected, the player controlling it will often endeavour to embroil it in the development of the game so thoroughly that, even if spotted, it becomes difficult to rectify the mistake. [House rules](#) may vary in such circumstances: under some house rules, it is possible to swap F(Tus) for A(Tus), order it to Venice, then "spot" the mistake and have it changed back to a fleet. In others, the unit will be moved back to Tuscany and made a fleet once more, or have to remain an army for the rest of the game. Where there is not a [GM](#), this sort of duplicity is thoroughly within the spirit of the game, for all that the more "sober" games-player may disapprove.

However, in postal play, this sort of thing is only possible if the GM makes a mistake or is misled by a player (perish the thought!), and since it is generally acknowledged that deception of the GM is unacceptable, the latter is likely to result in the player being ejected from the game, the [zine](#), and perhaps worse.

### ***FOG OF WAR (1) [MB:Jun80]***

Cecil Nurse's variant, basically a [hidden movement game](#) with scouting, phony units, and screening. See [Variant](#) (KW).



**FOLD (1) [MB:Mar82]**

The discontinuation of a [zine](#). The [GGMs](#) (if any) and players must find a new publisher. The games may continue via flyer, but are usually transferred to a new [GM](#). See [Clean Fold](#) and [Messy Fold](#).

**FOOLSCAP [PB:1980]**

Possible paper size of zine. Most are now A4 or A5 [in Europe, anyways -- HR].

**FOOLS MATE (1) [MB:Jun80]**

The shortest possible game of Diplomacy resulting in a win for a particular country or alliance. This silliness often requires people convoy armies into their home centres, etc.

**FOREKNOWLEDGE VARIANT (1) [MB:Jun80]**

A class of variants in which one player first submits orders for 4 countries. His opponent (often the GM), having seen these moves submits orders for the other three. Has been played in several Canadian zines. See [Variant](#) (KW).

**FORGERY (1) [MB:Jun80]**

Creating a letter purporting to come from another is rather difficult, and the ethics of this are quite controversial.

**FORMAT (1) [MB:Jun80]**

There are four principal formats for Diplomacy: Postal, [Face to Face](#), telephone and tournament. Each has its own distinctive characteristics, which very much affect the style of play. See also [school games](#).

**FORMULA ONE [PB:1980]**

Waddington's game which is being played postally quite successfully.

**FORTRESSES (1) [AP:1986]**

These are special supply centres which mean that any friendly unit which is caused to defend in the space does so with the extra strength equivalent to one unit. A fortress does not strengthen a unit which is attacked when attempting to move out. Garrisons are effectively fortresses with an intrinsic defence strength of one against attack by certain powers, even if they are not occupied by regular units. In some variants, Garrisons are a type of supply centre. However, in others they are presented as type of unit. See [Standing Armies](#) and [VariantJargon](#) (KW).

**FREDERICH OPENING (1) [MB/MN:Mar82/Aug95]**

John Mark's name for A Mun-Ruh, A Ber-Sil. France should be pleased and more inclined to move against E, and A Sil can guard Mun against A Bur-Mun just as well as A Kie can. It also gives protection against A War-Sil. We have the following variations: Baltic, Dannish, Dutch and Heligoland. See German Opening (KW).

**FREEBIE (1) [MB/TNP:Jun80/1987]**

An issue that is not charged against people's [subs](#). Sometimes this is because it is so short ([Conrad von Metzke](#) once did this because an issue was 'only' 14 pages), or precipitated by the [GM's](#) errors, or the previous issue was poorly printed, or because it goes to so few people, or the publisher wishes to appear generous. Often handed out at [cons](#) and [hobbymeets](#).

**FRENCH ATTACK (1) [MN:Aug95]**

[Richard Sharp's](#) name for the opening A(Ven)-Pie, A(Rom)-Tus and F(Nap)-TYS. It seems better to use A(Ven)-Pie and F(Nap)-TYS as the stem for the French Attack. Then we have the following variations: A(Rom)-Apu (French attack, Apulian Variation), A(Rom) H (French attack, Rome Variation), A(Rom)-Nap (French attack, Naples Variation), A(Rom)-Tus (French attack), A(Rom)-Ven (French attack, Venice Variation). The Venice Variation is sometimes called the Alpine Chicken (Tyrrhenian Variation). See [Italian Openings](#) (KW).

**FRENCH OPENINGS (KW) (1) [MN:Dec93]**

Named French Openings include: [Belgian Gambit](#), [Burgundy Opening](#), [English Attack](#), [English Defence](#), [English Maginot](#), [Gambole Stunt](#), [Gascony Opening](#), [Gaspic Opening](#), [Hey Bresto](#), [Iberian Indecision](#), [Inverted Vineyard](#), [Maginot Opening](#), [McKejo Opening](#), [Northern Dash](#), [Northern Limp](#), [Northern Tier Alliance Opening](#), [Picardy Opening](#), [Piedmont System](#), [Steamroller](#) and [Vineyard Opening](#).

**FRESHMAN POLL, THE (1) [MN/PG:Sep92/Nov93]**

Originally run by Glen Overby in *Jihad* in 1981, revived by Pete Gaughan in 1993 as part of the [Marco Poll](#). The Poll is restricted to [zines](#) (and [subzines](#)) that have started in the previous 12 months.

## ZINE SECTION

Year	#Votes	1st	2nd	3rd	4th	5th
1981	44	Europa Express	Sleepless Knights	The Schemer	Irksome and Tacky	
		(tie)				
1983	??	Magus				
1984	??	House of Lords				
1985	??	Flick of the Wrist.				
1993	25	Zero-Sum				

## SUBZINE SECTION

## Year

1981 For Women Only (Jihad) and Phyllis's Pyramid (tie), 3. Diplomatic Immunity (Coat of Arms), 4. Magnificent (Whitestonia), 5. The Snake Pit (Why Me?) .

note Phyllis's Pyramid was a roving subzine.

### **FRIENDLY ATTACK (1) [MB:Jun80]**

A tactical manoeuvre whereby an ally's unit is dislodged, permitting him to take a strategic retreat, often forward, or to a supply center. The dislodged unit is often ordered to move to a province that he cannot enter, so that the enemy cannot foil this by supporting the to-be-dislodged unit. The possibility of using this tactic is a good reason to retain a puppet rather than wiping him out. See [Konigratz Freakout](#).

### **FRINGE ZINE (1) [MN:Dec92]**

A [zine](#) which runs postal Diplomacy but which has little contact with mainstream/hobby zines. Often sent only to friends of the editor and running only one or two games with little, if any, hobby news.

### **FRP [TNP:87]**

(1) Fantasy role playing. Gary Gygax started the ball rolling with his dice-loaded [Dungeons and Dragons](#). Others saw the potential for development if you can avoid the pitfalls (especially systems dependence) and use your imagination. Avoid proprietary versions.

### **FTF (1) [MN:Apr92]**

See [Face-To-Face](#).

### **FUNCTIONAL STALEMATE LINE [MB:Mar82]**

This is a line that is not technically a [stalemate line](#), but functions as one because the opposers do not have, nor can they generate, the right mix of units to crack it. See [pseudo stalemate line](#).

## **G Entries**

### **GALICIAN GAMBIT (1) [MN:May93]**

[Richard Sharp's](#) name for the opening: F(Tri)-Alb, A(Vie)-Tri and A(Bud)-Gal. I used it in the first two [ftf](#) games I played, but how come I got Austria both times... See [Austrian Openings](#) (KW).

### **GAMBOLE STUNT (1) [MB:Jun80]**

A curiosity opening whereby France opens A(Mar)-Spa, and then is convoyed to Kie by French, English and German fleets. See [English Openings](#) (KW), [French Openings](#) (KW), and [German Openings](#) (KW).

### **GAME DELAY (1) [MB:Jun80]**

These are not rare, and are a good reason not to tell any secrets until the [zine](#) actually arrives. [GMs](#) vary widely on what type of requests will produce this. These include player illness, vacation, or delay of delivery of the zine. Some GMs will automatically delay the game if the [NMR](#) rate is too high.

### **GAMEFEE (1) [TNP/MN:87/Aug94]**

Charge made by most [GMs](#) to players in a game. Used to offset production costs. [Conrad von Metzke](#) claimed to have invented the concept of running a dipzine, charging a subscription but \*not\* charging a gamefee.

### **GAME OF DIPLOMACY, The (1) [MB:Jun80]**

The first hardback book (150 pp) ever to appear on the game, written by [Richard Sharp](#) and published by Arthur Barker Ltd, London, 1978. (7.50). It provides a highly comprehensive view of the hobby, and although it has some weaknesses, is extremely well-written and highly entertaining.

### **GAME OF DIPLOMACY, The (2) [MN:Jan92]**

One of only two books on Diplomacy to be commercially published, it quickly went out of print, it has been an item of desire ever since. Every Diplomacy fan should have a copy, but it has dated and many would argue that the book is not very well balanced; presenting a distorted picture of the game. You can obtain a photocopy of this book by writing [Fred C. Davis](#) Jnr (3210 K Wheaton Way, Ellicott City, MD 21043. USA). Within North America the price is \$7. If ordering from elsewhere you are advised to ask one of the above for a quote.

### **GAME OF THE YEAR (1) [MN:Jan94]**

One of Larry Peery's less successful ideas. An attempt at forming a set of awards that recognised positive achievement within the International Hobby. Nominees, nominators and voters were to have been anyone, anywhere except in the first year when Larry picked the winner. See also [Event of the Year](#), [Hobby Awards](#) (KW), [Personality of the Year](#) and [Publication of the Year](#).

#### **Year Winner**

1991 Game 21, [DipCon](#) XXIV

"I didn't pick this game because I won it. Well, that's not true. I did pick it because I won it. But, not for the reason you might think. When Gary Behnen, Steve Cooley, or David Hood win a Diplomacy game it's no big deal. It certainly isn't news. When Larry Peery wins one; that's news. If I can win a game, anybody can win a game. So, this one is for Everyman, not me. It's for the fellow who has made the Top Board at six MidCon's, but has never won. If you play long enough and try hard enough, anything is possible. I proved it." *Larry Peery, \_World Diplomacy\_ 4, Winter 1992.*

### **GAME OPENING FLYERS (1) [JM/MN:Jul92/Sep93]**

One of the most important hobby services to people who want to play in games is a central clearinghouse for zines offering games. The first attempt to offer such a service was [\\_Pontevedria\\_](#) founded in 1971 by [Rod Walker](#). Published on and off by Rod through the mid 1980's, it was a prime source of publishers offering new games.

Another game opening service was Robert Sacks' [\\_Known Game Openings\\_](#). It was active from 1974 to about 1989. Today, the old [\\_Pontevedria](#) name lives on; Phil Reynolds has been publishing the one page monthly since 1990 and it is the main place for game opening announcements in the hobby. In the Summer of 1993 Andrew York took over as publisher of [\\_Pontevedria\\_](#).

### **GAME REPORT (1) [MB:Jun80]**

This gives the [Supply Centers](#) held for each country, the players for each country with their dates, [GMs](#) and [zines](#), and the game's outcome. Usually printed when the game ends and is reprinted in [\\_Everything\\_](#) or [\\_The New Statsman\\_](#).

**GAMER'S GUIDE TO DIPLOMACY, THE (1) [MB:Jun80]**

Written by [Rod Walker](#) for [Avalon Hill](#), it is a 36-page professionally printed booklet, covering virtually all aspects of the game and hobby. Well organized, it reflects Walker's personal view of Diplomacy. Detailed review in [\\_DD\\_ 14/15](#).

**GAMER'S GUIDE TO DIPLOMACY, THE (2) [MN:Apr92]**

The second edition is dated March 1979 and is still available in the States direct from [Avalon Hill](#). Much of the material in this book really describes how Diplomacy was played in the 1960's. Other parts are rather idiosyncratic. However, every Diplomacy player should own a copy!

**GAMER'S GUIDE TO DIPLOMACY, THE (3) [PG:Nov93]**

A completely new work with this title has just been released.

**GAMES AND PUZZLES [PB:1980]**

A.k.a. G&P. Founded by entrepreneur [Graeme Levin](#) in 1972, and must take some of the blame for the 'explosion' in the hobby in 1973. Featured articles on the game by [Don Turnbull](#) and also an advert for the 'British Diplomacy Club' (became the [NGC](#)) which brought in an unexpected high number of enquiries for a magazine with 30,000 circulation. Recently went quarterly, ceased to be sale or return. Dying. A pity, because it filled a hole. Near the end, though, Levin's refusal to pay a going rate for writers took its toll.

**GAMES CENTRE [PB:1980]**

Shops run by entrepreneur [Graeme Levin](#) who is finally making some money. Ask for 10% discount, mention 'the hobby' casually and you might get it.

**GAMES DAY [PB:1980]**

Annual meeting run by [Games Workshop](#) at profit for them. Look for the bar, which is where we will all be. Frequently overrun by eight-year-olds, gives games a bad name. Last one had Frisbee throwers in the middle and massive crowds on the outside.

**GAMESMASTER (1) [MB/MN:Mar82/Aug93]**

A postal GM sets the deadline, collects the orders and [adjudicates](#) them. He writes up the results, and either mails them to the players or makes sure someone else does. He also creates and interprets [house rules](#), makes decisions on season separations, badly written orders, and deadline extensions. He arranges for the correction of errors and may write the headline or other commentary. He also should find a new GM if he cannot continue, assign [standbys](#) if he needs them and explains adjudications in complex situations. He also reports changes of address. He should also supply the [Boardman Number Custodian](#) with the full names of the players and country assignments, and publish the [SC](#) and player charts when the game is completed. Usually also the editor of the zine, but not necessarily in which case the GM is really a [GGM](#) (Guest GM).

**GAME SUMMARY [PB:1980]**

What the [GM](#) types up at the end of a Diplomacy game, including a list of supply centre holdings throughout the game, and players' [endgame statements](#).

**GAMES RESEARCH INC (1) [MB/MN:Jun80/Aug93]**

A small game company that bought Diplomacy from [Calhamer](#) after he was unable to successfully market it for himself (1960), and later sold it to its present owners, [Avalon Hill](#) (in 1977). Aside from putting the flyer in the dippy sets, GRI had no role in the postal hobby, though they briefly "sponsored" [Diplomacy World](#).

**GAMESTART (1) [TNP:87]**

List of names and addresses and starting positions, usually published in a [zine](#), but sometimes players are notified privately.

**GAMES WORKSHOP [PB:1980]**

Produced [\\_Owl Weasel\\_](#) fanzine, then Steve Jackson (driving force) coupled in on British rights to [D&D](#). Start of business growth. TSR transferred rights of D&D to [Don Turnbull](#) in early 1980, to general acclaim. Cut Games Workshop soldiers on with solid base.

**GARRISONS**

See [Fortresses](#), [Standing Armies](#) and [VariantJargon](#) (KW).

**GASCONY OPENING (1) [MB/MN:Jun80/Sep95]**

[Richard Sharp's](#) name for the pro-German A(Mar)-Spa, A(Par)-Gas, F(Bre)-MAO. This denies France any say in Belgium, allowing him a self-standoff in Mar or in Bre if there are units in Pic or ENC. It does give France the ability to take both Iberian builds and still have the fleet free to enter English or Italian waters in F01 or S02. The drawback is that the armies will be holed up in Iberia in W01, and will take a while to return to action. Known in the States as [The Iberian Indecision](#), name given by Greg Ellis in an article in DW. A(mar)-Spa, A(Par)-Gas and F(Bre)-Pic is the Picardy variation. See [French Openings](#) (KW).

**GASPIC OPENING (1) [MN:Aug95]**

[Richard Sharp's](#) name for the opening: F(Bre)-MAO, A(Par)-Pic and A(Mar)-Gas. It is more systematic to call this the Gascony Variation of the [Picardy Opening](#). See [French Openings](#) (KW).

**GEMIGNANI AWARDS (1) [MB:Mar82]**

Run by Robert Sacks, awards were voted in various categories of hobby disservice, serious and humourous, in the mid 70's. Named after Margaret Gemignani, one of the most persistent but maladroitness hobbyists. Categories included "Most Infamous Person", "Least Reliable Ally", "Award for Confusion", and "Publication most in need of improvement." See [Hobby Awards](#) (KW).

**GEMIGNANI, Margaret (1) [MN:Dec92]**

First woman to play an active part in the diplomacy hobby. Played in many games and "participated in hobby discussions as well as a functional state of near illiteracy permitted" (John Boardman, [\\_Graustark\\_](#) 573... January 1990) See [Personalities](#) (KW).

**GEMIGNANI, Margaret (2) [CW:Jul95]**

Peggy was one of the nicest people ever to play the game. If she happened to come across in print as not overly educated she was quite normal sounding on the phone. She was also the inspiration for the Gemiganani 25-player variant (designed by me) which was one of the first [Anarchy](#)-style variants. (Imagine a five-by-five square cut into twenty-five smaller squares with a player in each one. It was introduced in the fake issue of [\\_Runestone\\_](#) ([\\_Ruinstoned\\_](#)) back in the 70s.

**GENCON (1) [MB:Jun80]**

A wargaming convention which has hosted DipCon (1977), sponsored by SPI, usually in the summer in Lake Geneva, Wisc.

**THE GENERAL [PB/MN:1980/Aug93]**

Magazine produced by [Avalon Hill](#). Weakened with the advent of [SPI](#) because of concentration on Avalon Hill games. Resuscitated by regrowth of Avalon Hill. Once contained a regular column on Diplomacy written by [Rod Walker](#). Has produced several Diplomacy dominated issues.

**GENERAL ORDERS (1) [MB:Jun80]**

Player's instructions to the [GM](#) on how to create substitute orders in case of [NMR](#). If permitted (not all GMs will bother, or approve) the [HRs](#) usually will describe what they must have. GMs often assign the task of translating these into actual orders to an outsider, to avoid the appearance of being involved in the game.

**GENZINE (1) [MB:Jun80/Nov82]**

A [zine](#) which is devoted to dippy but runs no games. Examples include [\\_Diplomacy Digest\\_](#), [\\_Diplomacy Review\\_](#), [\\_Utopia\\_](#), [\\_Ltd\\_](#), [\\_Diplomacy World\\_](#) and [\\_The National\\_](#). Sometimes used more narrowly to include only those zines with a general discussion of Diplomacy matters, thus excluding more specialized zines like [\\_Everything\\_](#) and [\\_U.S. Dollars\\_](#). The first was Don Miller's [\\_Diplomania\\_](#).

**GEORDIECON [PB:1980]**

1979 national [hobby](#) meeting. See also [MidCon](#) and [PolyCon](#).

**GERMAN ATTACK (1) [MB:Jun80]**

Any Russian opening based on A(War)-Sil. This usually only makes sense as a part of a blitz, or if the players are fairly certain that Germany will be opening anti-Russian. See [Russian Openings](#) (KW).

**GERMAN OPENINGS (KW) (1) [MN:Dec93]**

If you want to play Germany you might be interested in reading: [Anschluss](#), [Baltic Openings](#), [Barbarossa](#), [Blitzkrieg Opening \(Danish Variation\)](#), [Blitzkrieg Opening \(Denmark Variation\)](#), [Blitzkrieg Opening \(Dutch Variation\)](#), [Blitzkrieg Opening \(Heligoland Variation\)](#), [Blitzkrieg Opening \(Holland Variation\)](#), [Burgundy Attack \(Den Variation\)](#), [Burgundy Attack \(Hol variation\)](#), [Frederich Opening](#), [Gambole Stunt](#), [Holland Opening](#), [Interior Alliance](#), [Jutland Gambit](#), [Konigratz Freakout](#), [McKejo Opening](#), [Munich Gambit](#), [Northern Tier Alliance Opening](#), [Prussian Opening](#) and [Silesian Openings](#).

**GESTA DANORUM (1) [MN:Jun80]**

John Leeder's 8 player variant set in 9th century Britain. There is also a madman type unit, which players can bid to control.

**GGM (1) [MN:Nov92]**

Abbreviation for [Guest GM](#).

**GHOSTZINE (1) [MB/PG:Jun80/Nov93]**

[Zines](#) which are planned, talked about, etc but which never actually appear (or just have a preliminary issue). Examples include [\\_Overstop\\_](#) and [\\_Pressgang\\_](#). The most infamous ghost zine of the 1990's was [\\_Ishkibibble\\_](#).

**GIBRALTAR II (1) [MB:Jun80]**

Janta-Polczynski's 9-player variant using a more finely divided, but only slightly larger, map. It has special rules for straits, canals, and islands, and some intricate "helping" orders. Details in [\\_DW\\_](#) Vol 3 #2. See [Variant](#) (KW).

**GLADYS AWARDS (1) [MB/TNP/MN:Mar82/87/92]**

British awards for [zines](#) in various categories, usually 10; Best for news, Diplomacy games, best [variant](#), best [GM](#), most efficient, best letter column. Voters choose in each category from a list of, generally, 3-6 nominees. The "Oscars" of postal Diplomacy, originally intended as a light-hearted adjunct to the [Zine Poll](#). Run originally by John Miller in [\\_Mr Gladgrind\\_](#) and then by Nick Shears in [\\_Down Alien Skies\\_](#) and in 1986 by Geoff Challenger in [\\_Home of the Brave\\_](#). For a few years in the 1980's they also included the [Pimley Award](#). Run from 1991 by John Miller. See [Hobby Awards](#) (KW).

**GLASCON (1) [MB:Jun80]**

A large west coast gaming convention (LA) that hosted DipCon in 1978.

**GLOBAL VARIANT (1) [MB:Jun80/Mar82]**

One whose map embraces the entire planet. Usually the left and right sides are connected or overlap so that the map is actually a cylinder. The first one was Rod Walker's Imperialism VIII, other examples are Colonia, Holocaust, Mercator, Small World II and 2001. See [Variant Jargon](#).

**GLOSSARY OF TERMS, A (1) [MN:Aug93]**

A novice package produced in 1980 by Pete Birks for the British Hobby. It contained a list of terminology, descriptions of zines and pen portraits of well known hobby members. Some of the entries have been reproduced in this document. See [Zine Names](#) (KW).

**GM (1) [MN:Nov92]**

See [Gamesmaster](#).

**GMs (1) [MN:Jan93]**

What is the most number of GMs used for one game? 1984H had five GMs in 13 game years!



**GO [PB:1980]**

A great Japanese game of skill. Not really popular over here, even amongst games players. As chess is a battle, so Go is a war. Takes years to appreciate.

**GOLDEN AGE (1) [JM/MN:1992/Aug94]**

Also known as the Golden Age of the Hobby. The first 'Golden Years' of the North American Hobby were the period 1971-1973 which saw a large number of Diplomacy zines being launched and some of the most creative articles, commentary and zine design were produced. Noteworthy zines of the time included [Hoosier Archives](#), [\\_Impassable\\_](#) and [\\_Runestone\\_](#). Humor had always been a big part of the hobby, which included [fake](#) zines --- the most spectacular being a fake of a Belgian zine, [\\_Moeshoeshoe\\_](#), in 1972 by John Leeder, [Conrad von Metzke](#) and Michael Liesnard. But along with the hilarity and the growth came the inevitable push for a formal organization. The first Golden Age ended with the rise of prominence of the [IDA](#) in the mid 1970s.

The Second Golden Age started soon after [Avalon Hill](#) started distributing Diplomacy in 1979. Over the next few years some of the best zines ever appeared: Brutus Bulletin, Europa Express, Fol Si Fie, Retaliation, Voice of Doom, Whitestonia/Kathy's Korner and half a dozen others. What separated these zines from their predecessors was not the creative talent that went into their content, but the size of them. Some of them ran over a hundred pages an issue. Advancing technology was responsible for this more than anything else. The xerox machine was still something of a novelty in the early 1970s, and while available at a place of work it was still prohibitively costly. But by 1980 the cost was low enough to allow publishers to fill a subscriber's mailbox with a product that had long letter columns, volumes of press, reprinting of commercial cartoons, etc. etc. So going into the 1980s, zines got bigger. The Second Golden Age was shattered by the [Great Feud](#).

**GOLDEN FROG AWARDS (1) [MB/MN:Mar82/Nov93]**

Given by Jack Masters, the 1980 awards included [\\_Murd'ring Ministers\\_](#) as best [zine](#), [\\_Lone Star Diplomat\\_](#) as best new zine, [\\_Emhain Macha\\_](#) as sophomore zine, Linsey as Hobbyist of the Year, proliferation of fake zines as "event of the year" and "Caruso vs Linsey" as controversy of the year. Discontinued in 1982 due to Masters leaving the hobby.

**GOLF/GOLFBALL [PB:1980]**

A kind of typewriter. Editors, dealing with typewriters a lot, may often natter on in technical terms (as they will about printing).

**GOOD-BYE-CHARLIE (1) [MB:Jun80]**

A method of handling S01 [NMRs](#) in which the offender is immediately expelled and a new player brought in, and the S01 deadline reset. Commonly used in British no-standby games.

**GRAND TOURNAMENT DIPLOMACY (1) [MB:Jun80]**

Drew McGee's 22-player [variant](#) which uses a standard board, except that who controls the pieces is a collection of rulers of Kingdoms, principalities, etc. Players may defect from alliances, must designate rulers for additional pieces, etc. Won one of the 1976 Variant Awards. See Variant (KW).

**GRANITE ARCHIVES (1) [MB:Mar82]**

The zine archives kept by Elmer Hinton Jr.

**GRAUSTARK [PB:1980]**

The first zine. Started in 1963 by Dr. [John Boardman](#). Still running! (over 300 issues). (Still running, over 600 issues! --- MN Aug 1993) See [Zine Names](#) (KW).

**GREAT FEUD, The (1) [JM/MN/MN+BL+MB:1992/Dec92/Feb07]**

Name given to a long running set of feuds, some interlocking, some loosely connected, between various North American Hobby members which shattered the [Second Golden Age](#). It rumbled off and on throughout the 1980's and at its peak split the US Hobby into two camps, destroyed reputations, drove people from the hobby (including Doug Beyerlein) and burned up enough creative energy, time and money to produce a score of top flight zines (the mass hat mailings by both sides were minizines in themselves).

The extreme level of vitriol this feud generated is blamed by some for the decline in the size of the North American Hobby over this period. The aftermath was a black hole that few people care to revisit.

**GREAT NORTHERN HEDGEHOG**

See [Hedgehog, Alpine Variation](#).

**GREY PRESS (1) [MB:Jun80]**

[Press](#) that is labeled as coming from a particular place (e.g. datelined Switzerland or Malta). Allows press to be anonymous.

**GRI**

See [Games Research, Inc.](#)

**GROUP GAME (1) [MB:Jun80]**

A game in which some or all of the countries are played by groups of people rather than one person. One example is 1977JB in the [zine](#) [\\_W&G Bank DipClub\\_](#), with different branches playing different countries, and the "computer section" playing Turkey.

**GROW (1) [MN:Dec92]**

A company in Sao Paulo that used to publish Diplomacy (and other games) in Brazil. Sometimes they even paid royalties on the games they reprinted. See also [Brazilian variant](#).

**GUERRILLA BUILD (1) [MB:Jun80]**

A variant rule permitting players to build in any of their open home centers, even if owned by another. Adds some fluidity to the game. See [Variant Jargon](#).

**GUEST GM (GGM) (1) [MB/TNP:Jun80/1987]**

Someone who runs a game in another's zine, usually using the host's [HRs](#). This permits someone to try his hand at gamesmastering without the full commitment of publishing, and permits the editor to expand the number of games without as much extra work, especially if the GM prepares the stencil. Disadvantages include a generally shorter deadline, divided authority over the game, delays if the GM does not get his report in, and possibilities of GM-editor confusion and conflict. Zines which have used GGMs extensively include [\\_Claw and Fang\\_](#), [\\_The Mixumaxu Gazette\\_](#) and [\\_Dragon and Lamb\\_](#). Remember to send your orders to the guest GM and not to the editor, especially if he's playing in the game!

**GUNBOAT DIPLOMACY (1) [MB/RE/MN:Mar82/89-90/Jan92]**

When played [face-to-face](#) a variant played without the intervals between seasons for discussion and hence no diplomacy whatsoever. FTF Gunboat tournaments have been run at several American conventions.

In the postal version the players are anonymous and press may, or may not, be allowed. There are several different versions of postal gunboat depending upon what the exact rules are on press e.g. black press, grey press or white press option; is there a pre-Spring 1901 press turn etc.

Gunboat is an almost purely tactical exercise, it not only emphasizes appreciation of the game mechanics as against the players' communication skills, but also allows a face-to-face game to be played to the finish within a relatively short time--perhaps a couple of hours. In postal play Gunboat is sometimes run as a "Round Robin Tournament" where the seven players play in seven games, one as each power, simultaneously. The first such tournament was run by Vern Shaller in 1980-81 was won by Karl Shuetz.

It's worth noting that in 1980 the term wasn't in use and this variant was not mentioned in [Mark Berch's "Lexicon of Diplomacy"](#). Gunboat became very popular in the US postal hobby in the 1980's (interest has now declined) with many games and Round-Robin Tournaments started; the number of gamestarts was over 100. The popularity of this variant stems from the laziness of most players who would rather play in a game with no diplomacy and the fact that this variant requires no special effort on the players' part to set up a map. See [Variant](#) (KW).

**GUNBOAT DIPLOMACY II (1) [MN:Dec92]**

Those gunboat games which specifically bar the use of press releases for negotiation. The different versions of [Gunboat](#) were codified by Fred C. Davis in April 1989. See [Variant](#) (KW).

**H Entries****HACK [PB:1980]**

Phrase from journalism. Editor who churns out work without any feeling. Can be a verb. "To hack out an issue" is to churn it out.

**HALF-ANNIHILATION (1) [MB:Jun80]**

A tactical ploy in which two units are dislodged, but each of them has only one retreat square, which is the same for each, meaning that (at most) only one unit will survive.

**HALL OF FAME (1) [MB:Jun80]**

Larry Peery's proposal, never implemented, with an elected committee to supervise, and entrance is via appointment.

**HALL OF FAME (2) [MB:Mar82]**

See [International Diplomacy Hall of Fame](#).

**HALL OF FAME (EMAIL) (1) [NF/MN:Feb93]**

The Hall of Fame contains details of games finished on a [Judge](#), provided that they meet certain minimum standards, and all finished games not played on a Judge but given [EP](#) numbers. Game results and a complete list of players, and how well they did, are given. Points are based on the formula  $\text{Points} = (\text{N}-\text{W})/\text{W}$  where N = # of players (7 in standard, 10 in Youngstown) and W = # of winners (1) or people who shared in the draw. I.e., in a standard game, 6.0 points for a win, 2.5 for a two-way draw, 1.33 for three-way draw. The top 100 players are ranked at the bottom of the list.

With Version 7.0 of the Hall of Fame (February 23rd, 1993) the distribution system was changed: the full version of the file with details for all players was put as a ftpable file at [nda.com](#) and the [EFF JUDGE](#). An abridged version of the file containing only those entries which have points (e.g. a game in which you do not feature in the final result is not included) and a summary table of the Top 100 players was distributed to [rec.games.diplomacy](#): a minimum of 2.16 points was required to enter the Top 100.

[Danny Loeb](#) produced the first HoF, and designed the HoF rating system as a one-shot in January 1990. [Nick Fitzpatrick](#) restarted the HoF, using the same rating system as Danny, in January 1992 and Version 1.0 appeared in April 1992. Now run by Nick Fitzpatrick. See [Alternative Hall of Fame](#) and [Rating System](#) (KW).

HOF #	1st	2nd	3rd
01-03	HOF didn't contain rating points.		
04 (09/92)	Jamie Dreier (16.16)	Matt Ender (10.58)	Andrew Verweij (10.36)
05 (10/92)	Dave Cebula (26.11)	Jamie Dreier (14.99)	Andre Verweij (11.47)
06 (01/93)	Mauri Krouse (30.91)	Dave Cebula (26.11)	Jamie Dreier (20.99) (*)
07 (02/93)	Kendrick Lo (29.94)	Dave Cebula (26.11)	Jamie Dreier (24.24)
08 (03/93)	Kendrick Lo (35.97)	Jamie Dreier (30.24)	Dave Cebula (26.11)
09 (05/93)	Kendrick Lo (35.97)	Dave Cebula (33.02)	Jamie Dreier (31.57)
10 (07/93)	Kendrick Lo (40.79)	Dave Cebula (33.02)	Jamie Dreier (32.17)
11 (09/93)	Kendrick Lo (41.45)	Dave Cebula (33.02)	Jamie Dreier (26.17)
12 (12/93)	Kendrick Lo (40.98)	Dave Cebula (33.02)	Jamie Dreier (32.57)
13 (03/94)	Kendrick Lo (40.98)	Dan Shoham (36.96)	Dave Cebula (33.02)
14 (06/94)	Dan Shoham (52.96)	Kendrick Lo (41.46)	Josh Smith (37.31)
15 (09/94)	Dan Shoham (53.00)	Josh Smith (45.34)	Kevin Narizny (41.83)
16 (11/94)	Dan Shoham (92.40)	Kevin Narizny (46.50)	Josh Smith (45.34)

17 (02/95) Dan Shoham (92.88) Kevin Narizny (58.77) Michael L. Frigge (47.87)  
 18 (10/95) Dan Shoham (92.88) Kevin Narizny (61.60) Conrad Minshall (56.04)  
 19 (01/96) Dan Shoham (93.02) Conrad Minshall (63.04) Kevin Narizny (61.60)

HOFF # is the appropriate Version of the HOF file. (\*) Between HoF 6 and HoF 7 Chaos II was downgraded from a 34-player vt to a 20-player vt for rating purposes.

HoF#	Points
04 (09/92)	1.75 * Only Top Sixty Players listed.
05 (10/92)	2.50 * Only Top Sixty Players listed.
06 (01/93)	1.50
07 (02/93)	2.16
08 (03/93)	2.66
09 (05/93)	3.37
10 (07/93)	4.89
11 (09/93)	6.00
12 (12/93)	6.00
13 (03/94)	6.39
14 (06/94)	7.24
15 (09/94)	7.70
16 (11/94)	7.91
17 (02/95)	8.25
18 (10/95)	9.78
19 (01/96)	10.55

Starting with HoF 14 Nick also listed the Top 100 players based on games to finish in the current year. The top seven players at the end of 1994 would be invited to play in the game top94.

TOP 100 Player List from Hall of Fame Games Completed in...

	First	Second	Third	
1994	Dan Shoham (66.45)	Kevin Narizny (43.02)	Conrad Minshall (35.62)	HoF18
1995	Conrad Minshall (27.42)	Jake Orion (26.60)	Simon Szykman (25.33)	HoF19

#### **HALLXX (1) [MN/NF:Feb93]**

Once a year the top 7 players on the [Hall of Fame](#) listing are asked to play in an 'expert's game'. (If the previous year's game finished in a win then the winner of that game and the top six players are asked to play). If a player declines the invitation then the next highest rated player is asked to play. There is also a restriction that no more than one player from any given site can play in the game.

#### **HALL92 (1) [MN/NF:Feb93/Dec93]**

The first Hall of Fame game, hall92, was started on the Washington Judge in October 1992: The players ranked 1-5, and 8-9 played. The game was characterized by highly conservative play, and very fluid alliances, in Winter 1907, no power had been eliminated, and the strengths ranged from 3 to 7 centres.

The game concluded in an EFGIR draw, in 1922 when a 15 centre Italy conceded that he could not defeat the alliance of 4, relatively weak, powers. This set a record for least number of Hall of Fame points given per game year of play. (5 way draw=0.4 points. Each year was worth a meagre 0.018 points! Another highlight of the game was Italy's "Offensive Retreat", where he retreated most of his units into the Balkans and Turkey, trying to tempt one of his enemies into grabbing some of his supply centres and break the alliance. France, Germany and Russia, however, held their lines; when England was tempted, and started to move into Italy, Russia quickly prepared to grab English territory in Scandinavia, ending England's advance. See [Hall of Fame](#) and [HallXX](#).

#### **HALL93 (1) [NF:Dec93]**

Hall93 was started on the Morrolan Judge in September 1993: The top 7 players all joined the game. In the early stages, the game has been much more unpredictable than hall92. An early EFG alliance was slowly winning the game against AIRT's inability to form a cohesive defence, however the attack fell apart after England (who was Italy in hall92) attacked Germany. An attack that is continuing despite the fact that England's home centres are now all but lost to France. One wonders how much revenge is taking place for the events in hall92! See [Hall of Fame](#) and [HallXX](#).

#### **HALL94 (1) [MN/NF:Sep94]**

The top 8 players on the 16th [Hall of Fame](#) list were invited to play (Kendrick Lo having retired from email play). Dan Shoham refused to play, and Rob Rehbold was facing the loss of his connection. The player list was: Josh Smith (2nd, 45.34), Kevin Narizny (3rd, 41.83), Alan Bick (6th, 36.88), Greg Tanner (7th, 35.02), Dave Cebula (8th, 34.37), Jamie Dreier (9th, 34.08) and Larry Hardouin (10th, 30.61). See [Hall of Fame](#) and [HallXX](#).

#### **HANDBOOK (1) [MB:Jun80]**

A large (50+ page) collection of articles both original and reprinted sponsored by the IDA. Handbooks were issued in 1973, 1974 (both edited by John Boyer), 1975 (Edi Birsan), 1976 (Len Lakofka, special theme: publishing a [zine](#)) and 1977 (Greg Costikyan).

#### **THE HARDCORE [PB/MB:1980/Jun80]**

A phrase originally defined as the group of lunatics who would go to every [con](#), particularly those who went to [ScotDipCon](#) but it stuck to this group even after they ceased to be so involved and other people became more involved. Occasionally used perjoratively when this group came to be perceived as 'the establishment'. Poll held to decide who the hardcore was. Of those, Piggott, Glyn Palmer and myself (Pete Birks) are still 'active', while Ron Fisher and Greg Hawes are still around in a reduced form. [Richard Sharp](#) isn't. Ten more were voted 'full members' of whom only one still edits, one (Paul Simpkins) produced this (A Glossary of Terms), and two are still around. Opposite is [softcore](#).

**HARE and TORTOISE (1) [TNP:87]**

An unusual race game in which one has to go backwards in order to go forwards. Original, six player version generally regarded as superior to the one currently available.

**HARRIS RATING SYSTEM (1) [MN:Jan93]**

Toby Harris' refinement of the [Wilman Rating System](#), printed in Smodnoc 25 (November 1990).

OUTRIGHT WIN: 100 points (all other players receive 0 pts as their final score).

2-WAY DRAW : 50 pts each, for the two players concerned.

3-WAY DRAW : 30 pts each, for the three players concerned.

4-WAY DRAW : 25 pts each.

5-WAY DRAW : 20 pts each.

6-WAY DRAW : 15 pts each.

7-WAY DRAW : 10 pts each.

On top of these points, you *also* get:

(1) 0.01 pt for each supply centre held at the end of the game.

(2) 0.1pt for every supply centre owned in excess of every player with less centres than you at the end of the game.

e.g. if the final results are: A(17), E(11), F(0), G(0), I(3), R(1), T(2).

then the points are awarded as follows:

France and Germany receive zero for being eliminated.

Austria gets: 20 pts for a 5-way draw	= 20
0.01 x 17 pts for his centres	= 0.17
0.1 x (17-11) for beating England	= 0.60
0.1 x (17-0) for beating France.	= 1.70
0.1 x (17-0) for beating Germany.	= 1.70
0.1 x (17-3) for beating Italy.	= 1.40
0.1 x (17-1) for beating Russia.	= 1.60
0.1 x (17-2) for beating Turkey.	= 1.50
TOTAL	28.67

Similarly Russia only gets 20 pts for the draw, 0.01 for his centre and (1-0)x0.1 (twice) for beating France and Germany. TOTAL 20.21 pts. See Rating System (KW).

**HARRY GRAPH (1) [AoS:88]**

Pie chart invented by Neil Ashworth to display the tactical holdings of countries and described in his award winning article "Strategic Value of Provinces". Every province is awarded a number of points according to certain criteria such as whether it is accessible by sea, how many other provinces does it border, does it have a supply centre, etc. Each country's slice of the "pie" is determined by how many points it gets each season for the provinces it controls.

**HARTLAND TREFOIL (1) [TNP:87]**

Company set up by games inventor Francis Tresham to market his complex multi-player games, Civilization, 1829 and 1830, which are often played at cons.

**HEAD-ON GALICIAN (1) [MN:May93]**

[Richard Sharp's](#) name for the opening: F(Tri)-Alb, A(Vie)-Gal and A(Bud)-Gal. See [Austrian Openings](#) (KW).

**HEADLINE (1) [MB:Jun80]**

A brief commentary by the [GM](#) placed directly before the moves, generally designed to entertain, inform, and grab the attention of the non-player. The opinions are occasionally inaccurate, sometimes deliberately so. A small touch that adds to the liveliness of the zine. One master of this form is [Rod Walker](#).

**HEDGEHOG (1) [MB/RE:Jun80/89-90]**

Named coined in 1975 by [Richard Sharp](#) for the Austrian opening A(Vie)-Gal, F(Tri)-Ven, A(Bud)-Rum, nowadays used to also describe the A(Bud)-Ser option which is more properly termed the [Southern Hedgehog](#). The aim is to afford Austria, so often the first player eliminated from the game, complete protection against early attacks by Italy and Russia, whilst the Southern version also ensures a fourth supply centre, in Serbia, with the possibility of supporting A(Gal)-Rum in Autumn. The moves to Gal and Ven, through superficially speculative, are of largely defensive intent, standing off the likes of A(War)-Gal and A(Ven)-Tri (or, still worse, A(Rom)-Ven, following up A(Ven)-Tyr) - like the Hedgehog, says Sharp, this opening is "ferocious in appearance but cowardly at heart, hence the name". As such it is the reverse of the all-or-nothing approach of the [Balkan Gambit](#). See [Austrian Openings](#) (KW).

**HEDGEHOG, ALPINE VARIATION (1) [MN:May93]**

[Richard Sharp's](#) name for the opening: F(Tri)-Ven, A(Vie)-Tyr and A(Bud)-Gal. Was originally called Great Northern Hedgehog. In [\\_Dolchstoss 47\\_](#) (November 1976) Richard wrote "never tried ((in UK postal games)) and quite right to". See [Austrian Openings](#) (KW).

**HEDGEHOG, DEAD PORCUPINE VARIATION (1) [MN:May93]**

[Richard Sharp's](#) name for the opening: F(Tri)-Ven, A(Vie) SA(Bud)-Gal. See [Austrian Openings](#) (KW).

**HEDGEHOG, FISHER'S FOLLY VARIATION (1) [MN:May93]**

[Richard Sharp's](#) name for the opening: F(Tri)-Ven, A(Bud)-Rum, A(Vie)-Boh. See [Austrian Openings](#) (KW).



**HEDGEHOG, GREAT NORTHERN VARIATION**

See [Austrian Openings](#) (KW) and [Hedgehog, Alpine Variation](#).

**HEDGEHOG, HUNGARIAN VARIATION (1) [MN:Sep95]**

The opening F(Tri)-Ven, A(Bud)-Ser, A(Vie)-Bud. Named based on [Richard Sharp's](#) nomenclature for Austrian Openings. See [Austrian Openings](#) (KW).

**HEDGEHOG, PORCUPINE VARIATION (1) [MN:May93]**

[Richard Sharp's](#) name for the opening: F(Tri)-Ven, A(Bud) SA(Vie)-Gal. See [Austrian Openings](#) (KW).

**HEDGEHOG, SOUTHERN VARIATION (1) [MN:May93]**

Better known as the [Southern Hedgehog](#). The opening: F(Tri)-Ven, A(Bud)-Ser and A(Vie)-Gal. Named and popularized by Richard Sharp. See [Austrian Openings](#) (KW).

**HEDGEHOG, TRUE VARIATION (1) [MN:May93]**

Better known as the [Hedgehog](#). [Richard Sharp's](#) name for the opening: F(Tri)-Ven, A(Vie)-Gal and A(Bud)-Rum. See [Austrian Openings](#) (KW).

**HEDGEHOG, TYROLESE VARIATION (1) [MN:Aug95]**

The opening F(Tri)-Ven, A(Bud)-Ser, A(Vie)-Tyr. Named based on [Richard Sharp's](#) nomenclature for Austrian Openings. See [Austrian Openings](#) (KW).

**HELL (1) [HR:Apr92]**

There is a special place in Hell reserved for Diplomacy players. It's called Carebearland. Everyone is forced to play cooperative games, with no lying, cheating, double-dealing or backstabbing allowed! See [Humour](#).

**HEY BRESTO (1) [MB:Jun80]**

[Richard Sharp's](#) peculiar plan for an E-F attack on Germany which begins with England taking Brest, to keep France from building fleets against her. See [English Openings](#) (KW) and [French Openings](#) (KW).

**HIDDEN MOVEMENT (1) [AP:1986]**

Usually the orders given to all units and their results are shown in the game-report for each turn. However in some variants, the movement of specific units may be kept hidden, and only the owning player is informed of the results. Only when a hidden unit is involved in conflict will its whereabouts be publically known. [Pieces](#) usually have hidden movements and are only seen when they exercise their powers. See also Hidden Movement Variants and [Variant Jargon](#) (KW).

**HIDDEN MOVEMENT VARIANTS (1) [MB/MN:Jun80/Jul94]**

Those which obscure from a given (or all other) some or all of the other players' moves. The games vary according to when you are given some particular information, what type of information you get, and how you get extra information. Examples include: Diplomyopia (Hemming), [Fog of War](#) (Nurse), [Kriegspiel](#) (Tretick), STAB! (Evans) and a wide variety of "blind" games. Analogous to the chess variant Kriegspiel.

Variants where only [pieces](#) have hidden moves, such as [Downfall](#), are not classed as Hidden Movement Variants. See [Hidden Movement](#) and [Variant Jargon](#) (KW).

**HIGH COMMAND (1) [MB:Jun80]**

Francois Cuerrier's press byline in \_Passchendaele\_ used for answering letters.

**HIGH OCEAN (1) [MN:Jul94]**

An [Off-board box](#) found in several Diplomacy variants designed by Fred C. Davis Jnr; eg Dual-space Diplomacy and [1885 IIIR](#). See also [Variant Jargon](#) (KW).

**HOAX [PB:1980]**

See Fake, Coup, and various other places. Diplomacy being Diplomacy, hoaxes are neither infrequent nor unsurprising when they work. No space for examples, but watch out for them. You may get caught, and it's no good mourning about it afterwards. Diplomacy isn't a "fair" game.

**HOAX ZINE (1) [MB:Jun80/Mar82, BL:Feb07]**

A fake issue of a zine, done to confuse and entertain (for when it's done to influence a game, see phony readjudication). The best known and possibly the cleverest was of Moeshoeshoe, done by [Conrad von Metzke](#), but other have existed for Brutus Bulletin, Diplomacy Digest, Eggnog, Europa Express, Fifth Column, Fol Si Fie, Janus, Jigsaw, Passchendaele, Retaliation, Runestone, SNAFU!, Shogun's Sword, The Diplomat (the first hoax of another's zine, done by Rod Walker), Whitestonia, Voice of Doom, and several of Volkerwanderung. Even nonexistent zines have been hoaxed ("Barker").

The trend since the early 1980's has been to label the hoaxes specifically as such, and to omit the games. [Note: zine names not labeled with \_name\_.]

**HOAX ZINE (2) [BL:Feb07]**

I realize the list isn't meant to be exhaustive, but you might want to include Diplomacy World, which was faked twice: Issue 31A, which was published by Al Pearson, and issue 40, which was published by me. Also you mention a fake of a zine which didn't exist called "Barker." If you're referring to Jack Masters' fake purporting to have come from Dave Barker, I believe its name was actually "Screwbarker." I'm not aware of any fake zine named "Barker."

**HOAX ZINE (3) [BL:Aug07]**

Well, I've been looking through some of my old dipzines the past few days, and I did indeed find more than one reference to "Barker." So I stand corrected.

**HOBBY, The (1) [MN:Apr92]**

A term used mainly in the UK to denote the people that play postal Diplomacy and the [zines](#) that they play it in. In fact many Hobby members play games other than Diplomacy and there are zines in the Hobby which do not run Diplomacy, and a couple that don't run any games at all! There are zines and players which are not members of the Hobby. Confused? Deciding if a zine/person is in the Hobby or not is a tricky business. Broadly speaking if a zine trades with other Hobby zines and carries Hobby news then the zine is in the Hobby (if it isn't then it is either a fringe zine or nothing to do with the Hobby). And if a player plays/reads Hobby zines then he/she is a Hobby member.

Some people (myself included) like to draw a distinction between "the hobby" and "The Hobby" (note the capitals!). Here the hobby refers to the zines and people, whilst The Hobby refers to a smaller subsection of the hobby: those zines that carry a heavy concentration of Hobby news, reviews of other fanzines and are more aware of their fannish heritage. You might well wonder why people like to draw up these distinctions and whether it really matters. Well, that's The Hobby for you.

**HOBBY AWARDS (KW) (1) [MN:Dec93]**

Everything you ever wanted to know about Hobby Awards: [Ambassador Awards](#), [Calhamer Awards](#), [Caruso \(Kathy Byrne\) Award for Lifetime Achievement](#), [Diplococcus](#), [Diplomacy Player Poll](#), [Doomie of the Year Award](#), [#EdiBirsanStab](#), [#Ethil](#), [#EventOfYear](#), [Game of the Year](#), [Gemignani Awards](#), [Gladys Awards](#), [Golden Frog Awards](#), [Hobby Favorites Awards](#), [Holley Award](#), [Hyatt \(Fred\) Award for GM Performance](#), [Koning Award for Outstanding Service](#), [Marco Poll](#), [McCallum Meritorious Service Award](#), [Don Miller Hobby Service Award](#), [Nixon Award](#), [North American Hobby Awards](#), [North American Variant Hobby Poll](#), [North American Zine and GM Poll](#), [North American Zine Poll](#), [Personality of the Year](#), [Pimley Memorial Award](#), [Publication of the Year](#), [Runestone Poll](#), [Rusty Bolts](#), [Swedish PBM Zine Poll](#), [Subzine Poll](#), [Walker Award](#), [Walkerdine Zine Poll](#), [Xyn's People Read Poll](#), and [Zine Poll](#).

**HOBBY AWARDS (2) [MN:Sep94]**

Considered by some to be a good way to recognize people who "help" the hobby beyond the call of duty, By others a complete waste of time and effort. Larry Peery organised the first set of hobby awards in 1972 and they've been popular ever since! Currently running Hobby Awards in the UK are: The [Gladys Awards](#), [The Pimley Award](#), [The Subzine Poll](#) and The [Zine Poll](#). See [North American Hobby Awards](#) for some North American Awards. See [Hobby Awards](#) (KW). Defunct Hobby Awards almost form an uncountable set.

**HOBBY CENSUS (1) [MN:Sep94]**

An attempt to produce a listing of hobby members. In the UK traditionally based on analysis of whose playing in which games, hence excluding anyone either not playing or GMing, whilst in the US traditionally based on the mailing lists of zines supplied by the editors, hence excluding people who only sub to zines not included in the survey. First Hobby Census was conducted by John Boardman in 1965. See also [Black Blue Book](#), [Hobby Census - North America](#) and [PDO Census](#).

**HOBBY CENSUS, NORTH AMERICA (1) [MN:Sep94]**

Attempts to measure the size of the American Hobby have been made at vaguely peridodic intervals. These have traditionally been based on the mailing lists of zines taking part in the survey. The first survey, published in the May 1965 issue of [\\_Graustark\\_](#), is the last Census to be based on \*all\* zines active in the hobby.

Based on mailing lists the survey can be distorted if certain 'key' editors don't contribute their mailing lists. The 1988 survey had a low number of Canadians because none of the bid four Canadian zines ([\\_Praxis\\_](#), [\\_Excelsior\\_](#), [\\_Northern Flame\\_](#) and [\\_The Canadian Diplomat\\_](#)) contributed their mailing lists. Also missing were mailing lists from a number of the more prominent American zines ([\\_Boast\\_](#), [\\_Cathy's Ramblings\\_](#), [\\_Costaguana\\_](#), [\\_Diplomacy World\\_](#), [\\_Graustark\\_](#), and [\\_KK/W\\_](#)).

Year	Organizer	Nu	Zines	America	Canada	Total	Top 3 US States
1965	{J.Boardman}	8				83	
1988	D.Martin	33	666	40	706	Calif (74), Md (60), Va (53).	
1990	J.Martin *	??	611	120	731	Calif (97), Md and NY (41).	
1992	D.Kent *	35	691	86	777	Calif (111), Pa (43), Ill (42).	
1993	D.Kent *	47	614	54	668	Calif (110), Pa (41), Ill (36).	

\* Indicates that this was a [PDO Census](#). The 1993 Census contained an interesting matrix showing who gets which zines. Fascinating!

**HOBBY FAVORITES AWARDS (1) [MN:May93]**

Another North American Hobby Poll, this time run by Phil Reynolds. Voters vote for their favourite choice in 14 different categories such as "Favourite Diplomacy [variant](#)", "Favourite Player", "Most Feared Player", "Favourite Playing [Zine](#)", "Favourite Reading Zine" etc. They also answer questions such as "Years Playing Diplomacy", "Favourite Country to Play" etc. Ran in 1990, 1991 (30 voters) and 1992. Similar to the UK [Gladys Awards](#).

**HOBBYMASTERS (1) [MN:May93]**

According to Andrew Poole those members of the hobby who lead and shape the hobby. That is those who are 'influential', whose zines are looked up to (at least a little) or who don't publish at all, but whose names are widely known.

**HOBBYMEET (1) [TNP:87]**

A gathering of hobby members on a regular basis in a pub for convivial conversation.

**HoF (1) [MN:Dec93]**

Commonly used abbreviation for the email [Hall of Fame](#).

**HOLCOMB LINE (1) [MB:Jun80]**

A practical stalemate line of A(Bur), A(Ruh) and A(Kie) to hold the west, normally French in coordination with the English. 5 or 6 fleets needed in the south. See [Stalemate Lines](#).

**HOLLAND OPENING (1) [MN:Aug95]**

[Richard Sharp's](#) name for any German opening using F(Kie)-Hol and A(Ber)-Kie. There are six named variations: the the Berlin, the Bohemian, the Burgundy, the Munich and the Silesian and the Tyrolian. There are no prizes for guessing what the differences are. The Burgundy variation was named by [Mark Berch](#) the Holland variation of the [Burgundy Attack](#). The Ruhr variation is known as the Dutch variation of the [Blitzkrieg](#) Opening. See [German Openings](#) (KW).

**HOLLEY AWARD, THE MELINDA ANN (1) [FCD:Spring93]**

Ron Cameron presented this idea at the 1989 [DipCon](#). It was originally to be presented to the lady member of the [hobby](#) who had done the most for Diplomacy in the preceding year. However, before the first voting was held in 1990, the standards were revised to make it an award for "Quantity Participation" in the hobby. It was named for Melinda Ann Holley, who was the leading lady publisher and player in the hobby at that time. Cameron originally received a very large trophy donated by Jack Stewart of Spokane, Washington, which was to be presented to each year's winner. However, this trophy was too large to ship by mail, and had not room on it upon which to engrave the winner's names. Accordingly, in 1991 a Perpetual Plaque, similar in design to the [Walker](#) and [Koning Award](#) Perpetual Plaques, was brought for presentation to the winners. A list of winners:

1990 Melinda Ann Holley: For the publication of the zine [\\_Rebel\\_](#), which carried more games than any other current North American zine; and for her personal participation in so many Diplomacy games.

1991 Melinda Ann Holley: Same as cited above for 1990.

1992 Kathy Caruso.

1993 Doug Kent.

1994 David Hood: For hosting DixieCon 1993 and editing [\\_Diplomacy World\\_](#) through Fall 1993.

See [Hobby Awards](#).

**HOLOCAUST (1) [MB:Jun80]**

Steve McLendon's 9-player [global variant](#). It uses the [abstraction](#) convoy, players may build in any open center they own, and victory is set at less than a majority of centers. The game is unusually well balanced. (See DW 22). See [Variant](#) (KW).

**HOOSIER ARCHIVES (1) [MB/PG:Jun80/Nov93]**

The hobby's most complete archives, founded by [Walt Buchanan](#). It is based primarily on trades for the zines [\\_Hoosier Archives\\_](#), and later [\\_DW\\_](#), and on Walt's ability to talk people leaving the hobby into giving him their zine collections. Walt holds the 1963-May 1978 material; later stuff is in the [\\_Orchives\\_](#). (As of late 1993 Walt was attempting to 'adopt out' the Archives due to his move to Florida, with [Conrad von Metzke](#) likely taking up the task of temporary storage.)

**HOOSIER ARCHIVES (2) [MN:Nov92]**

A spirit-duplicated [zine](#) run by [Walt Buchanan](#) in the early 1970's which was the launching pad for [\\_Diplomacy World\\_](#). This zine was the focal-point of the North American Hobby in the early 1970's and had a wide circulation (around 200). Walt only ran one game at a time, a [demo game](#) featuring many of the top players in North America. Many of these games are regarded as classics and they are worth studying. A typical issue would contain the demo game, some reprinted Diplomacy articles and a few pages of hobby news --- Walt traded with every Diplomacy zine in the world, or tried to. One of Walt's aims was to create a Diplomacy archive containing complete runs of every Diplomacy zine ever published, see [\\_Hoosier Archives\\_ \(1\)](#). The zine was published fortnightly. When Walt started [\\_DW\\_](#) to replace [\\_Hoosier Archives\\_](#), Hoosier continued to run to carry the adjudications for the DW Demo Games. When Walt finally folded he had pubbed over 200 issues of [\\_Hoosier Archives\\_](#). See [Zine Names](#) (KW).

**HOP, STEP AND JUMP OPENING (1) [MB/MN:Mar82/Nov92]**

Named by Iain Forsyth, this has A Bud-Rum followed in the fall by a Russian convoy of A Rum-Ank. He suggests A War-Gal as camouflage in the spring. In a famous British game played in the 1980's [Richard Sharp](#) (R) and Paul McGivern (A) used this opening to stuff Steve Jones (T). Steve is widely regarded as being the best ever postal player in the UK and so pulling this coup off was an outstanding achievement.

Some time later Paul was marrying and Richard was invited to the wedding. Richard made sure that he wasn't going to be the best man. On the day of the wedding (after a night's hard drinking) Paul said "Oh Richard, I hope you haven't forgotten that you are the best man..."

Some time later... After the wedding Paul went on his honeymoon but was persuaded that one of the best man's jobs was to order his units for him in his dip games. The next season Russia went from 11 to 17 and after a few exciting seasons when the remaining players tried to deny him the win Richard finally won the game! See [Russian Openings](#) (KW).

**HOSTAGE CENTRE (1) [MB:Mar82]**

A centre held by one player, usually a [puppet](#), but in reality controlled by another. It's the best way for a master to keep his puppet in line.

**HOUSEBOAT OPENING (1) [MN:Apr93]**

[Richard Sharp's](#) name for any Austria opening which features the move F(Tri)H. Not one of Austria's best choices for that unit. Sometimes known as the Roadhog Opening. See [Austrian Openings](#) (KW).

**HOUSEBOAT OPENING (2) [MN:Aug:94]**

[Richard Sharp](#) also uses this name for any Turkish opening which uses the order F(Ank) Holds. The Constantinople variation, A(Smy)-Con, is the most popular.

**HOUSEBOAT OPENING, CRICHTON'S VARIATION (1) [MN:May93]**

[Richard Sharp's](#) name for the opening used by David Crichton in a game in Dolchstoss (DS19): F(Tri)H, A(Bud)-Ser, A(Vie)H. See [Austrian Openings](#) (KW).

**HOUSEBOAT OPENING, HUNGARIAN VARIATION (1) [MN:May93]**

[Richard Sharp's](#) name for the opening: F(Tri)H, A(Bud)-Ser, A(Vie)-Bud. See [Austrian Openings](#) (KW).

### **HOUSEBOAT OPENING, PARANOIA DEFENCE: (1) [MN:May93]**

[Richard Sharp's](#) name for the opening: A(Vie) SF(Tri)H, A(Bud)-Ser. See [Austrian Openings](#) (KW).

### **HOUSEBOAT OPENING, SOUTHERN HEDGEHOG VARIATION (1) [MN:May93]**

[Richard Sharp's](#) name for the opening F(Tri)H, A(Vie)-Gal, A(Bud)-Ser. See [Austrian Openings](#) (KW).

### **HOUSEBOAT OPENING, TRUE HEDGEHOG VARIATION (1) [MN:May93]**

[Richard Sharp's](#) name for the opening: F(Tri)H, A(Vie)-Gal, A(Bud)-Rum. See [Austrian Openings](#) (KW).

### **HOUSECON (1) [AoS:88]**

Mini-tournament involving the members of a particular zine, club or group and held literally in someone's house.

### **HOUSE OF GAMES (1) [MB:Jun80]**

Publisher of Diplomacy in Canada, under license from [Avalon Hill](#).

### **HOUSERULES (1) [MB/PB:Jun80/1980]**

The [GM's](#) description of how his games will be run. Typical items: Format for orders, unordered units, conducting votes, dealing with errors, [NMRs](#), disputes, Rulebook ambiguities and overrides, special play ([codewords](#), [joint orders](#), etc), [press](#), and deadline strictness in general. The clarity and completeness of the HRs plus the GM's faithfulness to them are a good measure of his commitment, as they give a prospective player a good idea of how the game will be conducted. Some GMs don't use them, and seem to get by in many cases.

What every GM should send you with the [gamestart](#) announcement.

### **HRs (1) [MN:Feb92]**

Common abbreviation for Houserules.

### **HUMOUR (KW) (1) [HR:Nov02]**

No hobby or profession can exist without its humour. Diplomacy is no exception. Links to the following humorous entries in the A-Z are listed here. [Anagrams](#) [Chapess](#) [DiplomacyAZ](#) [Diplomacy Definitions](#) [Diplomacy Emotions](#) [Diplomacy Quotations](#) [Diplomat Quotes](#) [Hell Hyork](#) [Lie](#) [Life](#) [Lightbulbs](#) [Limericks](#) [Playing Too Much Diplomacy](#) [Quotations](#) [Retreat From Portugal](#) [Rusty Bolts](#) [Smallest Issue Ever](#) [Terminal Tunisitis](#)

### **HURST TOURNAMENT SCORING SYSTEM (1) [MB:Jun80]**

Tom Hurst's system has a player's score for a round as A - B where A is his final SC total, and B is the average of all players with that country. For the tournament, the players' scores on each round are averaged. There are no wins or draws, and players are free to exceed the 18 center total (\_Eggnog\_ 43). See [Rating Systems](#) (KW).

### **HYATT (FRED) AWARD FOR GM PERFORMANCE [JB:Aug07]**

1996 - Andy Lischett	2000 - Michael Lowrey	2004 – Cal White
1997 - Andy Lischett	2001 - Doug Burgoyne	
1998 - Doug Kent	2002 - Tom Reinecker	
1999 - Andy Lischett	2003 – Christine Stoy	

See [Hobby Awards](#) (KW).

### **HYORK [PG:Nov93]**

'Tag' used by Dick Martin, Bob Olsen and other early-80s Dipsters to denote sardonic laughter. Example: "Your mother was a [simple-minded antelope](#), hyork hyork." See [Humour](#).

### **HYPERECONOMIC DIPLOMACY (1) [PB/TNP:1980/87]**

The biggest and most terrifying variant ever invented, with many types of units (including FF --- fishing fleets!), many currencies and more than 50 players. Geoff Challenger ran a game over 10 years ago and Martin Hammon has run one more recently, but neither reached a conclusion. See [Variant](#) (KW).

### **HYPERSPACE VARIANTS (1) [MB:Jun80]**

These allow certain provinces which are not physically adjacent to be treated as if they were. Usually the pattern of links changes with the seasons of the year. This would be a fine game for the proponents of [Scatter Theory](#). See Twin Earths for a related idea. See [Variant Jargon](#) (KW).

## **I Entries**

### **IBERIA (1) [MB:Jun80/Mar82]**

The southern edge of the French Empire, usually Por, Spa and Mar and occasionally Pie. Although strategically linked, they can become unlinked, as there are stalemate lines which cut across Iberia. Also, can be just Spain and Portugal.

### **IBERIAN INDECISION, The (1) [MN:Nov93]**

See [French Openings](#) (KW) and [Gascony Opening](#).

### **IDA**

See [International Diplomacy Organization](#).

### **IDTR**

See [International Diplomacy Tournament Ratings](#).

### **ILLUMINATI (1) [TNP:87]**

Popular Steve Jackson game loosely based on the Shea and Wilson books. Players buy influence with megabucks and attempt to take over the world.



### **ILLYRIAN OPENING (1) [MB:Jun80]**

The Italian moves for S02: F(ION)-ADR, F(Nap)-ION, A(Ven)-Tri. Even if A(Ven)-Tri fails, F02 gives the choice of (1) F(ADR) SA(Ven)-Tri, F(ION) CA (Tun)-Alb, or the less aggressive A(Ven) S F(ION) and F(ADR) CA(Tun)-Tri, or the primarily positional (3) F(ADR) S F(ION) CA (Tun)-Alb, if Tri looks too secure. The point here is that a [Lepanto](#) start in 1901 does not preclude an attack on Austria as early as S02. See [Italian Openings](#) (KW).

### **IMNC (1) [MN:Nov93]**

See [Internet Miller Number Custodian](#).

### **IMPERSONATION OF THE GM (1) [MB:Jun80]**

It is (1) uncertain whether this constitutes deception of the [GM](#) and (2) whether the GM has the right to foil a player's diplomacy by revealing that he has been impersonated. See [Phony Readjudication](#).

### **IMPLIED BUILD OR REMOVAL (1) [MB:Mar82]**

If a unit is not ordered in Spring and a removal was needed, that removal may be considered implied. However, this violates the notion that Winter and Spring are different seasons. See also [North American System](#).

### **IMPLIED ORDER (1) [MB:Mar82]**

An order which is (possibly) inferable but is not separately written. See [Unexpressed Move](#), [Incomplete Order](#) and [Combined Order](#).

### **IMPOSED DRAW (1) [MB:Jun80]**

Most [GMs](#) give themselves the right to impose a draw. What is generally required is 3 or 4 years without SC changes, and the inability of anyone to propose to the GM a way of breaking the stalemate line. The purpose is to avoid one side just waiting for the other side to [NMR](#) and to avoid a perpetual game.

### **IMPOSSIBLE ALLIANCE (1) [MB:Jun80]**

An alliance which, it is said by those who do not know better, can not work. The usual examples are A-T, E-R and A-I. There are no impossible alliances.

### **INCOMPLETE ORDER (1) [MB:Jun80/Mar82]**

An order which, though implied, appears in no specific form. Thus, A Pic-Lon, F ENG unordered is incomplete in that F ENG C Pic-Lon does not appear, and few, if any, [GMs](#) will permit the move to go through. See the related [Unexpressed move](#) and [Combined Order](#).

### **INDEPENDENT ZINE (1) [MB:Jun80]**

In Britain, a zine not under the [NGC](#) or [BDC](#) umbrella. Best known have included: Bellicus, Bolshevik Star, Chimaera, Ethil The Frog, Lemming Express and Our 'enry.

### **INDEX AND MENU (DIPLOMACY WORLD) (1) [MN:Apr94]**

A 30-page index and menu listing all the articles from issues 1-39 of *Diplomacy World* in three categories: author, subject and issue number. Invaluable for tracking down articles on particular aspects of the game and hobby. The index was written by [Rod Walker](#), Mike Maston and Larry Peery, based upon a Rod Walker article which appeared in DW 36. The eventual aim was to allow hobby members to order any article mentioned in the catalogue. See also [Diplomacy World](#).

### **INERTIA SYSTEM (1) [MN:May93]**

[Richard Sharp](#)'s name for the Russian opening: F(StPsc)-Fin/GoB, A(Mos)H. There is one named variant: A(War)-Ukr, the Ukraine variant. See [Russian Openings](#) (KW).

### **INFANTICIDE (1) [MB:Jun80]**

The act of murdering a game while it is still in the crib. A classic example was 1975FX. When the [GM](#) learned after S01 that the Italian player was no longer interested in the game, rather than bringing in a substitute player, or using [CD](#), he disbanded it.

### **INLAND FLEET (1) [MB:Jun80]**

The building of, e.g F(Vie). A case for this is sometimes made on the basis that there is nothing in XIII.2 to forbid it. However VI.2 second sentence, pretty much rules it out, and [GMs](#) in general do not permit it.

### **INSTITUTE FOR DIPLOMATIC STUDIES (1) [MB:Jun80]**

Larry Peery's outfit that produced *Xenogogic*, a [zine](#) of Diplomacy and gaming and general politics. Other products include the [Novice Seminar Program](#), and "Strategy and Tactics of Postal Diplomacy".

### **INTELLIGENT WAR by AUTOMATIC PILOT (1) [MN:Dec92]**

An improvement due to Robert Boyd of Mark Berch's [War On Automatic Pilot](#). An [NMRing](#) player's last set of orders are used with the proviso that where a unit successfully captured a space with support on the previous move its order is converted to hold and the supporting unit(s) order(s) are changed to supporting order(s).

### **INTERMEDIATE (1) [AW:March96]**

Intermediate players are victims of stupid stabs. See expert and novice.

### **INTERIOR ALLIANCE (1) [MB:Jun80]**

The triple alliance of A, I and G. The theory is that unless the interior countries stick together, they will be crushed by outsiders, since the fall of any of the three weakens one or both of the others. Although joint military action is desirable, it is often secondary to precipitating fights among the outer powers. Special controls over Tyr are used. See [Anschluss](#), [Austrian Openings](#) (KW), [German Openings](#) (KW) and [Italian Openings](#) (KW).

### **INTERNATIONAL ATTACK, SUPPORT, or CONVOY (1) [MB:Jun80]**

Any of the mentioned maneuvers where units of more than one country are involved.

**INTERNATIONAL DIPLOMACY**

See [International Game](#).

**INTERNATIONAL DIPLOMACY ASSOCIATION (1) [MB/MN:Jun80/Sep94]**

This was organized by Larry Peery and [Walt Buchanan](#) as a breakaway from the [TDA](#). In its time, it sponsored five handbooks and some [DipCons](#), provided some financial help to service organizations, and sponsored some [novice zines](#). But in the later 1970's, it turned from its original goals as a service organization to a debating society, and later became entirely confined to internal bickering. Finally died in 1979.

**INTERNATIONAL DIPLOMACY ASSOCIATION (2) [PB:1980]**

International Diplomacy Association, meaning American Diplomacy Association, though it did have British connections, of which not much came. The IDA was the organization which held the American hobby together for many years before, as in Britain, entropy took over and everything devolved into structured anarchy (a system much more close to most of our hearts).

**INTERNATIONAL DIPLOMACY DIVISION (1) [MB:Jun80]**

Buddy Tretick's unsuccessful Dip organization, founded in 1970.

**INTERNATIONAL DIPLOMACY FEDERATION (1) [MB:Mar82]**

The [hobby's](#) first attempt (summer 1966) at organization. It never got its constitution approved. Primarily the work of [von Metzke](#), Ward, Cling and Naus.

**INTERNATIONAL DIPLOMACY HALL OF FAME (1) [MB:Mar82]**

Now in operation and run by Larry Peery, its first inductees were [Edi Birsan](#), Hal Naus, Don Miller, [John Koning](#), John McCallum, [Walt Buchanan](#) and [Conrad von Metzke](#).

**INTERNATIONAL DIPLOMACY TOURNAMENT RATINGS (1) [MN/DDG:Aug95]**

The IDTR is run by Don Del Grande and seeks to rate tournament players around the world against each other. In the original system a player's score from a tournament was heavily dependant upon the number of players in the tournament. This system was changed when the ManorCon Champion, the largest dip tournament, won the event for the first three years. The current system is:

- (1) First place is worth 100 points in any tournament with 40, or more, players (subtract 5 for each player short of 40).
- (2) Subsequent players score  $100 * [((N-5*P)/N)**2]$  rounded down, where N is the number of players and P is the number of places below first (P=1 for second place, 2 for third, and so on). No one scores below zero. E.g. In a tournament with 50 players, the top 10 score 100, 81, 64, 49, 36, 25, 16, 9, 4 and 1.
- (3) Ties are rated as if the players finished in the "average place" of the tie. In a two-person tie for second, apply the formula with P = 1.5.
- (4) Places in the IDTR are determined by summing a player's score in all sanctioned tournaments.
- (5) If a person competes in three or more tournaments within a 200km radius of any point, he/she can only receive points for two of them. (This is to prevent someone from attending a large number of "local" tournaments and run up points while others wouldn't have the opportunity to attend that many tournaments without an undue amount of travel.)

The system was developed to reward players who attend a large number of tournaments and is not an entirely accurate measure of how good a tournament player you are. An incomplete list of winners:

1989: Paul Oakes (UK)  
1990: Harry Kolotas (Australia)  
1991: Bobby Harris (England)  
1992: Samy Malki (France)  
1993: Samy Malki (FRA)  
1994: Stephane Gentric (FRA)  
See [Rating Systems](#) (KW).

**INTERNATIONAL GAME (1) [MB:Jun80]**

A game in which each player lives in a separate country. These usually feature much longer deadlines (e.g. 1976IP, 8 weeks). Rule is often not strictly enforced, e.g. permitting one from east and west costs of, say, Canada.

**INTERNATIONAL GAMES CLUB (1) [MB:Jun80]**

Appears to be the same as National Games Club. Now defunct outside of Britain.

**INTERNATIONAL SUBSCRIPTION EXCHANGE (1) [MB/MN/PG:Jun80/Dec92/Nov93]**

Designed to save the cost of money orders. In the 1970's it facilitated the exchange of [subs](#) across the ocean using a central account. Kept on the US end for many years by [Edi Birsan](#). It had become defunct by the end of the 1970's.

The ISE was re-started in the mid 1980's by Simon Billenness. This time there was no central bank. If a British hobby member wanted to subscribe to a North American zine he sent the British ISE rep a cheque. The British ISE rep would then contact the American end of the ISE who would send a cheque for the amount required to the appropriate editor. Similarly for North American's wishing to subscribe to UK zines. Hopefully the amount of money the reps were sending out was balanced by the amount of money coming in. If there is a large difference then the appropriate rep would send a cheque for the required amount to his opposite number.

Randy Grigsby ran a short lived Canadian section in 1989. Usually abbreviated to ISE.

US		UK	AUSTRALIA
Paul Gardener	1989	Doug Rowling	1989
Bruce Reiff			John Cain
Pete Gaughan	????-08/1993	Iain Bowen	1993
Jim Burgess	08/1993-		

**INTERNATIONAL SYSTEM (1) [MN:Nov92]**

In most postal games run outside North America seasons are split Spring/Summer and Autumn/Winter. Hence if you think you might have to order a retreat in Summer you need to order it with your Spring orders and if you think you might have to make a Winter retreat and/or a build/disbands you must order it with your Autumn orders.

The International System was widely known (at least in the UK) as the British system, until several Australians complained in *\_Victorianna\_* that this was just a touch imperialist: Not only had they independently reinvented the concept but the various European [Hobbies](#) also use this system. The Australians started to call it the International System, which is slowly catching on. See also [North American System](#) and [Three Season Year](#).

**INTERNATIONAL VARIANT ASSOCIATION (1) [MB:Jun80]**

Another of Robert Sacks' [variant](#) associations, supposedly to coordinate with the DVC. Details in [\\_DW\\_](#) 19. Now defunct. See [Variant Jargon](#) (KW).

**INTERNATIONAL VARIANT COMMISSION (1) [MB:Jun80]**

An outfit that sponsors awards, advises the [Miller Number Custodian](#) and arranges for Variant News to be printed in [\\_DW\\_](#). Headed by Bob Sacks. See [Variant Jargon](#) (KW).

**INTERNET GUIDE TO DIPLOMACY, THE (1) [MN:Jan93]**

A forerunner to the [rec.games.diplomacy.FAQ](#) file which existed before the creation of the [rec.games.diplomacy](#) Usenet group. It was maintained by [Nick Fitzpatrick](#) and contained basic information on the working of Diplomacy over Internet. The first issue was written on May 23rd 1992 and it was posted once a month to [DIPL-L](#) and the usenet groups [rec.games.board](#) and [rec.games.pbm](#) until the 7th, and last, issue was written on 11th November 1992. The informational material from the Guide went into the [rec.games.diplomacy.FAQ](#) file whilst the statistics went into Nick's new 'zine' [Diplomacy Statistics](#). See [Zine Names](#) (KW).

**INTERNET MILLER NUMBER CUSTODIAN (1) [MN:Nov93]**

Person responsible for giving [Miller Numbers](#) to diplomacy variants run over internet. First custodian was [Nick Fitzpatrick](#), appointed in November 1993.

**INTERSTELLAR DIPLOMACY (1) [MB:Mar82]**

Versions I-III by Pulsipher, IV by Roland Prevot, uses a 3-dimensional map, stacked units and detailed economics. See [Variant](#) (KW).

**INTER-ZINE DEADLINE SYSTEM (1) [MB:Jun80]**

A format in which the games are run on a regular basis with their own deadlines, and the main [zine](#) appears at less regular intervals, and may reprint the games from the flyers on which they were run. *\_Spirit of the Age\_* and *\_Brutus Bulletin\_* are two examples, the latter using games on deadlines as short as 7 days.

**INTIMATE DIPLOMACY (1) [PB/MB:1980/Jun80]**

The most popular and sensible 2-player variant. Players each select one country and get a pile (e.g. 12) of credits (the size depending slightly on the desirability of the country). These credits are used to bid for the use (for one game year) of the units of each of the other five countries. The auction style varies depending on whether the game is played postally or [Face-to-Face](#). After each year, funds are replenished by giving additional credit for each [SC](#) held in winter, and a new auction is held for the next year. Game end is seizure of one of your opponent's home centres. This is an excellent way to kill time waiting for others to show up, or for teaching newcomers the mechanics of the game. Created by Adrian Baird and Steve Doubleday. Revised by Greg Hawes and Steve Wyatt. The three player version is called Tadek Dip.

Became a craze in 1974, with a zine devoted solely to running it (*\_Orion\_* from Steve Wyatt, who emigrated). See [Variant](#) (KW).

**INTIMATE DIPLOMACY--KNOCKOUT COMPETITION (1) [MB:Mar82]**

An I.D. single elimination tournament. First started by Shaun Derrick in *\_Entente\_* (1975) and a second in *\_FOE\_* by Richard Hucknall (1980). (The latter had 16 players and a 56 pound prize pot.) See [Variant Jargon](#) (KW).

**INVERTED VINEYARD OPENING (1) [MN:Sep95]**

[Richard Sharp's](#) name for the opening: F(Bre)-MAO, A(Mar)-Gas and A(Par)-Bur. Not recommended, in British postal games this opening has a lower [CP Strike Rate](#) than a French NMR in Spring 1901... This opening is more systematically named the Inverted Vineyard Variation of the [Burgundy Opening](#). See also [#FrenchOpening](#) (KW).

**INVITATIONAL GAME (1) [MB:Jun80]**

Game in which entry is by special invite from the [GM](#) (occasionally organized by one of the players. e.g. 1980AN). See [Demo Game](#) and [Restricted Entry Game](#).

**IONIAN GAUNTLET (1) [MB:Jun80]**

[Edi Birsan's](#) take-charge opening for Austria: F01 A(Ser)-Gre, A(Tri/Bud)-Ser, F(Alb)-ION. This gives Austria a more forward position for S02, at the risk of losing Gre. See [Austrian Openings](#) (KW).

**IRREGULAR (1) [PB/MB:1980/Jun80]**

A label attached to a game by the [BNC](#) indicating that the game does not meet certain minimum standards. Typical grounds include a player closely related to another player or [GM](#), two players at the same address, beginning with fewer than seven players, mass resignation or [CD](#), where one or more seasons are played [FTF](#), one player played two countries, and gross GMing improprieties. Traditionally, ratings masters have not rated irregular games.

**ISE (1) [MN:Dec92]**

See International Subscription Exchange.

**ITALIAN ATTACK (1) [RE:89-90]**

One example of the many fully committal attacks that can be launched in Spring 1901, in this case by Austria on Italy. As such it is a suitable contrast with the Hedgehog opening, involving F(Tri)-ADR, A(Bud)-Tri and A(Vie)-Tyr. If Italy opens with A(Rom)-Nap, he's lost Venice -

though the Balkans are for Russia and Turkey to carve up. This opening is invariably popular with Turkey, Italy's perennial rival in the Med, but is usually regarded as one of the more "bizarre" openings. Still more "bizarre" are the likes of the "Beaujolais Nouveau" mentioned in a very early \_Vienna\_ but never used (it's a French opening: all three units are ordered to Gascony in Spring 1901), and Denis Jones' [Yorkshire Pudding](#) opening for England along similar lines (F(Lon)-Yor, A(Lpl)-Yor, F(Edi)-Yor). I believe that Denis has excelled by actually using this opening once or twice. See [Austrian Openings](#) (KW).

### ITALIAN OPENINGS (KW) (1) [MN:Dec93]

A list of Italian Openings named in this document: [Alpine Chicken](#), [Anti-Hedgehog Lepanto](#), [Armoured Duck](#), [Caporetta Opening](#), [Classical Lepanto](#), [French Attack](#), [Illyrian Opening](#), [Interior Alliance](#), [Italian Shuffle](#), [Key Lepanto](#), [Key Opening](#), [Konigratz Freakout](#), [Lepanto](#), [McGivern's Opening](#), [Munich Gambit](#), [Naples Lepanto](#), [Northern Lepanto](#), [Obrieni Attack](#), [Rotation Lepanto](#), [Stab Lepanto](#), [Superpower Opening](#), [Swanson Opening](#), [Three Fleets Opening](#), [Tuscany Lepanto](#), [Tyrolian Attack](#), [Tyrolian Lepanto](#) and [Western Lepanto](#).

### ITALIAN SHUFFLE (1) [MB:Jun80]

The opening A(Ven)-Pie-Tyr, A(Rom)-Ven-Tri. The point is to confuse/delay France, while delaying the attack on Austria for a season, allowing Italy the chance to see if the diplomatic and tactical position is right, and to persuade Austria that he is friendly. The risks are that (1) The failure to attack Austria right off may antagonize Russia or Turkey, (2) by violating Pie without disabling France you have stirred the hornet's nest without setting it afire. See [Italian Openings](#) (KW).

### ITALY (1) [MN:Nov93]

- (1) "You may have the universe if I may have Italy". --- Verdi, Attila.
- (2) "Open my heart and you will see, graved inside of it, 'Italy'." --- Browning, Men and Women.

### IWAP (1) [MN:Dec92]

See [Intelligent War by Automatic Pilot](#)

## J Entries

### JAMUL (1) [MB:Jun80/Mar82]

[Conrad von Metzke's](#) press byline, one the first such consistent use of a press byline in the hobby (the two earlier ones were [Boardman's](#) "beauroullion" and [Walker's](#) "Poderkagg"). Used especially when he was the [GM](#).

### JDR (1) [NF:Jul93]

Traditionally for an E-mail device like [judge](#), there is created a second account called judge-request for requests and questions. [Ken Lowe](#) used this, but judge-request was too long, and became, jdr: Judge Dash Request! If you want to send a request to the custodian of a judge send a msg to jdr@machine.domain. (Not all judges have a jdr account.)

### JEDKO (1) [AoS:88]

Games distributor responsible for supplying some [Australian?--HR]

States with Diplomacy.

### JELLY DUPLICATOR (1) [MN:Aug95]

An ancestor of the [spirit duplicator](#). Used by Alan Parr to produce multi-colour maps in the early days of \_Hopscotch\_.

### JERK AROUND (1) [MB:Jun80]

A player who is being compelled to do something by threats of another, when those threats cannot be carried out, is being jerked around. The jerkee may be cognizant of this, trying to lull the jerker into a false sense of security.

### JOHN KONING BEST PLAYER AWARD, The (1) [MN:Dec92]

See [Hobby Awards](#) (KW), [Koning Award, The](#).

### JOINT ORDERS (1) [MB/TNP/MN:Jun80/1987/Aug93]

The placing of orders of two different countries on the same sheet of paper. Often used when two, or more, powers are defending a stalemate line. Sometimes they contain wording that the players agree not to change their orders and that the [GM](#) should not accept any change of orders. They provide absolutely no safeguard against being stabbed by an ally since most GMs will accept an overriding set!

A variant enforcing joint orders proved unsuccessful. Some GMs will not accept these; most do not address the issue in their [HRs](#).

### JOKE ORDERS (1) [MB:Jun80]

A form of [press](#) appearing in the orders. May involve word play (A(Rum(i-nates))), game commentary (A(Tri) notes that the game is drawn and wishes France would too) anticipation of what is to be (F(LYO) scuttles itself), nonexistent units (A(Ford) stumbles) or whatever. The order is usually treated as Hold, but a few GMs will not permit such a unit to receive support or retreat.

### JOINT WIN [PB:1980]

What a big-head calls a draw.

### JUDCOM (1) [MB:Jun80]

An IDA advisory committee to the [Ombudsman](#), used primarily by John Leeder. It is the predecessor to the CDO's Ombudsman's Advisory Committee.

### JUDGE (1) [DL/MN:Apr92/Apr+Dec92]

The Washington Diplomacy Adjudicator is a computer program written by [Ken Lowe](#). It accepts electronic mail from all over the world via the address judge@u.washington.edu (.). Started in 1988, it ran only a few local games at the University of Washington. At its peak it ran about a hundred games at a time. It is equipped to handle a number of variants. It can function with or without the intervention of a human GM. Its major advantages over human GMing are: - the production of instantaneous error-free reports, - the immediate publication of all kinds of press (black, white, grey) - no need to wait until the next set of results come out, or to remember complicated addresses, - automatic game archives.



Most of the games on JUDGE are recognized by Chapter Two of the electronic fanzine [Electronic Protocol](#).

On 17th November 1992 Ken Lowe announced that he was running down the Washington Judge due to burnout. After this announcement the [EFF Judge](#) was set up as the replacement North American Judge. David Kovar replaced Ken as the person with the responsibility for maintaining the official version of the Judge code. At the time of writing efforts are underway to set up a formal group of people who will oversee the evolution of the judge program.

See also [#Email](#), [Diplomacy Adjudicator](#).

### **JUDGE, EFF (1) [DK/MN:Dec92+Jan93/Mar93]**

The EFF judge was brought up on November 15th, 1992 by David Kovar and Chris Davis on a machine provided by the Electronic Frontier Foundation. Chris was instrumental in convincing the EFF to provide the machine and providing accounts and support to David.

The judge was brought up in response to [Ken Lowe's](#) announcement that he and the Washington judge were overwhelmed and would no longer be accepting any new games. It was felt that another North American judge was required to take over the load. The formation of this new judge was announced with posting 181 to rec.games.diplomacy (20th November 1992)

Two major restrictions have been put in place to help prevent burnout on the new judge and to ensure that all games run smoothly - No unmoderated games and the closing of waiting lists from time to time to encourage people to take up standby positions. It is hoped that this will limit the amount of work required by the maintainer and share the load among the game masters. Originally it was intended that there would be a limit of twenty on the number of games allowed on the Judge. This limited was reached on the 6th December 1992 and drifted upwards ever since towards the current ceiling of 100 games.

The EFF judge is the official repository for the latest judge source code and the latest version of [mapit](#). The packages can be retrieved by sending mail to [judge@morrolan.eff.org](mailto:judge@morrolan.eff.org). The body of the message should read:

```
get uudip.tar (for the judge source)
get mapit.uue (for the mapit source)
```

Any questions about the EFF judge should be addressed to [jdr@morrolan.eff.org](mailto:jdr@morrolan.eff.org). The judge's address is [judge@morrolan.eff.org](mailto:judge@morrolan.eff.org). We are all indebted to the EFF for providing the computing resources to support this judge.

### **JUDGE EP# MASTER**

See Electronic Protocol Number Custodian.

### **JUDGE MODIFICATION LIST (1) [MN:Dec93]**

A list of modifications to the [Judge](#) code which would improve playability and offer more choice to users. Maintained by [David Kovar](#). Currently seeking programmers to implement!

### **JUDGE OPENING LIBRARY (1) [MN:Dec92]**

[Danny Loeb's](#) listing of which Diplomacy openings have been used in which E-mail games (regular Diplomacy only) based on a survey of over 200 games. This list is published in [Chapter Two](#) on a semi-regular schedule and is available directly from Danny. ([loeb@geocub.greco-prog.fr](mailto:loeb@geocub.greco-prog.fr)) The Opening Library also includes brief descriptions of some of the openings taken from this document and from [Avalon Hill's The Gamer's Guide To Diplomacy](#). At some stage in the future this survey might also include [variant](#) games.

### **JUDGE OPENING LIST (1) [MN:Mar96]**

An automated listing of openings (original player, replacement positions) on all [Judges](#). Updated every hour and available in its original format by Email/FTP/WWW. The Judge Opening List was written, and run, by Sean Starkey to help players find positions. Subsequent custodians have included Kevin Roust.

### **JUDGE STYLE REPORT (1) [MN:Jan93]**

A Diplomacy [adjudication](#) in the same style as output by [Judge](#). An adjudication in this format can be sent to the [mapit](#) program to generate a PostScript map.

### **JUGGERNAUT (1) [RE:89-90]**

The notorious and widely-feared Russo-Turkish alliance, also nick-named the "Steamroller", which - if unmatched by an understanding between most of the other players - can be expected to prove almost unstoppable. In the classic juggernaut, Turkey throws himself whole-heartedly into expansion through the Med, whilst Russia, with no worries about his southern flank, rolls across the European mainland. However, the very strength of the alliance tends to be its undoing, as most Diplomacy players recognize it as a threat and are prepared to unite to stop it: alliances like the [Anschluss](#) are often intended as a warning to Russia to steer clear of an aggressive alliance with Turkey. Consequently, Russo-Turkish alliances will often be disguised by an arranged stand-off in the Black Sea, a now traditional feature of the partnership. Another failing of the alliance is the widespread belief that Russia tends to reap the greater profit, gaining access to supply centres from Scandinavia and England through Germany and Austria to the Low Countries, whereas Turkey is geographically restricted to the Balkans, Austria, Italy and Tunis - and perhaps, at a later date, Marseilles, Spain and Portugal; this encourages Turkey to stab his ally at an early date, in turn undermining Russian faith in the alliance. With other powers invariably fostering this distrust through their diplomacy, a successful Juggernaut has now become a rare thing. See [Russian Openings](#) (KW) and [Turkish Openings](#) (KW).

### **JUGGERNAUT (2) [TNP:1987]**

Sometimes used to describe any unstoppable alliance.

### **JUNTA (1) [TNP:87]**

A light-hearted game, popular at [cons](#), in which players take on the role of corrupt politicians in a Banana Republic and milk the economy to make their fortunes.

### **JUST'S RIGHT HAND RULE (1) [MB/AP/TNP:Jun80/1986/1987]**

Some [GMs](#) require retreats along with the orders, and if no legal retreat order is provided, will use this one. Instead of a unit being disbanded and excessively upsetting the play of the game (?!), this rule allows the GM to determine where the unit retreats. The unit is retreated to the province

immediately to the right of the "front" of the attacker and the defeated unit. If that is closed, go left, then second closest right, etc (viewed from the attacker). ONLY if there are no available retreat spaces is the unit disbanded. Used in some complicated variants where players might not yet expect to have units retreating. See [Variant Jargon](#) (KW).

### **JUTLAND GAMBIT (1) [MB:Jun80]**

[Birsan's](#) opening for Germany which delays the choice of first victim until S02: F(Den)-SKA, A(Kie)-Den, A(Ruh)-Hol. Note that Germany writes off Bel entirely, but is a little less vulnerable to a double cross in the north. See [German Openings](#) (KW).

## **K Entries**

### **KAMLAG (1) [MB:Jun80]**

Distributors of Diplomacy in Belgium.

### **KARMA LEAGUE (1) [MB:Jun80]**

An informal group of British players whose members agree to honour all treaties with fellow Karmans, and not to attack each other's homelands, at a minimum. Sometimes the players agreed on draws, other times they fought it out to a win. Membership was not fixed; apparently others could join, at least during some periods of time, just by announcing their allegiance to the plan. Considerable controversy arose over its ethics, whether there was more to it than just those provisions, whether GMs ought to do something about it, and whether it might just be a [variant](#). Chief defenders were Dave Wheeler and David Yule. Chief attackers were some major publishers, including Mick Bullock, [Richard Sharp](#) and John Piggott.

### **KENDALL KEY OPENING (1) [MB:Mar82]**

A variation on the Key in which Austria orders A Bud S A Ser-Rum in F01. Thus, the Aus attack on Russia is delayed until F01 to allow a R-T war to develop. (Alan Wells, see \_Dot Happy\_ #6.) See [Austrian Openings](#) (KW).

### **KEY, Jeff (1) [MN:Jan92]**

An American publisher active in the 1960's. He devised the [Key Lepanto](#), the [Key Variant](#) and the Key Lepanto Rule. See [Personalities](#) (KW).

### **KEY LEPANTO (1) [MB/RE/MN:Jun80/89-90/Sep95]**

A specific variation of the [Lepanto](#) series of Italian opening moves: A(Ven)-Tri, A(Rom)-Apu, F(Nap)-ION. The intent is A(Tri)-Ser, a Key opening without the camouflage (and risk to Austria) of A(Rom)-Ven. A(Apu) is presumably heading for Tun, thus passing up one of the main values of the Key opening.

Unfortunately for agreeable Austrian players, most Italians allowed into Trieste refuse to move out in Autumn, with horrific consequences for beleaguered Austria. Consequently, despite the overwhelming popularity of the Lepanto as an opening, the Key Lepanto itself is rarely seen.

If we considered the moves A(Ven)-Tri and F(Nap)-ION to be the stem of the Key Lepanto then we have the following variations:

A(Rom)-Apu (Key Lepanto),  
A(Rom) H, (Key Lepanto, Rome Variation),  
A(Rom)-Nap (Key Lepanto, Naples Variation),  
A(Rom)-Tus (Key Lepanto, Tuscany Variation).

Note that the A(Rom)-Ven move is known as the [Stab Lepanto](#). Devised by American player [Jeff Key](#). See [Austrian Openings](#) (KW) and [Italian Openings](#) (KW).

### **KEY OPENING (1) [MB:Jun80]**

Named by Jeff Key, the inventor, of an Italian-Austrian opening with A(Ven)-Tri-Ser (usually with Austrian support to foil A(Bul)-Ser), A(Bud)-Ser-Gre (latter with support from F(Alb)). Since Italy gets his build in Ser, he can do F(ION)-AEG/EAS. This opening is particularly valuable if Turkey opens F(Ank)-Con, since the traditional [Lepanto](#) is almost certain to be foiled. If A(Bul)-Gre is believed unlikely, Austria can step up the naval pressure on Turkey with F(Alb)-ION. Italy can readily stab Austria with A(Tri)-Vie, A(Ven)-Tri, or by gaining Turkish support for A(Apu)/F(ION)-Gre, plus A(Tri)-Alb to cut support. See [Austrian Openings](#) and [Italian Openings](#) (KW).

### **KEY RULE [MB/MN:Jun80/Apr92]**

If a unit is ordered to move and fails to do so, it is dislodged by an unsupported attack. This rule has also been introduced into other variants, most notably into the Mercator series. In fact all large variants should incorporate this rule to help unfreeze their maps and to add more freedom of movement to the game. E.g. Germany orders A(Mun)-Boh while Austria orders A(Tyr)-Mun, A(Vie)-Boh. Under standard rules, the result is that all units stand, but using the Key Rule, A(Vie) stands, A(Tyr)-Mun, A(Mun) dislodged is the result. See [Key Variant](#) and [Variant Jargon](#) (KW).

### **KEY VARIANT (1) [MN:Apr92]**

The simple change variant that uses [The Key Variant Rule](#). Several games of this were run in the 1960's. Designed by Jeff Key. See [Key Rule](#) and [Variants](#) (KW).

### **KEY VARIANT RULE (1)**

See [KEY RULE](#), [Variant Jargon](#) (KW).

### **KEY WORD [MN:Dec93]**

(1) A Key Word entry provide a list of all entries associated with the 'Key Word'. Key Word entries are: [Austrian Openings](#), [Diplomacy Statistics](#), [English Openings](#), [#FrenchOpening](#), [German Openings](#), [Hobby Awards](#), [Humour](#), [Italian Openings](#), [Personalities](#), [Rating Systems](#), [Russian Openings](#), [Variant Jargon](#), [Variants](#) and [Zine Names](#).

### **KILL THE WOUNDED, EAT THE DEAD (1) [AoS:88]**

Popular philosophy of play which holds that there are only two honorable fates in a Diplomacy game: win or elimination.

**KINGMAKER [PB:1980]**

Game of amazing popularity which takes hours to play and has a hideously badly designed gameboard (although improved when [Avalon Hill](#) took over distribution). There must be something to it.

**KINGMAKER (2) [DC:Jan92]**

The term used to describe a power when by his actions he tries to decide who the winner will be. Usually used in the mid-game by a country caught between the two powers that are well ahead and racing to the finish. Makes for an excellent bargaining position. Term originated at Stevens Institute of Technology.

**KINZETT RATING SYSTEM (1) [MN:Apr93]**

A compromise between the [Calhamer System](#) (which gives no weight to positions) and the NGC system (which gives a great deal of weight to them) which contains some influence from the Wilman rating system. Each game has a potential 150 pts, divided as follows:

- (1) 60 pts to the winner, or divided equally between participants in a draw (rounded down in a 7-way).
- (2) 'Positions' awarded: 1st 14, 2nd 12, 3rd, 10, 4th 8, 5th 6, 6th 4, 7th 2. Average out for ties (participants in a draw are considered 1st equal, others determined by supply-centre count then order of elimination/dropout).
- (3) Add a tiebreaker of 1 pt per supply centre held at the game-end (ignoring dropouts).
- (4) Dropouts get a -15 penalty. (This incidentally means that standbys can be rated).
- (5) Games in progress are rated by considering each a 'potential draw' between all surviving participants, using the latest supply centre counts for (3).

Originally printed in Zeeby 46, January 1986. See [Rating Systems](#) (KW).

**KINZETT RATING SYSTEM (MANORCON 1986) (1) [MN:Apr93]**

The rating system used at ManorCon in 1986 for both the team tournament and the individual tournament.

Games were played to a 1912 limit in the team tournament and 1909 in the individual, with individual scores from the team tournament counting towards the individual tournament. All games were DIAS.

Winners are awarded 2 Primary Points and all participants in any draw 1 Primary Point each. The winner of the team tournament was the team with most Primary Points (ties split by Secondary Points) and the winner of the individual tournament was the player with the most Primary Points, again ties being split by Secondary Points.

Secondary Points were based on what may be thought of as strength relative to a potential win. Where n = supply centre count, 100 pts were divided between the surviving players' in the ratios given by the following  $f(n) = 0.5*(n**2 + n) + 4$ . (Non-surviving players' shares were added into the divisor although their share of the 100 pts was ignored: instead they received 0.1 pt for each year survived.)

The practical upshot of the Secondary Point formula was that each gain in SC count rendered a greater gain in Secondary Points than the step before and thus a corresponding loss if any other player should make a greater gain in SC count than you did. Thus in a 17-16-1 situation, the player with 17 --- presumably stuck on a stalemate line --- would actually lose Secondary Points were he to support the 16-player into the other's last centre. Essentially, you lose out in Secondary Points unless you take the lion's share of any victim's holdings. See [Rating Systems](#) (KW).

**KLIEN, Eric (1) [EK/MN:Apr92/May92]**

Discovered Diplomacy at high school when he came across a group of people playing the game, but although intrigued by the game he didn't follow his interest up. After [The General](#) ran a special Diplomacy issue he was spurred into action, buying the game and entering the hobby at the same time; six months later he was publishing a [zine](#), Protocol.

Eric's 'revolutionary' approach to running postal diplomacy -that no [NMRs](#) are allowed - arose from his view that they unbalanced the game too much and that it was better to hold the game over and get a new player than to NMR the old player.

Publisher of [Electronic Protocol](#) and Protocol. Eric was one of the winners of [Avalon Hill's](#) Diplomacy contest that was run in 1989 in [\\_The General\\_](#). See [Personalities](#) (KW).

**KNOWABLE (1) [MN:Aug94]**

Before [Graustark](#) there was [\\_Knowable\\_](#). Issue 3 (March 1963) contained a little paragraph on page 15 announcing the availability of a postal Diplomacy game to be run in Graustark. This represents the start of the diplomacy hobby! See also [John Boardman](#).

**KONIGRATZ FREAKOUT (1) [MB:Jun80]**

[Birsan's](#) offbeat German-Italian opening: A(Ven) SA(Pie)-Tyr, dislodging GA(Tyr), allowing it to retreat to whichever of Vie or Tri Austria leaves open. A(Pie) provides some assurance to Germany that FA(Bur) will not be tempted to go for Mun, especially if Germany announces that he will open A(Tyr)-Mun. See [German Openings](#) (KW) and [Italian Openings](#) (KW).

**KONING AWARD, The (1) [FCD:Spring92]**

Following the success of the [Miller](#) and [Walker](#) Awards in gaining the acceptance of the hobby, Larry Peery felt that it was time to include an award for the best player of the year. It was left open whether this was to be for postal, electronic mail, or tournament play. A person could be nominated for play in a single game, or a series of games, or for winning a tournament. Peery announced the establishment of this category in the fall of 1985, with the first nominations and voting taking place in 1986. John Koning was one of the outstanding Diplomacy players of the 1960's and early 1970's, and was also the founder of [DipCon](#), hosting the first two such Cons at his home in Youngstown, Ohio. He also published STAB, one of the best pioneer dipzines. He passed away at a young age in 1974, so this was also a memorial award.

The full name of the award is "The John Koning Best Player Award" but this is usually just abbreviated to The Koning Award.

1986 - Dan Stafford: For leading the Dragonstooth Rating System through 1985.

1987 - Randolph Smyth: For a career of excellent postal play. (Randolph is one of the few people to have won a postal game with every country.)

1988 - Dave McCrumb: For winning DixieCon in 1987 and being top-ranked in the Dragonstooth Rating System.

1989 - Marc Peters: For winning CanCon in 1988 and finishing 3rd at DipCon in 1988.

1990 - Gary Behnen: For his overall postal play in the previous year.

1991 - Gary Behnen: For his overall postal play in the previous year. (Awarded prior to winning the 1991 DipCon!)

1992 - Gary Behnen.

1996 - Mike Gonsalves

2001 - Simon Bouton

1993 - Marc Peters

1997 - Mike Gonsalves

2002 - Brian Dennehy and Cyrille Sevin  
(tied)

1994 - Jim Yerkey: 1993 DixieCon  
Champion.

1998 - Sara Reichert (Harry Andruschak)

2003 - Yann Clouet

1995 - Bruce Reiff

1999 - Frank Easton

2004 - Yann Clouet

2000 - Mark Fassio

See [Hobby Awards](#) (KW).

### **KONING AWARD FOR OUTSTANDING SERVICE (1) [MB:Jun80]**

Named after John Koning, who died May 22nd 1974 from complications of diabetes. John and his zine STAB was one of the early giants of the hobby, was the third [BNC](#) and was well liked. Award is now dormant. See also the [Hobby Awards](#) (KW), [Koning Award](#).

### **KONING RULE [EB:Jul08]**

A rule interpretation that was made part of the standard rule book from 1971 on. The rule dates to 1966 and reads: A dislodged unit can have no effect on the province from which it was dislodged from. For Ex: A Munich to Burgundy, A Berlin to Munich, A Ruhr support Munich to Burgundy vs French A Burgundy to Munich: the result is that Burgundy is dislodged and Army Berlin to Munich works.

### **KOVAR, David (1) [DK/MN:Sep93]**

I discovered Diplomacy in September 1992 and a few weeks later the Judge code. I was pretty hooked and when Ken Lowe announced his burnout I figured I could do something about it to ensure a feed for my new addiction. I've done similar things for Empire (another network game) so this was really no big deal. I posted a few messages and Chris Davis of the EFF replied with an offer of a machine. The rest is history.

David has also set-up an anonymous ftp site for large diplomacy files (including this one!), the tap mailing list and in December 1993 became joint list-owner of the dipl-l mailing list with [Nick Fitzpatrick](#). See [Personalities](#) (KW).

### **KRAKEN (1) [MB:Jun80]**

Randolph Smythe's press byline in Fol Si Fie, sometimes used for game commentary or in the letter column. The name comes from a sea monster in Norse mythology.

### **KRIEGSPIEL [PB:1980]**

Originally what it says, 'war game', played by Germans after the Franco-Prussian war and resulting in plan which took place in WW1. Also a very bad [Avalon Hill](#) game (now deleted, I hope) but today mainly known as 'hidden chess', where there are three boards. One has the whole position, one has only the white pieces, the other the black. Obviously requires a [GM](#), and therefore quite suited to postal play. Hilarious [FTF](#) though.

### **KRONSTADT OPENING (1) [MN:May93]**

[Richard Sharp's](#) name for any Russian opening using the order F(StP/sc)-Lvn. See also [Livonian Lunacy](#) and [Russian Openings](#) (KW).

### **K-35 [PB:1980]**

Real name of this zine is unbelievably long, German and forgettable. Ran only one game, (GMed by [Conrad von Metzke](#)) but had reams of [press](#).

## **L Entries**

### **LAFOSSE TOURNAMENT SCORING SYSTEM (1) [MB:Jun80]**

An amalgam of five different scoring systems, which adds the points from each to give the total score. No reduced victory criterion used. Details in [DW](#) 24. See [Rating Systems](#) (KW).

### **LAMB HOBBYMEET (1) [PB/TNP:1980/87]**

The original British [hobbymeet](#) which used to be held in a London pub called the Lamb (Conduit Street) on the first and third Wednesday of the month. The hobbymeet has now moved elsewhere.

### **LAPLAND LURCH (1) [MB:Mar82]**

The F StP/sc-Fin opening. If R anticipates both A Nwy-Fin and F Den-Swe in S02 (after a F01 standoff in Swe), F Fin can block both, but F GOB cannot. If Russia anticipates Germany building F Kie in W01, F Fin is much less threatening, making it much easier for G to move against E. See [Russian Openings](#) (KW).

### **LAURENCE'S LAW (1) [DLA:Jan95]**

In any game of Diplomacy, a mistake has already been made. Naturally, this includes games where a player has been eliminated or games ending in a solo win as special cases. More interesting, though, is the corollary:

In any game of Diplomacy, the first mistake occurs before the Spring, 1901 moves.

My further research indicates that the first mistake may in fact be the decision to play Diplomacy! The investigation continues.... See also [Dumb Mistake](#), [Mistake and Tactical Mistake](#).

### **LEADER UNITS (1) [AP:1986]**

These are usually units of a standard type (for the particular variant) but which, on the board, also physically represents the individual who is the leader of that power (eg. the Emperor, Sauron etc)/ As such, they are a cross between Personality [Pieces](#) and [Special Units](#). If the leader unit is eliminated, so is the owning player. They are usually found in Historical or [Fantasy](#) variants. See also [Pieces](#), [Special Unit Types](#) and [VariantJargon](#) (KW).

### **LENGTH OF A GAME (1) [MN:Oct95]**

\_Omnibus\_ 4 (April 1995) contained a survey of all regular games played in Continental Europe between 1971 and 1991.



## Diplomacy A-Z

Years	number	A	E	F	G	I	R	T	Draw
1936	1	---	---	---	---	1	---	---	----
1926	1	---	---	---	---	---	---	1	----
1925	2	---	---	1	---	1	---	---	----
1924	1	---	---	---	---	---	---	1	----
1922	1	---	---	---	1	---	---	---	----
1921	4	---	---	---	---	---	1	2	1
1920	1	---	---	---	---	---	---	---	1
1919	1	---	---	1	---	---	---	---	1
1918	8	1	1	1	---	2	1	---	2
1917	7	---	---	2	2	---	1	---	2
1916	15	1	2	2	2	2	---	1	5
1915	10	---	1	1	---	---	---	3	5
1914	18	4	3	1	2	2	---	3	3
1913	21	---	4	3	---	---	1	3	10
1912	44	3	8	4	5	2	4	7	11
1911	55	2	6	4	6	6	6	7	18
1910	63	9	6	4	14	5	7	6	12
1909	65	5	7	11	4	7	11	5	15
1908	65	5	4	5	5	4	10	7	25
1907	47	2	1	10	3	2	13	2	14
1906	22	3	1	1	2	---	4	3	8
1905	16	---	1	1	1	---	9	---	4
1904	5	---	---	---	---	---	---	---	5
1903	1	---	---	---	---	---	---	---	1
average	10.4	10.2	10.9	10.3	10.1	12.5	8.9	11.6	10.5

The longest game is "Y'a plus d'saisons", in *\_Vortigern\_* (1983FA), which ended in 1936! See also [Diplomacy Statistics](#) (KW).

### LENGTH NUMBER (1) [MN:Jun95]

The average length of a diplomacy game. Does the length of a game depend upon the medium in which the game is played and are orphaned games longer/shorter than non-orphaned games? Concept introduced by [Mark Nelson](#) in *\_Everything\_ 90* (October 1994). See also [Dropout Number](#), [Q Rating](#) and [Win Number](#).

### LENGTH NUMBER (2) [MN:Jun95]

Some stats!

GAME	LENGTH	NUMBER
NAPG Non-orphaned games*	1910.42	/pm 4.14
NAPG Orphaned games*	1910.32	/pm 2.90
COMPU Non-orphaned games*	1909.28	/pm 3.16

COMPU = Games played over Compuserve network.

NAPG = North American Postal Games

\* Data from *Everything 85* (May 1992) through *Everything 1991* (March 1995).

### LEPANTO (1) [MB/RE:Jun80/89-90]

An Italian anti-Turkey opening featuring the Spring 1901 moves F(Nap)-ION and A(Rom)-Apu, followed by F(ION) CA (Nap)-Tun in autumn, to secure a build of F(Nap). The Lepanto would then be pursued with the moves F(Nap)-ION, F(ION)-EMS and then F(EMS) CA(Tun)-Syr (or Smy), thus embodying a four season strategy directed against Turkey (Italy's traditional rival for naval supremacy in the Mediterranean). Indeed, the Lepanto takes its name from the Sixteenth Century Battle of Lepanto in which an Austro-Italian fleet defeated the Turks.

In practice, however, the Lepanto is rarely pursued beyond Autumn 1901, after which Italian players usually prefer to develop a more flexible strategy. As an answer to the [Juggernaut](#), the Lepanto may be the best Italian opening, assuming as it does no grave threat from Austria.

Alliance with Austria is essential, with a standoff in BLA in S01 very desirable. Popularized by [Edi Birsan](#), it is probably the best known "named" opening. See also [Anti-hedgehog Lepanto](#), [Classic Lepanto](#), [Italian Openings](#) (KW), [Key Lepanto](#), [Illyrian Opening](#), [Naples Lepanto](#), [Stab Lepanto](#), [Tuscany Lepanto](#) and [Tyrolian Lepanto](#).

### LEPANTO (2) [JC:Sep94]

The battle of Lepanto was not strictly fought by an Italy-Austria coalition but by a Spain-Papacy-Venice coalition, in which the main Navy was the Spanish one. Italy was not yet a nation, but a myriad of small states (as Machiavelli portrays so well).

The association of Austria to this battle was by their close relations with the Spanish monarchy, so it is not wrong to mention them. Moreover, the Spanish Admiral who lead this battle was known as Juan of Austria, half brother of the Spanish King Philip II, son of Emperor Charles I of Spain and V of Germany.

Of course the translation of this fact into the game of Diplomacy suits perfectly with an Italy-Austria alliance.

### LEPRECON (1) [PB:1980]

Con run in Ireland by Der Garvey and others at Trinity College Dublin. Quite successful by all accounts. May be more to come.

**LEPRECON (2) [PG:Nov93]**

Con run in Oregon by Ken Corbin and John Extrom. Now mainly a meeting place for burned-out Dipsters.

**LERNER'S THEORY OF FANNISH INSTITUTIONS (1) [MB:Mar82]**

"All genuine needs will be spontaneously filled." Would that this were true!

**LEVIN, GRAHAM [HR:Aug02]**

An entry that needs to be written.

**LEXICON OF DIPLOMACY, THE (1) [MB/MN:Mar82/Apr92]**

A special 36 page issue of [Diplomacy Digest](#) (#34-36) published in June 1980 by Mark Berch. An alphabetical collection of the hobby's terminology, including 450 openings, variants, strategic concepts, special projects, publishing and GMing jargon, etc.

Retyped by Mark Nelson (and proofread by Harold Reynolds) for distribution in this document. A mammoth production. See also ["Son of LEXICON"](#).

**LIE (1) [MB:Jun80]**

The telling of an untruth is one of the most overused diplomatic procedures, yet sometimes is unavoidable. The value you hope to gain from the lie must be balanced against (1) The chance of it being discovered too soon, (2) The loss of credibility (3) the possibility that the same result could be accomplished, albeit more slowly, in a more "diplomatic" manner.

**LIE (2) [SS:Jan95]**

I have discovered the art of deceiving diplomats. I speak the truth, and they never believe me. *Conte Camillo Benso di Cavour*

See [Humour](#).

**LIFE (1) [HR:Oct02]**

Those regular, recurring events that are usually unavoidable and serve only to interfere with the playing of Diplomacy. Eating, sleeping, family (especially children) and work are the worst offenders. Paradoxically, work also brings in the money that is required to maintain the ability to play Diplomacy...

See [Humour](#).

**LIGHTBULBS (1) [MN:May94]**

How many Diplomacy players does it take to screw in a light bulb?

John Doucette:

Seven, unless they're named Loeb, then it takes nine.

It depends on the variant of the lightbulb.

Two, but it takes them a week to negotiate it.

Only one, if you give him Hall of Fame points for it.

One can do it, but it takes years, and a one-way lightbulb is much more satisfying than a three-way one.

Timothy Ferguson:

A: It doesn't matter how many you have to change the bulb, none will trust the others to hold the chair steady.

(taken from a rec.games.diplomacy post, 26th May 1994.)

See [Humour](#).

**LIMERICKS (1) [HR:Dec92]**

See also [Diplomacy.AZ](#).

In Diplomacy to be a winner,

one must be a terrible sinner.

The teller of lies,

Grows to a frightening size,

While the virtuous only get thinner.

See [Humour](#).

**LIMITED DURATION ALLIANCE (1) [MB:Jun80]**

Rather than lasting indefinitely, an alliance may be set to expire when a specific target is reached (e.g. Germany is wiped out), when one or both of the partners have reached some [SC](#) level, when a certain number of game years has passed, or once the required notice has been given. All too often, though, someone decides to jump the gun.

**LINDBERG-SELHAMMAR RATING SYSTEM (1) [MN:Sep94]**

A system devised by Nils Lindeberg and Magnus Selhammar for Swedish tournaments.

1. Games finish in 1908 with the winner being the player with the most centers. If two or more players tie for equal first they draw.
2. One win is always better than any number of 2-way draws, one 2-way is always better than any number of 3-ways, and so on.
3. Players who don't win, or are included in the draw are losers. They will get losers' point, which are the number of centers the winner has.
4. If a player is eliminated, he will double his losers' points. If a player get eighteen centers, all others players at the board are considered eliminated, and will consequently get 36 losers' points.
5. To rank the players with the same wins, 2-ways etc, the losers' points are used.

To encourage play from all participants, are the losers points divided by the number of games minus one half, that is:

$$\text{Losers'Points}(\text{total}) = \text{Losers'Points}(\text{sum}) / (\text{NoGames} - 0.5)$$

This rule is included to allow players to play in as few or as many games as they want. See Rating Systems (KW).

### **LINEAR SEPARATOR (1) [MB:Jun80]**

ALINEORSOOFMATERIALWITHOUTPUNCTUATIONOR  
SPACESUSUALLYINCAPITALSNORMALLYUSEDTOSEPERATEITEMSITISOCASIONALLYUSEDAS  
ANITEMINITSONRIGHTSAIDTOHAVEBEENINVENTEDBYEITHERCONRADVONMETZKEOR RICHARDWALKERDINE

### **LINSEY, BRUCE (1) [BL:Feb07]**

Prominent hobby publisher and GM in the 1980s. Published the zine [The Voice of Doom](#), the novice packet [Supernova](#), the publisher's handbook *Once Upon a Deadline*, the Runestone Poll publication *The Cream Shall Rise!*, the fake Diplomacy World #40, and a number of other zines and fakes. Won the Walker Award for literary excellence in 1985 and the Miller Award for hobby service in 1987. His zine won the Zine Poll in 1985, and Bruce himself won the GM Poll in 1992. Known for his publications, for his comprehensive and strictly-enforced houserules, for being controversial at times (he was deeply involved in the Great Feud), and for always publishing on time.

(In response to a question on how he won the GM award in 1992 after VoD folded in 1985): *After I folded VD in 1984, I finished out the Dip games in Echo of Doom, which I ran for a few months as a subzine to Gary Coughlan's Europa Express. Once those ended, I didn't run Dip games any more. What I did do was start TRAX, a zine for the play of postal Empire Builder, which I ran for two or three years, and then White House Mania, in which I ran Campaign Trail by mail. At its height, WHM had nine games going, with six players in each. Meanwhile, after 1989 I turned over the Runestone Poll to Eric Brosius, who ran it for about three years. Eric allowed people to vote for zines and GMs for games other than Diplomacy, which is how I managed to stay on the list for that long.*

### **LITHO (1) [TNP:87]**

Offset litho reproduction--nowadays the most common form of [zine](#) production, relying on a professional printer. Expensive.

### **LITTLE CASINO (1) [AoS:88]**

Deceptions on a limited scale. Little Casino differs from [Big Casino](#) in that the former only involves factors directly related to the game. Breaking promises, violating non-aggression pacts, and sending an ally's letters to their enemies are all Little Casino.

### **LIVERPOOL TELEPHONE DIPLOMACY CLUB (1) [MB:Mar82]**

Operating in the early 80's, this was mostly lawyers and law students with a few doctors and med students. [GMed](#) by John Marks.

### **LIVONIAN LUNACY (1) [MB:Mar82]**

Russia's F StP(sc)-Lvn opening. If R wishes to distract G away from F Den-Swe in F01 with a threat to the Baltic, Lvn is a better place to make the threat, since it has no other good place to go. See DW 27. A.k.a. [Kronstadt Opening](#). See [Russian Openings](#) (KW).

### **LIVONIAN SYSTEM (1) [MB/RE/MN:Jun80/89-90/Jan92]**

A set of Russian moves based on A(Mos/War)-Livonia in Spring 1901 followed by F(GoB) CA(Lvn)-Swe in Autumn 1901. Popularized by [Don Turnbull](#) in an article on playing Russia published in "[Games & Puzzles](#)".

In the northern variation, Russia opens A(War)-Lvn and A(Mos)-Stp and then A(Stp)-Fin, giving up to three units bearing on Norway in Spring 1902 - but at the expense of serious exposure on the Southern Flank. This may be acceptable if Austria can be relied on to contain Turkey, but the lack of influence on Rumania deprives Russia of the near certainty of a build. In the more cautious southern version, therefore A(Mos) moves to Ukraine.

In [Richard Sharp's](#) rationalized system for naming Russian Openings, the Livonian system refers to any Russian opening using the moves F(Stp/sc)-Fin/GoB and A(Mos)-Lvn. There are two named variations: the Galician Variation and the Silesian Variation.

At the time that [Turnbull](#) recommended this opening, the common opening move for F(Kie) was to Hol; it was unusual for Germany to move to Den. It was even more unusual for Germany to stand Russia out of Swe. Hence, Russian players expected to take Swe in Autumn 1901 as a matter of course. Hence the move to Lvn with intent to convoy to Swe is not as strange as first appears. See [Russian Openings](#) (KW).

### **LOCAL GAMES (1) [MB:Jun80 / MN:Mar23]**

A "postal" game for persons in one area, usually a city but sometimes a state or part of a state (e.g. Southern California). These games are usually not rated (although they usually have the same appearance and deadlines of postal games). This is due in part to the fact that a player could amass quite a good rating without outsiders being able to challenge him. There is no known example of this, and it is unlikely that the inclusion of local games would significantly alter rating lists. The other reason cited is that these are not so much postal as [telephone games](#). The definition of a local game seems to have introduced by [Conrad von Metzke](#) in Everything 7 (1st March 1973).

### **LOCKED OUT UNIT (1) [MB:Jun80]**

A unit which cannot in any way affect an upcoming battle, e.g. a unit too far away, or one which can only support but which will surely be cut. A given plan may "lock-out" a particular unit by giving it no role -- possibly freeing it for another purpose.

### **LOEB, DANNY (1) [DL:Dec92]**

I have played Diplomacy since grade school, but only entered the world of e-mail Diplomacy in 1988 when I distributed a series of variants allowing 8-63 people to play Diplomacy. A game (D20a) involving twenty players was attempted, and ended in a conceded victory as I graduated and left for France leaving the game in [Eric Klien's](#) hands. Around this time, [Ken Lowe](#) told me about his [Diplomacy Adjudicator](#), and I became a major promoter of it. After much cajoling, Eric Klien allowed me to run a test game (Austerlitz) to be run on the [Judge](#) and included it in his zine [Electronic Protocol](#). For this game, I set up my own Judge in Bordeaux (the first outside Washington), so that Ken could participate as a player. Following the success of this game and a favorable survey of the participants of other games on the JUDGE, Eric Klien opened up the way for greater collaboration between JUDGE and EP. I rewrote his [house rules](#) so that they would better apply to the JUDGE. Eventually, he and his guest publishers were overwhelmed by the many EP games run on the JUDGE, and were unable to publish them all. I proposed and became founding editor of a special chapter of the EP, [Chapter Two](#), dedicated to such games.

While in Boston, I organized a diplomacy discussion list [DIPL-L@MITVMA.BITNET](mailto:DIPL-L@MITVMA.BITNET) and created a [Hall of Fame](#) introducing a scoring system [(winners-losers)/winners points per winners] which can be applied to most Diplomacy variants, and is designed to encourage competitive play. After a long halt, [Nick Fitzpatrick](#) took over the [DIPL-L](#) and Hall of Fame and is applying my game scoring system.

My current (1993! -- HR) duties include managing a list of Spring 1901 openings used in all standard games on the JUDGE. I am also the founder and director of the [diplomacy programming project](#). As such I have had two papers published in scholarly journals regarding my research, and have written a diplomat interface which will allow humans and computer programs to play with each other automatically. My students have begun to implement many of my ideas regarding the DPP, and some initial prototypes have been tested.

See [Personalities](#) (KW).

### **LONGEST DIPLOMACY GAMES (1) [MP/PG:Nov93/Feb94/Jul94]**

An entry that would be nice to have. Maybe I'll find time to write it REAL SOON...

EP#	GAME-NAME	YEAR	RESULT
93-080	primary	1929	I
93-069	rupert	1928	I
215	earwig	1927	F
216	fly	1925	AFR
246	gorilla	1924	I
190	pint	1923	FR

### **EP VARIANT GAMES**

EP#	GAME-NAME	VARIANT	YEAR	RESULT
192	luzon	Youngstown (Gunboat)	1940	A/F/In
93-035	offboard	Youngstown (Anon)	1939	C
93-128	jurassic	Anonymous	1936	E/F/I
139	hastings	Britain	1935	E/F/T
93-121	hopeless	Pure (Gunboat)	1935	A
94-065	woogie	Gunboat (none)	1934	A
93-095	Shogun	Youngstown (anon)	1932	A/C/E/I/J
124	dien	Youngstown	1930	I
182	sumatra	Youngstown (Gunboat)	1930	A
93-041	heron	Gunboat (white)	1930	E

One of the longest PBM games has to be 1986AM in [Graustark](#). Begun in July 1986, when it ended in September 1993 (as a 17-17 AT draw) it was in Winter 1939. End-game statements were printed in [\\_Graustark\\_ 624](#), 25th September 1993.

### **LONGEST SURVIVAL (1) [MN/DS:Jan94/Jul94]**

The record for the most years a power survived on one-centre. In email games Austria lasted on one sc from S02 to Fall1914 in veal (EP240). During the course of the game this unit owned Vienna, Munich and Paris.

However the record belongs to Dan Shoham in the game Barney (93-059). Dan writes: "With my one unit, I almost made 20 years. I was the last to be eliminated, and have journeyed through Berlin, Munich, Marseillies, Venice, Trieste, Budapest, Serbia, and Greece. I had the chance to see (and often contribute to) the elimination of Austria, Germany, and France during my tenure." Dan Shoham, [shoham@edu.mit.ll]

### **LONG TERM STRATEGIC MISTAKE (1) [MN:Jan95]**

The fourth type of [mistake](#) in Robert Reibold's classification of mistakes. Difficult to spot and not easy to describe. See also [dumb mistake](#), [short term strategic mistake](#) and [tactical mistake](#).

### **LOOP (1) [MB:Jun80]**

A rare tactical device for when you wish to move from A to B but anticipate that the enemy will move from B to A with equal or greater force. The solution is to convoy around the attack. Thus F(BLA) CA(Con)-Bul in the face of F(AEG)SA(Bul)-Con. The drawbacks are (1) You must be willing to accept his occupation of Con on that move, (2) Since F(BLA) is convoying, you are moving with less than full strength, and A(Gre)-Bul may foil you -- but not foil A(Bul)-Con.

### **LORD OF THE RINGS [PB:1980]**

The greatest fantasy book of all time. References to Gandalf, Sauron, Bilbo Baggins etc may be less frequent than they were, but are frequent enough to make reading the book compulsory. If you don't like it the first time, read it again.

### **LOWE, Ken [KL:Aug 93]**

I was introduced to Diplomacy in 1986 when a coworker and some students set up an email game. The game played for two or three game-years over a period of a few weeks and then dissolved when a couple of the students disappeared for summer vacation. I found it difficult to gather 6 other people together so I only played one FTF game a few months after that. General campus support for academic Unix was dropped into my lap in the summer of 1987. I needed something to familiarize myself with the system and I could never find that 8th person to act as an [adjudicator](#) so writing a Diplomacy adjudicator was my "learn Unix" project. It started out adjudicating a single game among a few coworkers in November of 1987. I added multiple game support when the students who started the email game the year before learned about it and soon word leaked out to the rest of the Internet. Diplomacy has been my life from then until November 1992, when a case of minor burnout caused me to want to pursue other interests. I'm now letting the server wind down until the current games conclude. [NOTE: Many hundreds of e-mail Diplomacy players owe Ken a lot of thanks for all the effort he has put into the hobby!--HR] See [Personalities](#) (KW).



## M Entries

### MAD DIPLOMACY (1) [TNP:87]

An up-to-date [variant](#) which allows you to nuke your opponents, to the general detriment of everyone. See [Variant](#) (KW).

### MADMAN (1) [MB:Jun80/Mar82]

A [variant](#) style sometimes used when fewer than 7 players show up. One country, generally Italy, is ruled by a Madman: After the moves are submitted, but before they are exposed, a randomly selected player writes moves for the country without diplomacy. This is repeated each season until elimination.

In postal play, all players submit orders, one set is chosen at random so that no one knows whose orders were used. Invented by Blair Casak, named by John Leeder. See [Variant](#) (KW).

### MAGINOT OPENING (1) [MB/RE/MN:Jun80/89-90/Aug95]

[Richard Sharp's](#) name for the strong French opening F(Bre)-MAO, A(Mar) SA(Par)-Bur. It assumes an understanding with England over the English Channel, and though it must be regarded as anti-German, the opening still allows France the opportunity to take three neutral centres in Autumn (with A(Bur)-Bel, A(Mar)-Spa and F(MAO)-Por) and allows France to defend Mar against the presence of IA(Pie). Naming it after the Maginot Line has emphasized its defensive qualities, but there can be no doubt that the opening poses a direct threat to Munich, and may signal a frontal assault on Germany by an Anglo-French alliance with the possibility of A(Bur)-Ruh in Autumn 1901. This is both a strength and a failing, as it exposes France to a stab from England and is likely to cause maximum offense to a neighbour who is not usually an initial threat to France. However, it does assure the French player of a say in Belgium's future (a useful bargaining chip even if France cannot take the centre himself) without leaving Burgundy unguarded - and still allows him to take both the Iberian centres in 1901.

The opening F(Par)-Pic, A(Mar) SA(Par)-Bur is the Maginot Opening, Picardy Variation. See [English Maginot](#) and [French Openings](#) (KW).

### MAJORITY OF UNITS ON THE BOARD (1) [MB:Jun80]

The victory criterion prior to 1971. Under it a player could win with only 17 units by annihilating an enemy unit (1965I) or could be forced in a draw with 18 by being unable to build a 17th unit (1966AA).

### MAN (1) [AoS:88]

Alternative term for "unit", regarded by many as sexist.

### MANORCON (1) [TNP/MN:87/Sep93]

Summer convention held at Birmingham University each July. Provides the opportunity for outdoor games such as soccer, American football and croquet, as well as the more usual board games.

In theory runs the Universities Diplomacy Tournament, although there aren't many University teams these days. The team tournament has become a valued prize and several editors try to organise as strong a team as possible in order to claim victory. See [Team Tournament](#).

Year	Team Winner (Nu uni teams/Nu teams)	Individual Winner
1982	Liverpool	Gary Piper
1983	Birmingham University	Guy Thomas
1984	Birmingham Univeristy (7/13)	Edward Richards
1991	??? (?/14)	Toby Harris
1995	The Also-Rans	Jim Mills

### MAP ERRORS (1) [MB/MN:Jun80+Mar82/Mar93]

The Diplomacy map should not be taken too literally. Belgium has been given a chunk of France, including Calais, Dunkirk and Boulogne. This was presumably done to make sure that Bel bordered ENG. More mysterious is the fact that Hol has been given part of Belgium (Antwerp area). Clyde should be extended further south to include the river Clyde. The northern portion of the Ruhr (north of the Ruhr River) is missing. For consistency's sake, Tunis should be Tunisia. The Russo-Finnish border should be moved a bit east to include the western most part of Lake Ladoga (just north of the "StP(sc)"). The dot for Trieste is actually placed on the city of Fiume (now Rijeka). "Kiel" is placed on Hamburg, and "Lyo" should be "Gulf of Lions". Finally the border between Sweden and Norway should be a territory line as Sweden and Norway were a union until 1905.

### MAPIT (1) [MN:Nov93]

A Unix program, written by George Boyce in 1992, consisting of C source code and postscript text and data files. You give it a ["judge style report"](#) and it tries to give you back the PostScript which will draw a map (regular or Youngstown) with units labeled and arrows drawn indicating moves etc. Macintosh binaries written by Kent Irwin in October 1993. DOS version written by Larry Richardson in November 1993. The different versions of this program are available from the ftp site [nda.com](#) in the dir /pub/diplomacy (.)

The source code for mapit is currently being maintained by [David Kovar](#).

Internet players do not need to have a copy of this program in order to generate the PostScript map file. The [adjudication](#) produced by the Judge can be redirected to [judge@shrike.und.ac.za](#) or [judge@morrolan.eff.org](#) (ensuring that there are no comment ("]") characters inserted by your mailer) with the line map \* [n] added at the top of the file (n is optional for receiving the map in .ps format, rather than uuencoded format).

### MARCO POLL (1) [MN/PG:Nov93/Dec93]

A North American [Hobby Poll](#) begun by Mark Larzilere in 1981. After falling dormant, it was revived in 1989 by Pete Gaughan. In 1994 it will be run by Bob Acheson. Its methodology is designed to avoid 'grudge' voting. Over the years it has run different categories. The main rival to the [Runestone Poll](#).

(1) BEST ZINE

Year	Voters	Winner	Runner-Up	3rd
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## Diplomacy A-Z

1. 1981	32	Brutus Bulletin	Voice of Doom	
2. 1982	61	Europa Express	Just Among Friends	
3. 1983	73	Europa Express	Voice of Doom	
4. 1989	41	Fiat Bellum	= (tied)	
		House of Lords	=	
5. 1990	31	Northern Flame	Been There Done That	Kathy's Korner
6. 1991	48	Upstart	Moire	Kathy's Korner
7. 1992	38	Maniac's Paradise	Upstart	Kathy's Korner
8. 1993	25	Maniac's Paradise	Upstart	Well, Martha....

Note. In the period 1989-1993 you could not vote for the Pollsters  
zine \_Perelandra\_.

### (2) BEST GM

1. 1982	Gary Coughlan			
2. 1983	Gary Coughlan			
3. 1990	Andy Lischett	Cal White	Melinda Holley	

### (3) BEST FRESHMAN ZINE (award for best zine begun in the previous year.

This was originally a seperate Poll)

	Winner	2nd	3rd
1. 1981	Europa Express	Sleepless Knights	The Schemer
1. 1983	Magus		
2. 1984	House of Lords		
3. 1985	Flick of the Wrist		
4. 1993	Zero Sum	Aren't you the Guy...	Foolhardy

### (4) BEST PLAYER

	Winner	2nd	3rd	4th
1. 1991	Gary Behnen	Kathy Caruso	Steve Cooley	
2. 1992	Gary Behnen	Mike Gonsalves	Kathy Caruso	
3. 1993	Fred Hyatt	Steven Carlberg	Eric Vood	John Schulz

In 1993 voters were not allowed to vote for Behnen.

### (5) BEST SUBZINE

1. 1983	Mos Eisely Spaceport	
2. 1990	High Inertia	Extremism in the Defence of Liberty

See [Hobby Awards](#) (KW).

### **MARK BERCH DEPARTMENT (1) [MB/PG:Mar82/Nov93]**

The utterly inappropriate label all too often given to boring and totally dated reports on the weather. Not a slam at Berch for being boring but was, in fact, a response to Mark's \*request\* --- he \*was\* interested in the weather in various areas just as some people are interested in what music is playing while an editor works!

### **MARK BERCH REPORT, THE (1) [MN:Sep93]**

Whenever North American zine editors have to fill up a space they produce The Mark Berch Report (sometimes called the Mark Berch Department): a report of the local weather at the time of writing. Was in widespread use at one time.

### **MAROTTA RATING SYSTEM (1) [MN:Jan96]**

David Marotta's method for rating players who only play part of a game, posted to RGD in January 1995. The ith player of n players sharing in the resulting points gain

$$p(i) = \frac{a - z + 1}{7 + f + n}$$

Where,

a = the number of players in the game when ith player took over,  
z = the number of players in the game when ith player abandoned,  
f = the number of players who finally shared in the draw, and  
n = the number of players who played ith's power throughout the game

This offers no incentive to prolong the game to gain more points. Lots of incentive to eliminate people from the draw (which increases your share of the win). And no incentive to CD because every new player gets at least 1 share, even if no one is eliminated during their time in power.

Consider this carefully. Here are some examples: A power played by 3 players shares in a 3 way draw:

Player	Powers at start	end	Share of 3-way
1	7	6	2/7

2	6	4	3/7
3	4	3	2/7

In the next example the original player grows to 17 and is threatened with a 6 way which the next player whittles down to a 3 way:

Player	start	end	share
1	7	6	2/6
2	6	3	4/6

Here is a player who goes CD after Spring moves, whose replacement wins solo very quickly in brilliant play

Player	Start	End	Share
1	7	7	1/8
2	7	1	7/8

Perhaps generous to the 1st player, but less generous than time-based systems. (Examples taken from a RGD post by David Marrotta.)

See also [Rating System](#) (KW) and [Rating System For Standby Players](#).

### **MARTIAL LAW (1) [Doug Stewart:Aug03]**

Martial Law is variation to Civil Disorder with "defensive only support" for its units. The reader of the orders (prior to reading all orders including his own) will announce the supports of the countries in Civil Disorder. The reader chooses what the supports will be, which can provide him with an advantage if the CD'ed country is his neighbour. That country's units may NOT move, nor offer support to any other country's units. The intent is to reduce the ease with which a 'Civil Disordered' country can be over-run. [Rule variation created in 2003 by Doug Stewart for the DCOC (Diplomacy Club Of Canberra).]

### **MASTER POINTS SYSTEM (1) [MN:Apr93]**

A system designed by Ken Sproat to grade tournament players based upon all games that they have played in Australian Diplomacy tournaments.

There are a succession of ranking grades (just as in Bridge and Chess): Novice Class, Intermediate Class, Senior Class, Veteran Class and, finally, Champion of Diplomacy. Movement from a lower class to the next is based upon the accumulation of points. In all classes a rule-book victory gains the winner 34 points and the winner of a tournament scores a bounty of 20 points. Players in the Novice or Intermediate Class score half their final supply centre count in games in which they lose.

NOVICE CLASS: 10 points for survival + Final Supply Centre Count. Eliminatees score 1 per game year survived, to a maximum of 10. 50 points are required to reach INTERMEDIATE CLASS.

INTERMEDIATE CLASS: Players score their supply centre count, but only if they have 5, or more, centres. 100 points required to enter SENIOR CLASS

SENIOR CLASS: Players score their supply centre count, but only if they have 10, or more, centres. 150 points required to enter VETERAN CLASS.

VETERAN CLASS: Players score their supply centre count, but only if they have 13, or more, centres. 200 points required to become a 'Champion of Diplomacy'.

CHAMPION OF DIPLOMACY: Nobody has entered this class yet.

NOTE: A player who moves into a new CLASS keeps all his old scores where appropriate. For instance a player moving from INTERMEDIATE CLASS to SENIOR CLASS will lose all games in which they lost and all games in which they had fewer than 10 centres. See [Rating Systems](#) (KW).

### **MATHOM (1) [MB:Jun80]**

A supply centre which you keep, but don't actually need - you just don't want someone else to have it. From Tolkien fandom.

### **McCALLUM, John (1) [Douglas Beyerlein in Washington Reports #4 (1973)]**

I would like to think that it is not true, but from all indications it appears that John McCallum has left the postal Diplomacy [Hobby](#). This is not only a severe loss from the field of [rating systems](#) but also to the whole hobby in general. John was regarded by everyone as always maintaining a sense of fair play, honesty, and non-partisanship in an era of the game when these qualities were almost unheard of. This fact was duly recorded for history when John was given the task of monitoring and checking the vote counts for the first [IDA](#) elections last year.

John McCallum has done far too much for the hobby for me to pretend that I can mention all of his accomplishments in this brief article. Therefore I am going to concentrate on his enormous contribution to the subject of ratings systems.

John entered postal Diplomacy in the Spring of 1964 and a year and a half later took over the publication of [\\_Broddingnag\\_](#) from Dick Schultz, the original editor. When I entered the hobby in the late summer of 1966 I immediately began correspondence with John and subscribed to his zine. In September John published BROB #43 and the BROB rating system was born. The first rating list had the results of only eight games, but John Smyth was firmly in first place with 12 points with [John Koning](#) in second with nine. This was the beginning of an association with rating systems that has led to many great things.

The second BROB listing appeared in #45 and included games in progress which made it a more accurate rating system (time-wise at least) than any other rating system since invented. Once again, Smyth headed the listings. From 1966 to 1969 (when McCallum transferred ownership of [\\_Broddingnag\\_](#) to Ed Halle) his zine was THE PLACE to discuss rating systems. I find, in fact, that these old editions are still good reading today.

In BROB #88 (September 1968) in reply to a letter from [Allan Calhamer](#) John invented the Calhamer Point Count Listing (CPCL). [Walt Buchanan](#) now runs that listing in [\\_Hoosier Archives\\_](#). ((It is now run by Canadian fan Randolph Smyth - MN Dec/92))

John's greatest contribution to the subject of ratings systems was the [Organizatin de Diplomatie \(ODD\)](#) rating system. It was first published in PFENNIG-HALBPENNIG #4 in January of 1972. This is \*the\* advanced system to date, and it is my belief that it will some day be the official listing for all of organized Postal Diplomacy.

Thus, I hope that one thing will never be forgotten: above all, John A. McCallum has always been a friend to all who knew him --- this is his greatest contribution of all. See [Personalities](#) (KW).

### **McCALLUM MERITORIOUS SERVICE AWARD (1) [MB:Jun80]**

Now defunct, named after [John McCallum](#), publisher of [\\_Brobdingnag\\_](#), [\\_Lauritania\\_](#), and other fine [zines](#) of the 60's and early 70's. See [Hobby Awards](#) (KW).

### **McGIVERN'S OPENING (1) [MN:May93]**

[Richard Sharp's](#) name for the opening: A(Rom)-Ven, A(Ven)-Tri and F(Nap)-TYS. F(Nap)-ION (the [Tyrolian Attack](#)) is more common. See [Italian Openings](#) (KW).

### **McKEJO OPENING (1) [MB/MN:Jun80/May90]**

An unorthodox Western Triple alliance, which sends German armies to Bel and Hol, plus F(BAL)-Swe, even as England convoys into Den --- thus, the Western fleet is in BAL rather than BAR. Used by McLendon, Kendter, Sr and Jones in 1979AK, it gives England a strong hand. The Western fleet is in BAL because it is expected that the Russians will be stood out of Swe in the Fall. See [English Openings](#) (KW), [French Openings](#) (KW) and [German Openings](#) (KW).

### **MEDALS OF DIPLOMACY (1) [MN:Jan96]**

Suggested by Jeff Goslin in a post to [RGD](#) in January 1995. The Three Medals of Diplomacy are:

GOLD: Stab first

SILVER: Cover your ass

BRONZE: Smile at your neighbours

### **MEGADIP (1) [PG:Nov93]**

The "game" of Hobby politics. Diplomacy is the game that most of us play, but some are more concerned with who has power in the hobby, who is allied with whom in zines and organizations, and how feuds are shaping up. MegaDipping is a campaign game, having no clear end and, obviously no winners.

### **MEINEL'S ENCYCLOPEDIA OF POSTAL DIPLOMACY ZINES (1) [HR:Feb07]**

A comprehensive list of postal Diplomacy zines, up to July 1992. Well worth the reading for those interested in the history of the Hobby. Available in PDF format from the Diplomatic Pouch at: <http://devel.diplom.org/Postal/Zines/TAP/Encyclo.pdf>.

### **MENSA DIPLOMACY CLUB (1) [MB:Jun80]**

Mensa is the organization for those whose IQ exceeds 130. In Britain, the M.D.C spawned [\\_1901 And All That\\_](#). When its editor could not continue to open just Mensa games, the membership requirement was dropped. Associated in the US with [\\_Claw and Fang\\_](#) and [\\_Bushwacker\\_](#). The US version is called the [Mensa Diplomacy SIG](#).

### **MENSA DIPLOMACY SIG (1) [MB/PG/MN/AY:Mar82/Nov93/Aug95/Jul95]**

A "special interest group" devoted to those interested in Diplomacy. Founded by [Fred Davis](#) and Don Horton in November 1974. The first ten mensa dip games were all run in [\\_Claw Fang\\_](#) (although the 3rd was started in [\\_K'DOOO- through F01\\_](#)). Other zines to have run Mensa games include [\\_Big Hits\\_](#) (Scott Hanson), [\\_No Fixed Address\\_](#) (Steve Hutton), [\\_Rambling Way\\_](#) (Andrew York), [\\_Snafu!\\_](#) (Ron Brown) and [\\_War Fair\\_](#) (Stephen Glasgow). The high tide of membership was 70 in 1981, since the mid 1980s membership has been static in the mid 50s. By mid-1995 48 regular Mensan games and six variant games (variant games all played in [\\_Bushwacker\\_](#) and later in [\\_Diplomag\\_](#)) had been started. So far no Mensan game has ever been abandoned. The [service zine](#) is [\\_Diplomag\\_](#).

Chairman	Period In Office
Fred C. Davis Jnr	November 1974- October 1981
Glenn Overby	October 1981-May 1982
Ed Bapple	May 1982-October 1983
Bruce Poopie	November 1983-November 1985
Fred C. Davis Jnr	November 1985-July 1995
Andrew York	July 1995-Present

#### **Editor of Diplomag (\*)**

Fred C. Davis Jnr	November 1974-October 1981
Ronald Brown	October 1981-October 1982
Bruce Poppe	October 1982-January 1986
Fred C. Davis Jnr	January 1986-June 1995
Andrew York	June 1995-Present.

(\*) called [\\_Diplomensa\\_](#) for the first 11 issues.

### **MELINDA ANN HOLLEY AWARD, THE**

See [Hobby Awards](#) and [Holley Award](#).

### **MERCATOR [PB:1980]**

A 13-player variant which has gone through four stages of evolution. Designed by Doug Wakefield and introduced at ScotDipCon 74, it uses the [Abstraction](#) convoy rule [i.e. a fleet can convoy AND move in the same turn--HR], timescales, and variable 'joint win' criteria, which actually make a result possible (unlike in [Youngstown](#), on which Mercator is based). Popular in the UK. See [Variant](#) (KW).

### **MERRY-GO-ROUND (1) [MB:Jun80]**

The rotation of three or more units. Thus, F(Hol)-Bel, A(Ruh)-Hol, A(Bel)-Ruh all succeed. This sometimes happens accidentally if nationalities are not the same.



### **MESSY FOLD (1) [PB:1980]**

A 'messy' fold (more probable in historical terms) is when the editor keeps promising 'one more issue', never gets around to it, players lose interest and are lost to the [hobby](#), and games 'die'. See [Fold](#).

### **METAGAMING (1) [MB:Jun80]**

(1) In tournament play "playing" the scoring system, presumably to do thing you might not ordinarily do. (2) In postal play, linking play in several games to maximize overall performance. See [Cross Game Alliance](#) and [Seven Player Tournament](#).

### **METZKE, Conrad von (1) [MN:Jan92]**

Six-foot-seven American hobbyist active in the postal hobby on and off since the mid 1960's. Part of an active San Diego crowd that discovered [FTF](#) Diplomacy at the beginning of the decade, many of whom would publish [zines](#) before the decade was out. Conrad's [\\_Costaguana\\_](#) was one of the first Diplomacy zines and has been published (with many interruptions and folds) since the mid 1960's. Conrad is a renowned writer (Pete Birks has called him the Hunter S. Thompson of Diplomacy editing), an excellent press-writer, renowned as a prolific faker, and responsible for importing RAILWAY RIVALS to the American hobby. Once played in 112 postal Diplomacy games simultaneously. Has produced many diplomacy zines including [\\_Saguenay\\_](#), [\\_K-35\\_](#), and for a short time, [\\_Diplomacy World\\_](#). See [#Fake](#), [Gamefee](#), [Personalities](#) (KW).

### **MICHICON (1) [MB:Jun80]**

A Wargaming convention held near/in Detroit, the first was around 1971. It hosted Origins in 1978, and DipCon in 1980. Associated with Detroit Metro Wargames.

### **MICROGAME [PB:1980]**

The most famous being 'OGRE', where one player has only one unit (the Ogre, rather like a Berserker in the Fred Saberhagen SF series of the same name, if that makes any sense) and the other player about 10. Several others have been produced and are, I'm sure, illicitly played in many a school lunch hour. Perhaps where the wargame is heading?

### **MIDCON (1) [PB/TNP:1980/87]**

[Con](#) run by Dave Allen in Digbeth Town Hall in 1977. One of the first 'big' cons (see also [GeordieCon](#), [PolyCon](#), [Cons](#)). Name now used for convention held every November in Birmingham and featuring the National Diplomacy Championships.

### **MIDGAME (1) [MB:Mar82]**

Definitions vary greatly: 1) When the [Barren Zone](#) is crossed in force (traditional, but this is too dependent on the German alliance structure); 2) First spring after a major power is down to 2 or fewer pieces (Lakofka); 3) When the "opening game" alliances start to obstruct the progress of one of those successful in the opening game (Smythe). See [\\_Fol Si Fie\\_](#) #138.

### **MILITARISM IV (1) [MB:Mar82]**

Low Pulsipher's variant which has a W00 build season, one "Double Unit" per country, units in neutral centres which players can order, and "loans" of supply centres. Details in [\\_DW\\_](#) 28. See [Variant](#) (KW).

### **MILLER AWARD, The (1) [FCD/MN/BL/JB:March 1989/Dec92/Feb07/Aug07]**

This is awarded annually to the person who has performed the most valuable service to the [hobby](#), normally for hobby service over the past year. Because of the prestige related to this award, no winner may be renominated during the following two years. This is the only North American Hobby Award for which write-in votes are not allowed. It is considered to be the highest award which can be granted by the North American Hobby.

The full name of the award is The Don Miller Hobby Service Award, but it's a bit of a mouthful, hence the abbreviation. This is equivalent to the British [Pimley Award](#). A list of winners which also gives the reason for winning the award (where known).

#### **Year, Winner**

1983 [Rod Walker](#): For multiple services as MNC, BNC, the IDA, and various aspects of editing and publishing over the period 1968-1982. (For this first year, a person's entire contribution to the Postal Hobby was considered. Thereafter, consideration was limited to what a nominee had done in the preceding year.)

1984 Lee Kendter, Snr: For taking over the Miller Number Custodianship in late 1982, at a time when there had been no official publication of the MNC Journal for nearly a year. He published the first issue of the new MNC Journal, Alpha and Omega, in May 1983. By the time the next issue came out, he had caught up on the backlog of games to report, and all known games in North America had been issued Miller Numbers.

1985 Bob Olsen: His "win" was related to the [Great Feud](#).

1986 Bill Quinn: For his services as Boardman Number Custodian in 1985.

1987 Bruce Linsey: For services in running the Runestone Poll, and for publication of the report of the same in the book, The Cream Shall Rise.

1988 Simon Billenness and John Caruso (PDO work): Awarded jointly for their services in running the Peoples Diplomacy Organization Relief Auction [PDORA](#), which raises funds for the support of several hobby services.

1989 Doug Acheson: For his work in running the Canadian Diplomacy Organization

1990 Fred C. Davis Jr: For his work as North American Variant Bank custodian, heading up the [Mensa Diplomacy SIG](#), and for eighteen years of publishing the leading variant zine [\\_Bushwacker\\_](#).

1991 David Hood: For editing and publishing [\\_Diplomacy World\\_](#) since 1990, and for hosting the 1990 [DipCon](#) and World DipCon II in Chapel Hill, North Carolina.

1992 John Boardman

1993 Cal White: For leading the task of writing a new box flyer and Gamer's Guide.

1994 Doug Kent. For running the PDORA Auction, the 1993 Census, the hobby discussion zine *\_Foolhardy\_* and his own zine *\_Maniac's Paradise\_*.

1995 - Andrew York	1999 - Michael Lowrey	2003 - Chad Schroeder
1996 - Manus Hand	2000 - Edi Birsan	2004 - Christian Shelton
1997 - Doug Kent	2001 - Stephen Agar	
1998 - Michael Lowrey	2002 - Chad Schroeder	

See [Hobby Awards](#) (KW).

### **MILLER NUMBER CUSTODIAN (1) [MB/MN:Jun80+Mar82/Sep93]**

The person who assigns [Miller numbers](#) for variant game starts, named after Don Miller who pioneered variant postal play and started a variant numbering system in 1965 to catalog games played. In this system two lower case letters were tacked on to indicate the specific game, e.g. gy for US Diplomacy III. In 1981 the numbering system was recodified into the format used today (ARDA system).

Occasionally associates for Europe like Steve Doubleday and Michel Feron have been used.

Don Miller	Jan 1965--Dec 1971	
Lewis Pulsipher	Dec 1971--Jul 1973	
(Conrad von Metzke)	Jul 1973--Aug 1973	interim
Burt Labelle	Aug 1973--Oct 1974	
Robert Sacks	Oct 1974--Dec 1977	LoH 1-12
Michael Smolin	Dec 1977--Jun 1979	LoH 13
Greg Costikyan	Jun 1979--Jun 1981	LoH 14-16
(Rod Walker)	Jun 1981--Aug 1981	interim
John Leeder	Aug 1981--Dec 1982	(first Canadian to be MNC) LoH 17
Lee Kendter, Sr	Dec 1982--Aug 1986	A&O 1-10
Fred Hyatt	Aug 1986--Mar 1989	A&O 11-17
Randy Grigsby	Mar 1989--Dec 1990	(second Canadian to be MNC) A&O 18-20
Lee Kendter, Sr	Dec 1990--present.	A&O 21-25+

There have been two different MNC zines. *\_Lord of Hosts\_* and *\_Alpha Omega\_*. See [VariantJargon](#) (KW).

### **MILLER NUMBERS (1) [TNP:87]**

Like Boardman numbers, but relating to variant games. See [Miller Number Custodian and Variant Jargon](#) (KW).

### **MIMEO (1) [MB:Jun80/Mar82]**

In this, one types on a stencil, which is mounted on a machine, and ink is pressed through it. Advantages: Good print even after 100 copies, easily corrected, can sometimes use material typed on ordinary paper by others (pseudoxerox), high legibility. Colours only possible by changing drums (example [\\_Albion\\_](#)). Examples in 1980 were *\_Why Me?\_* and *\_Toronto Telegram\_*.

### **MINISTAB (1) [MB:Jun80]**

An exception to the "rule" that the stab should always be a disabling blow, a ministab is usually the seizure of just one centre, or the placement of one unit in a [demilitarized zone](#). The stabber hopes that the stabbee will be either unable to retaliate, or unwilling to terminate the alliance for a relatively small offense. The ministabber must judge whether the one centre (or whatever) is worth the loss of trust that will occur even if no retaliation is forthcoming. The insidious thing about ministabs is, like potato chips, if the first one is good, its hard to resist a second. Countries have been nibbled to death.

### **MINIATURES [PB:1980]**

Wargames using miniature soldiers, rulers, lines of fire, and immensely complicated and personalized rules for their battles. Obviously limited in scale to an extent board wargames are not (wargamers may perjoratively refer to them as 'tabletoppers') but provide a greater aesthetic pleasure, especially if you have an allied hobby in military uniforms and airfix model painting.

### **MISADJUDICATION [PB:1980]**

When the [GM](#) of a game makes a cock-up, do not assume he will notice it, but tell him in a letter (or phone him if you're genuinely perplexed). Usually, mistakes must be spotted before the next season, or they have to be allowed to stand. Not telling the GM of a mistake because it is beneficial to you is both ungentlemanly and unfair on him. As far as I'm concerned, it constitutes deception of the GM.

### **MISDIRECTION (1) [MB:Jun80]**

The act of giving the wrong impression without actually lying. This has the advantage that (1) You can avoid the visceral response usually invoked in those who have been lied to (2) Your credibility is not completely destroyed, and may not even be seriously damaged (3) The victim may not be completely sure he was deceived, feeling that it was partly or entirely his own fault for drawing an incorrect inference.

### **MISTAKE (1) [TNP/MN:87/Jan95]**

Especially miswritten order. In Diplomacy, these are sometimes deliberate to spread confusion or disguise intentions. You probably won't fool anyone, but they can't be sure. Email fan Robert Rehbold has classified mistakes into types: the [dumb mistake](#), [long term strategic mistake](#), [short term strategic mistake](#) and [tactical mistake](#). See also [Laurence's Law](#).

### **MISWRITTEN ORDER (1) [MB:Jun80]**

A player who does not wish to make a move that he is obliged to make may deliberately miswrite the order. While the others may realize that the error is probably deliberate, there may still be some doubt. Care must be taken that the error is not correctable under the "badly written order" sentence of the Rulebook. On a rare occasion one may induce this error in another, by asking a careless enemy \*not\* to make a certain

(miswritten) order, in the hope that he'll copy the order directly from your letter. There is a risk that when a genuine error occurs, it may be thought deliberate.

### **MIX POINTS (1) [MB:Jun80]**

The number of different ways that an attack can proceed, often, the number of pieces adjacent to the target. A common tactical problem is whether to use the spring season to increase the mix for a fall attack, or to go with the lower mix in the Spring, hoping to get two attacking seasons rather than one.

### **MNC (1) [MB:Jun80]**

[Miller Number Custodian](#). See [Variant Jargon](#) (KW).

### **MOOSE FACTORY (1) [MB:Mar82]**

John Leeder's press byline in [\\_Runestone\\_](#). [Possibly named after a small community in far northern Ontario on James Bay -- HR]

### **MOST WINS (1) [DTM:Nov95]**

Here is a complete (1993!) list of PbEM players who have won at least three games, provided that they are somewhat standard (have as powers the main seven countries), and are start-to-finish 6 point HoF wins:

Conrad Minshall	8	AEEFFGGT	
Alan Bick	6	AAFGIR	
Amotz Bar-Noy	5	AFGRR	
Dan Shoham	4	ARRR	
Josh Smith	4	AFFI	
James Dreier	4	AFRT	
Dave Cebula	4	AAGT	
Michael Frigge	3		ART
Ken Samuel	3	FFR	
Robert Rehbold	3		ETT
Kendrick Lo	3	EGG	
Jonathan Tan	3	AAE	
Eric Luczaj	3	EGR	
Jorge Llambias	3		ITT
Ken Lofgren	3	AIR	

### **MOVES [PB:1980]**

The theory part of [SPI](#). [S&T](#) consisted of historical articles and games; [\\_Moves\\_](#) consisted of theories of how to play them. Rival to [\\_The General\\_](#).

### **MS [PB:1980]**

Mutually Supports. [HR:Aug02] As in: A Kie MS F Den, instead of writing the two orders A Kie S F Den, F Den S A Kie.

### **MULTIEDITOR ZINE (1) [MB:Jun80]**

A [zine](#) with two or more editors of roughly equal status. Examples include: Arrakis, Lonely Mountain, NMR! and Paroxysm. Husband and wife combos include Down Alien Skies and Flying Dutchman. [Note: [\\_zine\\_](#) not used here.]

### **MULTIGAME ZINE (1) [MB:Mar82]**

The earliest gamezines only carried one game each, a second zine was started for a second game. First one was Brannon's [\\_Wild 'n Wooly\\_](#).

### **MULTIPLE SUPPLY CENTRES (1) [AP:1986]**

In the regular game, each supply centre provides the necessary 'resources' to build and maintain one unit. Multiple centres are able to support two or more units, depending on whether they are double or triple centres etc. Usually this advantage is only available to the original owner, if captured by another power they are only able to support one unit. Multiple centres have no effect on conflict and are mostly found in Historical, [Fantasy](#) or [Science Fiction](#) variants. See [#Fortress](#) and [Variant Jargon](#) (KW).

### **MULTIPLE UNIT (1) [MB/AP/MN:Jun80/1986/Jul94]**

In regular diplomacy all units (both armies and fleets) are considered to be of equal strength. In some variants there are also multiple units with the strength equal to two, three or more single units. Often powers control these at the start of the game and are not allowed to build any new or replacement multiple units. Rules vary on whether an attack on one cuts them all, how they may be built and disbanded, etc.

A different type of multiple unit is allowed in [Multiplicity](#). This variant allows multiple units to be easily formed and disbanded by single units merging together or dividing. Multiple Units tend to prevent stalemate lines from forming and usually occur in Historical and [Fantasy](#) Variants. See also [Special Unit Types](#) and [Variant Jargon](#) (KW).

### **MULTIPLICITY (1) [PB/MB:1980/Jun80]**

[Richard Walkerdine's](#) variant which uses a regular board, but allows units to merge to multiple strength and later resplit. Merits--relatively simple idea, complex results, and all possible rule arguments worked out in advance. Highly thought of, but rarely seen in US. See [Variant](#) (KW).

### **MUNICH GAMBIT (1) [MB:Jun80]**

An English-German-Italian alliance which permits Italy to take Mun in F01. In S02, he is supported by GA(Bel) into Bur, permitting Germany to retake Mun in F02, even as Italy compensates by taking Mar. See [English Opening](#) (KW), [German Openings](#) (KW) and [Italian Openings](#) (KW).

### **MUTUAL PUPPET (1) [MB:Jun80]**

A relationship in which players "exchange" control of certain units. For example, Russia may agree to do whatever Turkey wishes with his southern fleet, having it join Turkey's Mediterranean armada. In exchange, Turkey loans the spare army to Russia. See [Puppet](#).

**MUTUAL SUB (1) [MB/TNP:Jun80/1987]**

An alternative to trading, popular in the States, in which each editor [subs](#) to the other's zine. There may not even be any money changing hands, just an exchange of credits on each sub account. Handy if there is a wide difference in publishing schedules or rates, or if the [GM](#) doesn't want to stick his subbers with the costs of zines he's getting.

**MUTUAL SUPPORT (1) [MN:Mar92]**

When one unit supports another which in turn is supporting that unit the two units are said to be in mutual support. Mutual supports are commonly found along stalemate lines. Instead of writing A(abc) SA (def) and A(def) SA (abc) some [GMs](#) allow players to abbreviate these orders to A(abc) MS A(def). Some GMs do not allow this, so it's a good idea to check the [House Rules](#). This is a special case of a [combined order](#).

**N Entries****NADF**

See [North American Diplomacy Federation](#).

**NADPS**

See [North American Diplomacy Players' Survey](#).

**NAME DUPLICATION [PB:1980]**

If you are unfortunate enough to have a common name, it is possible that someone else playing postal Diplomacy will also have it. Since they were around before you, you may suffer the ignominy in ratings and game results in [New Statsman](#) to have a (II) put between your first and last name. Such is life.

**NAPLES LEPANTO (1) [MN:Apr93]**

[Richard Sharp's](#) name for a risky version of the [Lepanto](#) where Italy opens A(Rom)-Nap instead of the usual A(Rom)-Apu, risking the loss of Venice in Autumn 1901. Its only merit is to appear as pro-Austria as possible. Strictly speaking a Naples Lepanto involves A(Ven)H. See [Italian Openings](#) (KW).

**NATIONAL DIPLOMACY CHAMPIONSHIP (1) [MN:May93]**

The British National Diplomacy Championship is held at [MidCon](#) each year. The tournament is based upon a player's aggregate scores over two rounds of Diplomacy. Previous winners: 1981 David Long, 1982 Nick Carter, 1983 Jim Mills, 1984 Andrew Sparkes, 1985 Martin Clifford-King, 1986 Ian Andrews, 1987 Jim Mills, 1988 Bob Kendrick, 1989 Pete Mason, 1990 Andrew Moss, 1991 Peter Hawkins, 1992 Julian Shepley, 1993 Neil Kendrick and 1994 Bob Kendrick.

**NATIONAL DIPLOMACY CHAMPIONSHIP HOAX (1) [MB:Mar82]**

Jack Masters' most electrifying [hoax](#). This involved 6 regional tournaments, with winners competing in Las Vegas for a \$25 000 prize, complete with "pari-mutual wagering and coverage by ABC Wide World of Sports." Quite a few people were fooled.

**NATIONAL DIPLOMACY TOURNAMENT (1) [MB:Jun80]**

Sponsored by [Philmor](#), it was to have been an UK-wide [face to face](#) Diplomacy tournament, with regional heats and a final in London in Oct 1979.

**NATIONAL FANTASY FAN FEDERATION GAMES BUREAU: DIPLOMACY DIVISION (1) [MB:Jun80]**

Possibly the earliest non-geographically based dip organization, it was active in the 1960's and was headed at one time by [Rod Walker](#).

**NATIONAL GAMES CLUB [PB/MB:1980/Jun80]**

Once upon a time, Graeme Levin asked [Richard Sharp](#) to run the [BDC](#) games from numbers 8 onwards. [Don Turnbull](#) had run six of the first seven, and Hartley Patterson ran the other. Richard Sharp agreed, and thus [\\_Dolchstoss\\_](#), the magazine of the NGC (of which Richard was Secretary) was born. The success of this operation, however, proved too much for a single zine/gamesmaster, and the flood of applications for membership as a result of fliers in the box (25/30 a month rising to 60 shortly after Christmas) meant that Richard Sharp asked for other 'editors' to take NGC games. Thus was split 'the [hobby](#)', between NGC zines and 'independent' zines. In 1974 the NGC was 'democratized' in that all the functions had become too much for Richard, and they were 'hived off' to elected representatives. This worked relatively well for one year, reasonably well for a second, when [\\_Dolchstoss\\_](#) became a [subzine](#) to Victor Ludlum run by the new General Secretary John Piggott.

By this time many of the 'NGC' zines were starting their own games from the loyal subscribers (which caused a fuss at the time--God knows why) and the whole idea finally died when Richard Sharp 'de-officialized' [\\_Dolchstoss\\_](#). By 1978 the NGC was effectively dead, and all we have missed is an efficient way of introducing newcomers to the hobby. Hopefully we have now found that. A North American affiliate, run by Randolph Smyth, never really got off the ground.

**NAVB (1) [MN:Dec92]**

Common abbreviation for the North American Variant Bank, the world's largest collection of Diplomacy variants and recognized by most [variant](#) fans as being the decider of most matters relating to variant classification. Set up in the 1970's it has had a succession of custodians. Between 1980 and November 1985 the Custodian was [Rod Walker](#) who devised the cataloging system now used and known as ARDA numbers. The next custodian was Fred C. Davis who passed the bank to Lee Kendter Jnr on April 15th, 1989. Fred had built the bank up to over 900 variants, growing by over one third in the last three years of his custodianship, mainly due to the contribution of designs from Britain and Germany. See [Variant Jargon](#) (KW).

**NAVB CATALOG (1) [MN:Dec92]**

A catalogue of the NAVB produced by the NAVB custodian. In addition to Diplomacy variants it also lists some non-diplomacy games. Fred C. Davis and Bruce Geryk produced the 1987-1988 catalogue. See [Variant Jargon](#) (KW).

**NAVB-NORTH (1) [MN:Jan93]**

The Canadian Branch of the [NAVB](#). Relunched by Ron Brown in September 1986. See [Variant Jargon](#) (KW).



**NBR [PB:1980]**

No builds received. A common error, and frequently fatal, by people not used to the [conditional build](#) system.

**NEED A GAME (1) [MB/PG:Jun80+Mar82/Dec93]**

A list of US openings in [regular Diplomacy](#), giving publisher's name, address and originally the number of years he has been GMing. Traditionally published in [\\_DW\\_](#). Original compiler was the [\\_DW\\_](#) editor, later by Lee Kendter, Sr.

For a time two services were available: [\\_Known Game Openings\\_](#) (Sacks) and [\\_Pontevedria\\_](#) (Walker). Both cover standard and variant games, and both eventually disappeared. [\\_Pontevedria\\_](#) (revived by Phil Reynolds) includes pubbers seeking standby players as well, and in November 1993 was passed onto Andrew York.

**NELSON, Mark Ian (1) [MN:Jul94]**

Active in the British Hobby since 1984, active in the international hobby since the Summer of 1987 and involved in the e-mail world since the Summer of 1990. A Diplomacy [phreak](#) who has published over 200 fanzines and has had many, many plans for really useful Diplomacy projects; Diplomacy AZ is one of the few that got past the 'this is a really good idea' stage... Was a [schoolboy editor](#) who didn't live up to the name. Has been [UKVB](#) Custodian since 10th July 1994 --- recognition at last! Prior to this was [UKVB Archivist](#).

Nominated for the [Rod Walker Award](#) in 1994 for his article 'The Two-Way Alliance' ( [\\_Diplomacy World\\_](#) 71). As well as the Diplomacy AtoZ Mark is also responsible for producing the [\\_STALEMATES:AY\\_](#) and [\\_VARIANT:AZ\\_](#) packages. See [Nelson's Rule](#)!

**NELSON'S RULE (1) [MN:Aug94]**

Formulated by Dustin Laurence, based on [Mark Nelson's](#) voluminous posts to the RGD discussion on goofy play: The only goofy players are the ones who think that goofy play exists. Dustin wryly adds: "This is an eloquence that Mark himself can't achieve." 8-)

**NEUTRAL ORDERS (1) [MB:Jun80]**

Substitute orders in place of All Units Hold in case of a [NMR](#). The purpose is to avoid grossly unbalancing the game. They are especially important for Italy and England, who cannot easily gain a neutral without moving in both S01 and F01, but all countries except France can easily be denied a neutral if they do not move in S01. The usual criterion for S01 is that it can be a fairly ordinary move which does not place a piece alongside another's home center, with the exception of the Tri/Ven area, obviously. The most difficult problems occur with A(Vie) and F(Kie). Sometimes also used for F01 and W01, but very rarely later on in the game. Often these are listed in the [HR's](#), which avoids a lot of ill feelings. Some times an outside person, who may not be named, will supply them. In the US and Canada, the majority of [GMs](#) use this system, though not in England.

**NEUTRALS (1) [TNP:87]**

In Diplomacy and variants, a country or province which contains a supply centre not owned by anyone at the start of the game. The first year of a game of Diplomacy is often spend dividing up the neutrals. See [Winter 1901 Neutrals](#).

**NEW BLOOD (1) [MB:Jun80+Mar82]**

A listing of names and addresses of persons who appear to be entering the hobby, with the implied invitation to pubbers to send them samples of their wares. Zines that have listed these in the past include [\\_Graustark\\_](#), [\\_Hoosier Archives\\_](#) and [\\_Runestone\\_](#). In March 1982 available on an approximately quarterly basis as a [\\_Pontevedria\\_](#) Supplement.

**NEW STATS MAN [PB:1980]**

A [genzine](#) produced by Mick Bullock intermittently, which contains records of all rated postal Diplomacy games, gamestarts, players' ratings, opening frequencies of countries, the annual [zine poll](#) and virtually everything else you wanted to know about the [hobby](#) but were afraid to ask. See [Zine Names](#) (KW).

**NEW YORK CONSPIRACY (1) [MB:Jun80]**

A collection of creative and well known New York City players and publishers of the mid 1970's, including [Edi Birsan](#), [John Boardman](#), Greg Costikyan, Matt Diller, Ben Grossman, Brad Hessel, Evan Jones, Bob Lipton, Howard Mahler, Gil Neiger, Jeremy Paulson, Arnold Proujanski, Mike Rocamora, Scott Rosenberg, Bob Sacks, Stephen Tihor, Nick Ulanov.

**NEWSZINE (1) [MB:Jun80]**

A [zine](#) designed to distribute news of the hobby. Includes [\\_Buletynne Boarde\\_](#) and, for a while, [\\_Utopia, Ltd\\_](#).

**NFP [PB:1980]**

Not for Publication. Letters to editors run the risk of being published unless this is placed at the top of the letter. (Think of editors as journalists. It's not much use saying 'Off the Record' afterwards, because it may already be typed up.)

**NF3NB**

See [National Fantasy Fan Federation Games Bureau](#).

**NGC (1) [MN:Apr92]**

Common abbreviation for [National Games Club](#).

**NGC RATING SYSTEM (1) [MB/MN:Jun80/Jul95]**

Devised by [Richard Sharp](#) in the mid 1970s and kept by Wink Thompson after Richard's departure from the hobby in 1979. Restarted by Richard when he re-entered the hobby in 1984 under the new name of the Dolchstoss Rating System. The rating system has evolved with time.

**Basic System**

1. The game rating is the sum of the player ratings at the time the rating is calculated.
2. Every new player is considered to have played one previous game, in which he has scored 100 points.
3. For finished games, the game rating points are divided up as follows: 1st, 30%, 2nd 20%, 3rd 15%, 4th 10%, others 5%. The remaining 10% is shared among the survivors pro rata, based on their supply centre counts.

4. In unfinished games, eliminees and dropouts share the remainder: half equally and half pro rota based on s.c. counts.
5. A player's rating is his total score divided by his number of games.

**Modifiers.**

1. **Experienced player bonus:** Players with 5 or more finishes (a finish being completion of a player's part in the game without dropping out) discard their worst 20% of scores and the notional first game.
2. **Dropouts:** Resigning counts as dropping out, the only difference being that a player who resigns finishes ahead of a player who drops out the same season. Dropouts are treated as having been eliminated in the season in which they drop. They are scored as usual, but: a) dropout scores cannot be discarded under the experienced player rule; b) dropout scores are not counted if they would improve the player's rating.
3. **Dropout Ratings:** Players who have dropped out of at least one third of their games have a penalty applied to their rating \*for ranking purposes only\* as follows: if they have dropped out of 33-50%, the calculated rating is divided by  $n=1$ , where  $n$  is the number of dropouts. Above 50% the divisor is  $n+2$ .
4. **Abandoned games:** A game is treated as abandoned if Spring 1901 was not played (or is not known). Other games are treated as draws between survivors.
5. **Standby players:** These are disregarded. If a standby shares in a draw, the number of participants in the draw is reduced by one; a 2-way draw involving a standby becomes a win.
6. **Player of record:** The player who submits Spring 1901 orders is the player of record.

See also Rating Systems (KW).

**NICKIE-CARLOTTA RATING SYSTEM (1) [MN:Dec93]**

Rating system designed by Eric Scharf and Ray Sinclair and used at the 1991 Dragonflight (Seattle) tournament. The tournament consisted of seven rounds, played over three days; each round last five and an half hours. WIN: Winner 14 pts, Survivors 7 pts.

DRAW	DRAWNEES	SURVIVORS
2-way draw:	12	6
3-way draw:	10	5
4-way draw:	8	4
5-way draw:	6	3
6-way draw:	4	2
7-way draw:	2	NA

Draw proposals (and votes) were public and were not [DIAS](#). Points were accumulated over the first six rounds. The seventh and final round was seeded with the top seven scorers to present themselves at the first table, the second table with the second seven top scorers, etc. The final round had no additional scoring weight and was 'open-ended' in time length. The name is based on the pseudonyms used by the designers on the BBS on which they met. See [Rating Systems](#) (KW).

**NIXON AWARD (1) [MB/PG:Mar82/Nov93]**

Given by Ron Brown of [\\_Murd'ring Ministers\\_](#) for spectacular dishonesty in a postal game. It was won by Al Pearson in 1980 (for 80AF), Kathy Byrne in 1981 (for 81R) and Daf Langley in 1982 (for a game called Tricky-Woo in Cheesecake). Revived by Marc Peters as a poll in late 1993.

**NMR (1) [PB/MB/Aos/MN:1980/Jun80/1988/Dec1993]**

Abbreviation for No Moves Received, i.e. by the [Gamesmaster](#) by the deadline date. Result is that all units stand. In the [International System](#) dislodged units are either annihilated or given a retreat space, depending upon the [House Rules](#). The American system sometimes covers No Builds/removals as well.

In the International System if you NMR twice then you will probably be expelled from the game. You have let down not only the [GM](#) but the other six players, who have a right to expect you to do your best and give them their money's worth.

For dealing with it, see [Goodbye Charlie](#), [IWAP](#), [Neutral Orders](#), [Phantom Orders](#), [Standard Openings](#) and [Tretick Standby System](#) -- all alternatives to All Units Hold.

The first postal NMR was by Fred Lerner playing in [1963-A](#).

**NOCCON [PB:1980]**

A con held in Northolt, run by Graham Box and Mike Allaway. Seems to be becoming an annual event, for which reason it is mentioned here.

**NON-DIAS (1) [AoS:88]**

See [DIAS](#).

**NORMAN RATING SYSTEM (1) [MN:May94]**

[Rating System](#) devised by David Norman and originally printed in [\\_Box Frenzy\\_](#) 13 (February 1994).

For each game, there are 1000 points available.

For winning score 580 points.

For being part of a 3-way draw score 266 points. 2-way draw score 350 pts.

For being part of a 5-way draw score 188 points. 4-way draw score 220 pts.

For being part of a 7-way draw score 143 points. 6-way draw score 163 pts.

This will leave  $n$  players to share  $10n(n+1)$  points.

For each player who failed to survive, award 1 point per year in the game. For each player who survived, award 1 credit per year of game, plus 1

credit per supply centre owned at the end of the game.  
Share the remaining points out in ratio with the credit held by each player.

Calculating a rating.

After one game: rating = points from game multiplied by 0.60.

After two games: rating = average points from games multiplied by 0.80.

After three, or more, games: rating = average points from all games.

Splitting a score:

Where one or more player has played a country, the points earned for that country shall be split between the players, using the following method.

For each country, a score shall be calculated each year, from 1900 to the end of the game. Each year, each country shall be awarded a number of points equal to the square of its supply centre count, except for Russia who shall have 1 centre deducted from its centre count in the years 1900 and 1901, before squaring. The total points in a particular year shall then be calculated. A country's score shall be the percentage of the total points for the year held by that country plus 3/4 of the percentage of the game that has been played, up to that year.

A country which starts with a score of s, ends with a score of e, and at a change of player has a score of n, shall split its points in the ratio n-s:e-n. If there has been two changes of player, at scores n then m, then the points shall be split in the ratio n-s:m-n:e-m, etc.

A player who only plays part of a game, shall have his rating average taken over the fraction of the game which he plays. A player who has played less than 3 games, but more than 1/2 a game, shall have his average score multiplied by  $(40+20*n)\%$  where n is the number of games he has played in. A player who has played in less than 1/2 a game shall have his average score multiplied by  $(100*n)\%$ .

See also [Rating Systems](#) (KW) and [Rating Systems for Standby Players](#).

### **NO-STANDBY POLICY OR ZINE (1) [MB/MN:Jun80/Aug94]**

A policy whereby all dropped positions are placed in civil disorder. Rare in North America, in recent years upwards of 60% of all British games have used it. It can result in only one player left in the game (1976IR). Pros and cons are discussed in [\\_Dragon and Lamb\\_ #40-42](#). In extreme cases, it results in a 6-player game at start (e.g. in 1979EP, in which no Austrian moves were ever made due to immediate dropout), though this is usually avoided by [Good-bye Charlie](#). First zine to run a no-standby policy was Dan Brannan's [Wild 'N Woolly](#).

### **NORTH AMERICAN DIPLOMACY FEDERATION (1) [MB:Jun80]**

Organized in 1980 by [Rod Walker](#), its Steering Committee is a collection of [Hobby](#) Custodians, such as the [BNC](#), [DW](#) editor, Variant Bank heads, who want to coordinate hobby activities, provide for smooth succession when needed, and provide some minimum level of accountability. This is all to be done without changing the custodian's basic responsibility to his job. Provisions also exist for a GM/Publisher's Council, and for sustaining members.

### **NORTH AMERICAN DIPLOMACY PLAYERS SURVEY (1) [MB/MN:Jun80/Apr93]**

Lew Pulsipher's Poll of the [hobby's](#) attitudes, characteristics (age, education, etc), attitudes toward e.g. various game endings, preference in [zines](#), variants, organizations etc. A massive undertaking, the first had 158 respondents and was published in DW #6; the second in DW #9. The third Poll was run by Lew Pulsipher and Bruce Linsey in Summer 1985.

### **NORTH AMERICAN HOBBY AWARDS (1) [MN/PG:Dec92/Nov93]**

A collection of awards voted on by members of the North American Hobby. The voting occurs in three stages: In the first stage the organizing committee ask for nominations (the Chairman can not be nominated for or win any category, and committee members cannot nominate other members of the committee). In the second stage the committee (usually five or six hobby old timers) select five or six of the nominees in each category and in the final stage the North American Hobby votes; the balloting is often timed so that the winners can be announced at [DipCon](#). Winners receive personal wooden and brass plaques (6" x 8") paid for by voluntary donations from hobby members. There are some large perpetual plaques showing all the winners' names back to 1983, winners are offered the chance to display these plaques in their homes or at [cons](#) for a period of nine months (they get to keep the personal plaques).

The Awards program was chaired by Larry Peery from 1983 through 1989, by Ron Cameron through 1992 and by David McCrumb since then. Fred C. Davis Jnr has served as Treasurer for this entire time. (In 1988 Larry Peery was the organizer of the [Miller](#) and [Koning](#) Awards, Alan Stewart handled the [Rod Walker Literary Award](#)).

In 1990 a new award was added, The [Melinda Ann Holley Award](#). Originally for female participation, it changed in 1992 to "quantity participation".

See also Runestone Poll and Marco Poll for two other current North American Hobby Polls. These Polls do not have any links with the above awards.

### **NORTH AMERICAN SYSTEM (1) [MN:Nov92]**

In postal games run in North America, it is common to split seasons Summer/Autumn and Winter/Spring. This means that a player writes his Autumn orders conditional on any retreats resulting from the Spring adjudication and Spring orders conditional on the Winter builds (with Winter builds being conditional on any Summer retreats!). Most GMs allow the Winter season to be played separately provided a majority of players ask for this separation. See [Implied Build](#) for some complications which can occur. See also [International System](#) and [Three Season Year](#).

### **NORTH AMERICAN VARIANT BANK (1) [MB:Apr92]**

See NAVB, [VariantJargon](#) (KW).

### **NORTH AMERICAN VARIANT BANK NUMBERS (1) [MB:Mar82]**

Descriptors assigned by [Rod Walker](#) to variants held in the [NAVB](#). E.g. PE/04/08: P is "Portions of Europe" category, E is "British Isles" subcategory, 04 is the 4th one in the "PE" group, and 08 means 8 players (this is [Gesta Danorum](#)). See [Variant Jargon](#)(KW).

### **NORTH AMERICAN VARIANT HOBBY POLL (1) [MN:Sep93]**

In 1989 Glenn Overby ran a Poll to determine the most popular variants in North America. There were 25 ballots which mentioned 37 different variant designs, only 12 of which received more than one vote. The top designs were:

1. Downfall (Hartley Patterson/ts19) 53.0 pts
2. Woolworth (Glenn Overby/cb16) 51.5 pts
3. Perestroika Diplomacy (Larry Cronin/re17) 50.0 pts
4. Colonia (Fred Hyatt/gh09) 49.0 pts
5. Gunboat Diplomacy (unknown/rb32) 17.5 pts
6. Mercator (Doug Wakefield/gp18) 17.0 pts

Glenn Overby (Woolworth, 2, Abortion Diplomacy, =9) and Fred C. Davis Jr (Abstraction, =7, 1885, =9, Atlantica, =15) were the only variant designers to have more than one variant in the top 15.

Results were announced in *\_MondoJ\_* 28 (December 1989) See [Hobby Awards](#) (KW) and [VariantJargon](#) (KW).

### **NORTH AMERICAN ZINE AND GM POLL (1) [MB:Mar82]**

Conducted by John Leeder. 1981 saw the 5th zine and 4th GM poll. (Now known as the [Runestone Poll](#)) See [Hobby Awards](#) (KW).

### **NORTH AMERICAN ZINE POLL (1) [MN:Mar92]**

See [Hobby Awards](#) (KW) and [Runestone Poll](#).

### **NORTHERN DASH (1) [MB/TNP/RE:Jun80/1987/89-90]**

The opening F(Bre)-ENG, A(Par)-Pic, A(Mar)-Bur; probably named by Nicky Palmer. It is debatable whether this is an aggressive defence or defensively aggressive: it could be seen as a French version of the Austrian Hedgehog openings, standing off attacks from England (F(Lon)-ENG) and Germany (A(Mun)-Bur); alternatively, it could be regarded as an all-out bid for Belgium or attack on England. As a defensive posture, it can only be regarded as a sign of failed diplomacy, since if France can trust neither of his neighbours in 1901, he is surely doomed. Moreover, it doesn't even offer complete protection, as an Italian opening to Piedmont would expose Marseilles; as an offensive, it may be applauded for making such a distinct commitment against England (a power that many Diplomacy players regard as France's greatest threat in the early years, and which needs to be eliminated early if it's to be eliminated at all). It is based on the theory that France can afford to ignore Iberia in 1901, though a stand-off is usually achieved to keep a unit next to Spain. Extremely pro-Italy. Less severe is the "Belgian Gambit", which uses F(Bre)-MAO instead. Contrasts markedly with the [Maginot Opening](#). See [French Openings](#) (KW).

### **NORTHERN HOUSEBOAT OPENING (1) [MN:May93]**

[Richard Sharp's](#) name for any Russian opening using the move F(StPsc)H. See [Russian Openings](#) (KW).

### **NORTHERN LIMP (1) [MN:May93]**

[Richard Sharp's](#) name for the opening: F(Bre)-ENG, A(Par)-Pic and A(Mar)H. A(Mar)-Bur, the [Northern Dash](#), is the more common move. See [French Openings](#) (KW).

### **NORTHERN LEPANTO (1) [MB:Jun80]**

See [Illyrian Opening](#) and [Italian Openings](#) (KW).

### **NORTHERN OPENING (1) [MN:May93]**

[Richard Sharp's](#) name for the opening: F(Lon)-NTH and F(Edi)-NWG. There are four named variations: the Cly variant, the Edi variant, the Wal variant and the Yor variant. See [English Openings](#) (KW).

### **NORTHERN OPENING, GALICIA VARIATION (1) [MB:Jun80]**

A(War)-Gal, F(Sev)-Rum, A(Mos)-Stp is the most pro-Turkey of all the StP Gambit openings. Following [Richard Sharp's](#) rationalization of Russian openings in the 1980's, properly called the Northern System, Galicia variation; Rumania variation. See [Russian Openings](#) (KW).

### **NORTHERN OPENING, UKRAINE VARIATION (1) [MB:Jun80]**

A(War)-Ukr, F(Sev)-Rum, A(Mos)-Stp. This is about the lowest profile Russia can keep in the South and still send an army there, and may indicate Russia believes that there is triple R-A-T alliance to be had. Following [Richard Sharp's](#) rationalization of Russian openings in the 1980's properly called the Northern System, Ukraine variation; Rumania variation. See [Russian Opening](#) (KW).

### **NORTHERN SYSTEM (1) [MN:Sep95]**

[Richard Sharp's](#) name for any Russian opening using the moves F(StP/sc)-Fin/GoB and A(Mos)-StP. There are six named variations: the Galician (A(War)-Gal), F(Sev)-Rum), the Northern Opening (A(War)-Lvn), the [Octopus](#) (A(War)-Gal, F(Sev)-BLA), the Silesian (A(War)-Sil), the [Squid](#) (A(War)-Ukr, F(Sev)-BLA) and the Ukraine (A(War)-Ukr, F(Sev)-Rum). By inference we can construct the Moscow Variation (A(War)-Mos), the Prussian Variation (A(Mos)-Pru) and the Warsaw Variation (A(War)H). See [Northern Opening \(Galicia Variation\)](#), [Northern Opening \(Ukraine Variation\)](#) and [Russian Opening](#) (KW).

### **NORTHERN TIER ALLIANCE OPENING (1) [MB:Mar82]**

Based on an EFG alliance, this has E convoying to Den, with A Mar-Pie and A Mun-Tyo for an immediate southern attack. Subsequently, E builds a minimum of fleets, F builds mostly F Mar. (Richard Hucknall in *\_FOE\_* 57). See [English Openings](#) (KW), [French Openings](#) (KW) and [German Openings](#) (KW).

### **NORTH SEA OPENING (1) [MN:May93]**

[Richard Sharp's](#) name for the opening where England orders A(Lpl)-Yor, one fleet to NTH and does something 'silly' with the other fleet. There are two variations: the Clyde and the Thames. See [English Openings](#) (KW).



### **NORWEGIAN DIPLOMACY ASSOCIATION (NDA) (1) [Frank Johansen:Aug03]**

Founded in June 1994 in Oslo by Borger Borgersen and other active Norwegian players at the time. Borger was the editor of Norway's only postal zine "The Backstabber" and ran the yearly Diplomacy tournament during Arcon at Oslo University. It was deemed necessary at the time to organize the hobby in a formal association to successfully win a bid for the European Diplomacy Convention (EDC). The NDA subsequently hosted the 1996 EDC. After Borgersen's retirement from the hobby in 1998, the organization was inactive until revived in 2000 by a new group of players emanating mainly from the PBEM part of the hobby. The "new" NDA quickly picked up the face-to-face traditions and has organized the Norwegian Diplomacy Convention since 2001. The NDA is registered as a non- governmental organization in the Register for Legal Entities under the Norwegian Ministry of Justice and is present on the internet at: <http://www.diplomacy.no/> A brief history (in English) of the Diplomacy Hobby in Norway can be found [here](#).

### **NOVICE (1) [PB:1980]**

In player, someone in their first game, someone who has just joined the [hobby](#). A 'novice game' will be one predominantly made up of novices. In editor, someone who edits a zine very soon after entering the hobby (perhaps less than a year--nobody has quantified it).

### **NOVICE (2) [AW:Mar96]**

Novices are players who make stupid stabs. See also [Experts](#) and [Intermediates](#).

### **NOVICE GAME (1) [MB:Jun80]**

Some zines (particularly \_Liasons Dangereuses\_) have organized games solely for novices, so that they won't feel outclassed. The drawback is that these will be less of a learning experience, as the players will not be exposed to experienced players -- and one of the prime functions of player's first few games is supposed to be learning. Apparently, these games often have intense levels of correspondence, as players are in few games, and seek to make a good start in the [Hobby](#).

### **NOVICE GAMESMASTERS PROJECT**

See [Novice Gamestart Project](#) (2).

### **NOVICE GAMESTART PROJECT (1) [MB:Jun80]**

A proposal by Cal White and John Gross, never implemented. To have been sponsored by the [IDA](#), games would have opened on a "general basis" and the players notified of their novice [GM](#). The GM would send his adjudications to the Project, which would publish the results in a zine. GMs would be encouraged to take their games with them when they were ready to start their own zine. [Orphans](#) could also be fed in. Similar to the [NGC](#) gamestarts function.

### **NOVICE GAMESTART PROJECT (2) [CW:Jul95]**

This was actually called the Novice GAMESMASTERS Project and it DID start. It ran exactly ONE game with James Hymas. I later tried to relaunch the idea in the late 1980s in \_Tyromania\_.

### **NOVICE SEMINAR PROGRAM (1) [MB:Jun80]**

Larry Peery's 300 page programmed instruction manual for beginners.

### **NOVICEZINE OR PACKAGE (1) [MB/MN:Jun80+Mar82/Aug93]**

An irregularly produced publication or package for the purpose of giving novices an overview of the Hobby. Examples include: Andromeda Chronicle (1972, Burt Labelle), Cephids (1975, Robert Correll), Compendium (Simon Billenness), [A Glossary of Terms](#) (1980, Pete Birks), Kaleidoscope (1973, Len Lakofka), Master's of Deceit (Tom Mainardi), Novice Package (Agar), Ponevdra (Walker), Supernova (Linsey), The Tangled Web we Weave (Swanson) and V'La le bon Vent (1978, John Leeder).

### **NRO [PB:1980]**

No Retreat Ordered. If a unit might be forced to retreat (if an ally stabs you, for example), then give it a conditional retreat order (e.g. A(Ser) retreat to Bud/Tri/Rum/Gre/Alb/Bul) so as to avoid it being disbanded and the ignominious NRO being placed beside it. As an aside, if players know that you always order conditional retreats, they may be less inclined to stab you, knowing that you have made preparations for such an eventuality.

### **NRP! (1) [MN:Jun93]**

No Retreat Possible! Death by destruction. Common abbreviation.

### **NUCLEAR WAR (1) [TNP:8]**

A rather tasteless card game with the false and insidious suggestion that nukes aren't all that dangerous - more people are affected by "Propaganda".

### **NUMBER OF NEW ZINES (1) [JM/MN:1992/Aug94]**

A rough approximation to the growth/contraction of the diplomacy hobby. Rather incomplete figures for the North American Hobby:

1963: 3  
1964: 5  
1965: 10+  
1966-1967: 32  
1971: 42  
1972: 55  
1973: 65  
1978: 10  
1980: 31 (never subsequently exceeded)

## O Entries

### OBB

See [Off-Board Box](#).

### O Brieni Attack (1) [MB:Jun80]

The single most popular Italian Opening, with A(Ven)-Tyr, A(Rom)-Ven, F(Nap)-ION, giving the player the option of attacking Vie, supporting into Tri or going for Munich, in addition to helping Russia take Vie. More widely known as the [Tyrolian Attack](#). See [Italian Openings](#) (KW).

### Obsolete Rules (1) [MB:Jun80]

These include Brannon's Rule, Gilliland Situation, the [Key Rule](#), Koning's Rule, Miller's Rule, Phillip's Dilemma, Reinsel/Beshera Rule, Shargin Alternative Convoy, the Swanson Rule, Walker Rule, etc. Most of these had to do with either convoys or retreats or support cutting, and were cleared up in the 1971 Rulebook. Apparently Charles Well was the first to start naming these rule disputes.

### Octopus (1) [MB/RE/MN:Jun80/89-90/Aug95]

[Richard Sharp's](#) name for a Russian opening which combines a strong defence in the south with an uncommonly powerful assault on Scandinavia. The name presumably derives from the way the opening exploits Russia's interests in so many spheres, spreading tentacles into several areas: the moves are A(Mos)-StP, A(War)-Gal, and F(Sev)-BLA. The Russian player who opens with this can expect to upset England, who usually looks to Norway as his only guaranteed build - in a game with an Octopus, only a full blown Northern Opening (F(Lon)-NTH, F(Edi)-NWG, A(Lon)-Yor) from England will do.

Neither Turkey nor Austria should feel seriously threatened, as you have apparently moved on the other as well, and a joint attack on both Austria and Turkey hardly seems likely if you are also moving to StP. Often, at least one of these will be an arranged standoff. The systematic name for this opening is [Northern system](#) (Octopus Variation). Variations depend upon the order for F(StPsc):

F(StPsc)-Fin (Octopus, Finnish Variation),

F(StPsc)-GoB (Octopus),

F(StPsc)-H (Octopus, Houseboat Variation),

F(StPsc)-Lvn (Octopus, Livonian Variation).

A favourite of [Richard Sharp's](#). See also [Russian Opening](#) (KW) and [Squid](#).

### Odd (1) [MB:Jun80]

John McCallum's complex rating system, based on Calhamer Point Count and the handicap system used in Chess. Players can gain additional points by doing better than those with ratings better than their own. (See [DW](#) 3). Currently run by Doug Beyerlein. (Was later revised to ODDMOD-- MN, Dec 1992) See [Rating Systems](#) (KW).

### ODDMOD (1) [MB:Jun80/Mar82]

A relatively complex rating system invented by John Leeder (although it is not based on "win-only"), in which the [ODD](#) system has been variously weighted. Standbys are rated. Details in [DW](#) Vol 3, 2 and [DW](#) 17. Present custodian is Blair Cusack, but no ratings have been published for several years. See [Rating Systems](#) (KW).

### OD Number (1) [AoS:88]

Proposed alternative to [Boardman numbers](#) for classifying Australian games. Aus=Oz, hence Oz Diplomacy number.

### Off-Board Boxes (1) [MB/AP/MN:Jun80/1986Mar92]

These originated in [Rod Walker's](#) Youngstown II. They are special spaces on the board which exist to link different parts of the board and form additional spaces between those so linked. Regardless of their names and shapes the 'box' rules are basically the same. Any number of units may occupy these boxes at the same time, including [A/Fs](#); No power can attack into or inside, or control them, but it is possible for one unit in a box to support another unit when it is moving out.

Boxes are usually sea provinces, allowing fleets more rapid movement and tending to globalize the board; important if there are more than seven players. Used in many variants. It is also possible to have off-board boxes that armies can move into. This helps eliminate corner positions and encourages more diplomacy. An example is in Mark Nelson's Diadochi VI. See [Variant Jargon](#) (KW).

### Off-Board Initial Placements (1) [AP/MN:1986/Jul94]

These exist in some variants where units start the game not actually on the board, but in special spaces which are assumed to exist beyond the map edge. Often these spaces are unmarked and unnamed and units may only move \*from\* them into specified spaces on the actual board and they cannot return eg in several [Downfall](#) variants Mordor starts with 3 armies off-the-board. These are different from [Off-board boxes](#). See also [Variant Jargon](#) (KW).

### Off-the-Board Retreat (1) [MB:Jun80]

Novices sometimes overlook the fact that a unit can be retreated off the board, or disbanded, rather than retreated to another space. It can then be built for the following winter, if the SC count permits, possibly placing the unit where it is really needed. This commonly occurs when a country is stabbed and needs a unit to defend home centers, or if a player wants to call off a war by removing the piece from the area. Also known as [Quick Retreat](#).

### Offset (1) [MB:Jun80]

A high-technology printing technique, in which a page is photographed, a plate is made from this, and printing is done from this plate. Due to the high cost of the plate, this requires relatively large circulations to be reasonable in cost. Usually done with reduction, so that two pages of copy fit on one side. Examples are: Diplomacy Digest, DW, Dragon and the Lamb, Flying Dutchman, Kassia, Megalomania, Le Front de Liberation du Diplomacy, Saint George and the Dragon and Vortigen. [Note: [\\_zine\\_](#) not used here]

### Ogre (1) [TN/MN:87/Jan94]

Orphan Games Rehouser. A man who can help to get your game going again if its zine folds.

## Custodian Tenure

John Marsden end of the 1970's.

Nick Kinzett ??? to July 1989

Peter Sullivan July 1989 to 31st December 1992

John Marsden 31st December 1992 to present.

## OGRE (2) [PB:1980]

The best known [microgame](#) from Metagaming Concepts. [Note: Has been sold by Steve Jackson Games for years now--HR]

## OLD HARD-CORE, The (1) [MN:Dec92]

See [HARD-CORE](#).

## OMBUDSMAN (1) [MB/TNP:Jun80/1987]

A third party who will settle [GM](#)-player disputes if consulted by both parties. May also settle intra-organization problems. Traditionally under the sponsorship of an organization, such as [CDO](#) or [IDA](#), and is usually elected. Not used in the UK. See [JudCom](#).

## ONE-SHOT GAMEZINE (1) [MB:Jun80]

A zine devoted to a single, complete game. The first was \_The Grand Fenwick Gazette\_ (1965, North Carolina). [Rod Walker](#) has produced several on variant games, and some dippy clubs have reprinted [FTF](#) games.

## ONE SHOT GAME FEE (1) [MB:Jun80]

A fixed fee which also covers getting the zine for the life of the game. Little used (one is [Graustark](#)). Opposite is free plus sub.

## ONLINE RESOURCES (1) [HR:Nov07]

[The Official Diplomacy Rulebook](#). Here's where you learn to play the game.

[The Diplomatic Pouch](#). The first place to go to get information on Diplomacy.

[European Diplomacy Association](#) Its massive face-to-face tournament record.

[Diplomacy World](#): One of the premier Diplomacy zines.

**More needed! Please let me know!**

## ONLINE RESOURCES (1) [HR:Sep07] (KW)

This is a listing of a variety of resources available on the World Wide Web.

## OPENING REQUEST (1) [MN:Nov93]

A listing of all the internet games that require replacement positions and basic details on the positions (regular or variant, flag settings, judge, state of power) can be obtained by sending the cmd "Opening request" in the SUBJECT line to starkey@netcom.com. The opening list file is regularly updated by a program written by Sean Starkey; it went on-line in October 1993.

## OPEN SWEDISH CHAMPIONSHIP (1) [MN:Apr94]

A system designed to find the best [FTF](#) diplomacy player in Sweden based on performance in Swedish diplomay tournaments in 1991. Results from five conventions were included and the top 7 players in each convention scored 10, 7, 5, 4, 3, 2, and 1. The person with the most points was the winner.

1st	2nd	3rd
1991 Ulf Jireton	Roland Isksson	Per Norman

The system was designed and run by Per Westling. The 1992 Championship was called [The Swedish Diplomacy Rally](#). See also [Rating Systems](#) (KW).

## OPSIMATH (1) [MB:Jun80]

A player who pursues a foolish course of action (e.g. grudge war, or ignoring a leader) for a long period of time, and then changes his course only late in the game.

## ORCHIVES (1) [MB/PG:Jun80/Nov93]

Scott Marley's California based Archives, based largely on [Beyerlein](#) and San Diego Archives material, and post May 1978 DW trades. When Scott left the hobby, he presented these to Larry Peery, making Peery's collection the second largest in the hobby, after [Walt Buchanan's Hoosier Archives](#).

## ORIGINS (1) [MB/PG:Jun80/Mar82/Nov93]

A wargaming convention, founded by [Avalon Hill](#) which usually features a big dippy tournament. Origins I was in Baltimore (1975), II in Baltimore (1976), III on Staten Island, IV in Michigan, Origins V (Chester, PA), Origins VI (Detroit), Origins VII (San Francisco), Origins VIII (Baltimore), Origins IX (Detroit) and Origins X (Dallas). Origins II and V-X hosted [DipCons](#).

## ORPHAN [PB/MB/MN:1980/Jun80+Mar82/Sep94]

A game which no longer has a [GM](#), usually because its [zine](#) has folded. If a zine [folds](#) 'tidily', then the game will be neatly transferred, credit and all, to another zine, but if the editor just leaves the world to pick up the pieces, a long pause will occur while everyone wonders whether the zine will fold or not and eventually a third party, usually a service project such as the [OGRE](#) (in the UK), arranges for the game to go elsewhere. Games are frequently ruined, however, due to (unsurprising) fall-off of interest among the players.

The first orphaned game was 1964B, transferred from Dave McDaniel to John Boardman in 1965. The most games orphaned from one zine was 23 by Roger Oliver when \_The Diplomatic Journal\_ folded. The first zine to fold messily was Bernie Kling's Lusitania in 1966. The first person to run act as an orphan placement service was [Conrad von Metzke](#). Sometimes called an Orphaned Game.

**ORPHAN GAMES PROJECT (1) [MB/MN:Jun80/Oct95]**

A clearing house for orphans and [GMs](#) who would like to rehouse them. Players were expected to contact the OGP director with the game info. Mark Berch states that the service was set up by [Rod Walker](#), although see [Orphan](#) entry. Ran by [Conrad von Metzke](#) (6th November 1972 to 30th June 1973), and run for many years by Greg Warden, it is presently in the hands of Ray Heuer, and is dormant. Conrad called it the Orphan Games Resuscitation Project and his first job was to deal with the infamous Walker burnout (19 games)... (Later merged into the US Orphans Service --- PG Nov/93).

**ORPHANED GAMES RESUCITATION PROJECT**

See Orphan Games Project.

**ORPHANED GAME**

See [Orphan](#).

**ORPHANZINE (1) [MB:Jun80]**

A zine devoted to playing just orphan games, either on a temporary basis until they can be rehoused (Fagin) or until completion (Black Sheep, [EFGIART](#), Moby Grape, The Orphan, The Ultimate Chaotic Act (the last of which orphaned its own orphans). EFGIART was the first zine devoted to picking up and running orphaned games. [Note: *\_zine\_* not used here]

**OTB (1) [MN:Jun93]**

Units that are dislodged may retreat [Off-the-board](#), back into the counter mix.

**OTM (1) [MN:Feb93]**

Abbreviation sometimes seen in North American zines for Ordered To Move. The adjudication A(Par) SGA(Bur)H (nso, otm) means that the support for A(Bur) is illegal because A(Bur) is 'on the move'.

**OUNCE (1) [MN:Jan93]**

Game [GMed](#) by [Ken Lowe](#) using the [Judge](#) program. Italy and Russia wanted to declare a 2-way draw. Ken Lowe wrote: "I don't believe in draws that are not stalemates. Game Ounce is not a stalemate; I will not declare it a draw. I will, however, declare it a Russian win! Russia can take and hold Munich, Smyrna and Trieste uncontested. Congratulations Russia. I hope Italy thinks twice before handing you the win at the expense of the other players next time." This caused some controversy and was the subject of much debate, over [DIP-L](#) and in private. Details in [Chapter Two](#) 294-295 (September 1992). In the [Hall of Fame](#) it *\*is\** recorded as a Russian win.

**OVAl (1) [MB:Jun80]**

Peter Birks' Press Byline in *\_Greatest Hits\_*.

**P Entries****PACIFIC NORTHWEST WARGAMERS ASSOCIATION [EB:Jul08]**

A wargame group in Seattle starting in 1966-8. Hosted a Diplomacy tournament in June of 1968 won by Doug Baker with Doug Beyerlein and Richard Shagrin in 2nd and 3rd. It is believed that there were two rounds of one board each.

**PANDIN'S PARADOX (1) [MB/MN:Jun80+Mar82/Sep92]**

The only paradox of the Rulebook. For example: France F(MID) SF(Spa/sc)-WES, F(NAP)SF(ION)-TYS; ITALY F(Tus) SF(TYS), F(TYS) CA(Rom)-Tun; ENGLAND F(WES) F(LYO) CA(NAf)-Tus, F(Tun) SF(WES). Since the Italian convoy to Tun cuts the English support for F(WES), the French dislodge F(WES). But that dislodgement disrupts the convoy to Tus. Thus the Italian support given by F(Tus) is not cut, and so that English attack on TYS is foiled. Everything looks fine, right?

But take things starting with the convoy to Tus. That cuts the support for F(TYS), so it is dislodged. That being the case, A(Rom) doesn't get to Tun, and so the support for F(WES) is not cut. That being the case, A(NAf) does get to Tus and so F(TYS) falls, which is just where we started. Both adjudications are correct -- but diametrically opposed. This has never actually occurred in a postal game; GMs who mention this in their [HRs](#) say that all units remain in place -- which, ironically is consistent with neither of the above scenarios!

This is actually one of a wider class of convoy paradoxes. See *\_Appalling Greed\_* #10, [Berch's Ghastly Mess](#) and [Finessed Cut](#). A new American set of rules states that a "convoyed attack on a fleet that is supporting an action in a body of water does not cut that support". In the above example the net result is that no units move.

**PAPER UNITS (1) [MB:Jun80]**

A unit in a variant which has no strength. Such a unit can take centres, but not against any opposition, and functions as a decoy for real units. See Decoy unit and [Variant Jargon](#) (KW).

**PARADOX (1) [MB:Mar82]**

A rulebook problem where there are 2 adjudications possible, each internally self-consistent, but different. See [Pandin's Paradox](#) and [Contradiction](#).

**PARADOX (2) [HR:Apr03]**

Another kind of paradox stems from what has been described as *non-simultaneity introduced into what is an otherwise simultaneous game*. See Andy Schwartz's excellent article about paradoxes, especially those in three variants, [Diplomacy Paradoxes](#) for a more in-depth discussion. See also [Eldred Piombino Quasi-Paradox](#).

**PASSING A LETTER (1) [MB:Jun80]**

See [Remailing A Letter](#).

**PAST, THE (1) [MB:Jun80]**

The good old days, when the [Hobby](#) was smaller and more personal, when newcomers were greeted with a blizzard of helpful letters from old hands, [zines](#) were regular, [NMRs](#) rare, [press](#) plentiful and witty, when the really major zines were gotten by nearly everybody, etc, etc.

**PASTICHE OPENING (1) [MB:Jun80]**

A(Con)-Bul, A(Smy)H, F(Ank)-BLA. This gives Turkey more flexibility than most openings, as he can claim that A(Smy)H means that he is neither anti-Russian nor anti-Austrian. However, if he does have F(BLA), he still has significant options against either country in F01. If a standoff occurs in BLA, telling Russia that you will order A(Bul)-Rum may divert his Fleet to Rum permitting you to enter BLA. Even if not, Con will be open for a build in W01, giving you F(Ank) F(Con). See [Syrian opening](#) and [Turkish Openings](#) (KW).

**THE PATENT OLLOY-O-MATIC RATING SYSTEM (1) [MN:Feb95]**

Posted to [RGD](#) 4th February 1995 by O.J. Burnett-Hall.

1) Games are scored on the following lines:

Solo victory: 6 points

2-way draw: 3 points each

3-way draw: 2 points each

Any larger draws are unrated, as are eliminations and survivals. The thinking behind this reflects my view that Diplomacy games should never end in a draw larger than a three way as there will always be scope for further reduction, and so people should not be rewarded for finishing when there is further potential.

2) Variant games: Draws larger than a three way are still not rated but scoring positions have the points awarded increased in line with the number of powers at the start according to this formula:

points \* square root of ([powers in variant]/[powers in standard game])

So for a three way draw in a chaos variant each person would get  $2\sqrt{34/7}$  points. The formula is square-rooted to avoid making chaos games dominate the ratings too much.

**PBM [PB:1980]**

Play by Mail, any postal game, as opposed to [FTF](#).

**PDO CENSUS (1) [MN:May93]**

A census of the North American diplomacy hobby funded by the PDO. It's based upon the mailing lists of those zines which co-operate with the organizer and so it's accuracy varies from year to year. PDO Census was produced by Julie Martin in 1990 and Doug Kent in 1992 and 1993. See also [Black Blue Book](#), [Hobby Census](#), and [Hobby Census - North America](#).

**PDORA (1) [MN:Dec92]**

See [PEOPLE'S DIPLOMACY ORGANIZATION RELIEF AUCTION](#)

**PDRC**

See Postal Diplomacy Rating Commission.

**PEERY, LARRY (1) [HR:Mar23]**

An entry that needs to be fully written. Active in the Hobby for decades, his contributions would fill a book of their own. He was the Editor of [Diplomacy World](#) for a few years and was always promoting new ideas, some of which were more successful than others. Until this entry is properly written, here are references to him in other entries in the A-Z, which will offer an idea of the scope of his contributions. [Black Blue Book](#), [Event of the Year](#), [Game of the Year](#), [Hall of Fame](#), [Hobby Awards](#), [Index and Menu](#), [Institute for Diplomatic Studies](#), [International Diplomacy Association](#), [International Diplomacy Hall of Fame](#), [Koning Award](#), [North American Hobby Awards](#), [Novice Seminar Program](#), [Orchives](#), [Personality of the Year](#), [Publication of the Year](#), [San Diego Crowd](#), [The Strategy and Tactics of Postal Diplomacy](#), [Walker Award](#), [Worldwide Postal Diplomacy Championship](#). Left this world on March 8, 2019 and is sorely missed by those who knew him.

**PEOPLE'S DIPLOMACY ORGANIZATION RELIEF AUCTION (1) [MN:Dec92]**

An informal organization which raises money for North American Hobby services by conducting a postal auction of items donated to it. This auction consists of one-round and bids on an item may not be made conditional on what other people have bid on it, the highest bid wins. Hobby services have to apply for funding, stating how much they require and why they require funding. Their requests are considered by a committee of five who may decide to fund all, part or none of a request. Over 1987-1988 over \$1000 was raised.

Items which have been donated to the Auction in the past include free gamestarts, subs, records, photos, stamps, coins, games and some weird and/or funny items. The custodian in 1989 was John Caruso. In 1992 it was Doug Kent.

**PERCENTAGE RANKING (1) [MB:Jun80]**

Jack Masters' scoring system. For each country, a player's performance is expressed as a percentile, compared to how others are doing with the same country in the same year. Done on a year-by-year basis, permitting games to be rated as they continue. Presently he is rating only a limited number of games. See [Rating Systems](#) (KW).

**PERMANENT SUBSTITUTE (1) [MB:Jun80]**

A few [GMs](#) permit a player to resign and name his own substitute, called a permanent substitute. This is quite controversial, as there is the suspicion that someone is being deliberately handed an undeserved victory.

**PERPETUAL ORDERS (1) [MB:Jun80]**

Orders that are repeated until countermanded. Generally used for small positions that have pieces that cannot expect to move or be dislodged. May be used by stalemate line members trying to convince the leader that they will not [NMR](#). Some [GMs](#) do not permit; most do not mention them in their [HRs](#).

**PERSONALITIES (KW) (1) [MN:Dec93]**

The following 'personalities' get their own entry in this document: [Mark Berch](#), [Marie Beyerlein](#), [Edi Birsan](#), [John Boardman](#), [Walt Buchanan](#), [Alan Calhamer](#), [Kathy Byrne Caruso](#), [Dian Crayne](#), [Richard Egan](#), [Nicholas Fitzpatrick\(\\*\)](#), [Margaret Gemignani](#), [Jeff Key](#), [Eric Klien\(\\*\)](#), [David Kovar\(\\*\)](#), [Bruce Linsey](#), [Danny Loeb\(\\*\)](#), [Ken Lowe\(\\*\)](#), [John McCallum](#), [Conrad von Metzke](#), [Mark Nelson\(\\*\)](#), [Larry Peery](#), [Charles Robert](#)



[Reinsel](#), [Berry Renken\(\\*\)](#), [Harold Reynolds\(\\*\)](#), [Richard Sharp](#), [Don Turnbull](#) and [Rod Walker](#).

(\*) indicates email personality.

### **PERSONALITES (2) [MN:Dec95]**

Cal White has suggested that the following should be added: John Leeder (publisher of [\\_Runestone\\_](#), founder of the [Runestone Poll](#) and designer of MANY variants), Derek Nelson (won the first ever postal Dip game --- a Canadian, Cal adds) David Truman (published [\\_G\\*A\\*S\\*S\\*E\\*D\\_](#), first ever computer printed zine) "the ubiquitous" Ronald Kelly ("Mr Standby" played in HUNDREDS and HUNDREDS of games back in the 70s, John Beshara (founder of [TDA](#)) and "the infamous" Gordon Anderson (hosted several DipCons in Chicago (Citex) remembered mostly for disappearing with the prize money in, um, 1974).

### **PERSONALITIES (3) [BL:Feb07]**

Bruce Linsey has suggested that others be added, if only we can find the time to write them up: Jim Burgess, Simon Billenness, Doug Beyerlein, Gary Coughlan, Melinda Holley, Fred Davis, John Leeder, Randolph Smyth, Larry Peery, John Michalski, John Caruso and Steve Hutton.

### **PERSONALITY OF THE YEAR (1) [MN:Jan94]**

One of Larry Peery's less successful ideas. An attempt at forming a set of awards that recognised positive achievement within the International Hobby. Nominees, nominators and voters were to have been anyone, anywhere except in the first year when Larry picked the winner. See also [Event of the Year](#), [Game of the Year](#), [Hobby Awards](#) (KW) and [Publication of the Year](#).

#### **Year Winner**

1991 Xavier Blanchot

"In the last year or so he has revived the premier Diplomacy publication, [\\_TRAHISON!\\_](#), and helped make it one of the premier Diplomacy publications of the world..."

"Xavier's also been one of the primary movers and doers behind the establishment of a new French gaming organization which has sponsored a wide variety of Diplomacy and other gaming events, including one of the largest national Diplomacy championships yet held, and a host of local and regional events throughout France. From no organizations at all to one of the most successful gaming groups in the hobby in a year. Not bad."

"...In addition Xavier led a French Diplomacy contingent to last year's MANORCON. Even the Brits in attendance gave him high marks for his skills as a Diplomat, both on and off the gameboard... But a triumph was not enough. Xavier took another invading army to Vienna for this year's Austrian Diplomacy Championship, and again covered himself with blood, mud, and whipped cream... And noe, even in the New Year, the French are preparing an invasion of Australia for WDC. If any foreigner wins the title there, it will be Xavier."

"...This man is an eminence noir. He dresses in black, always sits in the darkest corner of the room, and surrounds himself with a cloud of black cigarette smoke. The only thing you see through the dimness are his smiling white teeth and his bloodshot eyes... In a hobby filled with characters he stands out. He should. He's our Diplomat of the Year." Larry Peery, [\\_World Diplomacy\\_ 4](#) (Winter 1992).

### **PFEFFER RATING SYSTEM (1) [MN:Jan96]**

Avi Pfeffer's rating system, posted to [RGD](#) in February 1995, in which There are two kinds of points: victory points and grace points.

Let M be the number of supply centers on the board, N the number needed for victory.

A solo winner in a game receives N victory points. If a winning power is played by more than one player, all victory points go to the last player. After all, he is the only one to become emperor of the world. There are no victory points in drawn games, as there is no victory.

In addition, a solo winner gets to hand out M-N grace points, while each participant in a P-way draw gets to hand out M/P grace points. Grace points may be given to any surviving power except oneself, although one does not have to give out any grace points at all if one so wishes.

Again, only the last player of a power gets to give out grace points, as these points represent the amount of favor a power has in a ruling court. However, they may given to any player of a surviving power, not just the last one.

In the case of a draw, grace points are given out secretly by each drawing power, so that there is no fear of retribution if one power in a draw chooses to stab another by not giving them grace points.

This system makes a solo win qualitatively better than a draw, which is better than survival, which is better than elimination. However it also allows the contributions contributions of kingmaker, spoiler, loyal ally, repented enemy and so on to be recognized.

Any player who fails to hand out their grace points or announce that they are giving none will be considered to have disappeared without trace and receive no points of any kind for the game.

### **PHANTOM ORDERS (1) [MB:Jun80]**

A generalized term for substitute orders coming from someone outside the game (not the GM), usually an unnamed person. They may or may not be neutral, and are only very rarely used after 1901. Term is sometimes used derogatorily.

### **PHILMAR (1) [PB/TNP:1980/87]**

Games Company which took over production of Diplomacy in the UK from Intellect Games. Never really marketed Diplomacy, but let it rise and fall on its own merits. Sold out to Gibson Games in about 1980.

### **PHONY LETTER (1) [MB:Jun80]**

You can "impersonate" \*yourself\* by writing an ally a letter which has no function other than to be remailed to a third party, for the purpose of deceiving him as to your true intentions.

### **PHONY READJUDICATION (1) [MB:Jun80]**

An extreme ploy designed to produce confusion, in which a player puts out a phoney issue of a zine. One or more party's moves are misrepresented. This was done in 1977ED by Tadek Jarski, but it succeeded principally in confusing his ally. It was also done in 1974N, with the player (Sharp) using the [GM's](#) own stationary and typewriter --- but it was foiled when the intended victim mentioned it to the GM. See [Impersonation of the GM](#).

**PHREAK (1) [MN:Apr92]**

(1) A term used in the early 1970's to denote those individuals who hacked the U.S. phone companies and set up free phone calls etc. (2) More generally, any individual who is just interested in one hobby to an excessive degree: if they're not actually doing it they are thinking about it. A dip phreak would be someone who played in over 100 postal dip games, or played dip 7 days a week and was constantly looking out for more players! Phreaks have an unhealthy obsession. The compiler of this AZ is not a phreak, [he lies--see [Nelson, Mark!](#) HR] he just doesn't have anything better to do with his spare time... (Neither, alas, did the proofreader...HR)

**PICARDY OPENING (1) [MB/MN:Jun80/Aug095]**

[Richard Sharp's](#) name for the French Opening F(Bre)-MID, A(Mar)-Spa, A(Par)-Pic which preserves France's options in Bel without antagonizing any of his neighbours by entering ENG or Bur, and provides some flexibility in defending Bre, either by tempting the English fleet with support into Bel, defending Bre with A(Pic), or doing a self-standoff in Bre. It makes sense to define the moves F(Bre)-MAO and A(Par)-Pic as the Picardy Opening. Then we have appropriately named variations depending upon the order of A(Mar):

A(Mar)-Bur (The Burgundy Variation, also called the [Belgian Gambit](#)),  
A(Mar)-Gas (The Gascony Variation, also called the [Gaspic Opening](#)),  
A(Mar) H (the Marseilles Variation),  
A(Mar)-Pie (The Piedmonet Opening) and A(Mar)-Spa (the Picardy Opening).  
See [French Openings](#) (KW).

**PIECES (1) [AP/MN:1986/Jul94]**

These are items, found in several variants, which may be moved around the board by players, but are not proper units. Pieces may represent either objects, individuals or small groups and there is no restriction on the number that may occupy a space together, subject to any alignment rules. Their movements are usually not reported unless they exercise their powers. If they end the turn in the same space as a unit, the owning player of the unit is informed. Objects need to be carried whilst beings move like ordinary units and may be convoyed. Pieces alone have no combat strength and may not be supported, may not prevent retreats and may not capture spaces or supply centres. However, pieces may give support to the movement of units with which they end the turn and may cut the support of other pieces they oppose.

[Downfall](#) is the most ready source of examples of different types of pieces. Depending upon which version you play there is an object (the ring), individuals (Faramir, Gandalf, Saurman and Sauron) and groups (the Fellowship, the Nazgul and the Rangers).

**PIEDMONT SYSTEM (1) [MB:Jun80]**

[Richard Sharp's](#) name for the French Opening A(Mar)-Pie, F(Bre)-MID, A(Par)-Gas. A standoff in Pie may be arranged. This can be of great value to France, as it permits him to take Spa without having to guess the intentions of any Italian A(Pie). The standoff also provides Italy with good camouflage if he intends to make a grab for Tri in F01. Otherwise, entry into Pie by France is more likely to be a back door attack on Germany than an attack on Italy. See [French Openings](#) (KW).

**PIGGOTT'S LAWS OF FANZINES (1) [MB:Jun80]**

(1) Good Fanzines are produced for the benefit of their editors. (2) A good fanzine contains material which cannot be obtained elsewhere in the same form.

**PIGGYBACK CONVOY (1) [MB:Mar82]**

A combined A/F unit, first appearing in Abstraction, but later in variants such as DALARNA II (Leeder) and Holocaust. Rules vary on how they retreat, are formed and disbanded, and in whether mixed nationality is permitted. See [Variant Jargon](#) (KW).

**PIMLEY AWARD, The (1) [MN:Apr93]**

Name used by most hobby member for the Pimley Memorial Award. See [Hobby Awards](#) (KW).

**PIMLEY MEMORIAL AWARD (1) [MB/MN:Mar82/Dec92]**

Named after Les Pimley, who published [\\_Black Spot\\_](#), [\\_Shelob's Lair\\_](#) and an [orphanzine](#), [\\_The Ultimate Chaotic Act\\_](#), in Britain in the early and mid 70's and died in May 1976 of a brain hemorrhage. It recognizes major contributions to the British hobby. At one stage ran in conjunction with the [Gladys Awards](#).

Usually called The Pimley Award. Voting currently conducted with the [Zine Poll](#). The North American version of this award is called the [Don Miller Award](#). A list of winners...

1978 Richard Sharp (for [NGC](#) work)  
1979 Bob Brown (for [IDA](#) work)  
1980 Mick Bullock (retiring Statesman)  
1981 John Marsden (for [OGRE](#) work)  
1982 Paul Simpkins (Diplomacy Box Flyers and MidCon)  
1983 Simon Billenness (for Twenty Years On)  
1984 Nick Kinzett (for [OGRE](#) work)  
1985 Alan Parr (designer of United and other sports games)  
1986 [Richard Walkerdine](#) (for Stats works and the Archives)  
1987 Brian Williams (MidCon treasurer)  
1988 The ManorCon Committee (for World Dip Con I)  
1989 Danny Collman (for [\\_Springboard\\_](#))  
1990 Richard Egan (for [\\_Vienna\\_](#), [novice](#) work and Gridiron).  
1991 [Richard Sharp](#) and Steve Doubleday (for rescuing the Diplomacy stats and getting them as up to date as they've been in ten years).  
1992 The ManorCon Committee (for no real reason)  
1993 Steve Agar for Novice Recruitment.  
See [Hobby Awards](#) (KW).

### **PINNED TO THE WALL (1) [MB:Jun80]**

A procedure whereby a unit is trapped in a position where it is less than fully useful. Thus, Turkey may find RF(Arm) quite acceptable, as it not only threatens neither Smy nor Syr, but blocks the entrance of a Russian army there, so long as the fleet is immobilized.

### **PLAY BALANCE/REALISM (1) [MB:Jun80]**

See [Realism/Play Balance](#).

### **PLAYING TOO MUCH DIPLOMACY (1) [BJ:Sep95]**

You Know You've Been Playing Too Much Diplomacy When...

You're lying in bed (half asleep) with your significant other. Your hand is resting on her (or his) stomach. You consider moving said hand to a 'more sensitive' area, but decide that you can't because:

A. You can't remember the 3-letter abbreviation for that province, and

B. That move will never succeed without support anyway.

See [Humour](#).

### **PLAYER CODE (1) [MB:Jun80]**

To avoid forgeries, a player may give the [GM](#), or be assigned, a code which only he and the GM know. Unfortunately, while forgeries are very rare, [NMRs](#) produced by the inadvertent failure to use the code likely are not.

### **PLUG (1) [MB:Jun80]**

A recommendation of sorts for a [zine](#), or game opening, etc, in another's zine. Sometimes done on an informal I'll-plug-you-if-you- plug-me basis.

### **POKER [PB:1980]**

A few fanatical players in the 'hardcore' of the [NGC](#), most of whom 'settled down', lost too much money, or realized that the stakes were too high for them. The writer remains alone, which is why this is included.

### **POLISH CORRIDOR (1) [MB:Jun80]**

Prussia and Silesia.

### **POLYCON [PB:1980]**

[Con](#) held in 1978 in Preston Polytechnic, run by Bob Brown. A great success, and claimant to the title 'Polycon'.

### **POLYHEDRAL DICE [PB:1980]**

Dice with other than six sides. Used in many fantasy games and available from specialist shops (although rumors circulate that they may be replaced with 'chits'--shame).

### **POSTAL (1) [MB/MN:Jun80/Aug94]**

The format introduced by John Boardman in 1963, it is the only practical (or desirable) format for many players. Unlike some other modes, communications cannot be overheard (except by consent of one of the parties), players have a great deal of time to study the board and plan what to say, there is time for friendships to form, [press](#) occurs, games can be completed easily, a written record of the game is generated, and generally, a strict following of the [rulebook](#) is used.

The story of postal diplomacy starts with the third issue of [Knowable](#) in March 1963. Postal diplomacy was also invented by Eric Just in 1967, [\\_The Diplomat\\_](#) 1 appeared November 29th 1967, [Jeff Key](#), [\\_The Voice\\_](#) 1 appeared April 1st 1968, and alledgedly by [Conrad von Metzke](#) in 1962 although this is probable just another von Metzke hoax.

### **POSTAL DIPLOMACY RATING COMMISSION (1) [MB:Jun80]**

Founded by [Rod Walker](#), this was a group of (mostly) ratings masters, trying to agree on a uniform set of rating criteria, and determining the rateability status of disrupted games. Recently revived by Konrad Baumeister in his [service zine](#) [\\_Vanilla Fudge\\_](#).

### **PREFERENCE LIST (1) [MB:Jun80]**

A list submitted by the entrant into a new game of Diplomacy, ranking his preference for countries, with most preferred at the top. The GM tries to give people their top choice. Opposite of random draw.

### **PRESS (1) [MB/RE/MN:Jun80/89-90/JAN92]**

A phenomenon of the postal game (though not entirely unknown in [face-to-face](#) play, courtesy of blackboards and the like), press consists of "open letter" statements, usually no more than a line or two from one player to another, which are included in the game report. Press may be used to influence or discuss the game, tell jokes or stories, start arguments ("Press Wars") and generally entertain if the game itself gets boring. Contributions may also come from the [GM](#) and outsiders.

The limits and style of press permitted may depend on the Games Master, who has to type it up, but there are traditionally four types of press. The first, *"White Press"*, is the sort to be seen on almost any game report. The second, *"Grey Press"* involves one player issuing fake press supposedly originating from someone else (for example, Turkey issues this item: "Germany-England: Attack Russia next turn as planned"). However in games using Grey press there will be a reserved dateline for each country which no-one else may use. Often the suffix "(Govt)", short for "Government", is reserved so that press labeled "France(Govt)-England" \*must\* have been written by France. *"Black Press"* involves impersonation of the GM, including fake deadlines, and (usually) fake changes of address for other players. There are no reserved datelines in Black Press games! Finally, there is the *"Press Saga"*, which may have little or nothing to do with the game or its players, which may consist of very, very long submissions, and usually tells a story (of sorts) in episodes with each game report. Whether or not the GM publishes the entire saga unedited will invariably depend on his [house rules](#)...and how much time he/she has.

A press game is one where the players are selected for their press writing skills. Restrictions on the amount of room available for press in a zine and on the time that the GM has to retype it do not apply to email games! See [Black Press](#), [Grey Press](#) and [Joke Orders](#).

**PRESS CHARACTERS (1) [MB:Mar82]**

Fictional characters which appear repeatedly in press releases, often in more than one game. They're generally humorous. Famous ones have included Pope Joan II (Walker), The Great Plattypus (ver Ploeg), and Kaiser Max (John Boardman).

**PRINTTHRU (1) [MB:Jun80]**

In mimeo publishing, when material on one side appears (backwards) on the other side. Arises primarily from printing side two before giving side one at least twelve hours to dry, from letting the fluid level get too high, or from using too light a grade of paper. A fairly common problem.

**PROFESSIONALISM (1) [MB:Jun80]**

A vague term, generally denoting a non-amateur or non-hobbylike philosophy, product or financial state. Generally, but not always, used perjoratively by New Yorkers, often complementarily by others. Uses include: GMing for profit (Rick Loomis, e.g.) use of offset printing, and sale of materials outside the usual postal channels (e.g. DW in game stores).

**PROMOTIONAL MAILING (1) [MB:Jun80]**

A mass mailing of unsolicited samples of a zine, with the goal of boosting circulation. Often done with one's first or second issue.

**PROPHETIC BUILDS (OR RETREATS, ETC) (1) [MB:Jun80]**

A system whereby a player submits his builds, removals and retreats along with his Fall moves (similarly, Summer retreats with Spring moves). Almost unheard of in North America, it is the norm in England. Also known as the [International System](#).

**PROPZINE (1) [MB:Jun80]**

A [zine](#) designed for propaganda, generally with regard to [hobby](#) politics or personal feuding. It may take the form of an "open letter". Example: [\\_Vincit Veritas\\_](#).

**PROSNITZ MANEUVER (1) [MB:Jun80]**

Or, "pulling a Prosnitz", this is a type of revenge in which an attacker throws all his forces against some of his enemies, leaving his [SCs](#) open to his least treacherous enemy. Supposedly, this arose from Eugene Prosnitz's capitulation to [Edi Birsan](#), and stonewalling against [Jeff Key](#) and John Smythe. The irony was, the betrayal of Prosnitz was actually Birsan's idea. Prosnitz's stonewalling gave Birsan an important boost towards his victory in 1971BC, the first AH demo game. See [Suicide against](#).

**PROSPECTS (1) [MB:Jun80]**

The ratio of a player's [SCs](#) to the number of additional centres he needs to win. Thus, a 15 centre player's prospects would be  $15/3=5.0$ . In a tournament scoring system suggested by [Allan Calhamer](#), the points for each player would be allocated according to what proportion of the total prospects were his (see [DW](#) 2).

**PROVINCE ABBREVIATIONS (1) [MN:Feb92]**

In FTF games it is not practical to use full province names when writing orders and so players abbreviate the province names. In theory there is little excuse for doing so when playing postally but the practice is widespread. This leads to GM defining standard abbreviations and woe betide anyone not using a GM's particular favourite abbreviation. There are differences between nations: Americans tend to use Tyo for Tyrolia whilst the rest of the world more commonly use Tyr, ENG is sometimes seen instead of ENC [including here in the AZ!]. Other American abbreviations are WES (for WMS), TYN (for TYS) and LYO (for GoL).

**PROVISIONAL ORDERS [PB:1980]**

See [conditional orders](#). The main semantic difference (although the two words are occasionally used synonymously) is that conditional orders depend on something which will take place (although you don't know in what way) while provisional orders are for something which might happen, but probably won't. Thus you may be asked to submit 'provisional' orders for F01 with your S01 orders, in case you [NMR](#).

**PROXY ORDERS (1) [PB/MB:1980/Jun80]**

Orders submitted for Player A by Player B, done with A's consent, normally revokable. Like the related [Joint Orders](#), their propriety and legality varies greatly. Players may seek to avoid responsibility for a given unit's orders by claiming (even falsely) that the orders were proxied. This latter case can be a more informal proxy, technically submitted by Player A, but by treaty done as A requests. There are two main types: (a) you wish to go on holiday and hand control temporarily over to another player (who is not in the game) or you have to 'go away' for eighteen months or whatever. (b) you wish to hand over control to another player in the game. For another approach, see [Temporary Substitute Orders](#). See [Escher](#).

**PROXY PLOMACY (1) [MB:Jun80]**

Mick Bullock's variant which has a player ordering his own units in Fall and Winter, but another player orders them in Spring. Thus in S01, England orders Germany, Germany orders Russia, Russia orders Turkey etc. In Spring 1902, England orders Russia, Germany orders Turkey, going around the board somewhat clockwise. Rules in [\\_DD\\_](#) 17. See [Variant](#) (KW).

**PRUSSIAN OPENING (1) [MN:May93]**

[Richard Sharp](#)'s name for any unnamed German opening which used the move A(Ber)-Pru. See [German Openings](#) (KW).

**PSEUDO-CLASSICAL DIPLOMACY (1) [MB:Jun80]**

Janta-Polczynski's variant was voted best designed variant in 1977. Austria and Germany are bolstered to 4 home centers, Switz is passable, the [Abstraction convoy](#) is used and some sea spaces can hold multiple fleets. See [Variant](#) (KW).

**PSEUDO STALEMATE LINE (1) [MB:Mar82]**

A line that while not impregnable will take so much time and effort to crack that 1) chances of error or NMR increase, 2) players may not want to bother or take the risk that alliances may fall apart in the process, 3) players may not realize that the line is only pseudo--particularly if defenders label it as a real line. See [functional stalemate line](#).

**PSEUDOFOLD (1) [MB:Jun80]**

An announced [fold](#) that is to take place in the future, or a drastic change in form, which doesn't quite come about. Examples are: [\\_Brutus Bulletin\\_](#), [\\_Fol Si Fie\\_](#) and [\\_St George and the Dragon\\_](#).

**PUBLICATION OF THE YEAR (1) [MN:Jan94]**

One of Larry Peery's less successful ideas. An attempt at forming a set of awards that recognised positive achievement within the International Hobby. Nominees, nominators and voters were to have been anyone, anywhere except in the first year when Larry picked the winner. See also [Event of the Year](#), [Game of the Year](#), [Hobby Awards](#) (KW) and [Personality of the Year](#).

1991 Winner

1991 [Zine Register 19](#) 19

**PUBLISHER (1) [MB:Jun80]**

The person who prints, collates, staples, addresses, stamps and mails the [zine](#) (though some of these functions he may arrange for others to do). This is usually the editor, but not always. [DW](#) was for a while published by [Walt Buchanan](#), but edited by [Conrad von Metzke](#), and John Weswig published [\\_Everything\\_](#) for a while, whilst Doug Beyerlein edited.

**PUPPET (1) [MB/TNP:Jun80/87]**

A player who agrees to order his units as instructed by the puppeteer, in return for some favour (usually survival), often forming the cutting edge of the puppeteer's attack. Were the puppet's units to be eliminated, the master would have to waste time bringing fresh units to the front. Further, he can dislodge the puppet's units, allowing them to take a strategic retreat. Sometimes the puppet's units form part of a stalemate line. The relationship may be short lived or insincere. The puppet may just be buying time until the opposition is more organized. The master may be seeking a way to finish off the puppet quicker than straight war. Puppets should be handled with care, because they can cut their own strings... See [Mutual Puppet](#).

**PURN (1) [MB:Jun80]**

A verb of unknown meaning. Long ago, Charles Reinsel threatened to come to NYC and "purn" John Boardman --- but never said what it meant. The word appears sometimes.

**PUREST DIPLOMACY (1) [MB:Jun80]**

Roland Prevot's variant which removes all tactical considerations. Each of the 7 players has 1 unit in their home supply center. All 7 centers are mutually connected, and there are no retreats or draws. See [Variant](#) (KW).

**Q Entries****Q RATING (1) [MN:Jun95]**

An attempt to find the zine which has run the 'best games'. Can also be used to compare the 'quality' of games played over different mediums.

Q RATING = LENGTH NUMBER / DROPOUT NUMBER.

Concept introduced by [Mark Nelson](#) in [\\_Everything\\_ 90](#) (October 1994). See also Dropout Number, Length Number and Win Number.

**Q RATING (2) [MN:Jun95]**

Some statistics!

GAME	Q RATING
NAPG Non-orphaned games*	3.79
NAPG Orphaned games*	2.58
COMPU Non-orphaned games*	4.59

COMPU = Games played over Compuserve network.

NAPG = North American Postal Games

\* Data from [Everything 85](#) (May 1992) through [Everything 1991](#) (March 1995).

**QUOTATIONS (1) [MN:Feb93]**

"The principle of give and take is the principle of diplomacy-- give one and take ten." - *Mark Twain*

"The sign of a good negotiation is when both sides walk away aggravated." - *Kevin Gershan*

"If you had had the decency to lie to me, we could have worked together". Steve Hutton, as Turkey, to Robert Lowes, as Austria, during the finalists' tourney at Can-Con 1988. (*From Passchendaele 70, October 1988.*)

"Any time two allies stab a third, at least one of those allies is making a mistake." (*Michael Sany, RGD post 2nd March 1996.*)

See also [DIPLOMACY QUOTATIONS](#) and [Humour](#).

**QUICK RETREAT (1) [RE:89-90]**

Also known as a "Rapid Retreat", this is a Diplomacy tactic for responding to an unexpected invasion of a player's home centres, or perhaps a realignment of his alliances and/or strategy. A unit not occupying a supply centre, and too far from a home centre to reach it speedily, is dislodged, usually by an ally, in an autumn season, and the player disbands it rather than order a retreat. He is then entitled to build a replacement in a home centre, thus effectively swapping a distant unit for one at home, and perhaps an army for a fleet (or vice versa). See also [Off-the-board retreat](#).

**R Entries****RACE FOR VICTORY (1) [MB:Jun80]**

An alliance structure in which both parties agree not to attack each other, but also agree that the first to reach 18 centres, wins. Thus, competition is not so much military as diplomatic, as each tries to manipulate the board's alliance structures so that the other fellow faces the most determined opposition.



**RAIDER (1) [MB:Jun80]**

A unit behind the enemy lines. Tactically, this can be extremely valuable, because to snuff it out generally takes three to five enemy units. They are sometimes generated when a dislodged unit can be retreated forward, or when a country picks up a new [puppet](#), or when a unit just slips through. [DW](#) demo game 1976BG had an Italian fleet raider.

**RAILWAY RIVALS (1) [MN:Apr92]**

An 'educational' game marketed by Welsh school teacher David Watts in the 1970's which quickly attracted a following in postal circles and eventually was published commercially by several different firms (in the UK USA by Games Workshop). By the late 1980's it has become almost accepted [Hobby](#) practice for every new [zine](#) to run a game, and the game has even attracted a cult following in the USA, where it had been popularized by [Conrad von Metzke](#), with several Railway Rivals only zines.

Railway Rivals is a game of two parts. In the first half players build track across a map (there are over 100 different maps, covering many parts of the world) and the second stage they conduct races between the different towns. The game mechanics are \*very\* simple and can be learned in 5 minutes. [FTF](#) it is a very easy-going and sociable game which can be finished in a few hours (2-3 typically). Postally there are only 12 turns so a game can be finished in about a year at typical zine speeds.

A game which every gamer should own. Marvellous game to get your children into games playing, except that they will probably beat you. Most UK dipcons feature a RR tournament. Common abbreviation is RR.

**RAPID RETREAT (1) [MN:Apr92]**

See [Quick Retreat](#).

**RATINGS (1) [MB/TNP:Jun80/1987]**

A system of ranking of players' postal performance. Principal problems are how to rank outcomes other than victory, whether to include standbys, how far back in the records to go, and finding the time to do the work. Diplomacy rating systems have ranged from Jon Palfrey's sophisticated STAR system to much simpler methods. See also [Rating Systems](#) and [Rating Systems for Standby Players](#) (KW).

**RATINGSMASTER (1) [MB:Jun80]**

The person who inputs the data, decides which games are rateable, does the calculations, arranges for publication and if necessary defends the results. See [Rating Systems](#) (KW).

**RATING SYSTEMS FOR STANDBY PLAYERS: (1) [MN:Jan93]**

There are many problems in producing rating systems for [Standby](#) players. How much credit should a standby gain for taking over a 17th center position? Is it fair that a player who takes over a "no-hope" position should suffer a loss in their rating? For some answers see [Burgess Rating System](#), [Marrotta Rating System](#), [Norman Rating System](#), [Rating Systems \(KW\)](#) and [Rehbold Rating System](#).

**RATING SYSTEMS (KW) (1) [MN:Dec93]**

There are many different rating systems for Diplomacy. Rating systems exist for [FTF](#) games, postal games, tournament games and [variant](#) games. For more information see: [All-wine-and-no-vinegar](#), [Alternative HoF Ranking System](#), [ArGir](#), [ArGir II](#), [Berch Tournament Rating System](#), [Beyerlein Player Poll](#), [Big Brother's Rating List](#), [British Diplomacy Ratings](#), [Brodbingnag Rating System](#), [BRUX Tournament Rating System](#), [Burgess DipCon Rating System](#), [Burgess Rating System](#), [Calhamer Point Count](#), [Calhamer Tournament Scoring System](#), [Delemos Rating System](#), [Derrick Rating System](#), [Diplomacy Skill Index](#), [Dolchstoss Rating System](#), [Dragonsteeth Rating System](#), [Hall of Fame \(Email\)](#), [Harris Rating System](#), [Hurst Tournament Scoring System](#), [International Diplomacy Tournament Ratings](#), [Kinzett Rating System](#), [Kinzett Rating System \(ManorCon 1986\)](#), [Lafosse Tournament Scoring System](#), [Lindeberg-Selhammar Rating System](#), [Marrotta Rating System](#), [Master Points System](#), [NGC Rating System](#), [Nickie-Carlotta Rating System](#), [Norman Rating System](#), [Odd](#), [Oddmod](#), [Open Swedish Championship](#), [The patent olloy-o-matic rating system](#), [Percentage Ranking](#), [Ratings](#), [Ratingsmaster](#), [Rating Systems for Standby Players](#), [Rehbold Rating System](#), [Rocamora-Birsan System](#), [Rogue's Gallery](#), [Samuel Rating System](#), [Simple Tournament Scoring System](#), [Stab Ratings](#), [Star Rating System](#), [Stars and Bars](#), [Super Tournament Rating System](#), [Swedish Diplomacy Rally](#), [Swiss System](#), [Team Tournament](#), [Thomas Rating System](#), [Varioddmod](#), [Vega](#), [Walker Tournament Scoring System](#), [Williams Rating System](#), [Wilman Rating System](#), [YARS](#), [Yerkey Rating System](#) and [Zero Sum Rating System](#). See also the collection of DipCon Rating Systems in [Appendix 1](#).

**REACTIONARY (1) [MB:Jun80]**

A style of [GMing](#) that tends to be rigid, limiting a player's ability to innovate and avoid the consequences of errors. Typically such [HRs](#) would bar [codewords](#), [joint orders](#), limit [conditional orders](#), narrowly interprets the "badly written order rule" and impose strict deadlines.

**READJUDICATION [PB:1980]**

If the [GM](#) makes a cock-up (which he occasionally will, although less often if all the players got their units right and wrote them down neatly and clearly in an easily-counted column), then he may send out a between-issue 'readjudication'. He may, on the other hand, wait until the next issue of the zine, and 'readjudicate' there, holding the game over until the following issue.

**REALALE [PB:1980]**

Like SF, something which seems to go hand in hand with games players. Many noted breweries, but watch out for mentions of Young's (not Younger's), Fuller's, Boddington's, Lion Ales, and various others I don't know (never touch the stuff myself).

**REALISM/PLAY BALANCE (1) [MB:Jun80/Mar82]**

A central dilemma in creating [variants](#) based on historical conflicts. Unless the battle really was a draw, slavishly following the dictates of realism means that one side should have little chance of winning, providing for an unbalanced game that will be unlikely to be replayed. But evening things up destroys the historical accuracy of the variant.

The main problem with realism is not that it dictates one side must always win, but rather that greater realism usually requires greater complexity. Greater complexity means less playability at some point. See [Variant Jargon](#) (KW).

**REAL SOON (NOW) [PG:Nov93]**

Or "RSN". SFism meaning "at some point in a logically possible future".

**REC.GAMES.DIPLOMACY (1) [MN:Jan93]**

Usenet discussion group founded by [Nick Fitzpatrick](#) which brought the existence of e-mail Diplomacy to the attention of many who were unaware of it. The resulting explosion of new e-mail players was partly responsible for the sudden surge in registrations at the Washington Judge which lead to the moratorium on game starts there and to the formation of the [EFF JUDGE](#). There is a [rec.games.diplomacy.faq](#) file. The vote to form this group was held in October 1992 and sites started carrying the group around November 9th 1992.

**REC.GAMES.DIPLOMACY FAQ (1) [MN:Jan93]**

Currently maintained by Sean Starkey, this file answers basic questions about the internet Diplomacy community. It is posted biweekly to the newsgroup itself, and is available by anonymous ftp from the 'usual places'. It was based upon, and replaced, [Nick Fitzpatrick's The Internet Guide To Diplomacy](#) file.

In addition it can be retrieved by:

- 1) Email: by sending a message to [starkey@rmii.com](mailto:starkey@rmii.com) with "FAQ request" in the SUBJECT.
  - 2) FTP: at [rmii.com](ftp://rmii.com/pub2/starkey/rec.games.diplomacy.FAQ) in [pub2/starkey/rec.games.diplomacy.FAQ](ftp://rmii.com/pub2/starkey/rec.games.diplomacy.FAQ).\*
  - 3) WWW: at <ftp://rmii.com/pub2/starkey/rec.games.diplomacy.FAQ.html>
- See [Zine Names](#) (KW).

**REFUSALS (1) [MB:Jun80]**

A few [GMs](#) will allow a player to refuse an unwanted convoy route (which they suspect will be disrupted), either explicitly or implicitly by permitting "via" language --- all this despite the Rulebook which does not permit refusals. Refusals of support are uniformly not permitted.

**REGULAR (1) [MB:Jun80]**

(1) Not a variant, a standard game; (2) A properly run game, not irregular; (3) An ordinary game, not a restricted entry game.

**REHBOLD RATING SYSTEM (1) [MN:Jan93]**

A method for rating [standby](#) players devised by Robert Reibold and posted on [DIPL-L](#) on 12th January 1993. The basic idea is to distribute points to players depending on how long they played the nation (e.g. game ends in 1912, then a player who played 6 years would get 1/2 the rating points, another who played 2 years would get 1/6 etc.).

Rehbold's idea is to enhance this by weighting the last player(s) more than the first ones; players would have to have played for more than a whole year to receive any credit.

(n = number of players for the nation that played at least one year,

y[i] = number of years player i played the nation (y[i] = 1; i ranging from 0 to n-1), y = sum over y[i]):

points-for-player-i := (y[i] - 1 + 2\*i)/(y - 2\*n + n~2) \* points-for-nation.

This reduces to points-for-nation if n=1, i.e. one player only. For a game that ended winter 1912 where nation X was played by two players, one until summer 1906, the other for the rest, this would give  $(5.5 - 1 + 0)/(12 - 2*2 + 2\sim2) = 4.5/12 = 3/8$  for the first player and  $(6.5 - 1 + 2)/12 = 7.5/12 = 5/8$  for the second player.

See [Rating Systems](#) (KW).

**REINHARDT GAMBIT (1) [MB:Jun80]**

A method of foiling the self-standoff by supporting one of the enemy's moves. It is a true gambit, as one is giving up a shot at the center. Can of course be foiled by attacking the would-be supporter. Also known as [Unwanted Support](#).

**REINSEL, CHARLES ROBERT (1) By Hal Naus, from ADAG # 108 (27-3-76) Editor and Publisher of Big Brother.**

A much maligned personality in the World of Postal Diplomacy, Charlie as I call him (he would prefer people to call him Norb) and I have been on somewhat friendly terms since I started playing and publishing way back in 1966. My first win was in Charlie's magazine. Charlie's rules at times are somewhat strange, but I have always maintained that a Publisher has a right to do what ever he wants with his magazine.

\_Big Brother\_ #1 was first published on 22 February 1966. The first Diplomacy Rating system was invented in 1964 by Mr. Reinsel. \_Big Brother\_ has run 39 Postal Diplomacy games to date. Some of the biggest names in Postal Diplomacy have played in \_Big Brother\_, and as Charlie states "Big Brother: has the distinction of never defaulting on a game nor of ever missing an issue. It is the best gamesmastered zine in the hobby." When he is not residing in Florida to escape the cold, and traveling around the country visiting people, he is usually found in Leeper Pa. Charlie is a retired school teacher, who once ran for the state assembly in Penna. Every once in a while Charlie gets the urge and comes out to Calif; to visit and stay with me, we usually drag out new variant games and test them until they are perfect. And so \_ADAG\_ in its first of a series of its players and Traders tips its hat to Charles Norbert Reinsel the \*ombudsman\* of Postal Diplomacy.

((An example of one of Reinsel's strange rules: "If all the moves come in ahead of the deadline, they will be typed up ahead of the deadline and no further changes will be allowed", this was in 1968 when Reinsel was running postal games to 13-day deadlines... MN:Jun92)) See [Personalities](#) (KW).

**REINSEL, CHARLES ROBERT (2) [EB:Jul08]**

Was a math teacher in Clarion High School, Clarion PA. His zine \_Big Brother\_ was also known for having the toughest NMR (no moves received) policy which allowed for NO replacement players after a player missed 3 moves of any kind. There was one game in the zine that was down to One player as the others had been put in Civil Disorder. Charlie insisted that the player play the game out with everyone in CD.

**RELIABLE (1) [AoS:88]**

Player with a lower than average record for [NMRs](#) --no more than 10% (i.e. one every five game years at most). Some Reliables have never NMRed. Some Waiting Lists are open exclusively to Reliables.

**REMAILING A LETTER (1) [MB:Jun80]**

Passing a letter along to another party is a fairly common practice, and on some occasions you'll even get your own mail back. There is much, obviously, to be gained, but there are some risks. Some players believe it unethical. And even if the recipient appreciates the letter, he must surely

wonder whether it's worth the risk for him to write \*you\*. A careful letter writer will write his most sensitive letters in such a way as to reduce the chances of their being remailed.

### **RENKEN, BERRY (1) [HR:JB:Aug02]**

Publisher of [The Bluesmobile](#), an excellent e-mail [zine](#) from 1997 (?) to December 1999. Vanished from the face of the earth (or at least the Hobby) in 2000, ostensibly due to Y2K problems with his computer.

### **RENKEN, BERRY (2) [JB:Mar07]**

For a while there he was the heart of the hobby for postal types who were popping into the Internet. Berry has apologized to me personally for disappearing. He left the Internet entirely for awhile. He's probably back in now, but I think I only have his phone and postal address; he lives in Seattle. It seems Buz Eddy mentioned that Berry showed up at Dragonflight there one year, I forget which one.

### **RESIGNATION (1) [MB:Jun80]**

The positive step of removing oneself from a game. Most [GMs](#) require a final set of moves (if the season calls for it), otherwise it may be treated as an [NMR](#). This is as opposed to chess, where resignation implies concession to a particular player, an indication that the game is considered over.

### **RESTRICTED ENTRY GAME (1) [MB:Jun80]**

Any game where significant limitations are placed on who may enter. The most common are [demo games](#) and [local games](#), others have included [novice games](#), all-[GM](#) games, all-lawyers games, [press](#) games, [Amazon games](#) and [International Games](#).

### **RETREAT (1) [TNP:87]**

What a dislodged unit must do. Forgetting to order retreats is a common and often costly mistake.

### **RETREAT FROM MOSCOW (1) [MB:Jun80]**

[McCallum's](#) rule that a dislodged unit without retreat orders retreats, if possible, to the province it was in before its present space. So named after Napoleon's Moscow army retreated via the road back to Smolensk despite the fact that they had pillaged that area coming in. The theory is that (1) A retreating army without orders will always just want to go home and (2) It will choose the most familiar route, the one which may have supplies stashed along it. The rule breaks down if it arrived by convoy, if it was built there, etc.

### **RETREAT FROM PORTUGAL (1) [MB:Jun80]**

Diplomacy's most obscure maneuver. [HR:Oct02] (Portugal has only one land neighbour...) See [Humour](#).

### **RETREAT RULES (1) [MB:Jun80]**

These include [Just's Right Hand Rule](#), also in Wells' version, Just's Fleeing-the-enemy, [Retreat From Moscow](#) and others. These were once extensively discussed and [zines](#) varied widely in their practices. Important in some variants (e.g. Disorganization).

### **REVERSE LEPANTO (1) [MB:Jun80]**

In Lakofka's unusual Austro-Turkey alliance, F01 sees A(Bul)-Gre, F(Con)-Bul/ec, A(Arm)-Sev (or defend Ank). Austria contests Rum with Ser (+A(Gal) if it exists) and orders F(Alb)-ION. Then in S02, F(ION) CTA(Gre)-Apu. See [Austrian Openings](#) (KW) and [Turkish Openings](#) (KW).

### **REYNOLDS, HAROLD (1) [HR:Aug93/Aug02]**

His contributions to the Hobby (so far) consist of proof-reading the AZ document (Versions 2.0-4.0), converting Version 5.0 to HTML, four collections of bad jokes, a couple of [limericks](#) and a collection of strange Diplomacy-related [quotations](#), the latter which were generated in fits of frustration while he was playing a beleaguered France. Has also created a map for the Colonia VII-B variant.

Spends most of what little free time he has collecting and/or creating even more bad jokes, maintaining his [Bad Pets lists](#) and general humour website, child-wrangling, and wondering how he keeps getting sucked into the Hobby world periodically [or editing the AZ!]. Mark Nelson (in 1982/83), Jim Burgess (2002) and Edi Birsan (2007) are usually blamed. A certifiable (but mostly harmless) nutcase.

### **RGD (1) [MN:Feb95]**

Abbreviation for [rec.games.diplomacy](#).

### **RHU [PB:1980]**

Often a misspelling of Ruhr. Correctly, a small town in Scotland (just north of Helensburgh) at which seven ScotDipcons were held, from the small gathering of the first to the fifty strong of the last one in (I think) 1978. Ably run by Wink Thompson with first his wife Ruth and then his wife Linda (see Divorces).

### **RIGHT HAND RULE (1) [MB:Jun80]**

See [Just's right hand rule](#).

### **RISK [PB:1980]**

The game. Before the days of the discovery of Diplomacy, I think we all played this. Has many more aficionados than Diplomacy among the 'non-hobby' (probably because of Waddington's superior marketing). Also has several sets of rules, the earlier ones being better, the later being designed for the morons who normally buy Waddington Games.

### **ROADHOG (1) [MN:May93]**

An alternative name for [Houseboat opening](#). See [Austrian Openings](#) (KW).

### **ROCAMORA-BIRSAN SYSTEM (1) [MB:Jun80]**

A tournament scoring system giving one point per center, and one point for everyone playing your country that round whom you outperformed. [SCs](#) thus are the sole measure of performance; wins and draws do not exist. No reduced victory criterion is employed. Has been used in several major tournaments. See [Rating Systems](#) (KW).

### **ROD WALKER LITERARY AWARD, THE (1) [MN:Dec92]**

See [Hobby Awards](#) (KW) and [Walker Award, The](#).

### **ROGUE'S GALLERY (1) [MB:Jun80]**

Len Lakofka's [Rating system](#), giving 5 points/center plus 170 points to the winner, or divided among the drawers. Penalties assessed for elimination. It is very similar to Dragon's Teeth, except that RG does not factor in standbys.

### **ROHAN (1) [MB:Jun80]**

A notational system in which CAPITALS are used to denote where the unit is, lower case for where it was, \$/((these symbols should be stacked together-MN)) for cut supports. Presently used in \_St George and the Dragon\_.

### **ROMAN STYLE DIPLOMACY (1) [EB:Dec07]**

A same board variant by Edi Birsan. Players issue their orders first and may not change it, then they negotiate. Sometimes can be mixed in a regular game to even up the skill difference between new and experienced players so that some countries have to issue orders without talking first and then can only talk afterwards. See [Variant](#).

### **ROTATION LEPANTO (1) [MB:Jun80]**

F(Nap)-ION, A(Ven)-Apu, A(Rom)-Ven (See [Lepanto](#)). When done in conjunction with F(Tri)-Ven it leaves Ven open, presumably making Austria feel more secure for F01. \*Very\* obscure, but recently seen in 1979GZ. Also known as [Anti-Hedgehog Lepanto](#). See [Italian Openings](#) (KW).

### **RR (1) [MN:Apr92]**

See [Railway Rivals](#).

### **RSN (1) [MN:Jan94]**

This entry will be written [RSN!](#) (Real Soon Now...)

### **RULEBOOK (1) [MB/MN:Jun80/Nov92+Sep94]**

Diplomacy was first distributed in a limited edition of 500 sets by [Allan Calhamer](#) in 1958, and this 1958 version of Diplomacy is the earliest one for which we have the rules. It has been reprinted several times in zines and run by post. You can get a copy of these rules from most variant banks. See [1958 Diplomacy](#) for more details.

A significant revision was released in 1959 and it is these rules which are the basis for the game played today. These rules were revised in 1966 and 1971.

Prior to the 1971 revision the Rulebook had many areas that required interpretation, which was left to the individual gamesmaster/publisher to handle. The 1971 rulebook made rulings such as the [Brannon Rule](#), the [Chalker Rule](#), the Koning Rule, the von Metzke rule, Miller Rule and others obsolete; these were fixes to the old rules devised by prominent postal players and publishers of the day. As an example of a rule which was cleared up consider the following: FA(Bur) SA(Ruh)-Mun, GA(Mun)-Bur/Ruhr. This situation was not covered and some players (including [Richard Sharp](#)) assumed that if you guessed right you could cut the support against you. The old rulebook also allowed deliberate disbandment and decline of builds.

The victory criterion was changed from a majority of units on the board to holding 18 centres as there had been cases of powers gaining 18 or more centres but \*not\* winning the game (See Majority of Units on the Board).

The 1971 rulebook was rewritten over the period 1970-71 by an ad hoc committee of well known postal players, such as [Rod Walker](#), in conjunction with Games Research Inc (GRI) and was reprinted without changes in 1976.

There were two significant changes between the 1976 rulebook and the 1983 rulebook, these changes have not been included in rule books produced in other countries except for in Canada since 1991.

The first change is in Rule XII(4), where the rewritten form allows ambiguous convoys to succeed unless all fleets are dislodged. Therefore "F(ENC) F(NTH) CA(Lon)-Bel" succeeds unless both fleets are sunk. This almost never arises.

The second change is similar: a new rule Rule XII(6) resolves the unwanted convoy dilemma, but does so in the opposite way to that followed by most UK GMs, saying that "one route must be considered and the other disregarded depending upon... intent..."

There are no significant changes between the 1993 [Avalon Hill](#) rulebook and the 1983 rules, except for a footling change in the numbering of rules.

### **RULEBOOK (2) [EB:Aug07]**

The 1999 Hasbro Rulebook, written with the Assistance of Allan Calhamer and Edi Birsan, made a significant change in killing the Unwanted Convoy situations. Thus a unit moving from one coastal province to an adjacent province will always go by the land route unless one of its own fleets has written a convoy in which case it will only go by the sea route. The Rulebook also reconfirmed Calhamer's support for the flexible alternate convoy where a unit can be ordered to a non adjacent coastal province by multiple routes and that as long as one of the routes remains with out a dislodged fleet the convoy goes through.

### **RULES FREAK (1) [TNP:87]**

A Player who delights in spotting loopholes in the rules and uses them at every opportunity, even when it doesn't benefit him.

### **RULES OF DIPLOMACY**

See Rulebook.

### **RUMANIAN GAMBIT (1) [MN:May93]**

A series of Austrian openings named by [Richard Sharp](#) involving the moves F(Tri)-Alb and A(Bud)-Rum. There are three named variations: The Balkan Roadhog (A(Vie)-Gal), McGivern's Gambit (A(Vie)-Bud) and the Tyroleses Variation (A(Vie)-Tyr). See [Austrian Openings](#) (KW).

### **RUMANIAN OPENING (1) [MB/MN:Jun80/Aug95]**

Fourth most common Russian opening, A(Mos)-Sev, F(BLA)-Rum, A(War)-Ukr. Although apparently peaceful and concerned only with Rum, this provided considerable scope for anti-Turkey action in the fall, provided that neither Austria nor Turkey moved against you in S01. Russia can move F(Rum)-BLA, or A(Sev)-Arm, or, especially if Austria is very friendly, \*both\*. Note that either can provide that Sev will be open for a

build. There are variations depending upon the order of F(Stpsc): F(Stpsc)-Fin (Rumanian Opening, Finnish Variation), F(StPsc)-GoB (Rumanian Opening), F(StPsc)H (Rumanian Opening, Houseboat Variation), F(StPsc)-Lvn (Rumanian Opening, Livonian Variation). See [Russian Openings](#) (KW).

### **RUMPLE'S DOT (1) [AoS:88]**

Theory that in order to win, players must concentrate on reaching their 18th supply centre (Rumple's Dot) from the beginning of the game and before they consider how to reach their 17th, 16th, and so on. E.g. instead of making a profitable stab on France, Germany aims to squeeze a unit through to Venice first. See "Stiltskin's Dot".

### **RUNESTONE POLL (1) [MN:Mar92]**

American equivalent of the UK's [Zine Poll](#) in which American Hobby members vote on their favourite [zine](#) of the last year. There are also separate Polls for best [subzine](#) and Best [GM](#). Started by Canadian John Leeder and ran in his dipzine *\_Runestone\_*, hence the name. Like the British version often the reason for heated discussion on topics such as eligibility criteria for zines and voters and what the Pollster should do about attempts to fix the Poll. Voters are asked to give a mark between 0 (low) and 10 (high). The final score is a combination of a modified average score and a preference matrix score. The best way to calculate an average score and determining what ratio of average score and preference score are used in calculating the final score are also popular areas for discussion. There are separate Polls for best GM and best subzine. A list of winners is...

#### (1) BEST ZINE

	Date	Voters	Winner	Runner-Up	Third
1.	1977	19	Runestone	Brouhaha	Diman
2.	1978	56	Brutus Bulletin	Lies, Deceit, etc	Diplomacy Digest
3.	1979	72	Graustark	The Dragon & The Lamb	Why Me?
4.	1980	93	Fol Si Fie	Volkerwanderung	The National
5.	1981	126	Black Frog	Dot Happy	Brutus Bulletin
6.	1982	99	Europa Express	Paranoiaks Monthly	Just Among Friends
7.	1983	76	Europa Express	Diplomacy By Moonlight	Snafu!
8.	1984	119	Europa Express	Envoy	Politesse
9.	1985	265	Voice of Doom	No Fixed Address	Europa Express
10.	1986	211	Costaguana	Europa Express	It's A Trap
11.	1987	441	Costaguana	Blunt Instruments	Praxis
12.	1988	508	Praxis	Zine Register	Penguin Dip
13.	1989	174	Fiat Bellum	Perelandra	Carolina Cmd & Comm
14.	1990	233	Northern Flame	Upstart	Zine Register
15.	1991	185	Northern Flame	Perelandra	Fast Trax
16.	1992	139	Perelandra	Maniac's Paradise	Northern Flame
17.	1993		Perelandra	Maniac's Paradise	Boris the spider

#### (2) BEST GM

1.	1978	Steve McLendon
2.	1979	John Michalski
3.	1980	Don Ditter/Eric Verheiden (tie)
4.	1981	John Daly
5.	1982	Doug Beyerlein
6.	1983	Doug Beyerlein
7.	1984	John Daly
8.	1985	Mark Larzelere
9.	1986	Gary Coughlan
10.	1987	Andy Lischett
11.	1988	Andy Lischett
12.	1989	Russ Rusnak
13.	1990	Russ Blau
14.	1991	Eric Brosius
15.	1992	Bruce Linsey

#### (3) BEST SUBZINE

1.	1982	Diplomatic Immunity
2.	1983	Mos Eisely Spaceport
3.	1984	Sex Apeel
4.	1985	MeANNderings
5.	1986	D-Day!
6.	1987	High Inertia
7.	1988	Shadowplay
8.	1989	High Inertia
9.	1990	High Inertia



10. 1991 DIDOES  
11. 1992 The Hounds of Hell

See [Hobby Awards](#) (KW).

### **RUSSIAN ATTACK/RUSSIAN DEFENCE (1) [RE/MN:89-90/Aug95]**

The two main Turkish openings. Both involve F(Ank)-BLA and A(Con)-Bul, widely regarded as the only sensible options for these units in Spring 1901 - with the possible exception of the Western Opening F(Ank)-Con which invariably prompts cries of "[Juggernaut](#)". The signature of the "Attack" is A(Smy)-Arm, which obliges Russia to give serious thought to protecting Sevastopol in the Autumn. He may opt to use F(Sev), assuming a stand-off in BLA in the Spring, but this means surrendering the Black Sea to Turkey; alternatively he can order F(Sev)-BLA again, and hope for a second stand-off with F(Ank)-BLA, but this is a gamble. One of the main benefits of the Russian Attack is that it keeps Con free in Autumn for a powerful F(Con) build. By contrast, the "Defence" often involves an [arranged stand-off](#) in BLA, and uses the move A(Smy)-Con, perhaps with a view to following through with A(Bul)-Gre and A(Con)-Bul for two builds.

The big change in British postal play has been the switch from Smy-Arm to Smy-Con. In the mid 1970s both openings were equally popular; between 1972 and 1977 the Russian Attack was more popular in two years (1973 and 1975), the Russian Defence was more popular in two years (1972 and 1976) and there were two years when the openings. From 1978 to 1992 the Russian Defence was the most popular every year. From 1978 the Russian Attack and Russian defence has accounted for at least 65% of Turkish openings played each year. The Russian Attack was named, by [Mark Berch](#), the [Crimean Crusher](#). See also [Russian Defence](#), [Turkish Openings](#) (KW) and [Winning With Turkey](#).

### **RUSSIAN DEFENCE (1) [MB/MN:Jun80/Aug94]**

The opening to BLA, Con and Bul, a very flexible Turkish opening. If Turkey enters the BLA, A(Bul) has a choice of three neighboring neutrals, with F(BLA) SA(Con)-Bul as a backup. Other options are supported attack on Rum, or a sneak convoy to Sev. If a standoff is arranged, Turkey may be buying time, while not risking the Black Sea.

There is also the Ankara Variation of the Russian Defence with A(Smy)-Ank. This is probable misnamed since Turkey would only use this opening with the expectation of gaining BLA (?). See also [Russian Attack](#), [Turkish Openings](#) (KW).

### **RUSSIAN FROLIC (1) [MB:Mar82]**

Allen Wells' name for the AT opening based on A Vie-Gal, A Bud-Rum, A Con H, A Smy-Arm, F Ank-BlA. The key here is A Con H which, by eliminating Turkey's 1901 risk to Serbia, permits Austria to move safely to Rum. Details in DW 29. See [Austrian Openings](#) (KW) and [Turkish Openings](#) (KW).

### **RUSSIAN OPENINGS (KW) (1) [MN:Dec93]**

There are more known openings for Russia than for any other power: [Austrian Attack](#), [Bulgarian Gambit](#), [German Attack](#), [Hop Step and Jump Opening](#), [Inertia System](#), [Juggernaut](#), [Kronstadt Opening](#), [Lapland Lurch](#), [Livonian Lunacy](#), [Livonian System](#), [Northern Houseboat Opening](#), [Northern Opening \(Galicia Variation\)](#), [Northern Opening \(Ukraine Variation\)](#), [Northern System](#), [Octopus](#), [Rumanian Opening](#), [Russian Opening Names](#), [Southern Defence](#), [Southern System](#), [Squid](#), [StP Gambit](#), [Turkish Attack](#), [Ukraine System](#) and [Warsaw System](#).

### **RUSSIAN OPENING NAMES (1) [MN:May93]**

Russia has more possible opening moves than any other power. In order to produce a rationalised system for naming Russian Openings [Richard Sharp](#) introduced the following plan (expanded by MN to include 6 and 7):

- (1) F(StPsc)-Fin is considered to be a move to GoB.
- (2) F(StPsc) H openings are known as the [Northern Houseboat Opening](#).
- (3) F(StPsc)-Lvn is known as the [Kronstadt Opening](#).
- (4) Misordered units are considered to have been ordered to hold.
- (5) Openings are named after the order of A(Mos). There are six systems: The [Inertia System](#), the [Livonian System](#), the [Northern System](#), [Southern System](#), the [Ukraine System](#), and the [Warsaw System](#).
- (6) Where the alternatives F(Sev)-BLA/Rum/Arm/H are possible these are known as the BLA/Rum/Noah's Ark/Southern Houseboat variation.
- (7) The combination of orders A(War)-Ukr and F(Sev)-BLA is known as the Turkish Attack Variation rather than the Ukraine and Black Sea Variation.

See [Russian Openings](#) (KW).

### **RUSTY BOLTS (1) [MN:Apr93]**

An exercise in irony on the hobby and its members. They were first ran, originally intended as a one-off, by Ken Bain in [\\_NMR\\_!](#) from 1982-1985. In 1986 Nick Kinzett took them over. Each year there were ten different categories, although the categories changed from year to year.

Example categories: The Chris Tringham Nearly Famous Award for Upstart of the Year, The MidCon Tony Wheatley Award for Being Who They Are, The Forden's Epitaph Award for the Least Regretted Fold or for the Most Eagerly Awaited [Fold](#), R.J. [Walkerline](#) Award for the Most Boring Topic of Correspondence, The Gary Piper Award for Tact and Diplomacy, Fairy Sopwith Award for the most absurd game of 1985, The Andy Blakeman "Protest in Earnest" Award for Redundant Prose, Wright-Donley Award for the Most Spectacular Con Attendee, The Mike Benyon Brass Award for Delay or the Least Plausible Reasons for it and The Nick Kinzett award for Anything Not Yet Mentioned.

In 1988 and 1989 the winners received real Rusty Bolts! [Mark Nelson, your humble AZ creator, has won a couple of them.] See [Hobby Awards](#) (KW) and [Humour](#).

## **S Entries**

### **SAGACON (1) [AoS:88]**

Convention including Diplomacy held in Adelaide in October and organized by the Adelaide University Simulation Gaming Association.

### **THE SAGA CONTINUES (1) [AoS:88]**

See [AUSaGA](#).

### SAINT GEORGE AND THE DRAGON (1) [MN:Mar92]

US dipzine ran by Bob Sergeant, one of the best [GMs](#) of the late 70s/early 80's. As well as the excellent GMing also noted for coverage of TV/Film SF and occasional play-of-the-game material. Used [ROHAN notation](#). See [Zine Names](#) (KW).

### SAMPLE COPY (1) [MB:Jun80]

A single copy of a [zine](#) sent to a non-subscriber, usually to entice him into subscription. May be free, or require a [SASE](#); occasionally there is a charge.

### SAMUEL RATING SYSTEM (1) [MN:Feb93]

Kenneth Samuel's rating system posted to [rec.games.diplomacy](#) on 3rd February 1993 which can be used to rate Diplomacy and [variant](#) games. Points are awarded on the number of opponents you beat and the length of time you played against them.

Suppose you play Italy in a standard (7-player) game and that Germany is eliminated in Fall of 1903. Then after 1903, the game is really just a six-player game. With fewer minds to work against, the complexity of the game has been reduced by one dimension.

Continuing the example, suppose that Russia and France are eliminated in Fall 1906 and Austria in Fall 1912, when the game is called a three-way draw.

The points available are 3/12 for beating Germany (since he was only a factor in 3/12 of the game) PLUS 6/12 (for Russia) PLUS 6/12 (for France) PLUS 12/12 (for Austria). This comes to 27/12 or 2.25 points. This is evenly split among the three winners, giving them .75 points apiece. See [Rating Systems](#) (KW).

### SAN DIEGO CROWD [MB/MN:Mar82/Aug92]

(1) A group of publishers active in the mid and late 60's, including Robert Cline, [Conrad von Metzke](#) ([\\_Costaguana\\_](#)), [Larry Peery](#) ([\\_Xenogogic\\_](#)), Hal Naus ([\\_A.D.A.G.\\_](#)), [Rod Walker](#) ([\\_Erehwon\\_](#)) and Robert Ward ([\\_Marsovia\\_](#)). All but Bob Cline published more than one zine, their main zine is listed. All except Bob Cline deserve the accolade 'legend of diplomacy'.

### SASE (1) [MB:Jun80]

Self Addressed Stamped Envelope, often included for convenience of reply.

### SC (1) [MN:Mar92]

Common abbreviation for Supply Centre, plural form is SC's or just SCs. You need to try to take as many of these as possible!

### SCANDINAVIA (1) [MB:Jun80]

Den, Swe, Nwy, Fin and StP. In most games, this is the first area of E-W conflict. Unless the east retains at least two fleets in the area, it can be overrun by a healthy west, always.

### SCANDINAVIAN ZINE POLL

See [Swedish PBM Zine Poll](#).

### SCATTER THEORY (1) [MB/TNP:Jun80/1987]

Nicky Palmer's theory, brilliantly satirized by [Richard Sharp](#) in a famous article in Games Puzzles, that one's units should be scattered all over the board, "thus having a finger in every Diplomacy pie!" The hope is that your support will be so desired that no one will want to offend you by attacking your (lightly defended) homeland. In practice, this can be best used in a limited form: e.g. the west has a single unit in the east where it can be used to stabilize things (cause stagnation) while the western power or alliance grows. This is best done by England, France or Turkey, since their empires are less vulnerable to reprisals from the disgruntled party on the other side of the board. Thus, one may see a Turkish fleet wander into the MAO. These extra units may arise when a country switches alliances; e.g. Turkey breaks off attack on Italy, and sends his unneeded forward fleet westward.

### SCHIZOPHRENIC ATTACK (1) [MB:Jun80]

A variation of the [schizophrenic support](#) done to assure that a province is taken in the proper manner. Thus, suppose your ally is to take Par, but you want to make sure that they do it A(Pic) SA(Bur)-Par, and not vice versa, as you want Bur left open. You order A(Gas)-Par and A(Mar)-Bur. The former means that he must support to enter; the latter that he'll have support only if he attacks from Bur. If there is an enemy unit in Par, A(Gas)-Par may not be needed.

### SCHIZOPHRENIC SUPPORT (1) [MB:Jun80]

A country attacks a province and also supports an outside party in. This assures that the center is taken in case of [NMR](#) or betrayal. It also assures that the centre is taken in the desired manner. Thus, A(Pic)-Bel, A(Bur) SEF (NTH)-Bel, can thwart F(NTH) CA(Yor)-Bel.

### SCHOOLBOY EDITOR [PB/MN:1980/Jan94]

Became a term of approbation, the main cause of which was Mike Serrad (of [\\_Our 'Enry\\_](#)), although Paul Cook/Martin Davis of [\\_Ummagumma\\_](#), Andrew Herd Co. with [\\_Hannibal\\_](#) must take some of the blame.

Generally applied to childish editor who takes on too many games, is illiterate, inefficient, and liable to go [supernova](#). Needless to say, none of this is necessarily true. Two stolid schoolboy editors were Pete Mearns and Greg Hawes. Failure to carry on usually comes about because of going to University, when girls/drink/work/social life seem more interesting.

Schoolboy editors, even if still at University, have been rare in the UK since the late 1980s; the only obvious candidates are James Nelson and [Mark Nelson](#). Both of these managed to produce a multitude of zines whilst still at School/University without running too many games, running their games efficiently and neither went supernova.

### SCHOOL GAMES (1) [MB:Jun80]

A minor format for games, a blend of [face to face](#) and [telephone](#) modes. The game is run at school (typically, run by a high school games club) with deadlines around 2-3 per week. The moves are sometimes printed (as in [\\_The Exponent\\_](#)).

**SCIENCE FICTION VARIANTS (1) [MB:Jun80]**

These are usually based on a particular book or books, and have never been particularly popular. Books include (Asimov's) "Foundation" and (Blish's) "Cities In Flight". There are many commercially distributed SF games, but these do not resemble Diplomacy in that they are usually just tactical games. See [Variant Jargon](#) (KW).

**SCISSORS (1) [MB:Jun80]**

A tactical procedure for cutting support. A(Ber)-Sil, for example, will not necessarily cut the support of A(Sil), if A(Sil) supports an attack on Ber. But A(Sil) can be cut if two attacks are directed at it; thus the scissors: A(Ber)-Sil, A(Mun)-Sil. This is superior in some ways to A(Ber) SA(Mun)-Sil or vice versa, as it assures that Sil will be cut, and you might expect that both Ber and Mun will be cut from the outside, so the support would be wasted. This won't foil a supported attack \*from\* Sil, but then A(Ber)-Sil may succeed, threatening War, and allowing A(Mun) to retreat to Ber.

**SCOTDIPCON [PB:1980]**

See [Rhu](#).

**SCOTICE SCRIPTI III (1) [MB:Jun80]**

John Boyer's highly thought of variant depicting the struggle for Ireland in the 11th century. See [Variant](#) (KW).

**SCUTAGE (1) [MB:Jun80]**

A supply centre handed over to one's ally in lieu of military assistance, not provided. E.g. "In return for X and Y, I'll support you into Den next fall, and if I can't support you in, I'll give you Bel instead."

**SEALED ORDERS (1) [MB:Jun80]**

Orders which cannot be changed but are unrevealed. May occur when (1) Game is delayed due to [GM](#) illness or need to resolve dispute; (2) [Face to Face](#) orders submitted at the end of a given afternoon's play, not revealed to prevent diplomacy from taking place before the reconvening of the game.

**SECOND GOLDEN AGE**

See [Golden Age](#).

**SELF-DISLODGE (1) [MB:Jun80]**

(1) While you cannot dislodge your own unit directly, you can do it indirectly by cutting the support of a foreign unit which is supporting a unit of yours which needs that support to prevent dislodgement by the enemy (got that?). Doing this accidentally-on-purpose is a very sly maneuver. (2) More directly, the [Rulebook](#) does not bar you from convoying an ally's army in an attack on your own unit, though some [GMs](#) do not permit this. See [Friendly attack](#).

**SELF-STANDOFF (1) [MB:Jun80/MN:Dec92]**

A tactical procedure whereby a player orders two units with equal force to the same space, with the intention that neither moves. Commonly at least one of these provinces will be a supply centre which the players wants to build in. Thus in F01, A(Spa)-Mar, A(Bur)-Mar keeps units in Bur and Spa in position, keeps Italian A(Pie) out of Mar, and keeps Mar open for a build. This can be partially foiled by the [Reinhardt Gambit](#). See also the related Scissors and Arranged-Standoff.

**SERVICEZINE (1) [MB/MN:Jun80/Sep94]**

A [zine](#) related to a particular [Hobby](#) service, e.g. Marsden's \_The Orphan Games Rehouser\_, ISE's \_U.S. Dollars\_, the [IDA's](#) \_Council Currier\_. First such zine may have been [Rod Walker's](#) \_Numenor\_ which contained game stats during his period as [BNC](#). See [orphanzine](#) and various service projects.

**SEVEN PLAYER TOURNAMENT (1) [MB:Jun80]**

A set of seven games with the same seven players, each getting to play each country once. Has been done in \_Neophyte Grand Tournament Gazette\_ in 1975, and in \_Enigma\_ in 1979.

**SEVEN YEAR'S WAR (1) [MB:Jun80]**

Lew Pulsipher's very complex variant set in mid-18th century Europe. 7 players also must compete for control of 12 minor countries. See [Variant](#) (KW).

**SF [PB/JM/MN:1980/1992/Aug94]**

In the States the bulk of the earlier pioneers of postal Diplomacy were drawn from the science fiction community. Most of the first dozen publishers had come from SF fandom and early players included Jack Chalker, Jerry Pournelle and Monte Zelazny. The biggest contribution of these crossovers was their imaginations used to publish creative material and the framework for an organized hobby of zines. Even the concept of the 'fanzine' comes from SF fandom, the first SF zines appearing in the early 1930s.

Otherwise, Dippy might just be duplicated game reports and very boring, too. Much of the cohesion of the \*UK\* hobby can be put down to the fact that many early Diplomacy players in \_Bellicus\_, \_Ethil the Frog\_, \_War Bulletin\_, and \_Grafeti\_ (produced by Brian Yare and brought many of the St. Andrew's crowd into the hobby) were either already members of the SF 'hobby' or were personal friends. The 'invasion' of the [BDC](#) was successfully absorbed into this 'personal' tradition, rather than into the style of \_BDC Journal\_ and [Courier](#) from [Don Turnbull](#).

**SHARED WIN (1) [MB:Jun80]**

(1) A 17-17 draw. (2) More loosely, any draw-of-all-survivors in which the drawers are of about the same strength.

**SHARP, Richard (1) [MN:Jan92]**

Active in the British [hobby](#) between 1972 and 1979 during which time he \*ran\* most of it, published a widely acclaimed zine [Dolchstoss](#) and wrote one ('[The Game of Diplomacy](#)', 1978) of only two books to be commercially published on the game. Circa 1984 he re-entered the Hobby, publishing a zine called [Dolchstoss](#) (curiously familiar in title) which may not have received the wide critical acclaim that the first incarnation did but remains one of the best reads in the hobby. Sadly, he passed away March 7, 2003. See [Personalities](#) (KW).

**SHELTERED POWER (1) [MB:Jun80]**

A country which due to geographical separation is not threatened by another country's drive to win. Usually, this will be the country at the other end of the board (e.g. France to Russia). Special strategy may be required to get the sheltered power either directly involved or at least not to hamper the efforts of the others involved in a stop the lead alliance. (See Fol Si Fie #123).

**SHORT TERM STRATEGIC MISTAKE (1) [MN:Jan94]**

A [mistake](#) is said to be a short term strategic mistake if it falls into one of the following two categories:

- a) moving units to obviously "irrelevant places", e.g. Turkey opening A Smy-Syr
- b) failing to move units to obviously "relevant places", e.g. Turkey failing to move a unit to Bul in spring 1901.

See also [dumb mistake](#) [long term strategic mistake](#), [tactical mistake](#). This classification of mistakes was devised by Robert Reibold.

**SHIP OF THE DESERT (1) [MN:Aug94]**

[Richard Sharp's](#) name for the opening A(Con)-Bul, A(Smy)-Con, F(Ank)-Arm. This is generally played as a deliberate sacrifice of BLA with a view to swapping Sev and Con in 1901, an excellent basis for a successful [Juggernaut](#). As well as easing R/T tensions the swap may also disguise the Juggernaut. See [Turkish Openings](#) and [Russian Openings](#) (KW).

**SIGNUP (or WAITING) LIST (1) [MB:Jun80]**

The list of those persons signed up for a given game. The publications of such a list, a common practice, has been justifiably criticized for making it easier for people to enter games just to screw someone in particular.

**SILESIAN OPENING (1) [MN:May93]**

[Richard Sharp's](#) name for any otherwise unnamed German opening using the move A(Ber)-Sil. See [German Openings](#) (KW).

**SILVER PLATTER DOCTRINE (1) [AoS:88]**

Coined by American Tom Hurst to describe the situation which arises, usually after a lengthy alliance, when one partner concentrates too many units on attacking a new foe, thereby leaving his or her back unprotected. E.g. after a Franco-German alliance eliminates England, Germany uses all its units to attack Russia, handing its unprotected home centres to France on a "Silver Platter". Don't do it.

**SIMPLE-MINDED ANTELOPE (1) [PG:Nov93]**

Any player of minimal imagination and skill; common (jesting) insult in North American zines of the 1980s. First used by Bob Olsen in his lighthearted feud with Steve Arnwoodian.

**SIMPLE TOURNAMENT SCORING SYSTEM (1) [MB:Jun80]**

Dick Martin's scoring system, giving one point per centre at game's end, five points for surviving (unless someone reaches 18), and 18 points (12 in final round) for coming in first (split if tied), plus six points for best-of-country. No minimum victory criterion. (Details in [DW](#) 24). See [Rating Systems](#) (KW).

**SLEEZE (1) [MB:Mar82]**

Nickname for Dan Stafford.

**SLIGHTLY BLACKISH PEOPLE (1) [MB:Jun80]**

A listing in [New Statsman](#) of persons who have [NMRed](#) out of British games, giving the game and [zine](#). Many British zines blacklist dropouts.

**SLOBBOVIA (1) [MB:Jun80]**

A large variant designed for press, and structured as a perpetual game, still running in [\\_Slobinpolit Journal\\_](#). See [Variant](#) (KW).

**SLOBBOVIA (2) [Bruce Schlickbernd:Nov2004]**

I was kinda blundering by your website and I stopped and read several entries, having run a Diplomacy zine in the 70's and 80's (Poictesme and Slobinpolit Zhurnal, the latter as a conglomerate of half a dozen rotating publishers). I just wanted to expand a bit on the Slobbivia variant:

It began as a sort of live role-playing game in 1969 (to explain would take a while in itself), and was adapted to Diplomacy in 1972. A map was drawn up (and expanded several times until it circumnavigated the globe) based around a local lake in Canada and the 'zine Slobinpolit Zhurnal was created to document the proceedings. Players could enter at any time, and there was no way to actually end the game - in fact, there was one supply center entirely surrounded by impassable mountains that no one ever owned. The real purpose of the game was to write "press" of the story variety documenting the various characters in the game and the cultures, sub-cultures, counter-cultures, and various and sundry institutions, savory and unsavory, that went along with them. It was a shared "novel" with a game at its core to give it substance. At its peak there were over 40 players and upwards of 100 pages of press every month. As players graduated from college and otherwise had to actually earn a living, it finally broke up in 1984 (it is not still going, as listed).

Here's a link to an article that appeared in the gaming magazine Different Worlds that Greg Costikyan wrote that gives some background to the game - the original article was illustrated by me, but those, alas, don't appear here: <http://www.costik.com/slobbovia.html>.

**SMALLEST ISSUE EVER (1) [JM:Jun92]**

John Walker published an issue of [\\_The Alamo City Times\\_](#) that measured 2 inches by 2 inches! See [Humour](#).

**SNAIL MAIL (1) [MN:Apr92]**

What [e-mail](#) fans use to describe the archaic practice of sending paper letters through the post. As well as being archaic it is prone to incredible cock-ups and slowness of delivery.

**SOCCERBOSS [PB/TNP:1980/87]**

The game which started it all. Perjoratively referred to as Soccer dross by those who fail to appreciate it. [\\_Chimaera\\_](#) ran the first game, since when the rules have been modified to add skill factors. There is now also Cricketboss.



***SOCCKERLEAGUE [PB:1980]***

Extrapolation from [Soccerboss](#). Massive multi-player game (with leagues) with much negotiation and obvious appeal to football fans. Many zines now run this.

***SOFTCORE [PB:1980]***

Term first used by John Miller who took [hardcore](#) to mean 'old guard' so used 'softcore' to mean 'games lovers'. Both terms nebulous and ill-defined in terms of people, softcore even more so than hardcore.

***SOLO-CENTRIC (1) [MN:Jan95]***

A style of play which focuses on leading the game towards a solo-victory, preferably by the solo-centric player; popularised by email fan Dan Shoham.

"When about to accept a draw proposal, a solo-centric asks himself what is the downside of trying one more time to break whatever the deadlock that makes a draw seems plausible? The answer is usually fear of being eliminated (the answer for a non-solo-centric may be the fear of wasting time, but that's never a concern for the solo-centric). When asking what's the upside? the answer is a chance for a higher-scoring smaller draw. Unless the solo-centric is one of the smaller powers in the draw, the upside would almost always outweigh the downside." Dan Shoham, RGD post. 10th January 1995.

***SOLO DIPLOMACY (1) [MB:Mar82]***

Low Pulsipher's variant for one person, which has an algorithm for determining moves of the enemy. Details in [DW](#) 26. See [Variant](#) (KW).

***SOMEWHAT IRREGULAR (1) [MB:Jun80]***

A peculiar designation given by Mick Bullock to a game or games which would normally be thought of irregular which for some reason Mick did not want to so designate. Thus, in 1977BI Richard Nash dropped as Austria in S03, but was allowed to take over the German position when the German player, supposedly his girlfriend, also dropped in S03. He labeled this as "somewhat irregular".

***SON OF LEXICON (1) [MN:Nov92]***

Mark Berch's sequel to his own "[Lexicon of Diplomacy](#)" published in March 1982 as issue 57 of his zine [Diplomacy Digest](#). There were 4 types of items: (1) Corrections to previous entries, (2) Additional information for previous entries, (3) New entries for items which were left out by mistake from Lexicon and, (4) Brand new entries for terms which entered the hobby vocabulary since Spring 1980. The zine also contained an index to the first 57 issues of [Diplomacy Digest](#).

***SONG OF THE NIGHT (1) [MB:Jun80]***

Pulsipher's long variant, published in "[Diplomacy Games and Variants](#)". A complex mixture of Diplomacy and "traditional fantasy" (not D&D) for 2-7 players. See [Variant](#) (KW).

***SOURCES (1) [MN:Jan93]***

It is possible to download the source code for the [Judge](#) and for the [mapit](#) programs. The most up-to-date versions of these programs can be currently obtained from the [EFF Judge](#).

***SOUTHERN DEFENCE (1) [MB/MN:Jun80/Aug95]***

The most popular opening for Russia: A(War)-Gal, A(Mos)-Ukr, F(Sev)-BLA. It's a relatively ambiguous opening, since any standoff may be arranged. Some clues are in whether Turkey moves to Arm or whether Italy moves on Austria. There are variations depending upon the order of F(stPsc):

F(StPsc)-Fin (Southern Defence, Finnish Variation)

F(StPsc)-GoB (Southern Defence),

F(StPsc) H (Southern Defence, Houseboat Variation),

F(StPsc)-Lvn (Southern Defence, Livonian Variation).

See [Russian Openings](#) (KW).

***SOUTHERN HEDGEHOG (1) [MN:Apr92]***

F(Tri)-Ven, A(Vie)-Gal, A(Bud)-Ser. One of two different versions of the [Hedgehog](#), the other being F(Tri)-Ven, A(Bud)-\*RUM\*, A(Vie)-Gal. Although [Richard Sharp](#) (the deviser of this opening, circa 1975) initially thought the Rum version better, practice showed the Southern Hedgehog to offer better prospects. Nowadays normally referred to as the [Hedgehog](#). The Hedgehog is the main alternative to the [Balkan Gambit](#) and many people consider it to be preferable. See [Austrian Openings](#) (KW).

***SOUTHERN OPENING: (1) [MN:May93]***

[Richard Sharp's](#) name for the opening: F(Lon)-ENC, F(Edi)-Nth. There are three named variations: the Clyde variation, the Edinburgh variation and the Yorkshire variation. The Wales Variation is better known as the [Wales Opening](#). See [English Openings](#) (KW).

***SOUTHERN SYSTEM (1) [MN:Aug95]***

[Richard Sharp's](#) name for any Russian opening using the moves F(StPsc)-Fin/GoB and A(Mos)-Sev. There are five named variations: the Inertia Variation (A(War)H), the Galician Variation (A(War)-Gal), the Livonian Variation (A(War)-Lvn), the Silesian Variation (A(War)-Sil), the Moscow Variation (A(War)-Mos) and the Prussian Variation (A(War)-Pru). Note that the Ukraine Variation (A(War)-Ukr) is known as the [Rumanian Opening](#) when accompanied with F(Sev)-Rum, the [Turkish Attack](#) if accompanied with F(Sev)-BLA. The combination A(War)-Ukr, F(Sev)-Arm is known as the Ukraine and Noah's Ark Variation of the Southern System. See [Russian Openings](#) (KW).

***SPACEFILLER [PB:1980]***

Since Diplomacy games and articles often do not neatly fill up a page, but fill it up too much to start another game/article, editors frequently resort to 'spacefillers' of irrelevant news. If they can't think of anything, they resort to things like 'This is a spacefiller'. It's a hard, uninspiring life editing a zine.



**SPECIAL UNIT TYPES (1) [AP:1986]**

Whilst some variant rules allow for unusual combinations of regular units (eg [Multiple Units](#) or [Army/Fleet combinations](#)), other variants contain new types of unit instead or in addition to those in the regular game. These include Airforces, Cavalry, Nuclear Missiles, Space fleets, Submarines or Tanks. Special Units usually have enhanced combat strength or movement ability or both, their particular capabilities differ from one variant to another. Such units are most common in [Science Fiction Variants](#), [Fantasy Variants](#) and recent-period Historical Variants. See also [Army/Fleet combinations](#), [Multiple Units](#), [Leaders Units](#), [Pieces and Variant Jargon](#) (KW).

**SPEED CIRCUIT [PB:1980]**

Not played postally, but great love of many players in that it is relatively quick, skillful, and easy to learn. Produced by 3M (now Avalon Hill, but 3M version superior) and obviously based on Waddington's [Formula One](#) which is played postally.

**SPI [PB:1980]**

Simulations Publications Incorporated. The largest board-wargame producer. Criticized by some for coming out with too many wargames which were (a) poorly playtested and (b) made it impossible to know that you would be likely to meet with an equally skilled opponent. Real growth began in 1970 when *Strategy and Tactics* began to include games with the magazine. Many potential rivals appeared, but the strength of the SPI designing team held good. Then Jim Dunnigan's abrasive personality apparently forced many of them [design team members?--HR] out. Currently in a sticky patch.

**SPIRIT DUPLICATOR (1) [MN:Nov92]**

Known in North America as [ditto](#).

**SPLITS, THE (1) [MN:May93]**

[Richard Sharp's](#) name for the opening F(Lon)-ENC and F(Edi)-NWG. There are four named variations: the Clyde, Edinburgh, the Wales and the Yorkshire. See [English Openings](#) (KW).

**SPOOF or HUMOR VARIANT (1) [MB:Jun80]**

A variant designed not so much to be played as to entertain the reader or creator. Examples include: Cities of Nowhen, Diplomafia, Dudland Stripedip. See [Variant Jargon](#) (KW).

**SPRING 1901 OPENING MOVES SURVEY (1) [MB:Jun80]**

Mick Bullock's survey of S01 moves for all countries for British games. For example: A(Vie)H, F(Tri)-Alb, A(Bud)-Ser, 4.3%. Most recent was #4 in January 1978, covering all but seven games: 541 games, printed in [New Statsman](#) #3.

**SPRINGRAID (1) [MB/MN:Jun80+Mar82/Dec92]**

Taking a supply centre in the spring, but exiting in the fall. Occasional postal games that have allowed a springraid to take possession are considered irregular, but this is used in some variants.

Entering a centre in spring only makes it neutral, to take possession you must also retain it in Fall. Use in regular games very rare, but was seen in 1966F and 1966K.

When used in Diplomacy [variants](#) the usual rule is that [SCs](#) can be captured in Spring. See [Variant Jargon](#) (KW).

**SPRING REMOVAL (1) [MB:Jun80]**

Ordinarily, pieces cannot be removed in Spring. However, a player may deliberately fail to order a piece in Spring, hoping that the [GM](#) will not even list it, and other players do not notice. Error is then repeated in Fall, ratifying it. Player then claims right to build in winter. Ethics of this kind are dubious.

**SQUID (1) [MB/MN:Jun80/Aug95]**

[Richard Sharp's](#) name for the Russian opening A(Mos)-STP, F(Sev)-BLA, A(War)-Ukr. "The [octopus](#) with weak legs" is best used when you are quite confident of A(Vie)'s orders, and don't wish to offend with A(War)-Gal. Variations:

F(StPsc)-Fin (Squid, Finnish Variation),

F(StPsc)-GoB (Squid),

F(StPsc)H (Squid, Houseboat Variation),

F(StPsc)-Lvn (Squid, Livonian Variation).

See Russian Openings (KW).

**STAB (1) [MB:Jun80]**

(1) Any attack on another player. (2) An unprovoked attack on one's ally. (3) Something intermediate between (1) and (2). In the most common use of the term, the victim is either an ally or there is a non-aggression pact, the attack is a surprise, but not necessarily unprovoked. See ministab and Stabbee.

**STAB! (1) [MB:Jun80]**

Andy Evans' Hidden movement variant. Within some limits, players can choose initial units. Only moves that result in conflict are published (including supports), plus illegal or impossible moves. Retreats also revealed to the dislodger, providing he lists possibilities. Played only in Britain. See [Variant](#) (KW).

**STAB LEPANTO (1) [MN:Sep95]**

[Richard Sharp's](#) name for the opening: A(Ven)-Tri, A(Rom)-Ven, F(Nap)-ION. Also known as the Austrian attack. The F(Nap)-TYS version is known as the Tyrrhenian Variation of the Stab Lepanto. See [Italian Openings](#) (KW).

**STABBEE (1) [MB:Jun80]**

The victim of a stabber. While stabbers generally think that their becoming a stabbee is solely the act of a stabber, the experienced players know that diplomatic failures on the part of the stabbee are often a, or the, major cause of a stab.

**STABBER [TNP:87]**

A player who has the reputation of stabbing for its own sake even when this is not the best line of play. Eventually has trouble finding allies who will trust him.

**STAB RATINGS (1) [AoS:88]**

Established method for rating players in Australia. Awards points from 1-7 for each player's position in a game each season and adds Victory points to the winner at the end. See [Rating Systems](#) (KW).

**STALEMATES:AY (1) [MN:May94]**

A compilation of articles on stalemate lines compiled for email distribution by Mark Nelson. Version [1.0] was released in May 1994 and was primarily based on Diplomacy Digest 10-11 (April-May 1978) which compiled most articles published on stalemate lines in the 1970s. (Was?) Available at [nda.com](#) in the dir /pub/diplomacy/Documents.

**STALEMATE LINES (1) [MB/RE:Jun80/89-90]**

A linkage of units, normally holding and supporting which cannot be broken or circumvented by the opposition. The great majority begin at a board edge, (run through Switzerland, usually) and go off to another board edge, and virtually all embrace either all of Turkey, all of England or both. They exploit the way in which provinces border each other (for example, Switzerland and the Mid-Atlantic bottleneck feature in a number of stalemate lines).

An early example is the one discovered in 1965 by [Conrad von Metzke](#), which uses ten units to hold fifteen supply centres: A(Sev) A(Gal) SA(Ukr), A's(Ukr, Boh Bud) SA(Gal), A(Tyr)SA(Boh), F(WMS) F(Pie) SF(GoL), F(NAf) & F(GoL) SF(WMS). This amply fulfills the primary requirement of a successful stalemate line: that it should contain at least as many supply centres as it requires units to maintain it. In this case, the player could afford several 'roving' units beyond the line. However, this remains a 'minority' stalemate line, rather than a 17-centre position from which it is possible to force a draw: there are countless variations of minority stalemate lines. Note that many will depend on which countries are still active - a line established by England to stop Turkey at the mouth of the Mediterranean would only be secure if France (or Russia or Germany) were not likely or able to raise a fleet in Brest (or St Petersburg, Kiel or Berlin). Stalemates can, of course, be achieved by alliances as well as single powers.

The most complete collection ever published is in [\\_DD\\_](#) #10/11. See also [Dynamic Stalemate Line](#), [Holcomb Line](#) and [Static Stalemate Line](#).

**STANDARD DIPLOMACY [PB:1980]**

Same as '[regular](#)' Diplomacy, but used by the semantically exact. The game of Diplomacy played to ordinary rules with no variations that would cause it to be classed '[irregular](#)' or a '[variant](#)'.

**STANDARD OPENING (1) [MB:Jun80]**

A set of S01 moves to be used in place of all units Hold, normally listed in the [HRs](#). These need be strictly neutral.

**STANDARD RATING BASE (SRB) (1) [MB:Jun80]**

A generally agreed upon list of ratable games. SRB/30 would be those through to issue #30 of Everything.

**STANDBY (1) [PB/MB/TNP:1980/Jun80/1987]**

If a player [NMRs](#), his units hold (or substitute orders will be used) and the [GM](#) will appoint a standby to submit orders for the next season. Should the player miss again, the standby's orders will be used, and he takes over the position. Rarely used in the UK, the country of a player who drops out usually goes into civil disorder. Idea faded away not so much on theoretical grounds claimed (that Diplomacy was a game between seven players, not seven countries) but because they were a pain to administer, because not many people wanted to be standbys, and because frequently people didn't notice when they had been asked, so countries went into [anarchy](#) anyways. See also [RATING SYSTEMS FOR STANDBY PLAYERS](#).

**STANDING ARMIES (1) [AP:1986]**

These are the same strength as a regular army, but are not able to move and may only stand and defend the supply centre which they occupy. They are usually neutral units but may be given support by units belonging to any player, as with any other units ordered to hold. In some variants it is possible for one regular unit to occupy a supply centre along with a standing army which belongs to the same power. This is an alternative form of Garrison to that given under [Fortresses](#). See also [Variant Jargon](#) (KW).

**STANDING ORDERS (1) [TNP:87]**

In theory there is no reason why the same set of orders should not be used indefinitely, especially when defending a stalemate line. In practice, most [GMs](#) do not allow standing orders.

**STAR RATING SYSTEM (1) [MB:Jun80]**

Players start with a rating of 100. Rating = Old Rating x (1 + Damper\*(S-e)), where S= Calhamer Point Score, and E= old rating/Sum of all 7 old ratings. Damper is a function of games played, reaching an asymptotic value of 0.37 after 13 games. Kept by Jonathan Palfrey. See [Rating Systems](#) (KW).

**STARS AND BARS (1) [MB:Jun80]**

One of [Rod Walker's Rating Systems](#), it gave one point per center (to a maximum of 18) and then divided 18 x total # of games, then x 1000. Replacement players ([\\_DW\\_](#) #5) were rated if they played at least three game years and had at least six centres at game's end. See [Rating Systems](#) (KW).

**STATIC STALEMATE LINE (1) [MN:May94]**

This is a [Stalemate Line](#) in which all the essential units either hold or support and is the opposite of a [Dynamic Stalemate Line](#). Name coined by Robert Lipton and Douglas Reif in October 1974.

**STATS SERVICE (1) [TNP:87]**

Irregular publications which contain lots of tables and fascinating figures about postal games of Diplomacy.

**STRATEGY AND TACTICS [PB:1980]**

Magazine of [SPI](#). Formed by Christopher Walton as Wargames magazine (had a Diplomacy special very early on) but financial problems caused Walton to leave and Dunnigan to take over. Dunnigan brought in games on cardboard sheets (no hard back) as part of the zine. The first was "Crete". Then came "Bastogne" which was a way to adapt "Battle of the Bulge", an [Avalon Hill](#) game. Things picked up and some classic games including "France 1940" (bought by Avalon Hill), "Borodino" and "Napoleon at Waterloo" appeared. As time went on, more and more games appeared and the hobby spread. For detailed history and a guide to the whole caboodle, get "The Comprehensive Guide to Board Wargaming" by Nicky Palmer (Arthur Barker, 1977) from your library.

**STEAMROLLER (1) [MN:Apr92]**

(a) The name for a strong Anglo-French alliance (cf the [Juggernaut](#) for a strong Russian-Turkey alliance). (b) Sometimes used by people to denote a strong Russian-Turkish alliance although they should use the word Juggernaut for such an alliance! Not commonly used, because popular opinion these days seems to be that the French and English are enemies from the word go! See [English Openings](#) (KW) and [French Openings](#) (KW).

**STILTSKIN'S DOT (1) [AoS:88]**

A country's focal point. The point on the map which is closer to all home supply centres than any other. E.g. in Turkey, the point where Ank, Smy and Con all meet. Draw a line from Stiltskin's Dot through Switzerland and then another one perpendicular to that, also through Switzerland. Possible [Rumple's Dots](#) lie on the other side of that line.

**STOOGES (1) [TNP:87]**

A player who sticks by you through thick and through thin and is the first to congratulate you when you win. Stooges never win games by themselves. See also [Puppet](#).

**STOP-THE-LEADER-ALLIANCE (1) [MB:Jun80]**

These arise when one player threatens to win, and others race to either push him back, or form a stalemate line. Problems include the difficulty of coordinating the moves of 3-5 players, if needed, sabotage by a [Sheltered Power](#), submerging pre-existent grudges and conflicts, the problem of those with [strong second](#) philosophies, disagreements over who should be allowed into the draw, reluctance to leave one's safe centers for a position on the lines, the necessity of marshaling the needed numbers of both armies and fleets, and apathy in the face of a perceived inevitable win.

**StP GAMBIT (1) [MB:Jun80]**

Openings based on A(Mos)-StP. It is a gambit, as Russia is sacrificing both the initiative in the Balkans, and the increased defensive posture vis-a-vis Turkey that moving both armies south would usually give. See [Northern Opening](#), [Octopus](#), [Russian Openings](#) (KW) and [Squid](#).

**STRONG SECOND (1) [MB:Jun80]**

The philosophy of play or rating that values a strong, undisputed second place finish above participation in a draw, especially a large draw. They are often referred to as "loyal ally" by the leader, and "snively puppet" by the others. The opposite is [win only](#). Debates have raged over whether these make good or poor allies. See also [Puppet](#).

**STRS (1) [MN:May93]**

Abbreviation for [Super Tournament Rating System](#).

**SUBSCRIBER (1) [MB:Jun80]**

Anyone getting a zine. (2) Anyone getting a zine and paying for it in cash (i.e. not trades). (3) Anyone getting a zine, paying in cash, but not playing.

**SUBSCRIPTION [TNP/MN:87/Aug93]**

Money paid as credit to a publisher so that he owes you [zines](#), rather than you owing him money. As most zines run at a loss, editors are not very tolerant of lapsed subscriptions. In the early days some zines charged on a 'per page' basis but the trend has been steadily away from that.

**SUBSTITUTE ORDERS (1) [MB:Jun80]**

Orders, either from an assigned standby, an outsider, or a GM, used on a first NMR in place of all units hold. Rarely used after 1901. See: [Neutral Orders](#), [Phantom Orders](#), [Standard Openings](#) and [Tretick Standby System](#).

**SUBZINE (1) [MB/JM:Jun80/Jun92]**

A zine within a zine, usually with a different editor. Subzines can be anything from an occasional editorial burst from a subscriber labeled with an ongoing title and numbering scheme, to a fully-fledged effort running games, letter columns and editorial material. In some instance the subzine has been larger than the original zine! Examples include: Annexe in Mad Policy, Cannonade in Shenandoah Services, Cat-Tastrophe in Brouhaha (and later to Egnog), Kobold in The Beholder and Monochrome Supplement in XL. In some cases, subzines have left the nest and become independent, such as An-Taidhleois out of Sauce of the Nile and Egnog from Claw Fang. [Note: \_zine\_ format not used.]

There have been many hundreds of subzines over the years, perhaps as many titles as actual full-fledged zines. While the first subzine may have been contained in John [Koning's](#) sTab, subzine did not become widespread until the advent of cheap photographic reproduction in the late 1970s. The 1980s saw a proliferation of subzines (often several to a zine, and often one title roaming from zine to zine), as it was an easy way for a budding publisher to get his feet wet and discover if publishing was a venture for him.

**SUBZINE POLL (1) [MN:Aug94]**

A British Hobby Poll designed to find the best subzine. Ran by Toby Harris in 1993.

Year	# Voters	# Subzines	Subzine (Editor, Zines)
1993	32	29 1st	Holgate's Happy Hour (Paul Holgate, Bloodstock)
		2nd	The Blue Nose Special (John Colledge, Arfle Barfle Gloop and Smodnoc)
		3rd	Novelty (David Tittle, Smodnoc)

See also [Hobby Awards](#) (KW).

### **SUCCEDANEUM! [MB:Mar82]**

(1) A [variant](#) created by [Mark Berch](#) which changes neither the map nor [adjudication](#) rules. In addition to primary orders for one's own country, secondary orders for another country are submitted (either to help an ally or harm an enemy). If no secondary orders are submitted for a given country, the primary orders are used; otherwise the proxy (secondary) orders are used. Rules in DW 27. See [Variant](#) (KW).

### **SUICIDE AGAINST (1) [MB:Jun80]**

To throw all of one's units against one player, rather than a balanced defence against all attackers. This can occur when (1) The player believes he is doomed, and seeks revenge against the person who has treated him most shabbily. He may wish to establish a reputation for retaliating against stabs, so as to discourage his being stabbed in other games. (2) The player wishes to ingratiate himself with one person with the eventual eye towards future puppet status, so he doesn't resist. See also [Prosnitz Maneuver](#) and [Puppet](#).

### **SUNDERED WORLDS (1) [MB:Jun80]**

Steve Doubleday's [variant](#) for 4 people beginning with 4 [SCs](#) and one mutually attached space. Players begin by building up the map. See [Variant](#) (KW).

### **SUPER-NATION (1) [MN:Apr93]**

A super-nation is a power in a Diplomacy [variant](#) that is very much stronger than other powers. The existence of a super-nation usually means that the variant is unbalanced (unplayable?!). If a variant contains a superpower then the other powers will usually have to gang up against it if they wish to survive the game.

Super-nations are found in many Tolkien variants, in particular there is a class of Tolkien variant known as "Super-Sauron" which features Mordor as an extremely super super-nation. See [Variant Jargon](#) (KW).

### **SUPERNOVA [PB:1980]**

Beware of the player who signs on for 40 games within a year of entering the [hobby](#), starts a [zine](#), and takes on more than 15 games as soon as possible, for you have all the characteristics of someone who will go 'supernova'. In terms of character, they have deep short-term interests, and short-term means their fall is as sharp as their rise, leaving someone else to pick up the mess.

### **SUPERNOVA (1) [MB:Mar82]**

The name for Bruce Linsey's 35 page [novice](#) publication. It covers nearly all aspects of the [hobby](#) and game. Cost is \$1, used to be free to novices. (Still in print from Fred C. Davis Jr. and Bruce Linsey)

### **SUPERPOWER OPENING (1) [MB:Jun80]**

Beyerlein's Austro-Italian opening: A(Ven)-Tyo-Boh, A(Rom)-Apu-Tun via F(ION), A(Vie)-Gal, A(Bud)-Ser-SF(Alb)-Gre. Thereafter F(Gre) supports Italy in the south, even as A(Boh) helps Austria against Russia. Eventually, I-A is an expanding hollow shell. See [Austrian Openings](#) (KW) and [Italian Openings](#) (KW).

### **SUPER TOURNAMENT RATING SYSTEM (1) [MN:May93]**

Abbreviated to STRS. A STRS is a rating system which takes results from Diplomacy tournaments and combines them to produce a ranking of tournament players. There are two different approaches: (1) To award players points based upon their placing in the tournament and (2) To award players points based upon their performance in each game played. See [Open Swedish Championship](#), [Rating Systems](#) (KW).

### **SUSPICION (1) [MB:Jun80]**

A professional courtesy extended to the other six players by a prudent strategist. In excess doses, it can cause paralyzing indecision and paranoia. In insufficient doses, it causes paralyzing stabs.

### **SVENSKA POSTSPELSFANSINPOLLEN**

See Swedish PBM Zine Poll.

### **SWANSON OPENING (1) [MB:Jun80]**

Italy moves to Tri in S01 and then is convoyed to Gre via Austrian F(ADR), with support from Italian F ION. This permits Austria to use A(Ser)SA(Gal)-Rum. The fake S01 war presumably fools Russia and Turkey. Details reprinted in DD 16. See [Austrian Openings](#) (KW) and [Italian Openings](#) (KW).

### **SWAP (1) [MB:Jun80]**

If a player has no adjustments required in winter, the voluntary disbandment of units and the building of an equal number of units is called a swap. Although not expressly forbidden by Rule XIII, 2, [GMs](#) generally do not permit this.

### **SWEDISH DIPLOMACY RALLY (1) [MN:Aug95]**

A system designed to find the best [FTF](#) diplomacy player in Sweden based on performance in Swedish diplomay tournaments in the last year. All conventions that register with the organiser at least three months in advance are rated. Tournaments registering with less than three months notice are automatically ranked R1. The Swedish Diplomacy Championships are always ranked one level higher. Rank: 1, 28-48; 2, 49-69; 3, 70-; 4: Swedish Championships with over 70 players.

Points are awarded as follows:

Place:	1	2	3	4	5	6	7	8	9	10	11	12	13	14
R1	10	7	5	4	3	2	1							
R2	15	11	8	7	6	5	4	3	2	1				
R3	20	16	12	11	10	9	8	7	6	5	4	3	2	1
R4	25	21	17	14	13	12	11	10	9	8	7	6	5	4

The system was designed and run by Per Westling (1990-1992). It was updated and run by Roland Isaksson (1993-95). From 1996 the custodian will be Joakim Spangberg.

1990: Roland Isaksson, 1991: Ulf Jireton, 1992: Nils Lindeberg, 1993: Dan Horning, 1994: Thomas Andersson.  
See also Open Swedish Championships, Rating Systems (KW) and Super Tournament Rating System.

### SWEDISH PBM ZINE POLL (1) *Organised by Per Westling (1992-present),*

Year	Voters	First	Second	Third	Fourth
1994	26	Avalonia	Mu	Red Dwarf	Lepanto 4-Ever
1993	24	Avalonia	Mu	Gr{nslandet	Dipsosis
1992	40	Gr{nslandet	Rosten fran	Avgunden	Dipsosis

In 1991/1992 the Poll was known as the Scandinavian PBM Poll as the one/two Norwegian Zine(s) in existence were included. The 1992 Poll used a [Marco Poll](#) system whilst the 1993 and 1994 Polls used a one-thirds average and two-thirds preference matrix method. The deadline for the Poll is the end of the year. See also [Hobby Awards](#) (KW).

### SWISS DIPLOMACY (1) [MB:Jun80]

Fred C. Davis' variant in which an 8th country is created by dividing Switzerland into 2SCs, and giving it a third in North Africa. In the II version, buffer zones were added, the Swiss fleet began in "Lombardy", and some other changes were made. Rules in DW 16. See [Variant](#) (KW).

### SWISS SYSTEM (1) [AoS:88]

Means used in some tournaments for allocating players to particular games. In the first round, players are chosen at random. In successive rounds, the 7 best performers are placed together on a top table with the next seven on table 2 and so on. Supporters of the Swiss System see it as a way of making the "cream" rise to the top. Opponents argue that the System favours some styles of play over others and is therefore unfair and detrimental to the game. See [Rating Systems](#) (KW).

### SYRIAN OPENING (1) [MB:Jun80]

Turkey begins with a standoff in the BLA, then moves to Con. A(Smy)H (i.e. [Pastiche opening](#)), then A(Smy)-Syr. This permits Turkey to build on either coast, and support himself either to AEG or BLA, send fleets to both AEG and EAS, or go in both directions. Notice how if Turkey does not choose a victim in 1901, his second army actually gets in the way, and must be ditched for full W01 freedom. Extremely rare; used in 1977KJ. See [Turkish Openings](#) (KW).

## T Entries

### TACTICAL MISTAKE (1) [MN:Jan95]

A [mistake](#) is said to be tactical if it falls into one of the following categories:

- a) leaving an important unit/SC undefended/too weakly defended in favour of "activities of lesser importance" (which in turn needs a definition)
- b) attacking from the wrong country, e.g. F WMS, A Spa, F Mao want to attack Por against defence of F Por, F Nao: A Spa S F Mao-Por together with F WMS-Mao will work while F Mao S A Spa-Por may fail
- c) failing to get the supports and cutting moves right (sort of includes mistake of type 2b), e.g. A Hol, A Ruh, A Bur against A Kie, A Mun. You will only get Mun for sure with Hol-Kie, Ruh-Mun, Bur S Ruh-Mun. Any other combination can fail. See also [dumb mistake](#), [long term strategic mistake](#), [short term strategic mistake](#). This classification of mistakes is due to Robert Rehbold.

### TACTICS II [PB:1980]

The first commercial board wargame. See [Avalon Hill](#).

### TADPOLE (1) [MN:Aug95]

'Affectionate' nickname for Canadian diplomat Francois Cuerrier.

### TADPOLE (2) [CW:Aug95]

My street sister and I used to be real big drinkers ("used to" haha) and we would call anyone who couldn't keep up with us either "Puppy" or "Tadpole". Since I was the guy that Francois joined the hobby through, I used to tease him and call him "tadpole" (to deflate his huge ego if for no other reason... : ) ). Unfortunately, I didn't realize that "tadpoles" grow up into "frogs"... Francois is French Canadian... he never believed it was anything but a racist slur and even when I finally caught on to what he was thinking and explained it to him, he wouldn't believe it. He still REALLY dislikes me to this day...

### TADEK DIPLOMACY (1) [MB:Jun80]

Tadek Jarski's 3-handed version of [Intimate Diplomacy](#). See [Variant](#) (KW).

### TDA

See [The Diplomacy Association](#).

### TEAM GAME (1) [MB:Jun80/Mar82]

A game in which three countries, each played by one person, battle against another similar 3-person team. Popular in the hobby's early days, many of these were run by Don Miller. Italy or Turkey were omitted, though in the 1970's, versions with Germany in CD or madman have been played, for example in [\\_Runestone\\_](#). The [\\_Runestone\\_](#) games had 3 people from one area (e.g. Toronto, Montreal, Ontario, Alberta) vs a team from a different area. See [Variant Jargon](#) (KW).

### TEAM TOURNAMENT (1) [MN:Sep93]

Usually a round of a diplomacy tournament where players group themselves in teams of 7, one player per country. Players from the same team play on separate boards (so you need a minimum of 7 teams) and the team's score is the aggregate of the players score. Usually the player's individual scores also count towards the individual tournament. Teams usually represent zines, at [ManorCon](#) there are also university teams. There is a team tournament every year at ManorCon and there were team tournaments at [WDC](#) I-III. See [Rating System](#) (KW).

### TELEPHONE GAMES (1) [MB:Jun80]

A format which combines many features of both [Face to Face](#) and [postal](#) Diplomacy. Sometimes written records are kept, with ordinary postal deadlines (e.g. local games in [\\_Graustark\\_](#)). Other times they are run on weekly or twice weekly deadlines, with [adjudications](#) given over the



phone. The ease of negotiations is such that they often become extremely time consuming. The back and forth nature, the ability to judge your opponent's voice, and the fact that opponents are usually known personally all resemble FTF. The inability to organize triple conferences, the fact that you cannot see your opponents, and the presence of plenty of time to analyze things all resemble postal play, as does the privacy of conversation. Some telephone games start or end as Face to Face games. [NMRs](#), apparently, are not rare. See [DW](#) #20.

#### **TEMPORARY SUBSTITUTE PLAYER OR ORDERS (1) [MB:Jun80]**

Many [GMs](#) will allow a player to appoint a temporary substitute if they are going to be out of touch for a short period of time. If that substitute is a player (usually not allowed), see [Proxy Orders](#).

#### **TEN BEST DIPLOMACY VARIANTS**

See [Variant Package 2](#).

#### **TEN WEEK RULE (1) [MN:Jul95]**

Guideline used in the early 1980s by [U.S. Orphan Service](#) to determine if a zine had folded: "a zine with monthly deadlines is considered folded if it fails to appear within ten weeks of its last deadline." (John Daly, [\\_Everything\\_](#) 53 --- August 1982).

#### **TENURE (1) [MB:Mar82]**

If a player [NMRed](#) out of any game, he would be placed on "tenure" status, meaning he would not be permitted to enter new games for 1 year, or assume standby positions for 6 months. This would apply to all cooperating GMs. Plan was by Bob Lipton, taken up by John Leeder, but never fully operational.

#### **TERMINAL TUNISITIS (1) [MB:Mar82]**

The result of a country being permanently reduced to a sole unit, usually an army in Tunis or Portugal. It may survive there a long time. [HR:Oct02] This gives the player the chance to deluge the others with silly press, since s/he doesn't have to worry about strategy... See [Humour](#).

#### **TERMINUS (1) [MB:Jun80]**

A compilation of all but ten of the regular Diplomacy games through 1970, presented in the [\\_Everything\\_](#) style. The collected work of [Walt Buchanan](#), Tony Pandin and [Rod Walker](#). See [Zine Names](#) (KW).

#### **THE DIPLOMACY ASSOCIATION (1) [MB/JM:Jun80/1992]**

Possibly the first try at a hobbywide organization was set up by John Beshara. Feuding over basic organization issues (should the hobby remain fannish or have an organised structure?, should an organization be voluntary or mandatory?, would leadership be democratic or custodial?) quickly rent the organization, and after 1972 it become more or less his own private club, and in the late 1970's became defunct. Projects included computer printed Youngstown maps, a series of stalemate lines and ratings.

#### **THE GAME OF DIPLOMACY**

See [Game of Diplomacy, The](#).

#### **THE PUBLISHER (1) [MB:Jun80]**

Bob Lipton's epic parody of various Diplomacy personalities, especially of the NYC area, in the format of a Gilbert and Sullivan operetta. Serialized in [\\_The Mixumaxu Gazette\\_](#) and also published as a separate entity.

#### **THE STRATEGY AND TACTICS OF POSTAL DIPLOMACY (1) [MB:Jun80]**

Larry Peery's monster publication in 7 chapters. It got mixed reviews, and was too elementary in many respects. Insufficient marketing meant that the publication had little impact on the [hobby](#). ((A few copies are still available from Larry at \$35.00 + US %4.00 postage and handling. MN April 1994.))

#### **THE TWISTER (1) [MN:Mar94]**

In recent years [Richard Sharp](#) has run a Christmas Quiz in [\\_Dolchstoss\\_](#). One question is always a logical problem based on diplomacy. See also [The 1993 Twister](#). Can you [solve](#) THE TWISTER?

#### **THE 1993 TWISTER (1) [MN:Mar94]**

Devised by Paul Street and printed in [\\_Dolchstoss\\_](#) 181, December 1993.

"We decided to have one of those short Diplomacy games before Christmas dinner last year. We started normally and played three seasons (Spring, Summer, Autumn) rather than two in the single year (we don't drink apertifs as quickly as Norton House). As the wine was poured we had an adjustment season, in which everyone had something to do. The winner got Champagne, 2nd Sancerre, 3rd Chardonnay. Warm Beaujolais was served to the players coming 5th and 6th, who had swapped capitals despite not having a common border."

"Everyone moved an army to a friendly supply centre in the spring and yet all armies except both the French were abroad by the end of the summer. All armies moved in the Autumn, except for one that was stopped by an unwanted convoy. There were no disbands (or annihilations)."

"The English army was convoyed by only one fleet.

Three countries lost all their home centres.

The one drinking Loire wine took one centre from the player who was last.

Which countries took how many centres from which other countries?

Capitals are Lon, Ber, StP, Ank, Vie, Rom and Par as usual."

"An unwanted convoy is a foreign fleet ordering an unnecessary convoy for an army. If the fleet is displaced then the army does not move, even though it would were the fleet to have a different order."

"Please include a sample set of orders." See [The Twister](#). For the solution, see [Appendix 2](#).

#### **THOMAS RATING SYSTEM, THE (1) [MN:Sep92]**

Devised by Paul Thomas and published in [\\_The Mixumaxu Gazette\\_](#) (March 1976). Players score 2% per supply center owned at the end of the game with a bonus of 32% for winning and 32/n% for a n-way draw. See [Rating System](#) (KW).

**THIRD AGE [PB:1980]**

Nos. 1, 2 and 3 are various stages of the most popular Tolkien-based variant (see Tolkien). Not played much nowadays because of the bias towards Mordor. See [Variant](#) (KW).

**THREE FLEETS OPENING (1) [MB:Jun80]**

Birsan's opening in which Italy takes Tri in S01 and allows it to be annihilated in F01. Italy then builds two fleets. This avoids the superfluous army that occurs when Italy selects France and Turkey as his first two victims. Details in DD 17. See [Austrian Openings](#) (KW) and [Italian Openings](#) (KW).

**THREE SEASON YEAR (1) [MN:Nov92]**

An alternative way of running postal games to the [North American System](#) and the [International System](#). In this system Spring, Autumn and Winter seasons are always played separately, hence the only conditional orders a player has to submit are for possible retreats. Its main advantage is that players don't have to write complex conditional orders. Its disadvantages are that it allows diplomacy about builds after the Autumn [adjudication](#) (against the Rule-book) and that unless the zine using this system is very quick (ideally 3-weekly or better) it prolongs the game by a long time. British zines to use the Three Season Year were [\\_1901aat\\_](#) and [\\_Courier\\_](#). See also [Five Season Year](#).

**TIN SOLDIER CONVENTION (1) [AoS:88]**

Convention including Diplomacy held in Sydney on the Queen's Birthday Weekend in June and organized by the Tin Soldier, a game and miniatures shop.

**TOAD (1) [JB:Sep93]**

One who has [toadies](#). A person whose sheer force of personality gains a crowd of fawning admirers who will do as they say in Diplomacy games and regarding the hobby in general. Toads tend to have a poor record in Diplomacy games because people who are not their toadies tend to become annoyed by the toad-toady relationships and attack them. In addition, toads tend to be defenceless (sic) without their toadies. Toad following became a popular topic of discussion in North American zines in the early--mid 1980's.

**TOADY (1) [JB:Sep93]**

One who obsequiously fawns over another person, commonly called a [toad](#), to a particularly sickening extent. Toadies can be maddeningly difficult to diplomacize with unless you are the object of their bootlicking affections. In the early 1980's, the North American hobby became obsessed with chronicling the various toadying relationships that existed, accentuated by the [Great Feud](#), going so far as to have elections for Toady of the Year with campaigns that bounced around the letter columns of numerous szines.

**J.R.R. TOLKIEN [PB:1980]**

Has strong following in British Diplomacy, partly because of SF traditions, but significantly (I think) because two of the most influential characters, Hartley Patterson and [Richard Sharp](#), were Tolkien fanatics. Variants based on "The Lord of the Rings" are many, [Third Age](#) being the most popular, Patterson's [Downfall](#) the most realistic.

**TOLKIEN VARIANTS (1) [MB:Jun80]**

These are based, more or less, on J.R.R. Tolkien's "Lord of the Rings" trilogy. They include: [Downfall](#), [Third Age](#), The Great Years, Middle Earth Diplomacy, Mordor vs The World and War of the Ring. These generally feature multiple units, special units (notably the ring), a relatively unbalanced gameboard and plenty of press. See [Variant Jargon](#) (KW).

**TOOTS (1) [MB:Mar82]**

Nickname for John Michalski, courtesy of [Cathy Caruso](#).

**TOURNAMENT DIPLOMACY (1) [MB/AoS:Jun80/88]**

Although in many ways resembling [face to face](#), it differs in providing a more competitive game, with greater willingness to eliminate players, less sociability, and the fact that the play is significantly impacted by the nature of the rating system. Tournament Diplomacy is practically a [variant](#) in its own right and is a very exciting experience.

**TOURNAMENT RESULTS (1) [BB:Dec97]**

Stats on the type of results in Australian Tourneys 1988-1997 broken down in year by year: TOURNAMENT RESULTS (1) [BB:Dec97] Stats on the type of results in Australian Tourneys 1988-1997 broken down in year by year:

		Type of Result					
	WIN	7	6	5	4	3	2
1997	4.4	-	28.9	42.2	22.2	2.2	-
1996	6.3	4.2	25.0	29.2	27.1	8.3	-
1995	8.2	3.3	19.7	41.0	23.0	4.9	-
1994	4.7	9.4	31.8	31.8	15.3	7.1	-
1993	1.2	7.3	23.2	39.0	17.1	11.0	1.2
1992	2.4	7.1	20.0	48.2	12.9	9.4	-
1991	3.7	-	13.0	29.6	40.7	13.0	-
1990	6.6	5.3	25.0	34.2	26.3	2.6	-
1989	3.0	4.5	31.8	42.4	16.7	1.5	-
1988	1.9	16.7	37.0	33.3	11.1	-	-

**TOURNAMENT STATS (1) [BB:Dec97]**

These statistics show the size of powers in draws at Australian tournaments between 1988 and 1997.

Centres	Percentage	Centres	Percentage
17	0.38	8	10.16
16	0.86	7	9.43
15	1.98	6	8.37

## Diplomacy A-Z

14	2.08	5	7.29
13	2.94	4	6.42
12	3.36	3	7.32
11	5.72	2	7.06
10	7.22	1	10.87
9	8.53		

Centres	1988-1991	1992-1993	1994-1997	Total
17	0.33	0.49	0.36	0.38
16	0.67	0.98	1.34	0.86
15	1.42	1.60	2.86	1.98
14	1.67	2.46	2.23	2.08
13	2.26	2.95	3.66	2.94
12	3.35	4.30	2.68	3.36
11	5.94	5.65	5.54	5.72
10	7.62	6.63	7.23	7.22
9	9.87	8.48	7.14	8.53
8	10.29	10.07	10.09	10.16
7	9.37	8.72	10.00	9.43
6	8.45	9.09	7.77	8.37
5	7.62	7.99	6.43	7.29
4	7.20	7.00	5.18	6.42
3	7.62	7.00	7.23	7.32
2	7.62	6.02	7.23	7.06
1	9.04	10.57	13.04	10.87

I have split these into various "eras". NOTE: 1988-1991 was predominantly scored using STAB type systems.

### TRADE (1) [MB:Mar82]

An arrangement whereby two publishers send each other their [zines](#) and no money changes hands. Can be done on a zine for zine basis, or an everything for everything basis in cases where more than one zine is involved.

### TRANS-GAMING (1) [MN:Aug95]

Dan Shoham's name for playing one game with an eye to consequence in future games. Whilst not as bad as [crossgaming](#), some people consider it undesirable.

### TREATY DIPLOMACY (1) [MB:Jun80]

A [variant](#) by [Rod Walker](#). In order to support or convoy another's unit, players must be allied via treaty, which may be secret or open. Any order contrary to the express words of the treaty is illegal. Any aspect of the game can be covered, and they can have time limits, or expire only when denounced, etc. Rules in DW Vol 2, 4. See [Variant](#).

### TRETICK STANDBY SYSTEM (1) [MB:Jun80]

Named after Buddy Tretick, a method of avoiding [NMRs](#) by assigning to each country a game [standby](#), who submits substitute orders. Used in [DW](#) demo games past.

### TRIPLE-CHECKED (1) [MB:Jun80]

What your orders in postal Diplomacy should always be.

### TRIPLE-ESS-ed (1) [MB:Jun80]

Standby Service for Small [Zines](#). John Leeder's plan for providing standbys to those zines which often have no standbys available. Never implemented.

### TRIPLE PARENTHESIS (1) [MB:Jun80]

When an article is reprinted, material inserted by the original editor is placed in triple parenthesis, to distinguish it from the reprinting editor's [double parenthesis](#).

### TRIVIA (1) [MN:Nov92]

According to [Richard Sharp](#) ([Dolchstoss](#) 168, November 1992) nine British Diplomacy zines have started at least forty games of regular Diplomacy. These are: Dolchstoss (107), Mad Policy (56), Springboard (52), [Vienna](#) (50), Ode (49), Jigsaw (45), Greatest Hits (44), 1901 And All That (44) and Fall of Eagles (41). Jigsaw started an amazing 35 games in its two big years (1976-77). [Note: `_zine_` format not used here.]

### TRIVIA (2) [MN:Dec92]

According to [Richard Sharp](#) ( [Dolchstoss](#) 166) there have been 3105 recorded eliminations in British Diplomacy games. 49 of these occurred in 1902 and of these 43 were Austria and one was Russian!

### TRIVIA (3) [MN:Jul93]

Reprinted from `_Impassable_` 33, March 1974. Data supplied by [Walt Buchanan](#).

Quickest Win: 1972O -- Ian Livingstone as Russia won in Fall 1904 in `_Courier_`.

Longest Win: 1967U: Frank Clark as Italy winning in Winter 1928 in `_Graustark_`.

Shortest Win (real time): 1971BC -- [Edi Birsan](#) as France in 7 months in [Hoosier Archives](#) .

Longest Game (real time): 1967AV: `_International Enquirer_`; `_Lonely Mountain_`; `_Sweetwater Canyon Daily Bugle_`. Oct 1967 to 'present' (6 years, 4 months, so far!).

### **TRO (1) [MB:Mar82]**

- (1) Nickname for Kieth Sherwood.
- (2) A deliberately vague adjective or noun such as "Tro free issues".

### **TRO AFFAIR (1) [MB:Mar82]**

In 1980KB, Kieth Sherwood's "A Vie-Tro" was ruled ambiguous, touching off an extended debate in VOD over the correctness of Bruce Linsey's ruling, and on the general question of abbreviations. See [Feud](#).

### **TSR (1) [MN:Apr92]**

American company that started out as a small war-games operation and became big business when it released [D&D](#) on an unsuspecting world. Detractors often claim that the initials stand for "tres silly rules" although they really stand for "Tactical Studies Rules".

### **TURKISH ATTACK (1) [MB/MN:Jun80/Aug95]**

Russia's third most popular opening, A(War)-Ukr, A(Mos)-Sev, F(Sev)-BLA. This will turn out badly if Turkey orders F(Ank)-BLA (thus stalling two units) or if Austria enters Gal. Russia retains his options to either press an attack on Turkey, or content himself with Rum, and use F(BLA) to try to keep the upper hand in any subsequent R-T alliance. Variations are named after the order for F(StPsc): F(StPsc)-Fin (Turkish Attack, Finnish Variation), F(StPsc)-GoB (Turkish Attack), F(StPsc) H (Turkish Attack, Houseboat Variation), F(StPsc)-Lvn (Turkish Attack, Livonian variation). See [Russian Openings](#) (KW).

### **TURKISH OPENINGS (KW) (1) [MN:Dec93]**

If you're playing Turkey then there isn't very much to read: Astonishingly Arrogant Ankaran Assault, Bosphorus Opening, Boston Strangler, Crimean Crusher, Desert Rat Variation, Houseboat Opening, Juggernaut, Pastiche Opening, Reverse Lepanto, Roadhog, Russian Attack, Russian Defence, Russian Frolic, Ship of the Desert and Syrian Opening.

### **TURNAROUND [MB:Mar82]**

The length of time between the deadline of a postal game and the mailing of the zine carrying its results. An average of 72 hours is considered excellent. More than one week may bring grumbling. In England, it appears to include the delivery time as well, i.e. "deadline to doormat".

### **TURNBULL, Don (1) [MN:Jan92]**

Ran the first British Diplomacy zine [\\_Albion\\_](#) which started in 1969 and ran for fifty issues. Also ran the second, [\\_Courier\\_](#), which was started to run the games from [\\_Albion\\_](#), leaving [\\_Albion\\_](#) as a [genzine](#). Edited 'BDC Journal', which ran six of the first seven [BDC](#) Diplomacy games. Is responsible for much of the carnage which is the [hobby](#) today, and should be canonized.

Wrote a number of Diplomacy articles for the prozine [Games & Puzzles](#) which did much to publicize the early Diplomacy hobby in the UK. Achieved greater fame (?) as the man who brought [Dungeons Dragons](#) to the UK, for many years he was head of [TSR](#) (UK).

Thought of himself as a pretty mean pinball player. See [Personalities](#) (KW).

### **TWIN EARTHS (1) [MB:Jun80]**

There are two boards in this variant, I II and units may move from one to the other through a connection which links each province with its double. Each players has two homelands, and units can move between boards. See Variant (KW).

### **TWO SEASON DIPLOMACY (1) [MB:Jun80]**

An adaptation for postal play in which there are only two seasons, Spring and Fall, with all retreat and build seasons combined with the previous season (in Britain) or the following season (US). Rules for separation vary with [GMing](#) styles, and often there is no fixed policy. Separations are much rarer in the UK. See also [International System](#) and [Three Season Year](#).

### **TUSCANY LEPANTO (1) [MN: Aug95]**

The opening A(Rom)-Tus, A(Ven)H and F(Nap)-ION. See [Italian Openings](#) (KW) and [Lepanto](#).

### **TYROLESE GAMBIT (1) [MN:May93]**

[Richard Sharp's](#) name for the opening: F(Tri)-Alb, A(Bud)-Tri, A(Vie)-Tyr. See [Austrian Openings](#) (KW).

### **TYROLIA (1) [MN:Mar94]**

In [\\_Dolchstoss\\_](#) 182 (Febuary 1994) [Richard Sharp](#) reported that there had been 68 spring 1901 standoffs in Tyrolia in British postal games, 35 G-I ones and only 4 A-G collisions, two of which also involved Italy!

### **TYROLIAN ATTACK (1) [RE:89-90]**

[Richard Sharp's](#) name for the classic Italian opening: A(Ven)-Tyr, A(Rom)-Ven, F(Nap)-ION. One of the most enduring and popular combination of moves for Italy in Spring 1901, it is traditionally regarded as an attack on Austria, although it can also be turned against Germany if, perhaps with French support or encouragement, A(Tyr) attacks Munich in the Autumn. Indeed, this is very often an option, since most Austrian players have better things to do with A(Vie) than order to Tyrolia and A(Mun)-Tyr is hardly a common opening for Germany. But if the A(Ven) move can usually be expected to work, the popularity of F(Tri)-Ven with Austria has risen so dramatically with the [Hedgehog Opening](#) that A(Rom) will usually be stood off in the Tyrolia Attack. No matter: it protects Venice, and if by chance the move succeeds, Trieste or Vienna could be there for the taking. Providing as it does an option on up to three centres, this opening is clearly Italy's best chance of securing five centres in the first year. Also known as the [Obrieni Attack](#). See [Italian Openings](#) (KW).

### **TYROLIAN LEPANTO (1) [MN:Aug95]**

The opening A(Rom)-Apu, F(Nap)-ION and A(Ven)-Tyr. See [Italian Openings](#) (KW) and [Lepanto](#).

## **U Entries**

### **UK GAME STARTS (1) [MN:Dec92]**

The number of "postal" games of Diplomacy started each year, often used as a rough estimate of the size of the British Hobby. The figures are: 1969 (2), 1970 (5), 1971 (7), 1972 (32), 1973 (85), 1974 (93), 1975 (91), 1976 (121), 1977 (125), 1978 (126), 1979 (95), 1980 (88), 1981 (111),

1982 (99), 1983 (102), 1984 (118), 1985 (123), 1986 (111), 1987 (112), 1988 (82), 1989 (73), 1990 (47), 1991 (60), 1992 (54), 1993 (70) and 1994 (56).

### **UKVB (1) [MB/MN:Jun80/Jun92]**

Common abbreviation for "The United Kingdom Variant Bank", a collection of Diplomacy [variants](#) which are available to hobby members for the price of copying and postage.

In 1979 Andy Tringham took this over from Hartley Patterson, and in 1980 Steve Agar replaced him. After several thousand custodians... Richard Jackson circa March 1987 to July 1992 James Nelson July 1992 to 10th July 1994 [Mark Nelson](#) 1th July 1994 to present. See UKVB Archivist, Variant Bank and [Variant Jargon](#).

### **UKVB ARCHIVIST (1) [MN:Aug94]**

Obscure position in the [UKVB](#) Hierarchy. Exact duties unknown to this writer. Recent custodians: Andrew Poole to circa 1989, James Nelson circa 1989 to July 1992, [Mark Nelson](#) July 1992 to 11th July 1994, Neil Duncan July 11th 1994 to present. See UKVB and [Variant Jargon](#) (KW).

### **UKRAINE SYSTEM (1) [MN:May93]**

[Richard Sharp's](#) name for any Russian opening involving the moves F(StPsc)-Fin/GoB, A(Mos)-Ukr. There are five named variations: the Austrian Attack (A(War)-Gal, F(Sev)-Rum), the Livonia Variation (A(War)-Liv), the Silesian Variation (A(War)-Sil), the Southern Defence (A(War)-Gal, F(Sev)-BLA) and the Southern Houseboat Variation (A(War)-Gal, F(Sev)H). See [Russian Openings](#) (KW).

### **ULTIMATE DIPLOMACY COMPLIMENT, THE (1) [MN:Apr92]**

Canadian e-mailer Harold Reynolds used "I'm glad I'm not your neighbour!"

### **UNCUTTABLE SUPPORT (1) [MB:Mar82]**

A support which apparently cannot be cut, even if the piece is dislodged. See [Chicken and Egg Convoy](#).

### **UNEXPRESSED MOVE (1) [MB:Jun80]**

A move which is unambiguously implied but is not separately written. Thus F(BLA) CA(Ank)-Sev, A(Ank) unordered, has A(Ank)-Sev unexpressed. GMs vary on whether the move A(Ank)-Sev would be permitted. [Allan Calhamer](#) has stated that he feels that the move should proceed under the "badly written order" rule.

### **UNEXPRESSED MOVE (2) [MB:Mar82]**

See also [Combined Order](#), [Incomplete Order](#), and [Mutual Support](#).

### **UNITED (1) [TNP:87]**

Football management game invented by Alan Parr.

### **UNITED KINGDOM VARIANT BANK (1) [MN:Apr92]**

See [UKVB](#) and [Variant Jargon](#) (KW).

### **UNITED STATES DIPLOMACY (1) [MB:Jun80]**

Invented by Charles Reinsel, each state was one [SC](#); players chose their own initial setup. In USD III, Fred C. Davis cut the SCs to 44, with restrictions on the initial setup. USD III added more naval action, reduced the SCs to 38 and formed distinct countries. See [Variant](#) (KW).

### **UNWANTED CONVOY CONTRADICTION (1) [MB/MN:Jun80/Nov92]**

Obscure tactical ploy, outlawed in rulebooks produced in North America since the mid 1980's. If, e.g. France orders an unopposed A(Bel)-Hol, enemy England chips in with F(NTH) CA(Bel)-Hol, and coconspirator Russia dislodges F(NTH). Rule XII.3 (1971 rules) indicates that the army move must fail, but VII.1 indicates that the unopposed move succeeds. This is the only known Rulebook contradiction. [But see [Pandin's Paradox!](#)]

In the early 1980's few [HRs](#) covered this point, with no pattern to the rulings. Note that this tactic really does have a tactical value --- if the GM rules against France, England can retreat to Holland! [But why would England actually allow a Russian fleet to enter the North Sea to begin with? HR]

### **UNWANTED SUPPORT (1) [RE:89-90]**

The entry really covers two points, since the "Unwanted Support" happens to be a deft response to the ["Self-Standoff"](#). The latter allows a player to, say, cover three provinces with two units - without moving either. Austria, for example, facing a Russian A(Gal) and an Italian A(Ven) in an Autumn turn with only A(Bud) and A(Vie) could order A(Bud)-Tri; A(Vie)-Tri and be reasonably confident that, if no other units interfered, he would survive without the loss of any home centre regardless of his opponents' moves. This is also useful in protecting an unoccupied centre or vital province when a player wants to keep his units unmoved. However, it can be thwarted by an "unwanted support", in which the opponent anticipates a self-standoff and, to suit his purposes, orders a unit to support one or other of the "self-standoff" units. In the example above, Italy might order A(Ven) SAA(Vie)-Tri: because A(Vie) was supported, it would succeed in its move, and Russia could capture a centre with the order A(Gal)-Vie. Named by [Richard Sharp](#) the [Reinhardt Gambit](#).

### **U.S. ORPHAN SERVICE (1) [MB/PG/MN+JB:Jun80+Mar82/Nov93/Jan94]**

A project started in 1980 to identify orphaned zines, and rehouse their games. Throughout the early 1980s [Kathy Caruso](#) took an active role in rehousing games, although she was never an Orphan Custodian.

Custodian(s) (Orphanzine).

Jack Brawner, John Daly and Dick Martin 1980 to ??? ( \_The Flying Dogs of Retaliation\_ )

Kathy Byrne, John Daly and Dick Martin ??? through circa March 1982 to circa 1982 ( \_The Doghouse\_ , appeared in \_Everything\_ )

Kathy Byrne and John Daly circa 1981 through April 1982 to August 1982 ( \_The Doghouse\_ , appeared in \_Everything\_ 52/54).

John Daly August 1982 to July 1983 (Everything 56).

Scott Hanson and Dick Martin July 1983 through Winter 1983 ( \_Kinder, Kirche, und Kirrhe\_ , appeared in Everything 57).

Scott Hanson and Keith Sherwood ??? through January 1985 to Feb 1985.



Jim Burgess and Keither Sherwood February 1985 to January 1986, ( \_Yes Virginia, there is a Santa Claus\_ )

Jim Burgess January 1986 to September 1986: ( \_Yes Virginia, there is a Santa Claus\_ )

[Rod Walker](#) September 1986.

Vince Lutterbie

Eric Ozog ??? to November 1993

Paul Kenny November 1993 to present.

## **(2) [DM:Jan95]**

Let me see now... as i remember it (and that's all you'll get from me here, the dirty facts are all hermetically sealed in deluxe cardboard boxes to pass on to future generations in case of nuclear attack), John Daly and I independently came up with the idea of reviving an orphan service in 1980 or so. In a then-radical departure from the prevailing spirit of dipdom, we decided to work together on the project as there seemed to be plenty of work to do. Must have been our relative novice-hood that forced us into that approach. Jack Brawner had also been toying with the idea and was added to the overstuffed masthead only to drop from dipdom soon thereafter.

John and I poked along like that for a few years, and I think we were fairly successful at tracking down the orphans then outstanding and placing them in new homes. I left the team in 82 or 83, a couple big zines went under (I had nothing to do with this, honest!), Kathy joined up, and the rest you know better than I.

Certainly you wouldn't be interested in the legal wrangling it took for us to be officially recognized by Robt Sacks and the NYGB as the successor to Ray Heuer's defunct Orphan Games Project. So I won't mention that. Somehow we managed to make all sides fairly happy, which I can only attribute to our charming personalities and a conscious effort to avoid using the orphan service in the usual self-serving political way (but now that i'm outta dipdom, all bets are off!). I guess we must have done a good job, the thing seems to be alive to this day....

John Daly was the designated publisher for the zine. (retal was already plenty enough for me to do at the time. With his three day on, three day off work schedule at the can factory John had plenty of time for stuff like this.) It was done on light green paper using his mimeo machine.

## **USOS**

Abbreviation for United States Orphan Service. See [U.S. Orphan Service](#).

## **V Entries**

### **VAIN RATS [PB:1980]**

Insane [variant](#) thought up in a drunken mood by either [Richard Sharp](#), Steve Doubleday or Doug Wakefield. Consists of each country having its own 'variant' power, but other countries not knowing what that power is. Typically taken seriously by those it was meant to be a joke on, and now rationalized into a hideously complicated and apparently phenomenally enjoyable game. See [Variant](#) (KW).

### **VALHALLA (1) [EB:Jul08]**

Zine by John Koning and Chris Wagner (Editor of Strategy and Tactics), period of time 1968-69. They had one of the first commentary analysis of a game for learning: 1968AB featuring some of the better known gamemasters and players of the time. See [Zine Names](#).

### **VANILLA (1) [MN:Feb93]**

Vanilla games were Diplomacy games being moderated by [Ken Lowe](#) at the time of his burnout in November 1992. Whilst Ken was listed as 'moderator' he was moderating so many different games that he was unable to pay any particular attention to any of them. A number of players made requests for new moderators to take over these games.

### **VANILLA (2) [MN:Sep93]**

A vanilla game is now considered to be a standard game with no special flags. So called because all the games that Ken Lowe ran on the Washington Judge used all the default settings. New players are advised to play in a vanilla game to get used to the workings of a Judge. (These two entries show how quickly diplomacy terminology can change!)

### **VARIABLE PLACEMENT (1) [AP:1986]**

This exists where players are given a choice in the initial placement of the units belonging to their power. Before the game begins some or all of the home supply centres are vacant and players may choose what kinds of units start from where. (When added to the regular game this is called 'Winter 1900 Diplomacy'). In some cases the units are not limited to starting the game in supply centres and may be placed in any home province. See also Build Centres and [Variant Jargon](#) (KW).

### **VARIANT (1) [MB/RE/BL:Jun80+Mar82/89-90/Feb07]**

A game based loosely or tightly on Diplomacy, which varies the rules, the board, or both. One can participate not only as a player but by generating new variants, or new versions of old variants, and this is a major creative outlet. At least 600 have been created, but only two (Colonial Diplomacy and Battleline's "Machiavelli", both produced by [Avalon Hill](#), the latter since 1982) have been marketed commercially.

Variants exist which transfer the game from a European milieu to the world of Tolkien's Middle Earth, to a worldwide setting or to medieval Italy. Others add new units like submarines and air forces, increase the number of players or provide for hidden movement, like Kriegspiel chess. So many variants have appeared over the years that a number of [Variant Banks](#) have been established within the postal hobby to collect them into archives. Most prominent among these are the [United Kingdom Variant Bank](#) (UKVB) and the [North American Variant Bank](#) (NAVB).

It is, however, often difficult to find enough players to get up a game of one of the less well known variants. Most variant [GMs](#) are reluctant to run variants that they themselves have not created. The early stalwarts of the variant hobby were Don Miller and [Rod Walker](#), with major contributions from Bob Sacks, Lew Pulsipher, and Fred Davis. Don Miller ran the first diplomacy variant in 1965 through [\\_Diplophobia\\_](#), although by the standard of today some of the early diplomacy games (eg [1963A](#)) would be classed as variants. See [Bomb](#), [Country Variant](#), [Global Variant](#), [Hidden Movement](#), [Hyperspace](#), [Madman](#), [Spoon](#), [Tolkien](#), [Variant Jargon](#) (KW) and [Variant](#) (KW).

First published variant was Middle-Earth Dip II in [\\_Graustark\\_](#) in 1965.

**VARIANT AZ (1) [MN:Dec92]**

A companion file to this document providing reviews of many Diplomacy variants. Version [2.0], which contains reviews of 200 variants, will be released in January 1994. See [Variant Jargon](#) (KW).

**VARIANT BANK (1) [MN:Apr92]**

A collection of Diplomacy [variants](#) culled from Diplomacy fanzines that are made available to hobby members for the cost of copying and postage. A catalogue is usually available which lists which variants are available, tells you how many players you need for each and sometimes gives you a basic idea of what type of variant each listed design is. Most countries which have a postal hobby have a Variant Bank. The largest variant Banks are those in North America (the NAVB), which is also in charge of cataloging variants, and the UKVB.

The main problem with the construction of an email variant bank is the distribution of maps. Many variants use the regular board, or a simple extension of it which can be readily described (some simple variants which use a non-standard map can also be described) but many variants do not fit into either of these categories. Judge contains PostScript files for some variant maps but obviously this is not a realistic route to take.

The conclusion would seem to be that e-mail fans should use their local bank for variants which require a new map and someone should volunteer to set up an email variant bank for those variants which do not require a new map. See [Variant Jargon](#) (KW).

**VARIANT BANK OF UK (1) [MB:Jun80]**

See [UKVB](#) and [Variant Jargon](#) (KW).

**VARIANT BANK-EAST (1) [MB:Jun80]**

Fred Davis' Variant Archives, which also publish variant news and supply copies where needed. See [Variant Jargon](#) (KW).

**VARIANT BANK-NORTH (1) [MB:Jun80]**

Canadian Variant Bank run by John Lipscomb, affiliated with [CDO](#). See [Variant Jargon](#) (KW).

**VARIANT BANK-WEST (1) [MB:Jun80]**

[Rod Walker's](#) variant archives. Sponsors an occasional listings [zine](#) ARDA. Answers questions and does research, and supplies copies of variants. See [Variant Jargon](#) (KW).

**VARIANT INSURANCE PROJECT (1) [MB:Jun80]**

An insurance scheme, at \$5 per GM, for those running a [certifiably playable](#) variant. Never implemented. See [Variant Jargon](#) (KW).

**VARIANT JARGON (KW) (1) [MN:Dec93]**

The 'variant sub-hobby' has evolved its own terminology, mostly to describe different ideas in the design of diplomacy variants: [Abstract Variant](#), [A/F](#), [Army/Fleet combinations](#), [Bomb Variant](#), [Build Centre](#), [Canals](#), [Certifiably Playable](#), [Choice set-ups](#), [Coastal Crawl](#), [Control of Neutrals](#), [Country Variant](#), [Decoy Unit](#), [Diplomacy Games and Variants](#), [Diplomacy Variants Commission](#), [Direct Passage](#), [Embarkation](#), [Fantasy Variant](#), [Fluid Supply Centres](#), [Fortresses](#), [Garrisons](#), [Global Variant](#), [Guerillia Build](#), [Hidden Movement](#), [Hidden Movement Variants](#), [High Ocean](#), [Hyperspace Variants](#), [International Variant Association](#), [International Variant Commission](#), [Intimate Diplomacy --- Knockout Competition](#), [Just's Right Hand Rule](#), [Key Rule](#), [Key Variant Rule](#), [Leader Units](#), [Miller Number Custodian](#), [Miller Numbers](#), [Multiple Supply Centres](#), [Multiple Unit](#), [NAVB](#), [NAVB Catalog](#), [NAVB-North](#), [North American Variant Bank](#), [North American Variant Bank Numbers](#), [North American Variant Hobby Poll](#), [Off-board Boxes](#), [Off-board initial placement](#), [Paper Units](#), [Pieces](#), [Piggyback Convoy](#), [Realism/Play Balance](#), [Science Fiction Variants](#), [Spoof or Humor Variant](#), [Special Unit Types](#), [Springraid](#), [Standing Armies](#), [Super-nation](#), [Team Game](#), [Ten Best Diplomacy Variants](#), [Tolkien Variants](#), [UKVB](#), [UKVB Archivist](#), [United Kingdom Variant Bank](#), [Variable Placement](#), [Variant](#), [Variant AZ](#), [Variant Bank](#), [Variant Bank of UK](#), [Variant Bank-East](#), [Variant Bank-North](#), [Variant Bank-West](#), [Variant Insurance Project](#), [Variant Orphan Rescue Service](#), [Variant Package 2](#), [Variant Playtesting Service](#), [Variant Poll](#), [Variant \(KW\)](#), [Varioddmod](#), [Ventura](#), [Waterways](#), [William Preston Award for Variant of the Year](#), [World Variant Association](#) and [World Variant List](#).

**VARIANT (KW) (1) [MN:Dec93]**

The following variants are reviewed in this document: [Aberration IV](#), [Abstract Variant](#), [Abstraction](#), [Active Neutrals](#), [Anarchy](#), [Ancient Empires III](#), [Anonymity](#), [Armed Neutrals](#), [Atlantica III](#), [Black Hole](#), [Brazilian Variant](#), [Chaos](#), [Classic Diplomacy](#), [Cline 9-man variant](#), [Conquest of the New World](#), [Deluge](#), [Diplowinn](#), [Disorganization](#), [Downfall](#), [Economic Diplomacy](#), [Erratic Diplomacy](#), [Escalation Diplomacy](#), [Europe 1721](#), [Excalibur](#), [Fink Rule](#), [Fleet Rome](#), [Flintlock II](#), [Fog of War](#), [Foreknowledge Variant](#), [Gibraltar II](#), [Grand Tournament Diplomacy](#), [Gunboat Diplomacy](#), [Gunboat Diplomacy II](#), [Holocaust](#), [Hypereconomic Diplomacy](#), [Interstellar Diplomacy](#), [Intimate Diplomacy](#), [Key Variant](#), [MAD Diplomacy](#), [Madman](#), [Mercator](#), [Militarism IV](#), [Multiplicity](#), [Proxy Plomacy](#), [Pseudo-Classical Diplomacy](#), [Purest Diplomacy](#), [Roman-Style Diplomacy](#), [Scotice Scripti III](#), [Seven Year's War](#), [Slobbovia](#), [Solo Diplomacy](#), [Song of the Night](#), [Stab!](#), [Succedaneum!](#), [Sundered Worlds](#), [Swiss Diplomacy](#), [Tadek Diplomacy](#), [Third Age](#), [Treaty Diplomacy](#), [Twin Earths](#), [United States Diplomacy](#), [Vain Rats](#), [Vote](#), [World War III \(Reinsel\)](#), [World War III \(Rosenberg\)](#), [World War III \(Sergeant\)](#), [Youngstown Variant](#), [1885](#), [1914 O Jogo da Diplomacia](#) and [1958 Diplomacy](#).

If you are interested in diplomacy variants you are advised to read the [Variant.AZ](#) file.

**VARIANT ORPHAN RESCUE SERVICE (1) [MB:Jun80]**

Variant version of the OGP, responsible to the MNC and the IVC. Present custodian is Ray Heuer, but its status is dubious. See [Variant Jargon](#) (KW).

**VARIANT PACKAGE 2 (1) [MN:Jul94]**

Subtitled 'Then Best Diplomacy Variants' this [UKVB](#) package was produced by Andrew Poole in 1986 and contains the rules for [Fred C. Davis'](#) personal choice of most enjoyable and most playable variants; [Aberration IIO](#), [Abstraction II](#), [Atlantica III](#), [Cline 9-Man Diplomacy IV](#), [Diadochi V](#) (includes Imperator and Triumverate rules), [Dual-Space Diplomacy](#), [Middle Earth VIII](#), [Small World II-R](#), [Woolworth Diplomacy II](#) and [1885 IIR](#). There are five appendices: (A) Abstraction A/F rules Modules, (B) Retreats and Removals Rules, (C) Off-Board box rules, (D) Province abbreviations for Regular diplomacy and explanations, and (E) Variant Glossary (reprinted in this document). See [Variant Jargon](#) (KW).

**VARIANT PLAYTESTING SERVICE (1) [MB:Jun80]**

Set up by Ferkin Doyle for [Face to Face](#) playtesting. Defunct. See [Variant Jargon](#) (KW).

### **VARIANT POLL (1) [MN:Jun93]**

There have been a number of attempts over the years to determine the 'best' variant. In 1992 Per Westling ran a Poll restricted to variants designed by Scandinavians. 15 people voted and the top three designs were: (1) Arab Diplomacy (Roland Isaksson), (2) Dagen Efter (Neils Lindeberg) and (3) Youngstown XIV (Norger Borgersen et al). See [Variant Jargon](#) (KW), [William Preston Award](#).

### **VARIODDMOD (1) [MB:Jun80]**

A variant rating system similar to [ODDMOD](#), created by John Leeder and presently allowed to languish by James Hymas. See [Rating Systems](#) (KW) and [Variant Jargon](#) (KW).

### **VEGA (1) [MB:Jun80]**

Created by Dick Vedder, this was the first rating system just for [variants](#). Basically, in an N player game, first place gets N, second N-1, etc. The winner also got 1 point for each country eliminated. Points divided evenly for draws. See [Rating Systems](#) (KW) and [Variant Jargon](#) (KW).

### **VENTURA (1) [AoS:88]**

Game distributor supplying some (Australian) states with Diplomacy.

### **VICTORY CRITERIA (1) [MB:Jun80]**

Presently for regular games, this is control of 18 centers for a "[Rulebook](#)" victory. The earlier Rulebook had "majority of units on the board". However, postal [GMs](#) permit voted wins with fewer than 18, generally requiring that no one has more than the voted winner, and some set a minimum. [Face to Face](#) play often allows the person with the most centres and a clear lead to claim a win. Some tournament scoring systems (Berch, Brux, Simple) lower it for time-curtailed games. Some variants have different criteria for different countries (e.g. Scotice Scripti III).

### **VICTORY POINTS (1) [AoS:88]**

In Australian Diplomacy, the extra points awarded to the winner in the Stab ratings.

### **VIENNA (1) [MN:Jan92]**

A UK [zine](#) edited by Richard Egan which ran from circa 1986 to 1990. For much of this time it ran to three week deadlines, a considerable achievement given the huge number of games it ran (the zine often ran over 60 pages). A [core zine](#) for the period. See [Viennamob](#) and [Zine Names](#) (KW).

### **VIENNAMOB (1) [MN:Apr92]**

A collection of fanatical [Vienna](#) readers who often met up at house cons and conventions and shared a collective identity, many of them lived in or around Bristol. Accusations were made that they also voted collectively in Hobby Polls to ensure that Vienna and its [GMs](#) won. With the fold of Vienna the Viennamob are no longer the force that they were and many of them no longer play a role in the [Hobby](#) mainstream.

### **VINEYARD OPENING (1) [MN:Sep95]**

[Richard Sharp's](#) name for the opening: F(Bre)-MAO, A(Par)-Gas and A(Mar)-Bur. The idea is to arrange a stand-off with Germany in Bur and then capture Spa (from Mar) and Por (from Gas by MAO) leaving France with F(MAO) and more options for 1902. Gained popularity in the 1980's in British postal circles. This opening is more systematically named the Vineyard Variation of the [Burgundy Opening](#). See [French Openings](#) (KW) and [Inverted Vineyard](#).

### **VOICE OF DOOM, THE (1) [BL:Feb07]**

[Bruce Linsey's](#) zine, published from 1979-1984. The zine was one of the largest and most active in hobby history. It was always published on time, a rarity in the hobby, and it folded cleanly (with refund checks enclosed) after 100 issues. Contained many play-of-the game articles, writing contests, houserule discussions, quite a bit controversy (especially during the [Great Feud](#)), and an enormous letter column. Its final issue weighed in at 270 pages, and it won the Runestone (Zine) Poll in 1985.

### **VON METZKE OPENING (1) [MB:Jun80]**

Conrad's favourite: A(Vie)-Tyr, F(Tri)-ADR, A(Bud)-Tri. Some claim that the poor statistics for Austria in the early days of the hobby are due in part for Conrad's penchant for both Austria and this opening. See [Austrian Openings](#) (KW).

### **VOTE [PB:1980]**

Game where each Diplomacy country has a 'leader' and 'voters' who together decide moves. The theory is that the country that is the most organized will be the most successful. Tried in [\\_Gallimaufry\\_](#) and [\\_Pyrrhic Victory\\_](#). See [Variant](#) (KW).

## **W Entries**

### **WAHF COLUMN (1) [MB/MN:Mar82/Dec92]**

"We also heard from". Sometimes the editor has too many letters to print, but doesn't want to discourage writers, so a WAHF column, laced with snippets, is used to acknowledge receipt. Used in [\\_Dolchstoss\\_](#) and [\\_Greatest Hits\\_](#). Usage comes from SFdom. Usually a list of people headed by the title WAHF.

### **WAITING LIST (1) [MB:Jun80]**

See [Signup List](#).

### **WALES OPENING (1) [MB/MN:Jun80/Jul94]**

F(Lon)-ENG, A(Lpl)-Wal. It is normally attempted when England is quite sure of taking the Channel, a fact seen by its high success rate compared with other F(Lon)-ENG openings. The most common target for A(Wal) is Bel. However my statistics on 17 openings with entry into ENG shows that A(Wal)-Bre succeeded 5 times in 5.

The Wales Opening is properly called the Wales Variation of the [Southern Opening](#), but it has always been known as the Wales Opening. See [English Openings](#) (KW).

### **WALKER AWARD, *The (1) [MN/FCD:Spring92]***

The full name of this [North American Hobby Award](#) is The Rod Walker Literary Award which is something of a mouthful, hence the abbreviation. The Award was established by the [Avalon Hill](#) Game Company in 1983 to mark the 25th anniversary of the commercial sale of the game Diplomacy. Inspired by the success of the [Miller Award](#), Avalon Hill purchased a large Perpetual Plaque, and presented it to Larry Peery for coordination of the voting along with the Miller Award each year. This was done in Rod Walker's name since he was one of the leading lights in the Diplomacy literary field at that time.

Nominators are requested to enclose a photocopy of the nominated article, if it does not exceed about 4 pages. If the nomination is for a book or a long series, just produce a copy of the material when making the final selections. Each member of the selecting committee receives a copy of this material when making their selection. A list of winners:

1984 Mark Berch: For the fictional piece "The Sleaziest player of all Time: Shep Rose" in [Diplomacy World](#), Spring 1983.

1985 Bruce Linsey: For five years of publication of [\\_Voice of Doom\\_](#), including the most active letter column in the [hobby's](#) history, and producing and distributing the novice publication, Supernova.

1986 Daf Langley: This was for a factual piece she wrote for Diplomacy World 39, "The Making of a Major [Con](#)".

1987 J.R. Baker: For the various cartoons he drew for [\\_Diplomacy World\\_](#) over the years.

1988 Mark Berch: For an article in [\\_Diplomacy World\\_](#) and

(tie) Fred C. Davis Jnr: For production of "The North American Variant Bank Catalog, 1987-88".

1989 Rex Martin et al: For producing a Diplomacy-featured special issue of [\\_The General\\_](#) (Vol 24 No 3) in 1988.

1990 Larry Botimer: "Playing Italy" in Kathy's Korner #155. and (tie)

Francois Cuerrier: "Lowballing: in [\\_Passchendaele\\_](#) #97.

1991 Mark Berch: "The Power The Glory" in [\\_The General\\_](#), Vol 25 No 4.

1992 Garret Schenck: work on [\\_The Zine Directory\\_](#).

1993 Conrad von Metzke

1994 David Smith: "The Crimean Opening", [\\_Diplomacy World\\_](#) 70.

1995 - Ken Walker

1999 - Heath Gardner

2003 – Paul Windsor

1996 - Tim Hoyt

2000 - Paul Windsor

2004 – Manus Hand

1997 - Mark Fassio

2001 - Allan B. Calhamer

1998 - Conrad von Metzke

2002 - Joe Brennan and Glenn Ledder (tied)

See [Hobby Awards](#).

### **WALKER, ROD (1) [Rod Walker/MN, *The Gamer's Guide To Diplomacy 1979/Sep94*]**

Rod Walker started playing [FTF](#) Diplomacy in 1961 and became involved in postal Diplomacy in 1966. From 1966 to 1976 he published a postal Diplomacy publication, [\\_EREWON\\_](#), (one of the more famous US zines, revived briefly in the early 1980's when Rod made a brief comeback after giving up the DW editorship) as well as several other titles. In all, he has edited and published more than 600 items relating to Diplomacy. In addition, his articles have been widely printed in other publications. He was [Boardman Number Custodian](#) from 1969 to 1972, while at the same time undertaking several other projects. Rod was the first person to run a zine dedicated to publishing game starts and results ([\\_Numenor\\_](#), previous [BNC](#)'s reported stats in their own zines). During 1970-71 he was a member of the ad hoc committee which assisted in the rewriting of the [Rulebook](#). From 1968 to 1971 he wrote a regular column on Diplomacy for the professional wargaming journal [Strategy & Tactics](#). In 1971 he launched the first [Game Opening Flyer](#). He was editor of [\\_Diplomacy World\\_](#) in the late 1970's and early 1980's. See [Personalities](#) (KW).

### **WALKER TOURNAMENT SCORING SYSTEM (1) [MB:Jun80]**

The game is worth 34 points, given to the winner or divided among the drawers. If the game is won, each survivor gets -2 points for each [SC](#) he is stuck with at games end. Reduced victory criteria, with a minimum lead required. Used with some modification at DipCon XI. Details in DW 19; discussion in DW 22. See [Rating Systems](#) (KW).

### **WALKERDINE, RICHARD (1) [MN:Jan94]**

An entry that needs to be written. Some time.

### **WALKERDINE ZINE POLL (1) [MN:Apr93]**

[Richard Walkerdine's](#) original name for what has since become known as the [Zine Poll](#). See [Hobby Awards](#) (KW).

### **WAP (1) [MN:Dec92]**

See [War On Automatic Pilot](#).

### **WAREHOUSE ZINE (1) [MB/MN:Jun80/Aug94]**

A zine which carries lots of games and virtually nothing else. Sometimes the term is used contemptuously. A classic example is [\\_A.D.A.G\\_](#), the first warehouse zine proper was [\\_Wild 'N Wooley\\_](#).

### **WARGAMES [PB:1980]**

Can be board-wargames (called Co-Sims in Europe), Tabletop or Miniatures (depending on whether you play them or not) or the real thing, played by soldiers to find out how many people they can kill at what cost to their own men.



**WAR IN THE WEST/EAST [PB:1980]**

Gigantic wargames from [SPI](#) mentioned only because they (like Drang Nach Osten) may be mentioned in terms of gargantuanism and nothing else.

**WAR ON AUTOMATIC PILOT (1) [MN:Dec92]**

An idea of [Mark Berch's](#) in 1989 designed to reduce the damage inflicted by an [NMR](#). The [GM](#) merely repeats the orders used by the NMRing power in the previous season. The [BNC](#) decreed that regular games running such a rule were \*not\* variants but bona fide games of regular dip (that this was ever in doubt tells us something interesting about American Hobby members...). See also [Intelligent War On Automatic Pilot](#).

**WARSAW SYSTEM (1) [MN:May93]**

[Richard Sharp's](#) name for the openings involving F(StPsc)-Fin/GoB and A(Mos)-War. There are three named variations: the Galician (A(War)-Gal), the Silesian (A(War)-Sil) and the Ukraine (A(War)-Ukr). See [Russian Openings](#) (KW).

**WARTHOG (1) [MN:Dec92]**

[Richard Sharp's](#) name for the rarely used Austrian opening (0.87%): F(Tri)-Alb, A(Vie)-Gal and A(Bud)-Rum. Richard writes that it is "a new name for something resembling a [Hedgehog](#) but not as pretty". Also known as [Rumanian Gambit](#) (Balkan Roadhog Variation). See [Austrian Openings](#) (KW).

**WASTED ORDER (1) [MB:Jun80]**

An order which did not affect [adjudication](#). E.g. cut support, or unsupported move opposed by a supported move. The Wasted Order Ratio (WOR) is the proportion of wasted orders to total orders.

**WATERWAYS (1) [AP:1986]**

These exist where a narrow channel or canal/inland waterway provides a through passage for fleets between sea areas which would otherwise be separated by intervening land provinces. There are basically two types of waterway. The first is where a waterway runs \*through\* a single province; Constantinople and Kiel in the regular game are examples of this: Any fleet may move through the province using the canal to enter in one coast, and then leave from the other coast on the next turn. Armies may move into or out of the province without concern for the waterway.

The second type is where a waterway runs \*between\* two provinces; the Denmark/Sweden border in the regular game is an example. Any fleet may move through the waterway using the adjoining land provinces as if they were coastal provinces, entering either province from one side and then leaving on the other side of the waterway on the next turn. Here the waterway also forms the boundary between the two adjoining provinces. Armies may cross the line of the canal; their movement is in no way affected by its presence. In neither of these types of waterway may armies cross or be convoyed through canals. The [Direct Passage](#) link also creates a situation where army and fleet movement cross each other at right angles. See also [Variant Jargon](#) (KW).

**WDC (1) [MN:Jan92+Jan93]**

A common abbreviation for "World Dip Con", a Diplomacy convention that wanders around the globe and provides a meeting place for those Diplomacy fans that are active on the international scene. The WDC concept has been extensively discussed by a number of fans in a number of fanzines. Before World Dip Con there were very few opportunities for internationally minded hobby members to meet each other... Canadian zine editor Steve Hutton visited the London [Hobbymeet](#) in May 1985 and Fred C. Davis visited several [Hobby](#) members when he came to the UK in September 1986 for a holiday.

WDC	Location	Year	# Players	Winner	#team	#Winner
WDC I	{ManorCon} VI	1988				
WDC II	North Carolina	1990				
WDC III	Australia	1992				
WDC IV	{ManorCon} XII	1994	94	P. Montagna (France)	17	Sweden

# Players is the number of Players in the dip tournament. (This excludes players who did not play enough games to be rated.)

#team Number of teams in the diplomacy team tournament.

#Winner Winner of the team tournament.

**WESTERN LEPANTO (1) [MB/MN:Jun80/Aug95]**

The very anti-French opening of A(Rom)H/-Tus-Tun via F(TYS), A(Ven)-Pie-Mar/S FA(Spa)-Mar. In S02, F(TYS) can move to WES to convoy to Spain, or is in a position to directly block F(Mar)-LYO. If there are no eastern commitments, this will be a rare circumstance when building F(Rom) is superior to F(Nap), as F(Rom)-Tus permits the piece to be used directly in F02. The A(Rom)-Tus variant is known as the [French Attack](#). See [Italian Openings](#) (KW).

**WESTERN POWERS (1) [MB:Jun80]**

France, Germany, England, and, depending on the alliance structure, Italy. The most quintessential Western power is France.

**WHO'S WHERE (1) [MB/MN:Mar82/Aug93]**

In England, an alphabetical listing of active players with a notation as to which zines and games they are in. Produced by Mick Bullock in the 1970's. Replaced by [\\_The Fat Lady Sings\\_](#).

**WICKED WITCH THEORY (1) [MB/RE:Jun80/89-90]**

[Allan Calhamer's](#) strategic notion that you should demolish England and Turkey (the Wicked Witches) before they demolish you. The theory was that between them, they could encircle any power, had a too-strong defensive position at the board's corners, and without their cooperation, stalemate lines could not be constructed. Thus, to gain the safety of the stalemate line you must either swallow one of them, or make yourself indispensable to him.

Though they are on opposite sides of the board, they can still be sometimes found in alliance courtesy of their mutual rivalry with Russia: an alliance of the Wicked Witches is often what Russia fears most. But despite the advantages of their opening positions, these two powers are not



especially favoured to win games: their corner positions are difficult to expand from, and will usually rely on a fleet-oriented strategy (there are seven supply centres on the board which fleets cannot occupy).

### **WILD 'N WOOLY (1) [CvM/MN:1992/Aug94]**

In the very early days of the hobby each zine only ran one game. It wasn't until \_Wild 'N Wooly\_ appeared (October 1964) that the concept of more than one game per zine was started. \_Wild 'N Wooly\_ was pubbed by Dan Brannan (aka Steve Cartier), one of many SF fans involved at the start of the postal diplomacy hobby.

\_Wild 'N Wooly\_ was the first [warehouse](#) zine in the hobby. Dan's second wife Christina, an extremely talented artist, contributed a number of drawings that were just about as spectacular as one could get on a mimeo master. These drawing, in black and white, were reprinted in the first and second edition of [The Gamer's Guide To Diplomacy](#) and have oft been reprinted in diplomacy fanzines.

It was one of the earliest zines to adopt the rule that no replacement players would be used (Dan had a codicil, "unless all other players agreed," but this only happened once), and when the zine became erratic there were numerous dropouts whose absence in effect ruined the games.

But what \_Wild 'N Wooly\_ did, better than anything else in its day, was recruiting new players to the hobby; Dan made extensive use of mailing lists he acquired, and sent endless samples to people he ran into at SF conventions --- he even ran off vast numbers of extra copies to pass out at these meets. In effect he became the first hobby 'ambassador,' and his success was not equalled into until the flyer in the game box came to be.

Folded with issue 144 on June 24th 1972.

### **WILLIAM PRESTON AWARD for VARIANT of the YEAR (1) [MN:Nov93]**

William Preston was an obscure member of the hobby who was friendly with Richard Egan. When he died tragically of heart failure at the age of 22 Richard introduced a variant poll in his memory. It was intended to be an annual poll of Diplomacy variant players to identify the variant which had brought most pleasure to the Hobby during the previous twelve months. Voters were allowed to vote for up to three variants that they GMD, played or watched during the year in question. Points were allocated 3-2-1 to the variants.

Year	#Voters	Top Three
1988	43	Chaos II (25) & Downfall (all marks 25), Somewhat Demiurgic Diplomacy. (16)
1989	43	Africa II (32), Downfall X (20), Utter Ludicrous Diplomacy (18).

### **WILLIAMS RATING SYSTEM (1) [MN:Apr93]**

Richard William's STRS system for calculating the best tournament player in the UK. Tournament games are rerated using the following system:

- (1) An outright win scores 250 points with survivors scoring 1 point for each supply centre owned.
- (2) For all draws, each player gets 25 points for each player he has more centres than in a game, plus 3 points for each supply centre owned.
- (3) In all cases a knockout gets no points.
- (4) A players "tournament score" is the average of all the games he has played at rated tournaments.

All games played at [ManorCon](#) and [MidCon](#) are rated. To qualify for the final results table a player must have played at least five games, two of which must have been at MidCon. Details taken from \_Smodnoc\_ 37 (February 1992). See [Rating Systems](#) (KW).

### **WILMAN RATING SYSTEM (1) [MB:Mar82]**

John Wilman's system for scoring completed and running games. Completed games give 100 points to winners or divided evenly among drawers. For running games, score triple the number of [SCs](#) (game is thus worth 3\*34=102 points). Add totals for all games and divide by the number of games. See [Rating Systems](#) (KW).

### **WINNING BIG (1) [MN:Nov95]**

It is very difficult to win with more than about 22 centers unless someone is helping you. An example of a Big Win is 1977HT, run in [\\_Graustark\\_](#) by John Boardman, which ended in a win for David Crocket in Fall 1918 with 30 centers!

1980AB (reported in \_Everything\_ 53) was an interesting game. Austria (played by Dick Martin) reached 17 centers in 1907 whilst England had 12. The original England player dropped in S08 and was replaced by Mark Lew. By 1912 England had captured the 5 Italian centers and it was 17-17. In 1913 Austria captured all of the English centers to finish on 34. Dick Martin and Mark Lew are old friends...

### **WINNING AND LOSING (1) [AW:Nov95]**

A [novice](#) loses because of their mistakes. An intermediate player loses because of the mistakes made by other players. An expert wins games because of the mistakes he induces in the other players.

Except against novice competition, novices don't usually win. Occasionally, they get lucky and another novice makes a mistake in their favor.

An intermediate can hold their own against experts. In an intermediate/expert game, they stand as good a chance winning as anyone else.

However, introduce one novice into the game, and the intermediate immediately gets destroyed by the novice; the novice destroying himself in the process.

An expert gets the novices to make the stupid mistakes that hurt the intermediates and themselves at the same time.

The real test of how good a Diplomacy player is is how well he deals with poor players, not how well he deals with good ones.

### **WIN NUMBER (1) [MN:Jun95]**

The percentage of finished games that finished in a win. Interesting questions include: Does the win number change with time, does the win number vary with the medium in which the game is played and does the win number depend upon the number of dropouts in a game? Concept introduced by [Mark Nelson](#) in \_Everything\_ 90 (October 1994). See also [Dropout Number](#), [Length Number](#) and [Q Rating](#).

### **WIN NUMBER (2) [MN:Jun95]**

Some statistics!

GAME	WIN NUMBER
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NAPG Non-orphaned games*	48.07%
NAPG Orphaned games*	64.62%
COMPU Non-orphaned games*	46.6%

COMPU = Games played over Compuserve network.

NAPG = North American Postal Games

\* Data from \_Everything\_ 85 (May 1992) through \_Everything\_ 1991 (March 1995).

### WIN ONLY (1) [MB:Jun80]

A slight misnomer. A philosophy of play that values (or rates) only wins and draws, all other results being considered as losses. The [Rulebook](#) advocates this. This is the opposite of [Strong Second](#). Sometimes known as Win Or Draw.

### WIN OR DRAW (1) [MN:Apr93]

See [WIN ONLY](#).

### WINNING WITH FRANCE (1) [RS/MN:1993/Aug94]

In \_The Numbers Game\_ 19 (1993) Richard Sharp presented an analysis of French openings used in British Postal games. The sample size was 1995 games. The [CP Strike Rate](#) was used as a measure of success. Richard wrote:

"France is - not surprisingly - the strongest country, with an average CP Score of about 0.17. The [Meginot Opening](#), comfortably the most popular French opening, justifies that status by producing an average of 0.199, well above average. Of openings played 10 or more times, those that outscore the Meginot are a motley bunch: top is the unnamed (F(Bre)-MAO, A(Mar)H, A(Par)-Gas) with 0.233, good if it works as you can convoy Gas-Por and jump England in 1902. A modern favourite, the [Vineyard](#) also does well with 0.219. The [Northern Dash](#) seems to achieve its objective quite frequently (0.209), closely followed by the [Belgian Gambit](#), representing a good overall score for the Bur and Pic brigade; the Belgian Gambit is the most successful opening of those so far played over 100 times. But the most interesting aspect of all this is the woeful inadequacy of the other two highly popular openings, which score below the French average: the [Burgundy Opening](#) does surprisingly badly with 0.132, while the third-ranked [Picardy Opening](#) is one of the most unsuccessful of all French openings, netting only 0.104. Two minority openings, (F(Bre)-MAO, A(Mar)H, A(Par)-Bur) and the [Inverted Vineyard](#) are so spectacularly unsuccessful that they actually rate below a Spring 1901 NMR!

I don't know what all this proves, except perhaps that those who favour the [Meginot](#) seem to be right to do so. I've never played it myself; I am slightly surprised to find, checking the records, that I have played the [English Meginot](#) three times out of four, with no success whatever, while my solitary French win was achieved with the interesting aberration (F(Bre)-MAO, A(Mar)-Pie, A(Par)-Gas)! Hmmm. I must try the [Meginot](#) next time..."

### WINNING WITH ITALY (1) [RS/MN:Mar93/Aug94]

In \_The Numbers Game\_ 18 (March 1993) [Richard Sharp](#) presented an analysis of Italian openings used in British postal games. The sample size was 1959 games. Using the [CP Strike Rate](#) as a measure of success he wrote: "The most successful opening have been (A(Rom)-Tus, F(Nap)-ION, A(Ven)-Pie)\* and the [Anti-Hedgehog Lepanto](#)\*\*\*, but the samples are very small; of the more popular starts, the [Stab Lepanto](#) and the [Key Lepanto](#) have been relatively successful. The [Alpine Chicken](#) has been the most unsuccessful of the really popular openings."

\* 0.56%, 11 games out of 1959.

\*\* 1.89%, 37 games out of 1959.

### WINNING WITH TURKEY (1) [MN:Aug94]

In \_The Numbers Game\_ 16 (May 1992) [Richard Sharp](#) presented an analysis of Turkish openings used in British postal games. Openings played 10 or more times, out of a sample size of 1913 games, were given a [CP Strike Rate](#).

Opening	CP Strike Rate	Number of Games (1)
<a href="#">Ship of the Desert</a>	15.69	17
<a href="#">Russian Attack</a>	14.64	
<a href="#">Russian Defence</a>	14.02	
<a href="#">Bosphorus Opening, Ankara Variation</a>	12-13%	
<a href="#">Houseboat Opening, Constantinople Variation</a>	12-13%	
<a href="#">Russian Defence, Ankara Variation</a>	9.85% < ?? < 12%	(2)
<a href="#">Bosphorus Opening, Smyrna Variation</a>	9.85%	
<a href="#">Bosphorus Opening, Armenia Variation</a>	8.60%	

(1) Only listed for the more infrequent openings.

(2) Richard says that it was less successful than the 12-13% openings but more popular than the openings below it.

### WINTER 1901 BUILDS (1) [MN:Aug95]

There have been 20 or so British Postal games in which three countries failed to increase their sc count, but many of these involved Austria gaining one or two neutrals whilst losing one or two home supply centres. However in 1995BU Austria, Italy and Russia all failed to gain a center whilst retaining all their home centers. Data from [\\_Dolchstoss\\_](#) 198 (June 1995).

### WINTER 1901 BUILDS (2) [MN:Aug95]

In British Postal games Russia is the power most likely not to build in Winter 1901 (17%), closely followed by Austria (15%). Data from [\\_Dolchstoss\\_](#) 198 (June 1995).

### WINTER 1901 DISBANDS (1) [MN:Aug95]

In British postal games no Turkey has ever finished 1901 with a removal. England has only done so once, opening NWG, NTH, Edi then losing Lon and being stood off in Nor and Bel. Data from [\\_Dolchstoss\\_](#) 198 (June 1995).

**WINTER 1901 NEUTRALS (1) [MN:Aug95]**

In 1995BU 7 centres were neutral after 1901; Turkey having stood Italy out of Greece and Russia out of Rumania. Austria, Italy and Russia all failed to either gain or lose a centre.

**WITCH (1) [MB:Jun80]**

England and Turkey. See [Wicked Witch Theory](#).

**WOMEN (1) [MB:Jun80]**

The under-represented gender in Diplomacy. This is unfortunate, because one of the joys of postal Diplomacy is in meeting very different types of people, and thus loss of women reduces variability in the hobby. Estimates traditionally are 2%, though in the late 1970's this may have risen.

While various theories for this have been presented, the most sensible is this: Diplomacy is an extremely competitive game, and women tend to be socialized to avoid such highly competitive environments. [Either that or they know something that we men don't... HR]

The first woman to play in a Postal Dip game was Dion Pelz, who finished second to her husband. Europa Express #12 (1982) was a special theme issue on "Women in Diplomacy". There were articles on women in Canada, Belgium/France, Great Britain and others. Also included was a tasty selection of original and reprinted stuff, including a "centerfold" listing of 31 women from the present and the past in the US Hobby, though many of them have only the most tenuous connection to the hobby. A splendid collection. See [Beyerlein](#), [Crayne](#), [Kathy Caruso](#) and [Gemignani](#).

**WOMEN (2) [JB:Sep95]**

Women in Diplomacy who are basically spouses and stay involved at a low level are only interesting since women are a rarity in the hobby. My wife has zero interest, even though she will take Diplomacy orders over the phone. She is only dimly aware that I publish a szine and has never read one. In the US (gross generalization) the Nancy Frueh, Debi Peters type involvement is much more common in the Midwest (also Vince Lutterbie's wife Melody), while elsewhere in the country, if there is involvement, it tends to be more serious: Daf Langley, Cathy Ozog, Donna Higgins, Linda Courtemanche, and Sandy Styles come to mind. This probably means nothing.

**WOODY (1) [MB:Mar82]**

Nickname for Steve Arnawoodian.

**WORLD DIP CON (1) [MN:Mar92]**

See [WDC](#).

**WORLD VARIANT ASSOCIATION (1) [MB:Jun80]**

A vehicle for feuding within the variant community. Defunct. See [Variant Jargon](#) (KW).

**WORLD VARIANT LIST (1) [MB:Jun80]**

Dermot Gravey's computerized, alphabetical list of over 500 [variants](#). With Gravey's exit from the [Hobby](#), its fate is unknown. See [Variant Jargon](#) (KW).

**WORLD WAR III (Reinsel) (1) [MB:Jun80]**

[Charles Reinsel's variant](#) adding part of the Western hemisphere. Each player has both atomic weapons (which render their targets permanently impassable) and anti-missile weapons. Rules in Command 1. See [Variant](#) (KW).

**WORLD WAR III (Rosenberg) (1) [MB:Jun80]**

8 player game, using the concept of alignment and nuclear weapons. You can't nuke somebody that you are allied with. See [Variant](#) (KW).

**WORLD WAR III (Sergeant) (1) [MB:Jun80]**

A global variant for 19 players. A second version for 15 players was partially playtested at DipCon XII and is being played postally. See [Variant](#) (KW).

**WORLDWIDE POSTAL DIPLOMACY CHAMPIONSHIP (1) [MN:Jan94]**

Larry Peery's idea, a postal team-tournament with seven teams from seven countries. Games to be run by Larry. Idea floated in Spring 1992.

**WRONG ENVELOPE PLOY (1) [MB:Jun80]**

The deliberate placing of the wrong letter (or part of a letter) in an envelope, to fool the recipient.

**X & Y Entries****XYNS PEOPLE READ POLL, THE (1) [MN:Jan94]**

Poll ran by Tom Swider to find the most popular North American Zine. Rival to the [Marco Poll](#) and [Runestone Poll](#). See [Hobby Awards](#) (KW).

Year	Voters	1st	2nd	3rd
1991	15	Comrades In Arms (*)	Kathy's Korner	D.O.G.S of War

(\*) Pollster's zine.

**YARS (1) [MN:Aug95]**

Bruce Duewer's 'Yet Another Rating System' posted to [RGD](#) on July 3rd 1995.

(1) All player's start with an initial rating of 1.

(2) The game value (GV) is the sum of the player ratings'.

(3) Winners score points according to the formula

Points = (GV/players)\*(players +1 -winning/drawing players)/(winning players) Thus a winner would get 7 points in a novice game. In a two-way draw the drawees score 3 points and one-point disappears.

(4) New rating = (1 + sum of points scored in all games). Main criticism is that system isn't zero sum. See [Rating Systems](#) (KW).

**YERKEY RATING SYSTEM (1) [MN:Sep94]**

Used by Jim Yerkey at AvalonCon. Games last between 6 and 7 hours with only the GM knowing the end in advance.

Survivors get 1 point for each supply center held at the end of the game (if the game ends in the Spring turn, treat it as a Fall turn and count new acquisitions). Bonus points as follows:

Solo Win = +21 points  
 2-way draw = +10 points  
 3-way draw = + 5 points  
 4-way draw = + 3 points

Draws can be determined with 29 center vote. Thus a 6 center country, or a combination of countries totalling 6+ centers can block a draw, or force their inclusion. See also [Rating Systems](#) (KW).

### **YORKSHIRE OPENING (1) [RE/MN:89-90/Mar92]**

There are two common English opening fleet combinations: the Northern Opening (F(Lon)-NTH, F(Edi)-NWG) and the Southern Opening (F(Lon)-ENC, F(Edi)-NTH). Each has a "Yorkshire variation" in which A(Lpl) is ordered to (surprise, surprise) Yorkshire, though in his book, ["The Game of Diplomacy"](#), [Richard Sharp](#) uses the phrase exclusively in reference to the move when used in conjunction with the Northern Opening. As such, it is the only move to guarantee England a build in 1901, since A(Yor) can guard London against a sneaky French assault through the Channel, and one fleet can support the other into Norway if Russia opens with A(Mos)-Stp, although F(NWG) SF(NTH)-Nwy is the only 100% method since either France or Germany could cut any support given from NTH. The opening vies in popularity with the "Churchill Opening", another version of the Northern Opening in which A(Lpl) is ordered to Edinburgh, from whence it can be convoyed onto the continent by either of the two fleets (most likely A(Edi)-Nwy or A(Edi)-Bel). See [English Openings](#) (KW)

### **YORKSHIRE PUDDING (1) [MN:Mar92]**

A joke opening where all the English units are ordered to Yorkshire in Spring 1901! Devised by Denis Jones and used by him in a postal game! Strange character Denis. Needless to say, he didn't do too well in that game... See [English Openings](#) (KW)

### **YOU-ONLY-LIVE-ONCE (1) [MB:Jun80]**

A variant rule not permitting a unit annihilated or retreated off the board ever to be rebuilt for. Sometimes retreats are also banned. Makes for faster game.

### **YOUNGSTOWN UNIVERSITY DIPLOMACY CLUB (1) [MB:Jun80/EB:Jul08]**

One of the very first and probably the most influential of the early Diplomacy clubs. Its chief organizer was John Smythe, who taught Economics there. Formed in Christmas of 1963 by John Koning who was a student of John Smythe who became the faculty advisor.

### **YOUNGSTOWN VARIANT (1) [MB:Jun80+Mar82]**

A family of about a dozen variants, this has proved to be the most popular large variant in the US and often the only variant carried by a zine which otherwise carries only regular games. The original ten player game designed by [John Koning](#), with help from other Youngstown U Dip Club members, was never printed although it was played [FTF](#) at the Youngstown U Dip Club. [Rod Walker](#) produced the first postal version (Youngstown II).

The added players are China, India and Japan. The game uses an expanded Europe plus Africa and Asia. Keeping things connected are [off-board boxes](#) and the ability of some European countries to build in remote ("colonial") parts of the world. Later versions added an African and American power. Game tends to produce static slugfests and large draws. See [Variant](#) (KW).

## **Z Entries**

### **ZD**

See [Zine Directory](#).

### **ZERO SUM RATING SYSTEM (1) [MN:Nov96]**

A rating system proposed by Thaddeus Black.  
 win +360  
 2-way draw +150  
 3-way draw +80  
 4-way draw +45  
 5-way draw +24  
 6-way draw +10  
 7-way draw zero  
 loss -60

Note that the sum of the losers is equal to the sum of the winners: the sum of player scores in any game is zero. See [Rating System](#) (KW).

### **ZINE [PB/MN:1980/Sep93]**

Pronounced 'zeen'. Contraction of 'Fanzine' originally, but now a word in its own right. (Fanzine was a word first coined by SF fans in the 1930s as a contraction of fan magazine, an amateur zine produced by a fan.) The borderline between Diplomacy zines, games zines, funzines, etc, are far more blurred than they were. In [\\_Meinel's Encyclopedia of Postal Diplomacy Zines\\_](#) Jim Meinel states that only 15% of North American diplomacy fanzines have made it to 50 issues.

### **ZINE BANK (1) [MB:Jun80]**

A British collection of samples of [zines](#), sent in by publishers to custodians. Those who want samples send some money and perhaps some preferences. Established by Tim Roberts, now run by Alan Parr.

### **ZINE DIRECTORY (1) [MB:Mar82]**

Mike Mills' publication giving details on nearly all North American dipzines. Includes a short publisher's statement and a listing of addresses for British dipzines. (These days known as the [Zine Register](#) -- MN:Dec92) See [Zine Names](#) (KW).

**ZINE EVALUATION COMMISSION (1) [MB:Jun80]**

IDA's plan to publish a list of "acceptable" [zines](#), rated on reproduction quality, error rate and frequency of delays. First director was to have been Ron Kelly. Met considerable [hobby](#) resistance and was never implemented.

**ZINE NAMES (KW) (1) [MN:Dec93]**

The following zines are reviewed in this document: [ADAG](#), [Albion](#), [Backstabber](#), [The Bluesmobile \(\\*\)](#), [Chapter Two \(\\*\)](#), [Chapter Eight \(\\*\)](#), [Compendium](#), [Costaguana](#), [Courier](#), [Diplomacy Digest](#), [Diplomacy Statistics \(\\*\)](#), [Diplomacy World](#), [Electronic Protocol \(\\*\)](#), [Glossary of Terms](#), [Graustark](#), [Hoosier Archives](#), [Internet Guide to Diplomacy \(\\*\)](#), [Meinel's Encyclopedia of Postal Diplomacy Zines](#), [New Statsman](#), [Rec.Games.Diplomacy.FAQ \(\\*\)](#), [St George And The Dragon](#), [Supernova](#), [Terminus](#), [Vienna](#), [VOICE OF DOOM, THE](#), [Zine Directory](#) and [Zine Register](#).

(\*) Indicates email zine.

**ZINE NAMES (2) [MN:Dec95]**

Cal White has suggested that the following zines be added: [\\_Brutus Bulletin\\_](#) (John Michalski; first zine to make large-scale use of a photocopier), [\\_G\\*A\\*S\\*S\\*E\\*D\\_](#) (David Truman; first computer-printed zine), [\\_Liasons Dangereuse\\_](#) (first large-scale novice-game zine), [\\_Paroxysm\\_](#) (Robert Correll/Doug Ronson/Harry Drews; first multi-editor zine) and [\\_Saguenay\\_](#) (Conrad von Metzke, first ever zine for Canadians).

**ZINE NAMES (3) [RW:Jun07]**

As you've noted, early 'zines were mostly named for fictional countries. Originally this meant countries that would have existed about the time of the game. Prior to WWI, there appeared a number of novels set in time fictional European kingdoms. These included about 3 Graustark novels by Stephen Barr McCutcheon and 5 or 5 Ruritania novels (including "Prisoner of Zenda") by Anthony Hope. Despite Hope's relatively greater contribution to the genre, these were generally known as "Graustarkan" novels (or romances). There were quite a few others set in tiny states -- I've actually managed to locate and buy most of them. The first 2 Dipzines were appropriately Boardman's Graustark and McDaniel's Ruritania. The 3rd was Boardman's Freedomia -- using a country from a Marx Bros. film -- a bit out of the time frame but not much. John's original plan, by the way, was to have a different 'zine for each new game. However, the multi-game 'zine soon appeared and he let everything ride in Graustark.

**ZINE POLL (1) [MB/TNP/MN:Jun80/87/Dec95]**

A Poll of Popularity for British zines started in 1974, originally called the Walkerdine Zine Poll. There were two Polls in 1974 but since then there has been one a year. It has been run by [Richard Walkerdine](#) (1974-1977), Mick Bullock (1978-1980), Richard Walkerdine (1981-1985), John Piggott (1986-1988) and Iain Bowen (1989-1993).

In the past often a forum for stirring up controversy in the hobby over such matters as which zines are eligible, whether you need to be a subber to vote for a zine, and what weighting scheme is best. The 1979 Poll even included a separate Poll on this last question.

For an editor, the highlight of the hobby calendar--all editors and subscribers are asked to vote on the zines they receive to establish the zine of the year.

Zine Poll winners have been: 1974(a) Ethil The Frog 1974(b) Dolchstoss; 1975: Dolchstoss; 1976: Chimaera; 1977: Chimaera; 1978: Dolchstoss; 1979: Greatest Hits; 1980: Greatest Hits; 1981: Greatest Hits; 1982: Ode; 1983: Greatest Hits; 1984: Hopscotch; 1985: Mad Policy; 1986: Home of the Brave; 1987: War and Peace; 1988: Realpolitik; 1989: Nertz; 1990: Electric Monk; 1991: Dolchstoss, 1992: Dolchstoss, 1993: Spring Offensive, 1994: Spring Offensive and Take That You Fiend and 1995: On The Game. [Note: [\\_zine\\_](#) format not used.]

See [Hobby Awards](#) (KW).

**ZINE REGISTER, THE (1) [MN:Sep93]**

The long running listing [zine](#) of North American Diplomacy zines which has had several editors over the years. Known in its early days as [The Zine Directory](#). Editor Issues Comment Michael Mills 1-2 (March 1980--???) Known as The Zine Directory.

Just a listing of zines with their vital statistics and game openings. Mimeographed issues.

Roy Hendricks 3-4 (July 1983--???) Digest issues. Added some commentary to the listings

Simon Billenness 5-8 (January 1986--???) Established TZR as a recognised worthwhile hobby service

Ken Peel 9-14 (July 1987--???) Laser-printed on full-faced paper. Wide circulation. Finished 2nd in the 1988 Zine Poll.

Tom Nash 15-16, 18 (December 1989--???) Issue 17 was a fake.

Garret Schenck 19-21 (October 1990--???) Highly controversial editor.

Pete Gaughan 22+

See [Zine Names](#) (KW).

**ZONE (1) [RE:89-90]**

The Diplomacy board is often seen as divisible into a number of "zones", the most significant of which are the Eastern and Western zones. Thus England, France and Germany are "Western Powers", whilst Italy, Austria and Turkey are "Eastern" powers (though some people, myself included, often prefer to use "Northern" and "Southern" instead); Russia is seen as straddling the two. Tactics articles often emphasize the need for a player to dominate his own "zone" first, as a prelude to an endgame contest with the leading power in the other "zone"--though naturally other philosophies exist. A third important zone is the "Neutral Zone" of non-supply-centre provinces that runs from Livonia, through Prussia, Silesia, Bohemia and Tyrolia to Piedmont (and arguably on through the Mediterranean to North Africa). This is the zone that divides East from West, bracketing impassable Switzerland, and the need to cross it in the midgame is sometimes promoted as the single most important factor in winning. Another common use of the "zone" is in establishing a "demilitarized" zone ("DMZ") between two powers: a province or group of provinces into which neither will, if he keeps his promise, send a unit. Thus, Russia might write to Turkey offering to make the Black Sea and Armenia a "DMZ", and England and France frequently start the game with promises to keep the English Channel as one.

**ZR**

See [The Zine Register](#).



## APPENDIX ONE: Summary of Rating Systems used at DipCon

**DIPCON XXI RATING SYSTEM (1) [MN:Jun93]** Scoring system used at DipCon XXI. To qualify for the awards, players had to play two, or more, games. Any player playing in three, or more, games had their worst result dropped. Games ended in either a concession to a single player or as DIAS. The winner was determined by highest average score of games counted.

(1) Points awarded for type of finish.

WIN 75 pts. 5-way Draw 20 pts. 2-way Draw 50 pts. 6-way Draw 15 pts. 3-way Draw 35 pts. 7-way Draw 10 pts. 4-way Draw 25 pts. Surv or Elim 0 pts.

(2) Add 1 point per center owned at the end of the game.

(3) Add points according to rank by centers within the game. Eliminated players receive 0 pts. 1st 7 points 5th 3 points 2nd 6 points 6th 2 points 3rd 5 points 7th 1 point 4th 4 points Ties split points (ie a two way tie for 2nd splits 11 points).

**DIPCON XXVI RATING SYSTEM (1) [MN:Aug93]** Don del Grande's rating system for DipCon XXVI. Concession and draw votes could include modifications to the final SC counts for the players in that game (rather than making them go through the motions to get everyone a SC count that they agree to beforehand).

WIN: 125 points regardless of number of SCs (no SC points)

2-WAY DRAW: 45 + SC points

3-WAY DRAW: 30 + SC points

4-WAY DRAW: 22.5 + SC points

5-WAY DRAW: 18 + SC points

6-WAY DRAW: 15 + SC points

7-WAY DRAW: 12.8 + SC points

(if the 7-way draw was voted rather than forced, SC points only)

SC POINTS:

17 SCs - 23 points 16 SCs - 21 points 15 SCs - 19 points

14 SCs - 17 points 13 SCs - 15 points 12 SCs - 13 points

11 SCs - 11 points 10 SCs - 9 points 9 SCs - 7 points

8 SCs - 6 points 7 SCs - 5 points 6 SCs - 4 points

5 SCs - 3 points 4 SCs - 2 points 3 SCs - 1 point

0-2 SCs - no points

A player's tournament score is the sum of his/her top two game scores

### TIEBREAKERS

1. Playing in 2 or more games beats playing in 1 game
2. High single game
3. W/D score of two high-score games
4. W/D score of single high score game
5. Average opponent's total score
6. Tournament GM's discretion

## APPENDIX TWO: Solutions to THE TWISTER.

THE 1993 TWISTER. Solution appeared in [Dolchstoss](#) 182, February 1994.

Suggested reasoning, in brief.

31. Note distinct positions, so winner must have 7 at least, so Russia won. All active in the subsequent winter means nobody finished with 3 centres, so 654210 centres for the others.
32. Examine England's position. To satisfy conditions EA(Lpl)-Edi and convoyed next turn. This leads to England did not swap capitals, and a little later to the fact that the capital swap must be between Germany and Italy. They are 5th and 6th. This requires a convoy round Spain for a G army, which helps to fix the moves of IF, FF and 1x EF.
33. This determines that neither France nor England can be eliminated, nor can they get to 6 centres, placing Turkey and Austria 2nd and last -- we do not yet know which way round.
34. Point (2) and the fact that 3 countries lost all their home centres means Germany and Italy lose all their home centres. Consideration of who took Naples leads to Austria being identified (I used the wine information of he 2nd place taking a centre from the last place, but I suspect that information is not necessary if you're thorough). So Austria got to 6 centres, and Turkey finished with 0.
35. The unwanted convoy can now be placed as RF(Swe) and EF(NTH) combining against GF(SKA). The GF retreat will be to a supply centre, so Germany finishes on 2, Italy on 1. Further England can get to 4 at best, so that's it and France finishes on 5 --- both her armies must gain a centre.
36. Then construct a matrix of what centres had to be captured and what was available to capture them, and it falls out.
37. So the ANSWER then: Russia took 1 from Germany and 2 from Turkey. Austria took 2 from Italy and 1 from Turkey. France took 1 from Germany. Germany took 1 from Italy. Italy took 1 from Germany.

