

# QUARTERLY REPORT

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A postal Diplomacy gazette giving the number of games of Diplomacy, its variants and other games started, finished and in progress in British postal Diplomacy zines. Published by Richard J. Walkerdine, 'Cheriton', 15 Crouch Oak Lane, Addlestone, Surrey, KT15 2AN, England.

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	1969	1970	1971	1972	1973	A-J	1973 J-S	O-D	1974 J-M
<u>Postal Games Started</u>									
Regular Diplomacy	2	5	7	32	85	21	21	27	27
Multi-player Variants	-	-	2	13	63	11	27	21	10
Total	2	5	9	45	148	32	48	48	37
Two-player Variants	-	-	-	-	-	-	-	-	25
Other Games	-	-	-	5	10	-	2	5	3
Grand Total	2	5	9	50	158	32	50	53	65
<u>Postal Games Finished</u>									
Regular Diplomacy	-	1	3	3	12	2	7	3	8
Multi-player Variants	-	-	-	1	6	1	1	3	1
Total	-	1	3	4	18	3	8	6	9
Two-player Variants	-	-	-	-	-	-	-	-	-
Other Games	-	-	-	1	2	-	2	-	-
Grand Total	-	1	3	5	20	3	10	6	9
<u>Postal Games In Progress</u>									
Regular Diplomacy	2	6	10	39	112	74	88	112	131
Multi-player Variants	-	-	2	14	71	27	53	71	80
Total	2	6	12	53	183	101	141	183	211
Two-player Variants	-	-	-	-	-	-	-	-	25
Other Games	-	-	-	4	12	7	7	12	15
Grand Total	2	6	12	57	195	108	148	195	251

Notes: (1) Only one type of variant has so far been included in the 'Two-player Variants' category, 'Intimate Diplomacy'.

(2) The 'Other Games' category now includes postal games of 'Strategy 1', 'Origins of World War 2', '4000AD', 'Risk' and 'Decline and Fall'.

## Comments

With the number of Regular game-starts in the first quarter of 1974 no greater than that of the previous quarter, and the number of multi-player variants declining for the third consecutive time, the long-awaited levelling-off of the rate of expansion seems to have arrived at last. Indeed, but for the tremendous popularity of 'Intimate Diplomacy' the last quarter would have shown a decline in the overall number of game-starts for the first time ever.

Regular games themselves seem to be settling down to a rate of around 100 new starts per year - or less, obviously, if the hobby now actually slips into

an overall decline. The position with regard to variants is, however, rather more complex. True Diplomacy variants - games for more than two players, based on the original rules, with the element of actual diplomacy between the players still intact - are definitely on the decline, with the number of new games started showing a steady reduction over the past three quarters. But their place has to some extent been taken by 'Intimate Diplomacy', the new two-player version of the Regular game. If we assume that on average a variant game is made up of six to seven players then it takes three or more games of 'Intimate Diplomacy' to involve the same number of people as one multi-player variant. The 25 games of 'Intimate Diplomacy' started in the first quarter of this year therefor approximate to 7 or 8 multi-player variants and restore the number of variant game-starts to something like the figure for the previous quarter. In other words by including 'Intimate Diplomacy' in with the other variants, which is only fair, but taking account of the fact that it is only a two-player game the Variants section, like the Regular section, is now showing a fairly stable pattern with new starts running at the rate of around 70 to 80 equivalent multi-player games per year. With a dozen or so new starts in the 'Other Games' category to be expected each year, the total number of new starts of games of all types can now be fairly confidently expected to total just about 200 in a full year.

The most popular variant is, of course, 'Intimate Diplomacy' with 25 games started by the end of March. The most popular multi-player variant is still 'Third Age', with 15 games started and 5 finished. After that we have 'Abstraction' (8 started, 1 finished), 'Mordor vs the World IV' (5 started), 'Youngstown' (5 started), 'Wars of the Roses' (5 started), 'Third Age II' (4 started), 'Diadokhi' (3 started, 1 finished), 'Atlantica' (3 started), 'Foundation' (3 started) and 'Ancient Hebrew Kingdom Diplomacy' (3 started).

The total number of different variants, two-player and multi-player, which had been started by the end of March was 38.

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