

DIPLOMACY WORLD



Donated by Edi Birsan of Midnight Games.

Postal version costs \$3 per issue in North America, £2 per issue in the rest of the world. NA subs should be sent to David Partridge, 15 Woodland Drive, Brookline, NH 03033, USA, rebhuhn@rocketmail.com. Rest of World subs should be sent to Stephen Agar, 4 Cedars Gardens, Brighton, BN1 6YD, UK.

DIPLOMACY WORLD

CREDITS

Co-Editor - Jim Burgess

Co-Editor - Tim Haffey

Postal Publisher (North America) - David Partridge

Postal Publisher for Rest of the world and Webmaster - Stephen Agar

Demo Game Organizer – Rick Desper (Tim Haffey is current GM)

Contributing Editor - Larry Peery

Contributing Editor - Edi Birsan

Contributing Editor - Derek McLachlin

Contributing Editor - Eric & Karen Hunter

Contributing Editor - Alastair Tomlinson

Contributing Editor - Brian Newman

Diplomacy World is available free on the Internet, as a web zine. Go to <http://www.diplomacyworld.org> to see web version or join Diplomacy World at yahoogroups.com.

Contributions for the next issue (articles, convention reports, art, cartoons, jokes, or anything else related to the game of Diplomacy, should be sent to Jim Burgess , burgess@theworld.org or Tim Haffey, diplomacyworld@aol.com by December 1, 2004.

DIPLOMACY WORLD

Table of Contents

Flag Page	1
Credits	2
Table of Contents	3
Ye Old Mail Bag	4-10
Editorial - Tim Haffey	11
Diplomacy Convention XXXVIII (2005) or Dip at Sea V - Larry Peery	12-17
Interview of Yann Clouet, World DipCon Champion, by Jim Burgess	18-27
Diplomacy World Demonstration Game Unicorn 2004 by Tim Haffey	28-31
Results of the World Diplomacy Convention by David Norman	32-37
What Skills are Needed to Play Diplomacy Well by Eric Hunter	38-39
Those Who Can, Teach: Reflections on the TeachMe format By Alastair Tomlinson	40-42
Diplomacy: The Challenge of Playing Italy, Part 1: Early Strategic and Diplomatic Views from Rome - Edi E. Birsan	43-46
Italy and Austria: They Do Solo Now and Then by Derek McLachlin	47-53
Turkey-Basic Strategy, How to Play Turkey - Brian Newman	53-55

DIPLOMACY WORLD

Ye Old Mail Bag

Subj: ITEMS FOR PUBLICATION
Date: 8/3/2004 9:54:28 PM Eastern Daylight Time
From: "Larry Peery" <peery@ix.netcom.com>
To: <diplomacyworld@aol.com>
Reply-To: "Larry Peery" <peery@ix.netcom.com>

Greetings One and All!

I wish I had the time and energy to write separate items for all of you, but I don't. I know you don't like publishing duplicate materials, but I hope you'll reconsider that policy this once. You have different enough audiences and the subjects, I think, are important enough to send these items out as a broadside to reach as much of the hobby as possible. If I had the time I'd go through my mailing list and CC everybody I know, but I'm sure Mr. Gates et al would screw that. So, I'm depending on all of you to spread my thoughts on these three subjects. Sooner or later the hobby will thank you for it. Well, at least some of it will. My hope is that at least three of you will get something published in the near enough future to let the hobby's voice be heard. Otherwise I'm afraid it may be too late.

1) FORTY YEARS OF DIP: AN OLD FART PUTTS!

By Larry Peery

Sometime in the near future I will pass the forty year mark as a hobby member, a mark that gives me pause. Take a deep breath, Larry. It wasn't all that bad! How can you briefly summarize a career, if that's the word, that spans two generations, involves tens of thousands of hours, thousands of people in more than 30 countries, and the spending of a small fortune --- all in pursue of a few black dots? I can't. Peeriblah forbids it. Still, I must give it a go because the clock is ticking and, as the years roll by it seems to tick ever faster. Off hand I can't think of anybody in the history of the hobby who has achieved less than I. I've created hobby organizations, but never run them. I've established hobby awards, but never won one. I've played in countless tournaments, but never won a solo (OK, OK, so I'm exaggerating a little, but not much!). It's ironic that Edi Birsan was telling me in Portland that "You're the most non-competitive player I've ever seen," at the same time I was telling Tim Haffey who the winner of the Dip championship would be, while all the time I quietly engineered a remarkable mega-Dip victory! And that, I suppose, is why the hobby and game of Diplomacy is and always has been so attractive to me. Every Dipper has his own words to describe this attraction. I say it's because the hobby reminds me of the real world only reduced to a manageable size. As the world has progressed over the last forty years, inspite of some rather horrid moments (often caused by diplomats, but we won't go there), so has the Diplomacy hobby progressed. Thirty-five years ago I was the founding president of the International Diplomacy Association. At that time "international" was a dream, but we were thinking big even then. Today..... Years ago, I took over a dying Diplomacy World

DIPLOMACY WORLD

and revitalized it. Today....When Richard Walkerdine dreamed the idea of a World DipCon, I grabbed the torch and brought it across the Atlantic. Today....And a few years ago I had an idea for taking Diplomacy to the two-thirds of the world's surface that hasn't experienced the game in which fleets are so important. Today....

These are all minor accomplishments in the vast scheme of things. If I'd focused on a real life I might have mirrored the career of my good friend Jamie Young, who ended her thirty-three year career as a real American diplomat as a counselor to the Secretary of State. While I nursemaided hobby newbies, she nursemaided seven million refugees from the Balkan Wars! If I'd learn to speak better French, I might have emulated the career of my good friend Francois Rivasseau! But I have no regrets about my years in the hobby. It's been fun. Its been challenging. And its even been rewarding. Gee, and I'm not even into S&M! For years I was despondent about the future of the hobby, the doom and gloom people had gotten to me. But, with others like Edi Birsan, Buz Eddy, Jim Burgess, I refused to give up. We would not let Mr. Lucas overcome us with his vision of the Dark Side of the Force! Heh, heh. Instead, we lit a few candles, cursed the darkness and dug in and worked! And today, we celebrate a new peerisance of Peeriblah. Thank you, Mr. Gates for making it all possible. The battles are not all yet won, however. There's still that seven year game rule, the clock with a mouth, and other challenges to face. But for now, let's focus on beating the bush!

2) THE ARCHIVES: THE GAUNTLET IS HURLED!

By Larry Peery

I've been trying to find a new home for The Archives for years. I thought I had one lined up but Len Tennant has rented out the space they would have taken, so I'm back to square one. Well, not exactly, the hobby is back to square one because I am determined The Archives are going and going soon. In fact, the clock is ticking. If no new home is found within sixty days, The Archives will be destroyed. To make sure that happens I've asked That Grand Old Inquisitor of the hobby, Mike Maston, to make it so. That's the challenge. Relocating The Archives to the same location as The Buchanan Archives is NOT an option. I want them to go elsewhere, preferably in another time zone. I'd prefer they go somewhere where they will be used, either by the custodian or made available to hobbyists, including you folks.

The Archives consists of various elements: 1) Their heart is the thousands of copies of almost every Diplomacy publication published during the first 15 years of the hobby. Complete sets of hobby classics like Graustark, Erewhon, Brobdingnag, Hoosier Archives, sTAB, etc. are there, sometimes in multiple sets. 2) The Peery Collection duplicates and supplements the first part, extending further and later in the hobby's publishing history. It also includes thousands of photographs and travel mementos from my decades of travel throughout the world of Diplomacy, as well as other rare and valuable goodies from the hobby's Golden Age. 3) Finally, the collection comes housed in banker's boxes, a dozen bookcases, and other supporting equipment.

DIPLOMACY WORLD

Currently the entire Archives fills about two-thirds of a single car garage. It would take an entire garage to store the materials in an accessible manner. I guesstimate the entire collection now fills 100 or so boxes and weighs about 1.5 tons. It could be as much as a third more than that. I just don't know. The Archives are a priceless hobby resource, unique for both their depth and breadth. However, it's too much for me to continue to care for. After fifteen years it's time for me to turn them over to someone with a stronger back, better eyes, and more time. Any volunteers? The clock is ticking, gentlemen.

Editor's Note: Tim Haffey has volunteered to take over these Archives and will move them to Oakland, California.

Subj: THOUGHTS ON DIPCON 2004
Date: 8/3/2004 10:05:27 PM Eastern Daylight Time
From: "Larry Peery" <peery@ix.netcom.com>
To: <TRHAFFEY@aol.com>
Reply-To: "Larry Peery" <peery@ix.netcom.com>
Sent from the Internet (Details)

I thoroughly enjoyed your Con write up. I recalled, but had forgotten, our little interview(s) about the top board game. I'm glad you were there, recorder in hand. Looking back, I think the reason Turkey (Ken LeMere) won was because he had "the fire in his belly." He wanted to win in his gut. And that was enough.

I'm glad I went up to Portland last year and had a chance to meet some of the locals and see some of the city in a non-Con environment. It convinced me that they could and would put on a good event and that Portland was a worthy venue. Both turned out to be true.

With a lot of hard work and some luck next year's DipCon may be as successful. One thing I know, it will be very different from the two other DipCons (IV and XXII) I hosted in San Diego.

Good luck with DW. She's been a superb hobby flagship publication over the years and I think she's got a few more voyages left in her!

See you at sea!

Subj: North American Diplomacy player registry
Date: 8/7/2004 5:20:35 PM Eastern Daylight Time
From: "Edi Birsan" edi@mgames.com

Buz Eddy, who has come down from Seattle to play with us at last Kubla Con runs the North American Diplomacy Federation, the best source for activities in North America. It is an effort worth supporting. He has a player registry and we can help him build it up... here are his notes:

DIPLOMACY WORLD

The NADF built the Player Directory to help people find people to play with in their area. Name, email, and zipcode. Willingness to be listed is the only membership requirement. The only privilege of membership is the right to participate in the All-Star voting. All-Star voting begins next week.

Please support the NADF by providing your name, email, and zip code or postal code to:
. Buz Eddy <<mailto:BuzEddy@aol.com>>

Subj: AOL Diplomacy Club Newsletter - August, 2004
Date: 8/7/2004 1:37:56 AM Eastern Daylight Time
From: Oliverima@aol.com

IN THIS ISSUE:

- * Club News
- * How to Become a GM
- * How to Join a Game
- * List of Officers

(Not an AOL Member? Can't read hyperlinks? Contact Oliverima@aol.com with any data you'd be interested in.)

CLUB NEWS:

For your convenience, the link to our message boards is: [Diplomacy Club on yahoo groups](#).

Well, a number of things are in the works, so expect to see some short but sweet newsletters over the next few months. The discussions I promised would happen among the officer corp. have begun, and at various points in the discussions we are going to be asking our membership to help us design a forum that works for the majority of us and for the betterment of the overall hobby here on AOL. As always, thank you for your continued support.

Recently, we came to realize that our Open Games Forum needed an extensive effort and highly dedicated people to get it cleaned up and functional for our members and interested visitors. The first and most important part of that effort begins with the announcement of a new Open Games Marshal. Please welcome Dee Briggs-Chartier as Open Games Marshal. I have known D for only a short time, but in that time I have come to realize that she is an enthusiastic hobbyist and loves the game we all love. I am excited about what she brings to our community and look forward to her making her mark on our Open Games Forum. Following is an open letter to our membership from D. Please feel free to contact her with your personal congratulations, suggestions, and offers of support.

Note From Dee Briggs-Chartier:

DIPLOMACY WORLD

Greetings and Salivations!

Just a little note about me. My name is Dee Briggs-Chartier A.K.A. theheadwitch2001 (rightfully earned title) or just D. I'm a happily hitched mom of three out of Washington state. I only started playing Diplomacy in January of 2003 and I must say, it is a very addictive game!

Some of you know me from the Open or Club games I've played over the past year and a half or the game I'm currently GMing in the Club. I can't say that I've made many friends here, but I know I've made more friends than enemies!

What I would like to see with the Open Games forum is more players! YES! MORE PLAYERS! We can have a great time introducing our friends who have never played online to a nice atmosphere where everyone plays nice! (Well, as nice as can be when your playing Dip). After all, Open Games is where I got my start and I'm very at home here on the site. For the most part, I have been treated with respect, directed where to go for strategy information, gotten great advice from other players, and I don't get lost like I do on other Dip sites!

To set an example to the rest of you, I will be volunteering to GM for Open Games and if you haven't met me ... THEN SIGN UP! You may or may not be sorry.. depending on how you look at things. So invite your friends and come along!

**Cheers to all,
D**

Editor's Note: Congratulations to "D" on her appointment. I played in a game with her, briefly, and she is tough.

MORE AOL CLUB NEWS

I will have a complete update for Open and Club games in our next newsletter. Please note that we have some open positions for club officers. If you are interested in any of these club functions, please consider volunteering and helping us bring something special to the hobby.

HOW TO BECOME A GM:

Want to be a Game Master? If you haven't GMed before, please review the WANT TO BE A GAME MASTER (GM)? folder (under Open Games). Then, drop Club Games Marshal, Marc Ellinger (Ellingermc), a line and take on a game to GM. Maybe you prefer helping people get involved in our hobby. Open Games Marshal, Dee Briggs-Chartier (theheadwitch2001), would appreciate an email from you. In either case, you can help our entire community a great deal by getting involved as an active Game Master. We need you!

DIPLOMACY WORLD

HOW TO JOIN A GAME:

Under Keyword: Diplomacy, you will find the Diplomacy Club with a link to both Club and Open game message boards. Look for message boards with the word "forming" in the title in the 'Diplomacy' game board collection. Post a note in any of these boards with the message, "I'd like to play." Within a few days, you'll receive e-mail from a game master with the information and instructions that you need to get started in that particular game.

If you don't have access to our message boards, write directly to the Club Games Marshal, Marc Ellinger (Ellingermc), or Dee Briggs-Chartier (theheadwitch2001) the Open Games Marshal. They will have you starting a game in no time.

Please sign up for Open & Club games!

OFFICER LIST:

Forum Host: Lorie Davis Host Game Siren
Club Recorder: Lorie Davis Aurora1116
Open Games Marshal: Dee Briggs-Chartier theheadwitch2001
Club Games Marshal: Marc Ellinger Ellingermc
HoF Coordinator: Open
Tournament Director Open
Archivist: Bob Osuch ROSuch4082
Club Notes Editor: Mike Oliveri Oliverima

Editor's note: Please be aware that the email addresses above are all @aol.com.

Subj: [bayareadip] WBC Move Impacts 2005 World Diplomacy Championships
Date: 8/20/2004 5:51:58 PM Eastern Daylight Time

--Original Message Text--

From: Tim Richardson
Date: Fri, 20 Aug 2004 16:27:07 -0400

The Potomac Tea & Knife Society (PTKS), like many gamers, was affected by the decision of the Boardgame Players Association (BPA), to move its largest event, the World Boardgaming Championships (WBC), from Hunt Valley, Maryland just outside Baltimore to Lancaster County in the heart of Pennsylvania Dutch Country. However, as the PTKS is the host of the Fifteenth Annual World Diplomacy Championships (WDC XV) in 2005 an event that was planned in conjunction with WBC, this affects Diplomacy players much more than other gamers.

Diplomacy has always been a part of WBC and its predecessor AvalonCon. For many years, WBC was masterfully run by Hobby legend Jim Yerkey, who served as the

DIPLOMACY WORLD

Tournament Director for the Tenth World Diplomacy Championship (WDC X) in 2000, one of the best attended WDC's in the event's fourteen year history. Last year, Jim Yerkey stepped down as Director of the WBC Diplomacy tournament and turned responsibility for the event over to the PTKS, which moved its Tempest in a Teapot event from Washington, D.C. in October to Hunt Valley, MD in August.

When the Hobby awarded WDC XV to the PTKS at the 2003 meeting of the World DipCon Society in Denver, Colorado, it did so with the understanding that the PTKS would host the event in late July/early August 2005 in conjunction with WBC at the same location that played host to WDC X. The venue was known to most of the Hobbyist that attended that meeting of the World DipCon Society, and, more specifically, to the overseas players. The decision of the BPA--upon which the PTKS had no input or notice--to move their largest event to a venue which is not as accessible to players traveling internationally was of great concern to the PTKS. So much so that the PTKS Executive Board has decided to separate WDC XV from WBC because we strongly believe that the venue change will have an adverse affect on the decision of overseas players and because we presented a bid to the Hobby to host the World Diplomacy Championships in the greater Washington-Baltimore metropolitan area.

This does not reflect any anger or disagreement with the decision of BPA to change its venue. Most PTKSers and many Diplomacy players are members of BPA and look forward to attending WBC in its new home. The PTKS values its relationship with BPA and WBC-- and we will continue to run the Diplomacy tournament at that event. But we did not feel that we could host the kind of event that the Hobby expects unless we moved WDC to a different venue.

At this time, the PTKS Executive Board is actively reviewing specific options for WDC XV. We are committed to holding this event in July 2005 in the greater Washington, D.C. area. It is our hope that we will be able to plan our event for a weekend when our international travelers will also be able to plan to attend another North American Diplomacy or other gaming event on the following or preceding weekend of WDC XV. We expect that a decision will be made in a very short time frame, as we have already reviewed some very attractive venues for the event.

We expect to be able to make an announcement in a very short period of time. If you have any questions, please feel free to contact the PTKS Captain-elect Ike Porter (ike@manor.org), Director of Tournaments Andy Marshall (landruajm@yahoo.com), or me, Tim Richardson (timrich@diplom.org).

Until then, keep your knives sharp for WDC XV!!!

--The Potomac Tea & Knife Society

DIPLOMACY WORLD

Editorial

by Timothy R. Haffey, Co-Editor of Diplomacy World

Last month I cried about the demise of press as it previously existed in postal zines. But, it is also, I am sorry to say, the demise of zines that disturbs me too. Postal zines do still exist but they are few and far between and have even fewer paying subscribers. These are mostly pure labor of love type projects. However, there may be enough to lend some support to, so I am offering that support. As the flagship publication of the hobby, we may be able to do just that.

So, this is the deal. If you have a zine, postal or email, and want to have it advertised, Listed, in Diplomacy World, just send me a copy of your postal zine or point me to your ezine and I will start a list of zines in DW and keep it in there each and every issue. If you are looking for game players, let me know that and I will make sure everyone knows it. Everyone who reads the list that is.

I am not trying to compete with the Zine Register here. I am only interested in current published zines. And, of course, they must be relevant to the great and wonderful game of Diplomacy.

Postal zine publishers send your copy to Tim Haffey at 810 53rd Ave., Oakland, CA. 94601. Ezine publishers send me an email at diplomacyworld@aol.com pointing to your web site address.

Now, I understand that some zines do not run games and that is fine. I will still list your zine, just to be complete. And, if you would like, I will republish articles and such that you have in your zine, but only with your permission, of course.

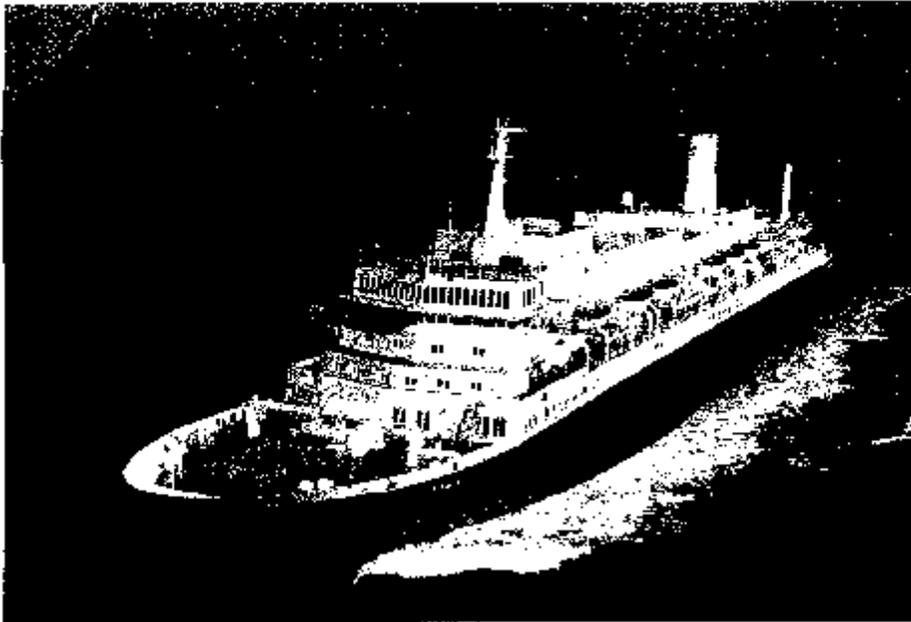
I may have a pick of the zines section each publication where I highlight a particular zine that I find particular nice or interesting. And, by the way, BLOGS are welcome too.

Zines are a lot of fun and can be used for anything. I know of several zines that include diplomacy stuff but also cover other games, and other subjects. Travel, vacations, babies, pets, you name it and they talk about it. Although a log of that is going the way of the BLOGS these days. I am thinking of starting one of my own.

BLOGS are kind of a zine in a lot of ways. What is a BLOG you ask? Take a normal website, add a guestbook and a Bulletin Board and mix them all up together and you have a BLOG. BLOG stands for Weblog in case you don't know.

DIPLOMACY WORLD

DIP AT SEA V INVITES DIPCON 2005 ABOARD....



ms Noordam

Host Ship for Dip At Sea IV (or is it V??)
Picture taken in the Mediterranean Sea in 2003

For those of you who hate to read long stuff I have drawn out the essentials

What: 7 day Cruise with Diplomacy Convention on board

When: Depart on March 6, 2005 and return on March 13, 2005.

How Much: \$630 and \$1140 (Includes Cabin, all meals and entertainment)

Point of Departure: Galveston, Texas

Transportation: Transportation to Galveston, You are on your own.

Event Web site: <http://ry4an.org/dipatsea/> **Cruise ship info:** <http://www.carnival.com>

INTRODUCTION

Come see a DipCon from the fleet's perspective. This background information package is being sent to prospective 2004 DipCon attendees and others in the hobby who may be interested. Further details will be available next weekend at the Portland meeting. Most of your questions should be answered in this mailing or attached web sites, but if you have questions, please send them to Larry Peery at peery@ix.netcom.com Come join us for DIP AT SEA 2005, the first new DipCon idea in years!

DIPLOMACY WORLD

THE TEAM

Chaired by Larry Peery, who hosted DipCons IV and XXII, our bid for DipCon XXXVIII in 2005 features well-known ex-Californian and soon to be New Englander Dipper Steve Cooley as Vice-Chairman, F Florida's internationally known player and world-class champion Chris Martin as Tournament Director, and other hobby luminaries in supporting roles. Their common goal is to simply give you the best North American DipCon ever!

THE DIP

It's a grand old game in a brand new setting! Classic Diplomacy the way it was meant to be played is what we offer, but with a twist! If you want to play indoors, fine. If you want to play outdoors by the pool and watch the world sail by, great! The regular Diplomacy tournament features four rounds, with no arbitrary or artificial game endings, played until somebody wins or everybody agrees on an alternative ending. Flexible time limits and venues are the rule, not the exception. In addition, we'll offer the traditional team and variant events, and a newbies/pros/old farts round mixer. The Dippers on board will have a full week to recruit new hobby blood out of the 2,000 or so passengers on board. A few special events and surprises will lead up to the DipCon Banquet and Awards Ceremony, featuring the customary awards and prizes for winners.

THE CRUISE

After much research and cost comparison we've come up with the best Dip cruise value (Dip+line±ship+itinerary) available. Carnival Cruise Lines, Southwest Airlines, and the AAA have come up with a great package for us!

The cruise industry is undergoing a huge expansion right now, which means supply exceeds demand. Carnival's ELATION out of Galveston, TX offers a great value for a first time Dip cruise! It also offers a great compromise to the Diplomacy hobby and the choice between SOUTH and WEST regions for next year's event. For most hobbyists it's a non-stop or one-stop flight aboard a discount airline from anywhere. It's equal driving distance from east or west. And it requires no tinkering with The Charter.

You've already read about our Dip event, and our ship, the Carnival ELATION is the perfect venue for the first major Dip at Sea event. Fully refurbished in 2003, the Elation is 70,000± tons and 2,000 passengers of Fun!

In March, our seven-day cruise out of Galveston, Texas, will give us three days at sea for Dip events and three days visiting some of the most exotic Caribbean ports of call. Galveston is an easy shuttle reach from Houston's Hobby Int'l Airport (served by all the low-cost airlines) and once onboard on Sunday afternoon we're off on a unique Diplomacy at Sea experience. Monday, our first "Fun Day" at Sea, will feature the first round of our

DIPLOMACY WORLD

Diplomacy Tournament. Tuesday will find us in port in Progreso, Yucatan with a chance to visit the Chichen-Itza Mayan ruins, Merida City & Mexican rodeo show, a beach blast bike tour, a hacienda jeep expedition, the Uxmal Mayan ruins tour; or just lay around the pool and collect more dots! Wednesday we'll be in Cozumel for all kinds of water sports: catamaran sailing, snorkeling, dolphins, and beginners scuba diving! Thursday is port day in Belize, one of the most beautiful ports of call in the world, where you can see the 1,600 acre Zoo, visit the Xunantunich Mayan site, do a two-tank dive at Tumeffe Atoll, or just kick back and collect a few more dots by the pool. Friday is our second day at sea, with another two rounds of classic Diplomacy, and some special events as well. Saturday is our third day at sea, with our final round, as well as the Banquet and Awards ceremony. Sunday morning we're back in Galveston ready to head borne with awards, trophies, memories, nice sunburn, and a real sense of ELATION!

This is a world class itinerary fit for a world class event! One big plus to our proposal is that this is

a DipCon you can bring your family or friends to with no worries. They'll have their own things to do while you are playing Diplomacy, including a complete kids' program on board. What a great way to combine Diplomacy and a spring holiday break to reward your loved ones for putting up with your Dipping!

THE COSTS (read (he fine print)

Get out your calculator because this is the part that will interest people who count their dots. If you trust us (not with your dots, of course), then you can accept our word that dollar for dollar, our bid represents a great value for your money! If not, read on and we'll show you why.

You may pay more to attend our event, but when you consider the fact that it's a complete package for a longer period of time, it's a GREAT deal! Larry has spent three years and thousands of dollars researching the cruise industry to find the best value for our money. Over the last four years he's taken several cruises on three different ships and inspected several others. The Carnival ELATION Exotic Western Caribbean cruise combined with a world class DipCon event is a value you can't beat.

Here's how we've figured your costs: Included in the package:

Cabins/sleeping rooms (2,3,4,5, people per cabin as appropriate), complimentary room service (24 hours), complimentary in room movies, meals (breakfast, lunch, dinner, snacks, ice cream, coffee, midnight buffet, late night mini buffet), entertainment (shows, bands, cocktail reception), meeting services (choice of meeting rooms, AV and computer equipment, theater seating with lights and sound).

We repeat, your cabin, food, and entertainment are all included in the cruise price!

DIPLOMACY WORLD

People always ask about those “extras,” and to the best of my ability I’ve tracked them down and factored them in. We don’t include what you might spend on drinks, gambling, laundry, etc. but I have included things like security fees (USD 33), taxes, airport transfers (USD 26) that you will probably have to pay. We are not including optional expenses like insurance (USD 99) or tips (USD 70). So here’s the bottom line:

The price you can expect per person is between \$630 and \$1 140.

IT WILL COST YOU APPROXIMATELY US\$ 90-160 PER DAY FOR THIS EVENT, DEPENDING ON THE QUALITY OF CABIN YOU SELECT AND HOW MANY PEOPLE YOU SHARE IT WITH.

It could be a bit less, depending on exactly the cabin you select. Aboard the ELATION you will have a choice of penthouse suites, demi-suites, ocean view cabins, or interior cabins for from one to five people per cabin. All the details can be found on the Carnival web site or our event web site. If you have specific questions, you can contact Carnival, your travel agent, or Larry. There are special discounts for those over 55 and, for a group like ours, the cruise line or arrangers always provide some kind of special amenity.

Finally, and we think this is important, our pre-registration fee is US\$ 25 OR, if you donate a new or used copy of Diplomacy (any edition as long as it’s complete and in good condition with rules, etc.), your registration is FREE! There are a limited number of these free registrations available. The games will then be donated and placed aboard cruise ships that have game rooms. We believe this is a great way to bring new people into the hobby. Larry has seen it work on the Ryndam, the QE2, and the Noordam. In fact, we expect to attract more walk-ins to our gaming events on board the ship than the other bids for this years DipCon would. Not since the arrival of the PBEM hobby has there been such an opportunity to attract so much new blood into the hobby.

A WORD FROM LARRY

Thirty-four years when I first invited people to come to San Diego for a JDipcon event I promised them a good time. I delivered. Sixteen years ago I made the same promise. I delivered. And now, for next year, I’m making the same promise. Just in case, you’ve got Steve Cooley and Chris Martin to make sure I deliver again! I guarantee you’ll enjoy our Dip at Sea Adventure in the Exotic Western Caribbean aboard the ELATION!

FOR MORE INFORMATION

For deep background, request a copy of “Report to WDC 2001, Paris, France on the Feasibility of Having a WDC Class Event on Board a Cruise Ship” from Larry.

Here are some web sites for various cruise lines, ships, and cruise industry info. Take time to look through them and get a feel for what the industry has to offer the hobby. Then take a few minutes to read the Carnival web site’s details (e.g. the fine print) and check out the

DIPLOMACY WORLD

ELATION information page. When you look at prices on the web site note that they will NOT apply to our group (Neither the brochure rate or super saver fares.)

<http://www.hollandamerica.com/fleet/fleetHome.do?ship=no> Noordam

<http://www.hollandamerica.com/fleet/fleetHome.do?ship=ry> Ryndam

<http://www.carnival.com>

<http://www.carnival.com/ltinerary.aspx?emhkCode=GAL&itinCode=GL4&durDay's=7&sailDate=3/6/2005&shipCode=EL&sailingID=24194&subRegionCode=CW>

<http://www.cunard.com/OnBoard/default.asp?OB=~OE2> <http://www.cruisecritic.com>

<http://www.cruiseone.com>

And once again, if you have further questions email one of us or talk to us prior to the meeting in Portland. We want you to understand why our bid is not only different but also the best!!! *((THIS BID HAS BEEN ACCEPTED... SEE UPDATE BELOW))*

WELCOME ABOARD!

Update: This was received from Larry Peery on Aug 4, 2004

ALL ABOARD!

By Larry Peery

Now that WDC 2004 is history it's time to officially launch the North American Diplomacy Championship for 2005, aka Dip At Sea V, although it's rapidly morphing into Cruise Con, etc. The 2005 DipCon will be unlike any previous DipCon ever held anywhere. Period. The classic Dip event will stretch over a four day period combined with a seven day cruise through the Western Caribbean featuring port calls in Yucatan, Cozumel, and Belize. The cruise departs out of Galveston, TX (nearest major international airport is Houston, TX) on 6 March and returns on the 13th. This is the first North American Diplomacy Championship that is actively encouraging players to bring their families and friends and providing something for them to do, as well as encouraging overseas hobby members to join us for a week long Diplomacy & Cruise event. The ship is the Carnival Elation, a fairly new and mid-sized ship that offers great value for the money. For more details, please visit our event web site at <http://ry4an.org/dipatsea/> For less than USD 100 a day you're talking a world class Dip event on board one of the world's largest cruise line's ships to the world's most popular cruise ship destination. It doesn't get much better than that!

Once the initial shock of having our bid accepted in Portland this year wore off, the Committee has quickly gone to work to begin prepping for next year's classic DipCon. Initial feedback and response has been very good. If everyone who has said they going actually boards ship, we'll have a viable event. Naturally we hope to do better than that. Our goal is to fill sixty cabins (e.g. 120 people) of which 49 should be players and event participants. We can do that, I believe. Other hobby events are lining up to offer prizes that

DIPLOMACY WORLD

include airfare to the cruise, and even a free berth for one lucky con winner! But don't wait to see if you win one of those or you may be left behind on the pier. To get the best cabins at the best prices you need to pre-register with us now and make your reservations with Carnival.

Now it's time to put your money where your vote or mouth was! :-)
Pre-registration is described on the web site. A form is provided. The same applies for cruise registration. When you contact us we'll put you in contact with Valet Travel here in San Diego, which is handling our group arrangements with Carnival. They'll find out what kind of cabin you want for how many people, whether you need insurance or air supplements, etc. By going through Valet you'll boost our numbers with Carnival and that will directly benefit the event and you. The better our numbers the better amenities you'll get, the better meeting spaces we'll get, and the greater number of discounted berths we'll receive. You might save a few bucks doing it your own way, but it won't be much because these prices are so low there's little fat to cut.

More importantly, it will effect the quality of our event as a whole. So, leave the worrying to us, and let Valet Travel do the work. I know these people and have dealt with them for years. Camille and Margo Mossburg are real pros. Hmmm, come to think of it, they'd make great Dippers! And since I'm sure you're wondering but too polite to ask, I will tell you up front that I am getting a percentage of the commissions on your fare. The difference is that the money I would collect will go back into the event, whereas another Agency or Carnival would pocket the entire commission. That's one reason the registration fees for the event are so reasonable.

One thing I do ask, before you email me with your questions or call Valet, do your homework and READ the event web site and the Carnival web site. 99% of your questions can be answered there. If this was a 6 star, USD 600 a day cruise, I'd love to pamper you and answer all your individual questions. But I went for the best value cruise event I could find, and that means you are going to carry your own baggage! No matter who you deal with the procedures and scheduling of payments is the same. You can see all the details on that on Carnival's web site at <http://www.carnival.com> Basically, when you make your initial reservation you'll put down a partial deposit of USD 25 or, better yet, you'll do the entire deposit of USD 250 per person. Approximately 90 days before sailing, you'll need to pay your balance for the cruise, etc. That can all be done by credit card authorization over the phone, etc. Remember, the earlier you register, book, and pay, the better cabin and prices you'll get.

If you want a cabin for three or four people you should be on the phone to Valet or emailing me NOW! In the next few months we'll be telling you more about the Dip events, the ports of call, and what a cruise is like; so you'll be prepared for this historic Dip event. Remember, if you don't go, you'll be kicking yourself for years to come!

Reply-To: "Larry Peery" <peery@ix.netcom.com>

DIPLOMACY WORLD

Interview: Jim Burgess (JB) interviews World DipCon Champion YANN CLOUET (YC)

JB: I wanted to jump right in and interview Yann fresh off of his victory this past July in Birmingham at ManorCon that crowned him reigning World DipCon Champion! Let's start off with a brief biography.

YC: I'm sorry, but brief is not a word in my vocabulary ;-). I'm 33 years old. I'm French and I live in Paris. I am an engineer in Telecommunications and work as a consultant in Networks and Security for various French or international companies / administrations. I've been playing Diplomacy since 1993. I gradually got more and more involved in the Hobby (first national then international), time providing me more opportunities to travel and more money to afford it. In 1994, I spent 1 year in the UK for studies. I left the convention competition world, but not the game itself since I brought my board with me. When I started there, I struggled to organize a game. I finally managed 1 day to get 7 players, and they loved it. At the end of the year I had played more than 15 games, and there was a regular club of 25 local players. That year helped me train both my recruiting and playing abilities. So in 1995, I came back to France and slowly got more and more involved in the hobby.

JB: OK, and when did you really cement yourself as an international hobby figure?

YC: So we move now to 2001, which was a key year for me. A change of job put me in an extremely favorable condition to travel, since I was working in Luxembourg, and therefore my plane tickets were paid by my company twice a month. So first, that year WDC came back to Paris. The state of the Hobby in France was pretty catastrophic at the time, so I offered a hand to the organization by doing the international marketing of the event and being the contact point for inquiries. This was pretty logical since I was already at the time one of the French players who knew the foreign Diplomacy players the best. And also because I was co-organizing the convention with the other part: the European Championship of Britannia. Thanks to Xavier Blanchot's fantastic offer to host all players for free in his hotel, we had 80 foreigners who came for (only!) 40 French players. Very disappointing for us.

JB: But not for us, Xavier Blanchot's hospitality was incredible and we all had SUCH a wonderful time, but go on.

YC: Thank you. So after WDC I made one step further in the World of organization and decide to start running tournaments on a regular basis, including the French NDC in order to revive the Hobby. From a player point of view, I also started having improved and very serious results: second (nicknamed Poulidor) in San Marino & Manorcon, I finally won my first tournament at the end of the year, VikingCon in Copenhagen. I also reached the EDC Top Board in Dublin that year and that Top Board game remains, in my opinion, the best and more interesting game I ever played. I didn't win that game, but came extremely close despite going down to 2 SC at one point and starting the final year with only 3 SC. The last

DIPLOMACY WORLD

important fact about 2001 is that after I founded a mailing list for the French Hobby: ledixhuitiemecentre@yahoogroups.com, some players from that list created the Website www.18centres.com, which has been the key element of the rebirth of the French Hobby.

JB: Yes, I want to come back to that in a minute, but why don't you complete a description of the last three years and your extraordinary tournament success?

YC: 2002 saw my explosion in terms of results. I was still nicknamed Poulidor for my second place finishes, but now I could also win tournaments ... and I did: the newly born "Paris Cup" together with 2 of its 6 steps (and 2 more second places - Poulidor). I won tournaments in Germany & Ireland. I came in second at Euro DipCon (EDC) in Sweden, beaten on the Top Board only on a Tie Breaker by Frank Johansen. I came in second also in the newly born "Grand Prix" of the European tournaments, getting 2 tournament wins, 1 second & a 4th place exactly the same top placings as the winner, William Attia, but I had 1 other "peanut" result while he had 4 others, so he has beaten me by peanuts actually. But my worst disappointment of that year was WDC in Australia, where I saw the point in the last round where the game was under control and I could win WDC. All I needed was 11 SC, and I was England on 6 allied with Edi Birsan's Germany on 7 and with William Attia's Russia working for us. But I became too nervous, did some bad tactics, and I finally I ended that game only on 6, and finished 3rd in WDC. All in all, it was not so bad a year since I finished the year leading the DPTR tournament ranking, and I was also voted "Player of the Year" in terms of game performance on the Hobby Awards Ballot.

JB: Indeed, that was a momentous year for you, but I'll bet that Edi Birsan had something to do with those "bad tactics" in that last round game. He has a way of doing that without you necessarily noticing that he is the proximal cause.

YC: You might be right. On the other hand, it was also in Edi's interest that our alliance gets on the roll. The Australian scoring system, more than any other, really gives a strong emphasis on an alliance rolling the board. The only thing that counts is your number of SCs, regardless of how well or poorly the others do. So both Edi and I should have gotten a better result in that game.

Anyway in 2003 I got even higher. I think the most noticeable fact about that year is that I've been 4 times "European Champion" the same year :-). I won EDC on the Top Board in San Marino, the Grand Prix (GP) final ranking by being the only player to win 2 tournaments (EDC + Brussels Cup), and I also won both competitions' Team Events. Now I had changed status: I was regarded as "*deadly when played against*" and "*completely unacademic and unpredictable*". I think one good illustration of that is WDC where I got jumped on in all my games (because DPTR had just been updated 3 days before the competition). I finished something like 80th out of 126, a severe jump backward (especially in the DPTR), but I still ended "Best Diplomat". Ray Setzer told me that they wanted to rename the Trophy as "*The most Dangerous Man in the World with 2 SC*". I like that, I think it depicts well the effort I put in every game to never let anything go away easily.

DIPLOMACY WORLD

JB: And what could be better? You paved the way for your countryman Vincent Carry to walk away with the World DipCon title.... no, actually I guess I helped him do that more than you did, but that's another story. Let's bring ourselves to the present now.

YC: I didn't imagine I could have a better year. Well, 2004 is hardly half finished, and I already did! That World DipCon title that you probably heard of, since you asked me for this interview, was just the 4th of a series of 4 tournaments in a row getting "top scores" (I don't use the term "victory" because I was TDing one of the 4 tournament so I placed myself out of the official ranking in that one). With 1 more win after WDC in the first Austrian tournament in 13 years, the defense of the GP is already pretty much secured. Everything else would be a bonus. I don't imagine I also will be given the chance to defend my EuroDipCon (EDC) title, which doesn't mean I won't try ;-). But despite all those trophies, what pleases me the most and makes me proud is to see the French Hobby slowly but surely coming back to the Golden Age, and the European Hobby building up with more and more new countries and players every year. Since I started organizing it, the French NDC had 49 players in 2001, 93 players in 2002, 119 players in 2003, and hopefully more this year. As for the GP, there was 10 tournaments in 2002, 11 tournaments in 2003 & 15 tournaments in 2004. Now that I have won all those titles I'm not so hungry, and I want to concentrate my involvement in the Hobby into dragging more and more players into this fantastic community, let them discover the underlying social aspect of it, and pass the relay baton so that some of them in their turn invite us to their own conventions.

JB: Wow, even more than I had hoped in asking for this interview, that's great Yann. Let's fill in a few details now from some of the earlier years. How did you get started back in that French Hobby Golden Age year of 1993?

YC: I will soon get jet-lagged between all those sudden jumps in time! So back in 1993, I started during a period which is still known among the players who were already playing at the time as the Golden Age of the French Hobby. In those years, there was something like 30 tournaments a year in France, the largest of which had almost 200 players. It was also the time of the birth of C-Diplo (and actually it was one of the key elements of this success, since the system was beginner friendly and the games short enough not to frighten us). My first tournament was a mere "French Cup", but it had more than 100 players. Before that tournament I had only played 2 friendly games and I remember well that the first round was my first survival (with Russia on 1 SC). I have slightly improved since that time :-). But I got hooked immediately, met a few people that would later become some friends, and I registered with the fanzine (*la Lettre du Diplomate*) giving us all the results and meta-material describing the lore around the tournaments. Ever since the aim of any tournament organizer in France has been to reach that level of success again. We know we have the players and the potential, but it's not so easy to bring them back ... So back to myself I played a couple more tournament in 1993, with nothing better than a third place.

JB: Yes, an inauspicious beginning, but it seemed you learned a lot from that year in the UK, organizing a small group of players. What was it like when you came back to France?

DIPLOMACY WORLD

YC: So in 1995, I came back to France, but the situation was very different from 2 years earlier: the previous federation, the FFJDS had sort of imploded from inside, and I had myself lost the contacts (especially after the fanzine stopped its activity). But after 6 months that were very quiet, a new Team formed to revive the Hobby in September (and also to save WDC 1995 which was heading for troubles). So they did a huge amount of work of collecting all the data and getting an updated status of the French players regarding their involvement in the Hobby. So among the 4000 phone calls they did, one of them was my number and I learned that there were tournaments again, so the already old light woke up again and I went to their tournament. My status (and the way the others see me) changed at the time from beginner to "regular tournament player who never wins". I became very regular on the podium, second, third ... but never a win. WDC 1995 was another tournament like that, together with my first international convention.

JB: Yes, but you must have a secret for tournament play, how you made the jump, that's what our readers want to know.... ;-)

YC: In 1996, suddenly I understood something and changed my style. Before, struck by the classic beginner complex, I was always jumping on the strongest player on the board (based on reputation) as a way to prove something to myself AND shut him down. Of course it never worked: at best, the guy would just make sure someone else won and often he would even manage to cope and still win it while I was lamentably failing again. I changed that and decided that after all, why should I be scared? I would perfectly play WITH that player and still beat him in the race, taking advantage of and abusing the fact that OTHERS would jump on him in place of me. As a result, I got my first win in a tournament game. And actually I didn't win only one: I won 5 games out of the next 7 and came second in the other 2 games. This was done in 2 tournaments, but I won none of both. The first one was because I organized it, so I placed myself out of Top Board to be sure not to win. The second one I reached the Top Board, and was slaughtered on that board because of my previous results. Net result: 2 2nd place, that's where I won my nickname: Poulidor (based on the bicycle rider who came 7 times in second place at the Tour de France but never won it). Back to the point my status had changed again: I was now regarded as "very dangerous ... kill him before he moves". So in the following games I started to learn the defense, facing strong opposition in every game. Suddenly it was not so easy. Despite this, my involvement in the Hobby was gradually growing, with my regular share of local tournaments and a tournament abroad from time to time (EDC 1997 in Belgium, EDC 1998 in UK). There I discovered that the game was even more fun when you play it with foreigners. Especially the other 2 big hobbies at the time in Europe: those Stabby Swedes & those Lying Brits, who were also regularly paying us a visit in the French tournaments.

JB: Yes, I know just what you mean, I really do wish more Americans would make these trips and see how much fun they really are. I know my job status will be changing in the next few years to make it easier for me to attend more events.

DIPLOMACY WORLD

YC: And I'm looking forward to that! 1999 saw 2 events that made me change status again. The first one was WDC 1999: there I played 4 very good games. In the first one I was Russia to Christian Dreyer's England. We fought for some reason, I got him down to 3 but he came back to 6. Finally we shared third place in a very close game (the winner won on 8). It was the only game of the week-end that Christian didn't win. Later, I came second in my 3 other games (Poulidor strikes back). There is a (good) tradition in the French & Belgium tournaments, that is to vote at the end of the game for various categories. So I finished best tactician overall at WDC (out of 115 players). Also second best strategist, and third best negotiator. This helped me in breaking the mental barrier I had built for myself, I just thought: hey ... yes! Why not me after all? The second event is that this year, the French Hobby experienced another decline. It had never come back to the "Golden Age", but we still had something like 10 tournaments per year and around 100 players in the French NDC every year. But in 1999, I think there were hardly 4 tournaments (maybe less), and the current Team said they were giving up. So I had to look somewhere else for my regular dose of Diplomacy (I was already addicted).

JB: Ah, ha, we had you and here is where I started to see you on the Internet, isn't it?

YC: That's right, so I started playing nopro on the judges (mostly FROG, plus a couple of games on USIN and DEDO) and 1 game with negotiation in the WorldMasters. And I started travelling more to foreign conventions. 1999 was my first Manorcon (and first cultural shock since it was the first time I played a different scoring system). I learned a lot there: longer game, different virtue of the alliance and the stab. I got eliminated in my first 2 games and was on my way for the third, but I turned that into a 7 SC survival as Turkey. In 2000 I played in Baltimore WDC, where I reached 16th place (out of 144) with 3 3-way draws (all victories if it had been C-Diplo).

JB: Yes, I remember you telling me that at the time in the hallway! What else did you experience on the Internet?

YC: On the judges, I learned to play "draws" & the unlimited style of game. Believe it or not, but despite playing for 6 years, I had no idea before what a stalemate was. But I learned, and quickly ... you have no idea the tactical edge FTF play gives you until you play on the Internet. I achieved a more than 50% ratio of SOLOs on the judge with pretty much every country. In the WorldMasters I also did OK: 1 solo, 2 topping the board & 2 second place (one of them arranged). But it was so time consuming that I had to stop playing with negotiation on the Internet. Spending 1 hour arguing for months almost every evening was too much for me. But still it was a very good experience, especially for the atmosphere surrounding the games and the forum. In all this time, I gained 2 things: a hugely increased understanding of the game (by playing different scoring system and different kind of players), and knowledge of players everywhere (in Diplomacy, information is power).

JB: I just have a few more questions. First, I always take the opportunity of these interviews to nail people down for specific thoughts on the tournament scoring systems. As you say above, you spent a long formative period entirely operating with C-Diplo, but now

DIPLOMACY WORLD

have been exposed to many others. I assume that you still favor C-Diplo for those dynamics (don't have time to lock up stalemate lines) and simplicity for beginners and casual players. (3.5 hours per round for C-Diplo games!) But could you say a bit more?

YC: Sure. I like this subject! I wrote an article in French about it (here include link: http://www.18centres.com/SPIP3/article.php3?id_article=3). Most people tend to be very dogmatic about scoring system. A given scoring system will be either "good" (if it fits with the way they have always played) or "bad" (if it doesn't). It comes I think from the fact that there are very big differences between the scoring systems en-vogue in the 3 main regions of the World (FTF speaking). North American play "draws", that is to say scoring systems where the most important factor to get a good score is how few survivors there are at the end of the game, so the interaction with others are typically kill the weak and the strong with the strong. Australasian play "SC system", where the other's score doesn't really affect yours and where the only important thing is how well you will do yourself. Europeans play systems where your score is very much linked to how well the others performed. The most famous European systems are "rank systems" (such as C-Diplo) where the key element is to get more SC than anyone else (even if it means you get a very small number of SC, it's still ok if you had 1 more than everybody else: you've been the best on your board). But we use also a lot of "square system" (such as the Manorcon system, which will also be used for EDC this year) which could be also defined as "*Divide and Conquer*" since you can perform well either by getting lots of SCs (so your square is big) either by spreading the SC of the others pretty evenly (so that there is no big "square" to oppose yours and lower your score when you normalize it in the calculation). When thinking scoring systems, 2 things must be understood. The first one is that scoring systems are all variants of the "pure game" placed as a set-up to allow competition and a ranking. The "pure game" says only 1 thing: there are 2 results. SOLO, or ... non SOLO. So (here I start holding my banner higher) anyone claiming that HIS scoring system is THE pure game is false. And you know I'm saying that especially for draws! This idea that a smaller number of survivors means you are closer to the solo is absurd ... anyone who has performed or seen solos frequently knows that you see them more often against a divided opposition than against a strong front composed of only 2 players. The second key idea in understanding scoring systems is that a system is a philosophy: it is built around some principles and means to reward a certain style of play. That can be "*killing the others*" ("draws"), control the board and prove you were the best of the 7 you were directly facing that day ("C-Diplo"), "*Divide and Conquer*" ("squares") or just grow ("SC system"). This decision influences the way players will play a lot, and those who want to play the way they always have will not perform so well (like for instance me in WDC 2000 where I was playing C-Diplo style in a draw-oriented game).

JB: Yes, but how do YOU feel??

YC: Now as for personal taste, I don't like draws because they are based on false principles and a lot more important, they are NOT beginner friendly. I think the organiser likes it even less than the player. As for SC and Australasian systems (like Detour which is experiencing a growing success, especially in the New England area), one thing I like very

DIPLOMACY WORLD

much about it is that every SC is important. Going from 1 to 2 gives you as many points as going from 15 to 16. So it creates a “fighting spirit” for the small powers who don’t let go so easily, and have a good reason to do that. The drawback is that you see ways too often that the diplomacy is frozen in a logic of blocks: *“we ally, we push and then ... why should we stab since we get as many points by playing together and pushing our advantage as far as possible!”*. So for those reasons, I still tend to prefer the European style scoring systems. But (it might come as a surprise) I think I like squares as much as I like C-Diplo. The good thing about the former is that it rewards more than one style of player! The alliance players (sometimes incorrectly called carebears) can really do well by allying together. But with a smaller number of SCs, if you create a huge lead over the second ranked player, you can have an excellent performance as well. And that reflects well the quest for SOLO: I think someone on 13 - 4 - 4 - 4 - 3 - 3 - 3 is generally a lot closer from a solo than someone on 17 - 16 - 1. As for C-Diplo, it just forces you to really talk a lot with everyone and control what happens everywhere. Underground Diplomacy is the way we call it. Lots of people complain about last minute stab or center throwing in C-Diplo. On the first issue, I would say C-Diplo is a lot about timing. It teaches you to be at the right place at the right time. And this style pays off in pretty much all scoring systems (see how well the C-Diplo players performed in Denver WDC last year which had also a very important “timing” component: Vincent Carry 1st, Frank Johansen 3rd and Niclas Perez 4th!). You know yourself all too well how Vincent did what he had to do at the moment he had to do it ... this is C-Diplo kind of thinking.

JB: Yes, I remember his brilliant stab on me very well, it still hurts. Frank did the same thing in another game and my pal Niclas just spared me his knife because we weren’t in a game together.

YC: So there is no such thing as “silly” last minute stabs. Actually it is an art to prepare yourself for that and actually to be in position to do it when the time comes. As for the second critic, those puny center throwing incidents, well I would say they have a lot to do with the negotiation, and it is the heart of the game. If you don’t want anyone to throw away centers to prevent you from topping the board, well then stay in good diplomatic stead with everybody! Stab ... but with a smile and demonstrating it was logical, the “painless stab”. Talk to everybody to understand what is happening at the other end of the board, and if you see a destructive conflict and a personal issue building up: try to use that for your own benefit: shut it down by trying to be a mediator if it’s dangerous, or organise the defense against the “strong player” you can’t reach if that is the only way to stop him. You don’t win the game by talking to your neighbours, you win the game by talking to the neighbours of your neighbours.

JB: I’d also like you to say more about www.18centres.com <<http://www.18centres.com>>, especially for the non-French diplomacy hobby. I speak just un peu Francais enough to navigate around the site and see what a wonderful resource it is: 478 active games at the moment (these are all E-Mail games, right?) and articles translated into French from luminaries like Manus Hand and David Cohen. This is an important tool in rebuilding the French hobby, isn’t it?

DIPLOMACY WORLD

YC: 478? Well it's probably because it's summer and things are getting quiet at the moment ☺. OK, I'm happy you noticed the fantastic job of the Webmasters of this site because what they do is impressive, and their success boils down to 3 things:

- 1) close contact with the community and a very responsive team, including suggestions of the players and fixing the bugs very quickly
- 2) a very simple interface, ergonomic and nice. I'm pretty sure you don't need to speak French to use it. You can start your first game in less than 5 min, especially since they use "playing game master" who is here just to change the deadline (the rest is automatic). Contrary to the other communities you don't need all those volunteers who would have to volunteer to master a game for the others.
- 3) C-Diplo. They are the only entirely automatic Website to offer C-Diplo kind of games.

The really nice idea they had in the start was to make games as close as possible to the standard of FTF play in France (1907 C-Diplo games) and to build a very close bridge with the FTF Community. And actually the current success of the French NDC, which makes it the largest regular tournament in the World, is in major degree due to players from this Website (despite the fact that it is not the only French speaking community on the net). It has also an impact on the Belgium FTF community and even the Quebecois, who had 3 boards (C-Diplo of course) for their first ever tournament in January.

JB: Gotcha, how about some more specifics on the games?

YC: Then, this active community has done a huge job to help the webmaster. Some of them are "mediators" who can moderate anonymously a game when there is a problem (this is the downside from having the GM a part of the game: sometime you need a neutral mediation). Also, they have written FAQs and are regularly running "initiation games" on a specially designed map. Also they have worked to introduce variants on the Website. The classic Modern, Colonial, Hundreds, or things like Chaos, Britain, Crowded are included. But also some "home made" variants, including :

- a 6 player variant in France of the 100 years war (1337),
- a 7 player Ancient Mediterranean type,
- the UNO variant which adds UNO to the standard map (despite the anachronism) as a "diplomatic territory" that communicates with all Capitals,
- a "Middle Earth" variant
- 2 variants that change the rules at sea: Polymer where you can have as many fleets in a sea as there are coasts for this sea, and Navale that merges huge areas of sea in order to give more importance to the control of the seas.
- the latest addition, which is probably my favorite so far: Mutants Chronicle in the universe of the role playing game, with 5 different battlefields (the solar system + 4 planets, with transfer possible from those planets to space and reciprocally)

JB: But I noticed that you also have some special roles yourself.

YC: Lastly, my personal contribution to the Website, which takes me a lot of time, the Website includes its own e-zine in French which I edit: La Gazette

DIPLOMACY WORLD

(<http://www.18centres.com/SPIP3>). There again, well in the spirit of the Website, I have chosen a different approach from the other Dip fanzines. Rather than publishing “issues” every 1, 2 or 3 months including lots of articles all at once, I have chosen to publish 1 single article, but once per week, all year long, always the same day (Wednesday). This way some people come and check for news very regularly and so come and visit the website, so if there is something I want to announce urgently (like a surprise tournament) I know the readers have the habit to come frequently. I’m trying to balance the kind of article I publish. I would say we have roughly 50% translation and 50% “home” production.

JB: Yes, I saw that. Translating good articles into French is an excellent way to cross-fertilize. You’re doing a better job of doing that in your direction than we are the reverse, though I hope this interview sparks some English-speaking interest, or at least awareness.

YC: Some articles relates to FTF play, some others describe the content of the website (especially the variants), we also have gaming advice and some meta-stuff like everywhere else. I also republish from time to time articles from other websites or paper fanzines, my ambition being to concentrate all in one place as many articles in French about the game as possible. We currently have around 150 different articles, I’m already pretty happy with my little Library 😊.

JB: And lastly, can you say a little about your first round World DipCon game, which seemed to be the one that set you on your way (results elsewhere in this issue) to the World Championship crown? I note that the dangerous Toby Harris (Germany) also was in that game to your Russia. And you had reigning World Champion Vincent Carry as Austria. So in many ways, this game was the beginning of passing the crown from one Frenchman to another.

YC: Well spotted! Yes, that game not only brought me more than 50% of my points at the end of the day, but it gave me the little “pinch” of (over-?)confidence I needed to do well the rest of the week-end. The game also included Andre Ilievics as Italy, and Graham Woodring as France. This was an excellent set-up for me for a number of reasons! First, I knew Vincent’s limited English would probably motivate him to play with me, despite all the mutual cautiousness we might have when playing one another. Second, just 1 month earlier, I had allied with Andre in exactly the same configuration: Russia for me and Italy for him, and we had finished first and third in Utrecht’s “DomDipCup” thanks to that game. Third, I knew that Toby would underestimate me because he had played me long ago, but not really recently. Fourth, I suspected Graham to be a typical “draws” player, so with a good start I would just have to speak to him about “3-way” to get him on my side. I had all the cards in hand from the start, all I needed was to play them in the correct order.

JB: Ah, I see, good analysis.

YC: So first, me, Vincent and Andre agreed to quickly deal with Turkey while Toby and Graham jumped on England. With the game going really well in the South, I took my share of the English center, but since I warned him I was the English didn’t get bothered by that

DIPLOMACY WORLD

and he kept on fighting the other 2 rather than me. At that point, we had a full round of “musical chairs” between Vincent, Toby and me to see which of the other 2 would jump on the third. I think I managed to catch Toby by surprise when I started discussing with him the details of the next 2 or 3 years after I stab Vincent, and asked him if he could move from Munich to Tyrol the Season after to help me. So me and Vincent entered smoothly into Bal, Pru, Sil, Boh & Tyr, pretty completely destroying Toby’s chances. From that point, Toby played (as usual with him) awesome tactics in defense. Every Spring move was a big moment of disappointment for me and Vincent: he completely got us that time again! Fortunately for me, every Fall turn was better for us and would fix the situation, so that slowly but surely the pressure would build up on Vincent’s side of the front rather than mine. Especially after we decided to stab Andre who was fighting for us in France! Now Vincent needed all his units to stop Andre and keep Munich. 2 years before the end, I finally managed to have a great tactical turn in a Spring, convoying a unit to English soil... this meant I would no longer have to sit on defense in the North: I had taken the offensive. This is where Vincent made a huge mistake: he assumed that since the top of the board was secured for me, I would help him in second place (C-Diplo kind of thinking). He didn’t realize how much I would gain from stabbing him now! Under “squares”, it meant both getting 15 centers instead of 12 (some 10 points) and getting a 7 center lead instead of a 2 center lead (some more 10 points). So I stabbed Vincent for 3 dots to his complete amazement, and got 52 points instead of the 30 or so I would have otherwise. Maybe he also thought I would not dare take such a lead in the tournament on the first day (the second was at 3 points, the third at ... more than 15 points!).

JB: Toby would have abused him of that idea, given the chance. That’s the Tobymeister’s strategy, take ALL you can now and worry about tomorrow tomorrow. Thanks for being such an EASY interview!!! Are there any last comments you have for the Diplomacy hobby? I look forward to working with you in the future to continue to build us up worldwide in fraternity and fun.

YC: I look forward to this as well! My place is open for those who want to make a quick visit on the occasion of a tournament or not. Also Xavier Blanchot’s has extended his offer so that any diplomats that want to come to Paris will have a 50% discount in Xavier’s hotel providing it is not fully booked. At last I take this opportunity to thank all the members of this fantastic hobby for the hours of fun we have had together, and also a special dedication to all those I stabbed at least once: see, this was not in vain, your center was a part of it and a step on the way ;-).

JB: Thanks, Yann!!! This might be my best interview yet, all thanks to you. Would anyone like to volunteer to be interviewed next?? I’m always looking for interesting subjects. E-Mail me at burgess@theworld.com if you’re interested!!!

DIPLOMACY WORLD

Diplomacy World Demonstration Game Unicorn 2004

During this time from last issue, we had one player go on vacation for a month and after he came back and made one move he disappeared. We had to get another player, which held the game up for a week or so. In addition to that we had a different player resign for personal reasons. Another delay. So, we have only gotten in two moves and are up to Fall 1905 which is due Sept 1st because of another player being on vacation. This is the summer time and vacations do happen. So you won't see them until next issue. These things do happen in games. Why? It is called real life. People have jobs, families and other interest that interfere in the playing of the game, at least for them. The correct thing for you to do if you cannot continue, for whatever reason, is to resign. Very simple. Send a message to everyone, or even just to the gamemaster, and announce that you are resigning. That way the GM can start looking for another player right away. If you just stop playing, the GM waste time trying to contact you to find out what you are doing. But, anyway, we got two new players and here is the play. We should get more moves in next issue as the vacations slow down.

Players

England - *Edward Hawthorne*, edward_hawthorne@yahoo.com (*dropped out Spring 1905*)

Replaced by Lee Harmon - dataforc@eoni.com

France - *Steve Cooley*, tmssteve@sbcglobal.net (*Resigned Fall 1904*)

Replaced by Adam Silverman, agman@stanford.edu

Germany - *David Cohen*, zendip18@optonline.net

Austria - *Tim Goodwin*, tim@9oakhill.com

Italy - *Jim-Bob Burgess*, burgess@theworld.com

Russia - *Roger Yonkoski*, rky_diplomacy@att.net

Turkey - *Marc Ellinger*, ellingermc@aol.com

Moves underlined and italicized failed

Moves - Fall 1904

England - (NMRed) *F Nwy H* - D/D - no retreat, F Lon H, F Nwg H, F Bar H, A Bel H

France - *A Bur-Ruh*, *F Eng S F Lon-Nth, nso*, A Gas-Bur, A Pic S A Bel, F Wmed-Tyrr

Germany - F Nth S English A Bel-H, A Hol S A Ruh H, *A Ruh S English A Bel H - cut*, A

Kie-S A Mun, A Mun S Austrian A Tri-Tyr

Italy - *F Ion S RUSSIAN F Aeg-Gre nso*, F Adr S F Ion, *A Ven-Tri*, A Tyr-Boh

Austria - A Tri-Tyr, A Vie S A Tri-Tyr, *A Ser-Tri, F Gre S Russian F Aeg-Ion - nso*, A Gal-Rum,

A Bul H - d/d - no retreat

Russia - A Arm-Sev, A Con-Bul, F Aeg S A Con-Bul, *F Blk-Rum*, *A War-Gal*, F StP-Nwy, A

Swe S F StP-Nwy, F Ska S F StP-Norway, A Mos-StP

Turkey - Eliminated

DIPLOMACY WORLD

NO Press!

Positions:

England - F Lon, F Nwg, F Bar. A Bel

France - F Eng, A Bur, A Gas, A Pic, F Tyrr

Germany - F Nth, A Hol, A Ruh, A Kie, A Mun

Italy - F Adr, F Ion, A Ven, A Boh

Austria - A Vie, A Tyro, F Gre, A Ser, A Gal

Russia - A Sev, A Bul, F Aeg, F Blk, A War, F Nwy, A Swe, F Ska, A StP

Turkey - Eliminated

Centers

England - Lon, Lpl, Edi, -Nwy-, A Bel (4) Even (Unit disbanded)

France - Bre, Par, Mar, Por, Mar (5) Even

Germany - Mun, Hol, Kie, Ber, Den (5) Even

Italy - Ven, Rom, Nap, Tun (4) Even

Austria - Vie, Tri, Gre, Ser, Bud, -Bul- (5) Even (Unit disbanded)

Russia - Sev, +Bul+, Mos, Rum, War, +Nwy+, Swe, Ank, StP, Con, Smy (11) Build 2

Builds A Sev, plays one unit short.

Comments

Well, no doubt about it England's NMRed puts England in a bad spot. It cost him Norway. The French player has just taken over France and shows a clear desire to support England but that may change now. So, we will have to see what can be done for a new English player.

France's support of the English may have been wasted this move but he did move into the Tyrr Sea and this makes him a big player in the Med area now.

Germany also supported the English all for nothing. He also supported the Austrian into Tyro. Appears he is looking for allies.

Italy is making a gallant effort but seems to be frustrated at every turn by the Austrian. And now he is being threatened by the French. Why he is in Boh I will never know.

Austria has held off the Italian attack on Tri but has lost Bulgaria to Russia.

Russia is the shining player here. He managed to grab Norway and Bul. His ability to get both Austria and Italy to support a move he never made was a masterstroke. Russia can only build one unit in Sev so he will have to play one short for a while. Isn't that too bad?

DIPLOMACY WORLD

Moves Spring 1905

failed moves indicated below.

Moves

England - F Nwg-Nth, F Lon S F Nwg-Nth, F Bar-Nwg, A Bel S FRENCH A BUR nso, d/d
- no retreat

France - A Bur-Bel, F Eng-Wal, A Gas-Bur, A Pic S A Bur-Bel, F Tyrr S F Adr-Ion, nso

Germany - A Kie-Den, A Hol S A Ruh, A Ruh-S A Mun, A Mun-S A Ruh, F Nth S English
A Bel-H, dislodged must retreat Yor Edi, Hel, Eng or otb.

Italy - A Boh-Tyr, A Ven S A Ven-Tyr, (Improper Order), F Adr-Alb, F Ion-Gre

Austria - A Tri-Ven, A Vie-Tri, A Gal-Rum, A Ser S F Gre-Bul, F Gre-Bul

Russia - A Sev-Rum, A Bul S F Ion-Gre - cut, dislodged, may retreat to Con or otb, F Aeg S

F Ion- Gre, F Blk S A Sev-Rum, A War S A Mos-Ukr, F Nwy H, A Swe S F Nwy, F Ska S

F Nwy, A StP S F Nwy, A Mos-Ukr

Turkey - Eliminated

NO Press!

Positions:

England - F Lon, F Nth, F Nwg.

France - F Wal, A Bel, A Bur, A Pic, F Tyrr

Germany - F Eng, A Hol, A Ruh, A Den, A Mun

Italy - F Alb, F Gre, A Ven, Boh

Austria - A Tri, A Tyr, F Bul(sc), A Ser, A Gal

Russia - A Rum, A Con, F Aeg, F Blk, A War, F Nwy, A Swe, F Ska, A StP, A Ukr

Turkey - Eliminated

Retreats:

Germany retreat F Nth-Eng

Russia retreats A Bul-Con

Comments on Spring 1905

England reclaims the Nth Sea but loses Bel and may lose Edi and even Lpl. English NMRed placed it in a very poor position. The new English player tried to regain a position of strength by reclaiming the North Sea. But it does not look good for England. Germany did not retreat into Edi so, we can assume he will try to help England. France tried to help him last turn but this time he is making an all out attack on England.

DIPLOMACY WORLD

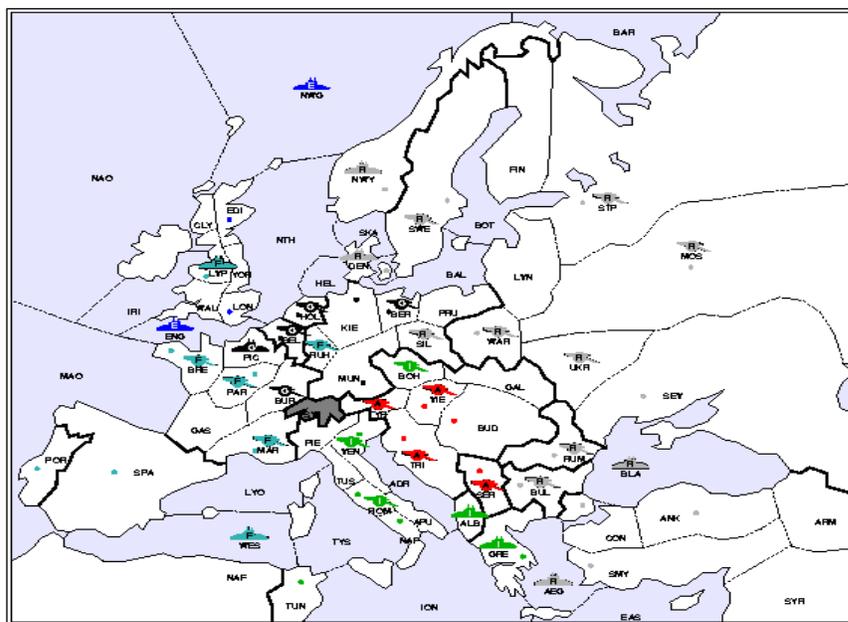
France takes Belgium and lands in the south of England. This is, of course, an all out attack on England. It depends on what Germany will do now. But, it appears that France will claim Lon or Lpl.

Germany loses North Sea but could have claimed Edi. However, Germany did not retreat into Edi and take it from Eng. Instead he retreated to the English Channel which indicates he will attack France and try to support England. So, maybe England will recover after all, maybe.

Austria takes Bul while Italy takes Greece. An interesting event occurred that you should note. Italy wrote an improper order. He tried to have his A Ven support A Ven-Tyr. He meant A Ven S A Boh-Tyr. But, this does happen sometimes, even with experienced players. So, players should always check their moves over to make sure they are correct.

Russia continues to gain excellent position and will probably roll over everyone as nobody, except perhaps, Austria is really paying much attention to him. Tune in next time for the continuation of this game.

((Jim Burgess adds at press time: This game is now over with a Russian 18 center victory in Winter 1906, only three more moves after what you see above. As an "exercise to the class" see if you can figure out how Roger Yonkoski did it. Which centers do you think he took? Who helped him, who did not?? The final report on this game will be in Diplomacy World #92 in December. If you can't wait, below is the Winter 1905 map and you also can join the unicorndip@yahoo.com group. Rick Desper (as Diplomacy World Demo Game organizer at rick_desper@yahoo.com) has set up this group to archive all of the game press.))



DIPLOMACY
unicorn. After Winter of 1905

- AUSTRIA
- A TRI
- A TYR
- A CEE
- A VIE
- ENGLAND
- F BRG
- F ENG
- FRANCE
- A FUB
- F LVE
- F WES
- A BRE
- A FAR
- A MAR
- GERMANY
- A BEL
- F PIC
- A BUR
- A BER
- ITALY
- A BOH
- F GRE
- F ALB
- A VEN
- A ROM
- RUSSIA
- A BUL
- A RUS
- F ADD
- F DEB
- A SWE
- A STP
- F JBY
- A SKL
- F BLA
- A UKR
- A MOS
- A WAR

AUSTRIA	14,743	360	500	70	1	1	1	1	1
ENGLAND	12,753	300	500	100	1	1	1	1	1
FRANCE	15,783	300	500	100	1	1	1	1	1
GERMANY	18,793	300	500	100	1	1	1	1	1
ITALY	19,793	300	500	100	1	1	1	1	1
RUSSIA	11,271,23	100	500	100	100	100	100	100	100

DIPLOMACY WORLD

World Diplomacy Convention Results: ManorCon, Birmingham, UK

Date: Tue, 20 Jul 2004 16:49:32 +0100

Subject: [wdc2004chat] Diplomacy Results

Reply-To: wdc2004chat@yahooogroups.com

(see Jim's interview of World DipCon Champion Yann Clouet up above)

Rank - Name	1 st round	2 nd rd	3 rd rd	Total Score
1 Yann Clouet	51.90	26.39	35.37	100.47
2 Andre Kooy	0.70	36.24	47.18	83.77
3 Cyrille Sevin	4.20	28.89	48.38	79.36
4 Mark Wightman	19.79	20.51	48.73	79.13
5 Frank Johansen	48.73	0.60	29.32	78.35
6 Demis Hassabis	25.88	35.37	29.97	78.28
7 Chetan Radia	35.63	11.69	35.37	76.85
8 Igor Kurt	24.72	35.37	29.00	76.73
9 Phil Day	21.46	14.23	45.89	74.46
10 Dennis Anderson	39.85	15.82	25.98	73.73
11 Brian Dennehy	29.66	22.13	29.00	69.72
12 Edi Birsan	32.10	0.50	35.74	68.09
13 Geoff Bache	5.32	11.42	53.75	67.83
14 Simon Bouton	24.72	38.10	5.05	65.34
15 Duncan Adams	0.70	41.58	21.88	63.80
16 Toby Harris	6.38	52.83	5.26	61.84
17 Andy Marshall	17.68	25.48	26.80	61.12
18 Simon Hornby	28.30	17.75	22.77	59.95
19 Andy Farnsworth	38.73	18.38	0.60	57.40
20 Shlomi Yaakovovich	9.88	46.59	0.40	56.67
21 Erik Rothe Klette	22.05	32.20	0.70	54.60
22 Philippe Clavaud	29.66	3.57	20.22	51.66
23 Tage Bengtsson	19.79	29.89	3.79	51.57
24 Gwen Maggi	26.60	24.53	0.60	51.43
25 Shaun Derrick	7.77	39.69	7.23	51.08
26 Richard Williams	4.13	13.33	34.02	49.42
27 Ron Poet	0.50	32.23	15.92	48.41
28 Ian Moes	18.31	29.21		47.52
29 Fearghal O'Donnchu	0.60	38.95	7.23	46.48
30 Niclas Perez	17.82	7.06	24.45	45.80
31 Ruben Sanchez	15.64	27.37	3.79	44.90
32 Vick Hall	26.60	17.75	1.00	44.85
33 Sebastian Beer	5.36	35.77	5.05	43.66
34 Rene Van Rooijen	33.99	5.79	6.73	43.61
35 Bjorn Westling	20.82	9.44	17.48	43.02
36 Ashish Shah	21.79	20.74	0.90	42.98
37 Oscar Dijkhoff	20.82	1.10	20.36	41.73
38 Vincent Mous	7.87	3.93	30.47	40.31
39 Andrew Greco	19.14	20.74		39.88
40 Simen Fure Jorgensen	13.82	18.45	13.72	39.13
41 Doug Massie	0.60	36.24	0.90	37.44
42 Thomas Sebeyran	15.20	20.97	1.10	36.72
43 Brian Frew		36.24		36.24
44 Garry Hood	0.30	31.53	4.10	35.78
45 Vincent Carry	10.52	7.64	20.82	35.16
46 Guy Thomas	13.82	5.53	17.55	34.14
47 Gihan Bandaranaike	7.09	20.51	8.16	32.22
48 Jon Saul	6.73	0.80	22.85	29.98
49 Phil Williams		29.21		29.21
50 David Percik	11.60	13.24	6.95	28.31
51 Luke Ellis		27.94		27.94
52 John Stratford	22.40	3.68	3.60	27.88
53 Rick Desper	12.98	1.00	12.93	26.40
54 Neil Duncan		26.39		26.39
55 Christopher Gledhill	25.88			25.88
56 Ray Setzer	15.64	9.49		25.12
57 Thomas Franke	19.54	0.50	5.33	25.12
58 John Jamieson	0.60	20.74	3.29	24.33
59 Ivan Woodward	23.53	0.30		23.83
60 Graham Woodring	19.31	3.57	0.40	23.08
61 Rob Kemp		21.46		21.46
62 Donald Woodring	9.60	0.60	11.09	20.99
63 Justin Sadler	7.87	12.60		20.48
64 Millis Miller	0.90	15.08	4.03	19.56
65 Nick Parish		19.21		19.21
John College		19.21		19.21
67 Emeric Miszti	0.40	17.42		17.82
68 Paul Cook		17.42		17.42
69 Jeremy Tullett	14.79	1.10	0.70	16.24
70 Geoff Kemp		7.55	6.34	13.88
71 Joao Carvalho	0.50	5.53	6.36	12.14
72 Mattias Johansson	11.09	0.30	0.80	12.04
73 Niall Litton	3.43	8.42		11.85
74 Julian Ziesing		11.17	0.50	11.67
75 Rob Lozynskyj		11.64		11.64
76 John Wilman			11.34	11.34
77 Brian Shelden	7.40	3.85		11.25
78 Paul Cridland	10.08		0.80	10.88
79 Robin Walters	9.45	0.80	0.90	10.75
80 Declan Waters		10.63		10.63
Richard Huzzey		10.63		10.63
82 Steve Agg		6.45	3.95	10.39
83 Dan Lester	0.80	7.55		8.35
84 Peter Richardson	3.43	4.88		8.31
85 Roelof Van Der Laan	4.32	3.57		7.89

DIPLOMACY WORLD

86 Mike Dean	7.77		7.77	
87 Don Del Grande	7.28	0.40	7.68	
88 James Pinnion		7.34	7.34	
89 Andre Illevics	6.38	0.60	6.98	
90 Jens Persson	0.90	5.24	1.00	6.69
91 Patrick Carlsson	5.45	0.50	0.50	6.20
92 Danny Collman		0.70	5.09	5.79
93 Erlend Janbu	5.36	0.40		5.76
94 David Cutcliffe	0.60		5.09	5.69
95 Pete Mason		5.36		5.36
96 Mog Firth	0.40	4.33		4.73
97 Chris Martin	0.40	0.50	3.90	4.60
98 Per Larsson	0.80	0.50	0.60	1.65
99 Giancarlo Ceccoli	0.70	0.90		1.60
100 Danilo Bacchini	0.70	0.50		1.20
101 Tony Cutcliffe	0.60		0.30	0.90
102 Paul Riley		0.90		0.90
103 GM Position 3		0.80		0.80
104 Martin Bates		0.70		0.70
Mario Tenti		0.70		0.70
GM Position 1		0.70		0.70
Bjarne Rene			0.70	0.70
108 Phil Hannay	0.60			0.60
Tony Dickinson	0.60			0.60
GM Position 2	0.60			0.60
111 Philip Gardner	0.50			0.50
Gordon Aickin	0.50			0.50
Gluco Bianchi	0.50			0.50

TEAM CHAMPIONSHIP

Seven Deadly Sinners	182.19
Niclas Perez	7.06
Simon Bouton	38.10
Demis Hassabis	35.37
Cyrille Sevin	28.89
Chetan Radia	11.69
Brian Dennehy	22.13
Fearghal O'Donnchu	38.95

The Cranky Old Women	160.63
John College	19.21
Brian Frew	36.24
Thomas Sebeyran	20.97
Guy Thomas	5.53
Toby Harris	52.83
Niall Litton	8.42
Paul Cook	17.42

The Team with No Name	145.65
Chris Martin	0.50
Duncan Adams	41.58
Mark Wightman	20.51

Shlomi Yaakovovich	46.59
Steve Agg	6.45
Rob Lozynskyj	11.64
Andy Farnsworth	18.38

The Euro's	144.80
Erik Rothe Klette	32.20
Emeric Miszti	17.42
Gwen Maggi	24.53
Ron Poet	32.23
John Stratford	3.68
Phil Day	14.23
Gihan Bandaranaike	20.51

TCP	142.06
Neil Duncan	26.39
Ivan Woodward	0.30
Richard Williams	13.33
Shaun Derrick	39.69
Andrew Greco	20.74
Pete Mason	5.36
Doug Massie	36.24

Just Us	121.59
Ashish Shah	20.74
Tony Dickinson	0.60
Garry Hood	31.53
Geoff Kemp	7.55
Mog Firth	4.33
Igor Kurt	35.37
Rob Kemp	21.46

Oxford Old Gits	88.16
Gordon Aickin	0.50
Martin Bates	0.70
Nick Parish	19.21
Phil Williams	29.21
Simon Hornby	17.75
Dan Lester	7.55
David Percik	13.24

Kie to Hol	79.21
Andre Illevics	0.60
Roelof Van Der Laan	3.57
John Jamieson	20.74
Andre Kooy	36.24
Julian Ziesing	11.17
Oscar Dijkhoff	1.10
Rene Van Rooijen	5.79

7 Nations Away	77.34
Vincent Mous	3.93
Vick Hall	17.75
Yann Clouet	26.39

DIPLOMACY WORLD

Frank Johansen 0.60
 Jon Saul 0.80
 Thomas Franke 0.50
 Ruben Sanchez 27.37

Geoff Bache 11.42
 Joao Carvalho 5.53
 Mario Tenti 0.70
 Giancarlo Ceccoli 0.90

The Bon Stewards 66.90
 Philippe Clavaud 3.57
 Ray Setzer 9.49
 Ian Moes 29.21
 Simen Fure Jorgensen 18.45
 Paul Riley 0.90
 Peter Richardson 4.88
 Erlend Janbu 0.40

Gnostikoi Mc 61.69
 Patrick Carlsson 0.50
 Mattias Johansson 0.30
 Bjorn Westling 9.44
 Tage Bengtsson 29.89
 Dennis Anderson 15.82
 Jens Persson 5.24
 Per Larsson 0.50

Team America 49.88
 Rick Desper 1.00
 Don Del Grande 0.40
 Andy Marshall 25.48
 Edi Birsan 0.50
 Millis Miller 15.08
 Brian Shelden 3.85
 Graham Woodring 3.57

The Name with No Team 46.92
 Robin Walters 0.80
 GM Position 1 0.70
 Sebastian Beer 35.77
 GM Position 2 0.60
 Donald Woodring 0.60
 Vincent Carry 7.64
 GM Position 3 0.80

How Many F's in Oxford? 43.40
 Declan Waters 10.63
 Phil Hannay 0.60
 Richard Huzzey 10.63
 Philip Gardner 0.50
 Justin Sadler 12.60
 Jeremy Tullett 1.10
 James Pinnion 7.34

A.S.G.S. and Friends 20.26
 Danny Collman 0.70
 Glauco Bianchi 0.50
 Danilo Bacchini 0.50

COMPLETE GAME BOARD RESULTS:

Board Results for round 1

Board 1

Austria John Stratford 8 22.40
 England Donald Woodring 4 9.60
 France Cyrille Sevin 1 4.20
 Germany Vick Hall 9 26.60
 Italy Gwen Maggi 9 26.60
 Russia Brian Shelden 3 7.40
 Turkey Fearghal O'Donnchu 1906 0.60

Board 2

Austria Ivan Woodward 8 23.53
 England Paul Cridland 4 10.08
 France Thomas Franke 7 19.54
 Germany Mike Dean 3 7.77
 Italy Shaun Derrick 3 7.77
 Russia Luke Ellis 9 27.94
 Turkey Emeric Miszti 1904 0.40

Board 3

Austria Millis Miller 1909 0.90
 England Phil Day 8 21.46
 France Niclas Perez 7 17.82
 Germany Gihan Bandaranaike 3 7.09
 Italy Erlend Janbu 2 5.36
 Russia Sebastian Beer 2 5.36
 Turkey Dennis Anderson 12 39.85

Board 4

Austria Niall Litton 1 3.43
 England Rene Van Rooijen 12 33.99
 France Peter Richardson 1 3.43
 Germany Thomas Sebeyran 7 15.20
 Italy Giancarlo Ceccoli 1907 0.70
 Russia Dan Lester 1908 0.80
 Turkey Andy Farnsworth 13 38.73

Board 5

Austria Mark Wightman 7 19.79
 England Justin Sadler 3 7.87
 France Tage Bengtsson 7 19.79
 Germany Rick Desper 5 12.98
 Italy Vincent Mous 3 7.87
 Russia Simon Hornby 9 28.30
 Turkey John Jamieson 1906 0.60

DIPLOMACY WORLD

Board 6

Austria	Vincent Carry	5	10.52
England	Mog Firth	1904	0.40
France	Graham Woodring	8	19.31
Germany	Toby Harris	3	6.38
Italy	Andre Illevics	3	6.38
Russia	Yann Clouet	15	51.90
Turkey	Garry Hood	1903	0.30

Board 7

Austria	Guy Thomas	6	13.82
England	Chris Martin	1904	0.40
France	Frank Johansen	14	48.73
Germany	Mattias Johansson	5	11.09
Italy	Jon Saul	3	6.73
Russia	Simen Fure Jorgensen	6	13.82
Turkey	Danilo Bacchini	1907	0.70

Board 8

Austria	Simon Bouton	9	24.72
England	Joao Carvalho	1905	0.50
France	Oscar Dijkhoff	8	20.82
Germany	Igor Kurt	9	24.72
Italy	Bjorn Westling	8	20.82
Russia	Duncan Adams	1907	0.70
Turkey	Andre Kooy	1907	0.70

Board 9

Austria	David Cutcliffe	1906	0.60
England	Robin Walters	4	9.45
France	Chetan Radia	11	35.63
Germany	Richard Williams	1	4.13
Italy	Ian Moes	7	18.31
Russia	Don Del Grande	3	7.28
Turkey	Erik Rothe Klette	8	22.05

Board 10

Austria	Per Larsson	1908	0.80
England	Jeremy Tullett	6	14.79
France	Christopher Gledhill	9	25.88
Germany	Jens Persson	1909	0.90
Italy	Demis Hassabis	9	25.88
Russia	Patrick Carlsson	2	5.45
Turkey	Ashish Shah	8	21.79

Board 11

Austria	Brian Dennehy	10	29.66
England	David Percik	5	11.60
France	Tony Cutcliffe	1906	0.60
Germany	Philippe Clavaud	10	29.66
Italy	Andy Marshall	7	17.68
Russia	Doug Massie	1906	0.60
Turkey	Geoff Bache	2	5.32

Board 12

Austria	Edi Birsan	10	32.10
England	Shlomi Yaakovovich	4	9.88
France	Ray Setzer	6	15.64
Germany	Roelof Van Der Laan	1	4.32
Italy	Andrew Greco	7	19.14
Russia	Ruben Sanchez	6	15.64
Turkey	Ron Poet	1905	0.50

Board Results for round 2

Board 1

Austria	Declan Waters	5	10.63
England	Mattias Johansson	1903	0.30
France	Garry Hood	11	31.53
Germany	Andre Kooy	12	36.24
Italy	Paul Riley	1909	0.90
Russia	Thomas Franke	1905	0.50
Turkey	David Percik	6	13.24

Board 2

Austria	Ashish Shah	8	20.74
England	Martin Bates	1907	0.70
France	John Jamieson	8	20.74
Germany	Cyrille Sevin	10	28.89
Italy	Andrew Greco	8	20.74
Russia	Mario Tenti	1907	0.70
Turkey	Erlend Janbu	1904	0.40

Board 3

Austria	John College	7	19.21
England	Don Del Grande	1904	0.40
France	Nick Parish	7	19.21
Germany	Ron Poet	10	32.23
Italy	Justin Sadler	5	12.60
Russia	Vincent Carry	3	7.64
Turkey	Rene Van Rooijen	2	5.79

Board 4

Austria	Robin Walters	1908	0.80
England	Simon Bouton	12	38.10
France	Mark Wightman	8	20.51
Germany	Frank Johansen	1906	0.60
Italy	Julian Ziesing	5	11.17
Russia	Brian Shelden	1	3.85
Turkey	Gihan Bandaranaike	8	20.51

Board 5

Austria	Vincent Mous	1	3.93
England	Glauco Bianchi	1905	0.50
France	Ian Moes	10	29.21
Germany	Phil Williams	10	29.21
Italy	Donald Woodring	1906	0.60

DIPLOMACY WORLD

Russia Phil Day 6 14.23
Turkey Paul Cook 7 17.42

Board 6

Austria Erik Rothe Klette 12 32.20
England Ivan Woodward 1903 0.30
France Bjorn Westling 5 9.44
Germany Shlomi Yaakovovich 15 46.59
Italy Mog Firth 2 4.33
Russia Jeremy Tullett 1911 1.10
Turkey Giancarlo Ceccoli 1909 0.90

Board 7

Austria Rick Desper 1910 1.00
England Emeric Miszti 7 17.42
France Thomas Sebeyran 8 20.97
Germany Geoff Bache 5 11.42
Italy Jon Saul 1908 0.80
Russia Jens Persson 2 5.24
Turkey Fearghal O'Donnchu 12 38.95

Board 8

Austria Chris Martin 1905 0.50
England GM Position 1 1907 0.70
France Andy Marshall 9 25.48
Germany Tage Bengtsson 10 29.89
Italy Chetan Radia 5 11.69
Russia Pete Mason 2 5.36
Turkey Rob Kemp 8 21.46

Board 9

Austria Philippe Clavaud 1 3.57
England Roelof Van Der Laan 1 3.57
France Demis Hassabis 12 35.37
Germany Philip Gardner 1905 0.50
Italy Dennis Anderson 7 15.82
Russia Igor Kurt 12 35.37
Turkey Graham Woodring 1 3.57

Board 10

Austria Niclas Perez 3 7.06
England Vick Hall 7 17.75
France Danilo Bacchini 1905 0.50
Germany Shaun Derrick 12 39.69
Italy Simon Hornby 7 17.75
Russia Rob Lozynskyj 5 11.64
Turkey Per Larsson 1905 0.50

Board 11

Austria Gordon Aickin 1905 0.50
England Ray Setzer 4 9.49
France Sebastian Beer 11 35.77
Germany Guy Thomas 2 5.53
Italy Joao Carvalho 2 5.53

Russia Brian Dennehy 8 22.13
Turkey Andy Farnsworth 7 18.38

Board 12

Austria Neil Duncan 9 26.39
England Tony Dickinson 1906 0.60
France Yann Clouet 9 26.39
Germany Simen Fure Jorgensen 7 18.45
Italy Millis Miller 6 15.08
Russia Oscar Dijkhoff 1911 1.10
Turkey James Pinnion 3 7.34

Board 13

Austria Danny Collman 1907 0.70
England Duncan Adams 13 41.58
France Richard Williams 6 13.33
Germany GM Position 2 1906 0.60
Italy John Stratford 1 3.68
Russia Niall Litton 4 8.42
Turkey Ruben Sanchez 10 27.37

Board 14

Austria Andre Illevics 1906 0.60
England Brian Frew 12 36.24
France Richard Huzzey 5 10.63
Germany Edi Birsan 1905 0.50
Italy Steve Agg 3 6.45
Russia Peter Richardson 2 4.88
Turkey Doug Massie 12 36.24

Board 15

Austria Patrick Carlsson 1905 0.50
England Phil Hannay 1906 0.60
France Gwen Maggi 10 24.53
Germany Geoff Kemp 4 7.55
Italy Toby Harris 16 52.83
Russia Dan Lester 4 7.55
Turkey GM Position 3 1908 0.80

Board Results for round 3

Board 1

Austria Igor Kurt 10 29.00
England John Wilman 5 11.34
France Bjarne Rene 1907 0.70
Germany Brian Dennehy 10 29.00
Italy Vincent Carry 8 20.82
Russia Chris Martin 1 3.90
Turkey Patrick Carlsson 1905 0.50

Board 2

Austria Mattias Johansson 1908 0.80
England Oscar Dijkhoff 8 20.36
France Donald Woodring 5 11.09

DIPLOMACY WORLD

Germany David Cutcliffe 2 5.09
 Italy Mark Wightman 14 48.73
 Russia Rene Van Rooijen 3 6.73
 Turkey Danny Collman 2 5.09

Board 3

Austria Frank Johansen 10 29.32
 England Richard Williams 11 34.02
 France Steve Agg 1 3.95
 Germany David Percik 3 6.95
 Italy Thomas Sebeyran 1911 1.10
 Russia Bjorn Westling 7 17.48
 Turkey Toby Harris 2 5.26

Board 4

Austria Ruben Sanchez 1 3.79
 England Simen Fure Jorgensen 6 13.72
 France Simon Bouton 2 5.05
 Germany Sebastian Beer 2 5.05
 Italy Philippe Clavaud 8 20.22
 Russia Tage Bengtsson 1 3.79
 Turkey Cyrille Sevin 14 48.38

Board 5

Austria Andy Farnsworth 1906 0.60
 England Chetan Radia 12 35.37
 France Gihan Bandaranaike 4 8.16
 Germany Ashish Shah 1909 0.90
 Italy Paul Cridland 1908 0.80
 Russia Rick Desper 6 12.93
 Turkey Yann Clouet 12 35.37

Board 6

Austria Gwen Maggi 1906 0.60
 England Edi Birsan 12 35.74
 France Per Larsson 1906 0.60
 Germany Jon Saul 9 22.85
 Italy Robin Walters 1909 0.90
 Russia Joao Carvalho 3 6.36

Turkey Andy Marshall 10 26.80

Board 7

Austria Fearghal O'Donnchu 3 7.23
 England Doug Massie 1909 0.90
 France Vincent Mous 10 30.47
 Germany Dennis Anderson 9 25.98
 Italy Garry Hood 1 4.10
 Russia Shaun Derrick 3 7.23
 Turkey Duncan Adams 8 21.88

Board 8

Austria Vick Hall 1910 1.00
 England Julian Ziesing 1905 0.50
 France Geoff Bache 17 53.75
 Germany Thomas Franke 3 5.33
 Italy Shlomi Yaakovovich 1904 0.40
 Russia Millis Miller 2 4.03
 Turkey Demis Hassabis 12 29.97

Board 9

Austria Tony Cutcliffe 1903 0.30
 England Erik Rothe Klette 1907 0.70
 France Guy Thomas 8 17.55
 Germany Niclas Perez 10 24.45
 Italy Andre Kooy 15 47.18
 Russia John Jamieson 1 3.29
 Turkey Jens Persson 1910 1.00

Board 10

Austria Simon Hornby 9 22.77
 England John Stratford 1 3.60
 France Phil Day 14 45.89
 Germany Graham Woodring 1904 0.40
 Italy Ron Poet 7 15.92
 Russia Geoff Kemp 3 6.34
 Turkey Jeremy Tullett 1907 0.70

((Jim Burgess notes: I was not there, so I'm not going to try to report details; however, the other important news is that the bid for World DipCon in 2006 was won by the German group who will be putting World DipCon in Berlin for the first time. World DipCon for 2005 already is set for the Baltimore/Washington area, but note Tim Richardson's explanation in the letter column above about the separation of World DipCon from the World Boardgaming Championships. This is regrettable, but is the right decision. By next issue we should have more details on the specifics for that World DipCon. Kudos to David Norman for a GREAT job in organizing and running this World DipCon in Birmingham. We need to recognize how much hard work goes into creating these fun events for the rest of us.))

DIPLOMACY WORLD

What Skills are Needed to Play Diplomacy Well?

by Eric Hunter

Editor's Note: I am sure there was a title to this article somewhere but I failed to copy it I guess and it has been dropped off my AOL old mail, so I just made up one that sounds right. Eric, if you want to change the title, let me know and I will change it.

I have had the pleasure of playing with eight of the Top-20 players on the JDPR. I have also played with six of the Top-20 Face-to-Face players in North America. Additionally, I have played in five of the Top-20 full-press games, and in 2001, I was lucky enough to be ranked among the Top-20 JDPR full-press players, myself. I therefore think that I am at least somewhat qualified to discuss what differentiates a highly skilled Diplomacy player from a run-of-the-mill one.

Do these various ratings system accurately measure a person's ability to play Diplomacy? I think they do, yes, but if that is so, then what skill or skills are they measuring? Or, to phrase the question in a more general way, what skills are necessary to play Diplomacy well? Most people, if they think about it, would say that success in Diplomacy depends on strategy, tactics, and well, diplomacy. I would, however, add a fourth category, empathy, to the list, and I will define those skills herein. My thanks to the participants of the pinnacle-d yahoo group for beginning the conversation that led to this article, and particularly to David Dye for exemplifying empathic play in both 'village' and 'pinnacle'.

Diplomacy

Diplomacy is the ability to conduct negotiations without arousing hostility. Within the game it is the ability to influence the other players, to convince them to adopt your plans, and to make them believe you are telling them the truth, whether you are or you aren't. "If you can fake sincerity, you've got it made." Write often. Write to every Power at least once each Phase, and reply to every letter you get. The relationships you establish with the Powers on the other side of the stalemate line in 1901 build the foundation for the alliances you need during the mid-game to advance into the endgame in a winning position.

Strategy

Strategy is the art and science of employing political, economic, psychological, and military forces to support adopted policies in peace or war. In the game it is the ability to look at the big picture. You need to set realistic, yet ambitious goals, and figure out what conditions you need to establish across the board to get there. It is critical to be aware of the whole board because you can't Solo if another Power gets to 18 first. Some people say that you should decide in 1901 which 18 Centers you are going to take to Solo, but that is a misguided approach. Any 18 Centers will give you the Solo, and the closest Centers are not always the easiest to take. To Solo you need position, flexibility, and relationships. Focusing on one path leaves you with nowhere to turn if that path is sealed off.

DIPLOMACY WORLD

Tactics

Tactics is the art or skill of employing available means to accomplish an end. Within the game it is the ability to look at the current board position, and see what moves have the best chance to advance your strategic objectives, and to see what alternatives are still available to you if you lack the Units to force your way to your goals. Being able to see a three-Center stab is good. If, however, that stab leaves you out of position to cross the stalemate line before it is sealed off, and if it causes a "Stop-the-Leader" alliance to coalesce against you, you are better off passing on the stab, and going for the position.

Empathy

Empathy is the capacity for understanding, being aware of, being sensitive to, and vicariously experiencing the feelings, thoughts, and experience of another without having the feelings, thoughts, and experience fully communicated to you in an objectively explicit manner. In the game it is the ability to see the board from the other Power's perspective. If you can see his goals and objectives, even if he doesn't spell them out, then you can determine the best way to approach him to encourage him to help you achieve your own, and to use his goals to further your own cause. Empathy also involves understanding how to approach your opponent. Do you need to be tough or gentle, giving or demanding, should you suggest a course of action, offer a choice of paths, or ask his opinion without suggesting one of your own?

The four "skills" are, of course, interrelated. Your sense of the players should influence your diplomacy, your strategy, and your tactics. If you feel you can trust, or manipulate, a player, then allying with him makes more sense, even if it is an unusual alliance like AT, IT, or RG. Your strategy/goals should always influence your diplomacy, your tactics, and your approach to the other players. If you are playing for the Solo, keeping smaller Powers alive will often improve your chances. If you are hoping to survive in the Draw, eliminating the other smaller Powers may improve your chances. And finally, no matter how well you understand a player's style and motivations, if he's on the other side of the world, and he is so overwhelmed with real life and other games that he almost never writes, then you are probably better off allying with someone you can establish regular communication with, in order to "kill the silent Power".

DIPLOMACY WORLD

Those who can, teach.

Reflections on the TeachMe format *By: Alastair Tomlinson*

Introduction: The TeachMe format has comprised a series of standard partial press games where each power is played by a relative newbie, each accompanied by an experienced coach that sees all the press that is being sent to and from that newbie, with the coach being only allowed to communicate with their own power. The intention of the format is to provide a learning experience for all concerned - often the best way to learn something is to teach it, and for the newbies, this is a golden chance to learn from an experienced player.

There have been three games in the series to date. I took part as a relative newbie playing Austria in teachme3. From my perspective I found the experience immensely helpful. There was a fair bit of discussion in the EOG of teachme3 about the format, improvements that could be made, problems that might need addressing, and it seemed appropriate to me to try and develop these ideas into a more structured reflection on the whole series. (Maybe after reading this you'll think otherwise!) I therefore sought the view of other past participants in the series, as players, coaches, or GMs (some have fulfilled more than one role over the course of time). I asked some general questions, and some directed specifically at coaches or players. I've done my best to summarize and collate the responses below.

What did you learn from your participation in TeachMe?

"That teaching guys like Brent Warner and Chris Aanstoos the secrets of advanced play can have a negative effect on your JDPR Rank." - Eric Hunter

As might be expected, players in general felt that they learnt *a lot* from having the almost instant feedback on how they were doing from an experienced player. A number reported how much better their play became as a result of playing in a TeachMe game - in most cases the improvements were noticeable even as the game itself went on. It was interesting to note that coaches as well as players found TeachMe a learning experience. Even GMs felt that being 'in' on everything being said, both between players and between players and coaches, was a great learning experience. There was also felt to be a significant learning opportunity at the end of the game with the availability of the complete press archive - enabling players to look back through the various stages of the game, seeing how their press and tactics were being analyzed by other players and coaches. The difficulty with this was making the press available in a user-friendly format (realistically web-based) and also the sheer volume of press involved (in teachme3 around 3600 messages) which at the end of a long game takes a bit of sloughing through.

What works well about the TeachMe format, and what are the drawbacks?

A general view is that the key innovation of the TeachMe format - i.e. the presence of a coach offering near-instant feedback on the nuances of press, strategy and tactics - is

DIPLOMACY WORLD

extremely useful, and the huge opportunities for all involved for learning and improving your game. The only major drawback identified (which is unavoidable to a large extent) is that there is a lot riding on the quality of the relationship between the player and his/her coach. If that relationship goes well, the game seems to be a great learning experience for all involved. If for some reason player and coach don't hit it off (whether due to lack of time, commitment to the game, no rapport etc etc etc) then the game becomes a bit more of a struggle, especially if as a player you are not benefiting from the sort of advice and discussion that other players may be.

Another potential downside is the additional complication of having the extra press flying between coach and player, which can result in unfortunate errors (e.g. press intended for a coach being sent to a rival power, which could reveal an awful lot about your intentions) and as a practical issue inevitably requires longer deadlines, and may result in less spontaneous press than might otherwise occur. The sheer volume of all this press can become a little overwhelming, and if communication between player and coach drops off too much, the main benefits of the format are lessened somewhat. That said, a certain amount of 'tailing off' of the flow of advice seems to be inevitable, as the players grow more confident and begin to 'spread their wings'. The way that coaches handle that loosening of the reins seems to be another key theme that emerges. And beneath it all there is always the danger that the coach uses their player as little more than a puppet to act out their desires - for the format to be of benefit, it is crucial that the player makes the final decision on all matters.

What sort of issues were discussed most? A common theme was the way in which the game was split into various facets - Diplomacy, Tactics, and Strategy (and also Psychology, in the view of some). The balance between each of these varied depending on the perceived strengths and weaknesses of both players and coaches, and the changing game situation. Many players felt a major issue was learning how to analyze press, reading between the lines, and the use of subtle emphasis in both their own press and the press of others. Developing the skill of analyzing the board position in its widest sense (not just tactics) and managing the transition from opening to midgame, and midgame to endgame (so far as these distinctions exist) was also a valued theme.

Any improvements that could be made? There was a general feeling that the TeachMe format works well as it is. Any possible modifications seem to revolve around trying to increase further the feedback from coaches to players. One suggestion was to have more than one coach for each player - but it can already be difficult to find suitably experienced coaches with the time to devote to the game, and having more than one set of advice coming in could be confusing for a novice player. Another option is the concept of a "Coaches Corner", where coaches pass comment on the press and play of all the players - either in the form of a diary (which only becomes available at the end of the game, and doesn't allow much discussion between coaches) or via some form of discussion forum. The catch with the discussion approach is trying to avoid situations where game information spills out in the discussion - a suggested way round this might be for coaches to refrain from commenting on their own player or responding to the comments of about 'their' player.

DIPLOMACY WORLD

Richard Judd, GM of the original TeachMe game, suggests that one modification could be for observers to sign on to receive all the press sent and received by one particular power, including the coach-player correspondence. To a certain extent this merges the teachme format with the commentary style that has been followed in the comments and pinnacle games recently. It might also reduce the strain on observers of trying to digest all the press from a game such as this. Perhaps such 'power observers' could even have some mechanism of making comments to the coach (or allowing the coaches, but not players, to have access to this discussion forum) for the coaches use, allowing the coach to make additional suggestions to the players as they see fit.

The possibility of alternative coaches has been suggested (with the necessary proviso relating to the difficulty of recruiting coaches, see above). This would allow students to have the opportunity to 'fire' their coach if they don't feel things are working out. Chris Aanstoos (a player in teachme2) explained that in his situation, although his initial coach was perfectly friendly, he didn't feel that he was getting the advice he needed. So he requested to have a different coach of his choosing, in this case Joe Brennan, who he had already struck up a good relationship with in a previous game. By the same token, students should recognize that involvement in a game like this is really a privilege, and therefore they should take an active role. There is an argument that players who are not taking a truly active role (eg persistently late, even if they meet the grace period; not involving a great deal of discussion with their coach) should be replaced.

Addressing the recruitment of coaches seems to be a key issue. It's perhaps worth emphasizing that, based on the comments received, there is no expectation that coaches have to be perfect or very highly-rated players (though of course it is a help, and there is a need for at least a certain amount of experience). A number of coaches commented that in some aspects of the game their players were as good or better than them; in those situations the coach focused their attentions on the player's weaker areas, and those areas in which they felt most able to offer constructive comment - sometimes this was in the area of tactics, in others addressing the area of strategy and press.

My comments: Andy Tomlinson (no relation) commented that involvement in teachme3 helped him feel more like a part of the wider Dip community - before then he had felt more like an outsider looking in. I can certainly concur with that feeling. I found that being involved in teachme3 was a great learning experience, and in combination with following both games in the comments series, has allowed me to develop a much greater understanding of how to improve my play. I hope that the series will continue - with appropriate modifications where necessary - and that other players, coaches and GMs can gain the benefits of involvement with such a great format. Thanks to all those who responded to my requests for comments; in particular Ben Harris, Chris Aanstoos, Brent Warner, Eric Hunter, Andy Tomlinson, Randy Hudson, Richard Judd, Thorfinn, and anyone else I've carelessly forgotten!

Contact *Alastair Tomlinson* at [alastair at moss cottage.org.uk](mailto:alastair@moss cottage.org.uk)

DIPLOMACY WORLD

Diplomacy: The Challenge of Playing Italy Part 1: Early Strategic and Diplomatic Views from Rome

by Edi E. Birsan

All the different scaling systems used to rank the various countries' achievements rate Italy as either the hardest or the second hardest country to play. (In fairness, the spread on the scale from strongest to weakest is usually a difference of less than 20%.) Unlike its neighbor Austria, which has a reputation for early death or early power, Italy has been known to languish for years in mediocrity until a foe advancing from east or west puts it out of its misery. Too often, this sad state arises because the Italian player is lulled into waiting and seeing rather than taking a decisive role in events developing on the board.

Italy's weakness is that it doesn't properly belong in either the western or the eastern half of the board. The beginning phase of the game almost always sees conflict arising between Russia, Turkey, and Austria-Hungary in the east and between Germany, England, and France in the west. Italy can be drawn into either of those conflicts, or if it's not careful, both. It's essential to understand this basic fact of geopolitics if you're to do well with Italy. Once you understand the situation, there are ways to turn that weakness to your advantage. This article is a primer on Italy's strategic and diplomatic options for the new player or for the experienced player who believes Italy can't do well.

Diplomatic Concerns at the Start

Every game is affected and driven by the seven pieces around the board: the players. The view from Rome must be developed just like any other power's. The "Big Three Questions" for Spring '01 are as relevant for Italy as for the other countries. Namely:

1. What's happening in Galicia?

If there is a bounce, it most likely means that the Austrians are committed to using Army Vienna in that struggle. The odds are then very great that Trieste will be open to a direct move from Venice, and unless the Germans are very adventurous, Tyrolia will be open also.

2. What's happening in the Black Sea?

A bounce in the Black Sea is a sign of relief for Italy, because the most dangerous opening for the Italians is the Russo-Turkish Juggernaut signaled by a shift of the Turkish fleet from Ankara to Constantinople and then to the Aegean in Fall '01. On the other hand, if one side is taking the Black Sea and the other is expecting it to be neutral, that opens up many opportunities for Italy.

3. What's happening in Belgium?

If France appears to have its sights on Belgium, it means a potential three builds for France. That is a much bigger problem than if Germany or any other country were to get three builds. With France poised to capture three Supply Centers right out of the gate, however, there is a chance to pull England or Germany into a direct 1901 attack on France.

DIPLOMACY WORLD

If England gets Belgium, that creates a greater sense of balance in the west and gives the Italians a reason to look eastward because there is no incentive for the English to fight France in '01 if France is ceding them Belgium. Furthermore, if England and France agree over Belgium, a westward focus by Italy probably will produce a conflict with France and England squared off against Germany and Italy. Such a two-on-two match might drag on for a long time with few gains on either side.

If no one is sure who gets Belgium or no one is talking about it, then you have possibilities for either profitable intervention in the west and north or for chaos in the west that makes an eastern focus preferable. This final, uncertain case is the most annoying for Italy, because the indicators for making the crucial decision about an eastern or western approach are so unclear.

Strategic Concerns at the Start

Strategy is distinct from diplomacy in that it is generally separated from the personalities of the players and focuses instead on the balance (or imbalance) of the countries' positions. In initial discussions, players will often slip in strategic views of the game, trying to pull you along various lines of thinking that are advantageous to them.

For Italy, the power that directly straddles the great East-West stalemate line, the key decision strategically is, do you move to cause balance or imbalance? Italy cannot afford to ignore strategy. More so than any other country, Italy is susceptible to causing its own demise through poor strategic thinking. Always ask yourself, what is next?

Alliances: Five vs. Two

The strategist always wants to be in the strongest coalition. The strongest arrangement at the start is when a group of five powers aligns against two. As Italy, you have to ask yourself, "where will I be after the two are gone?"

For example, if the opening crush falls against England and Turkey ("the Witch Hunt"), then Italy is going to find itself pressed between a strengthened France and Austria in the middle game. To survive, Italy will need a solid relationship with Germany and Russia, giving it a choice of where to put the majority of its power in the midgame.

If the five vs. two becomes a jump on Austria and France, the Italian player might think he's in heaven. Unfortunately, it means that he probably will be left facing strong German/England and Russia/Turkey combinations in the second phase. In the East, the key is still a good relationship with Russia; in the West, England is the better friend to court.

If the five vs. two is a jump on Germany and Austria, then the Italians have a real strategic challenge. They are sandwiched between the two most powerful dual alliances in the game: Russia/Turkey and England/France. To survive, the Italian must split apart one of those alliances during the midgame, a challenge that truly tests the player's strategic timing and

DIPLOMACY WORLD

diplomatic skill. Frequently Italy meets its demise during the middle game because the player has embraced this particular five vs. two opening strategy without a good prospect for joining a major coalition in the second phase.

An opening that sees everyone turning against England and Russia is a strategic disaster for Italy. The country has nowhere to go for gains and will certainly be the weakest -- and therefore the most tempting target -- when the middle game begins. When this opening structure begins developing, Italy should pick either France or Austria as a victim and try to derail the nascent alliances before they become cemented. This is one of the few cases where a player is justified in taking an active role in a weaker coalition.

Alliances: Three vs. Four

Rarely, the opening strategic situation becomes a match up of four vs. three. Most commonly this shapes up on two battlefields -- one on which there are two countries fighting two and one on which two countries gang up on one.

However, in the rare case that the game really seems to be developing with four countries against three and the sides act as alliances rather than disjointed pairs, then Italy must try to be part of the larger group.

If that isn't possible, the situation becomes really complex -- and really interesting. Consider the case in which England, France, Russia, and Turkey take common cause against the three central powers. Italy is forced into the weaker alliance by its location. To survive, the Italians need to stalemate either the eastern or western battlefield. This threatens to create a gross imbalance when the stalemated powers are faced by the much stronger alliance from the far side of the board. In the example listed above, the Italian can have the greatest impact by sending the bulk of his forces to help the Austrians. This stalemates the Russians and Turks, allowing the English and French to gain strength by capturing Supply Centers from the besieged central powers. Eventually Germany, Italy, and Austria will be overrun by England and France, leaving those two countries far too strong for Russia and Turkey to withstand. Faced by that certain future, the Turks and Russians must either turn on each other or at least back off from their attacks on the central powers. In either case, it should free up the Italians to face the French.

Long Term Alliance Pairs

If Italy looks strategically at joining a two-country, long-term alliance, here are the prospects.

Austria: If Austria builds only armies and Italy mostly fleets, together they can eliminate the Turks. At the same time, Italy must ensure that the Austrians are always engaged in the front line with Russia and Germany, because the moment that the Austrians are not engaged they will come down on Northern Italy and the Italian possessions in Turkey.

Russia: This is my favorite ally for Italy. Over many years I have had more Italian solo victories with Russia as my core ally than any other single ally. It allows for the elimination

DIPLOMACY WORLD

of Austria and Turkey in any order. The Russians are far enough away that they can't catastrophically stab Italy, and they have enough concerns with England in the north and Germany in the center to keep their hands full while Italy plays with all of its strategic options.

France: This is less an active alliance and more a long-term buffer alliance in which the French agree to stay in the west and the Italians in the East. A French-Italian attack on Germany (the only country they can really cooperate against) almost never works strategically to the advantage of Italy.

Turkey: This is the hardest alliance to maintain throughout a game and, if it does last through the game, it's difficult to turn against Turkey in the end game because the Turks will have made themselves unassailable in the corner. Turkey-Italian alliances are very good for forcing stalemated games in which Turkey is weak and committed completely to holding the stalemate line in Russia-Rumania. It's best if Turkey has no fleets in the Mediterranean so it won't be tempted to stab Italy to reduce the difference between them in the draw.

Germany: This can be a fun alliance for the Italians. Like the Russian alliance, it depends on pulling in other partners during the opening and then working the strategic field. The inevitable opening attack on France can be followed with a breakout to the Mid-Atlantic to help the Germans against the English. In the middle phase of the game, the bulk of the Italian forces shift east to deal with whoever dominates the Austro-Turkish territory. Ideally this will be the Russians, because they will distract your Germany ally away from your centers in France and Iberia.

England: An early Anglo-Italy alliance usually attacks France. Problems arise immediately as Italy reaches toward the Mid-Atlantic, where England does not want to see any Italian presence. Unless the Italians can arrange for England to be occupied with Russia and Germany quickly, the alliance with England becomes a problem for Italy. They can't put pressure on the East the way a Germany-Italy alliance can, and as a result, the English are tempted to sell out the Italians near the end of the mid-game period and entrench themselves behind the Iberian/Mid-continent stalemate line.

As you can see, the Italians must perform a delicate balancing act. They are positioned dead center in the strategic web of the game. The key, as always, is to think ahead and tailor your diplomacy and tactics to fit the strategic possibilities that you arrange.

Edi Birsan is considered the first Diplomacy world champion for his win in 1971BC, the first championship invitational game. He has won numerous championship games since then in North America and worldwide and is universally considered one of the game's top players. More importantly, he has striven tirelessly for over three decades to promote Diplomacy play in all its forms, at all levels, all around the world.

DIPLOMACY WORLD

Italy and Austria: They Do Solo Now and Then

by Derek McLachlin

In a previous article in the web 'zine The Diplomatic Pouch (<http://devel.diplom.org/DipPouch/Zine/W2000A/McLachlin/Italy.html>), I studied Italian solo victories in partial press games on the judges. In this article, I provide updated data on Italian solos on the judges up to the end of 2002, and provide some numbers on Italy's neighbour, Austria.

With the help of Alain Tesio's search engine at www.floc.net, I found all Italian and Austria solo victories (18+ SCs) in standard judge games with white and partial press enabled and for which the complete Supply Centre history was available. As in the previous article, I excluded real time games. A total of 93 Italian solos (link to list of Italian solos) and 118 Austria solos (link to Austrian solos) met the criteria.

Italian victories

The number of games in which each of the 34 Supply Centres was owned by the Italy at the end of Italian wins is shown in Table 1.

Supply Centre	Number of times owned	Percentage of games owned	No. times taken in final year	Distance from home SC
Ven	93	100	1	0
Rom	93	100	0	0
Nap	93	100	0	0
Tun	92	99	1	2
Gre	85	91	7	2
Spa	83	89	15	3
Tri	83	89	7	1
Mar	81	87	8	2
Smy	77	83	12	3
Ser	76	82	6	2
Bud	73	78	14	2
Bul	73	78	10	3
Vie	72	77	10	2
Con	71	76	11	3
Por	70	75	9	4
Ank	63	68	14	4
Rum	60	65	15	3
Sev	49	53	24	4
Mun	45	48	20	2
Bre	44	47	11	4
Par	43	46	6	4
Lpl	29	31	8	5
War	25	27	11	4
Mos	23	25	16	5
Bel	21	23	4	4
Lon	20	22	6	5

DIPLOMACY WORLD

Supply Centre	Number of times owned	Percentage of games owned	No. times taken in final year	Distance from home SC
Kie	15	16	3	3
Nwy	14	15	8	6
Hol	14	15	2	4
Den	12	13	6	4
Ber	12	13	5	3
Stp	8	9	7	6
Swe	6	6	4	5

Table 1. Supply Centre ownership by Italy at the end of solo victories. Distance indicates the number of moves it would take a unit to move from an Italian home Supply Centre to the given Centre, discounting convoys.

Fifteen SCs were held at game end 75% of the time: Italy, Tunis, Austria, Greece, Serbia, Smyrna, Constantinople, Bulgaria, Marseilles, Spain and Portugal. These SCs are clustered near the Mediterranean. Rumania, Ankara and Sevastopol were each taken over half of the time, rounding out a group of 18 SCs. The German home Centres, although close to Venice, were taken relatively infrequently.

As might be expected, the final push to victory typically involved capturing SCs on the outskirts of Italy's typical final territory. Sevastopol, Munich, Moscow, Rumania, Spain, Budapest and Ankara were the Centres taken most often in the final year.

As in the previous article, I split the board into eastern and western portions that did not include Italy or Tunis. The eastern part included the 13 SCs represented by the Austrian, Turkish and Russian home SCs, except Stp, and the four Balkan neutrals. The western part included the remaining 17 SCs. I grouped the Italian victories into three classes: eastern wins (four SCs or fewer taken from the western half), western wins (four SCs or fewer taken from the eastern half) and split wins (at least five SCs taken from each half). The mean SC counts at the end of the game for each power in each class of win are shown in Table 2.

Class	Number of wins	Mean SC count at end of game					
		Austria	England	France	Germany	Russia	Turkey
Eastern	49	0.2 ^c	3.8 ^{a,b}	4.9 ^a	3.9 ^{a,b}	2.6 ^b	0.2 ^c
Split	30	1.6 ^b	4.0 ^a	0.8 ^b	3.8 ^a	3.8 ^a	1.2 ^b
Western	14	9.6 ^a	0.5 ^{b,c}	0.1 ^c	1.1 ^{b,c}	1.9 ^b	1.6 ^{b,c}
Total	93	2.1 ^b	3.4 ^a	2.8 ^{a,b}	3.5 ^a	2.9 ^{a,b}	0.7 ^c

Table 2. Classification of Italian wins into predominantly eastern, predominantly western, or split. Numbers for each country indicate the mean Supply Centre counts at the end of the game. Superscript letters indicate groups of powers for which the SC counts were not statistically significantly different ($P < 0.05^*$).

DIPLOMACY WORLD

Based on the numbers in Table 2, for eastern Italian wins, the western three powers did well but none of them did better than any other, while Austria and Turkey did very poorly. One could infer that, when Italy pursues an eastern strategy, it is not that important which western power is dominant.

For split wins, England, Germany and Russia did equally well, while France, Austria and Turkey did less well. Which of EGR did well did not seem to matter very much to Italy.

In western Italian wins, however, there was a striking tendency for Austria to do well, while all of the other powers did poorly. It seems that Austria, rather than Russia or Turkey, is a preferred ally for Italian leaders who wish to make their fortune in the west.

As a final analysis of Italian wins, I charted the order in which Italy captured SCs in various sectors of the board. The sectors were defined as shown in Table 3.

Sector	Supply Centres
Austria	Tri, Vie, Bud, Ser
England	Lon, Lpl, Edi, Nwy
France	Par, Mar, Bre, Spa, Por
Germany	Ber, Kie, Mun, Hol, Den
Italy	Ven, Rom, Nap, Tun
Russia	Stp, War, Mos, Sev, Swe
Turkey	Ank, Smy, Con, Bul
None	Gre, Rum, Bel

Table 3. Division of the board into sectors. Rumania and Belgium were not included in any sector because of their positions between powers, making it less clear to which sector they should belong. Greece was not included in the Austrian sector even though Austria usually takes Greece in the game's early stages because, when allied to Italy, Austrian players frequently relinquish Greece to Italy voluntarily. In such cases Italian ownership of Greece would be incorrectly interpreted as a hostile incursion into the Austrian sector. Nwy and Swe were included in the English and Russian sectors respectively, because in 1901 these SCs are traditionally considered "natural" neutrals for those countries to take.

Italy was considered to have permanently entered a sector when it took ownership of any SC within that sector and maintained ownership of at least one SC in that sector for the rest of the game. Only permanent entry into a sector was considered in this analysis. The number of games each sector pattern occurred is shown in Table 4 on the next page.

The sector entry data indicate that Austria and Turkey are favourite early targets of Italians who go on to solo. Each is attacked first or second in 60/93 or 65% of Italian wins. France is attacked first almost as often as Austria (34% vs 46% of wins). Despite its closeness to Italy, Germany is rarely attacked early in Italian wins.

DIPLOMACY WORLD

1 st Sector	2 nd Sector	3 rd Sector
Austria (43)	Turkey (32)	France (21)
		Russia (9)
		Germany (2)
	France (8)	Turkey (6)
		Germany (2)
	Russia (2)	France (1)
		Germany (1)
	Germany (1)	Turkey (1)
France (32)	Turkey (10)	Austria (7)
		Germany (2)
		England (1)
	Austria (9)	Turkey (6)
		France (3)
	England (7)	Germany (6)
		Austria (1)
	Germany (6)	England (5)
		Austria (1)
Turkey (18)	France (9)	Austria (7)
		Russia (2)
	Austria (8)	France (5)
		Russia (3)
	Germany (1)	France (1)

Table 4. Sectors permanently entered by Italy, ordered sequentially. Numbers in parentheses indicate the number of occurrences of the given pattern. For example, reading along the top, Austria was entered first 43 times; of those 43 times, Turkey was entered second 32 times; and of those 32 times, France was entered third 21 times, giving a total of 21 occurrences of the sequence ATF.

Austrian wins

Similar analyses were performed for Austrian wins. The following 17 SCs were owned by Austria at the end of the game at least 75% of the time: Austria, the balkans, Italy, Turkey, Russia (except Stp) and Munich (Table 5). In addition, Tunis was held in 60% of Austrian wins. England's home SCs were rarely taken. Considering their closeness to the Austrian home Centres, Tunis, Berlin, Kiel and Marseilles were taken relatively rarely.

Munich, Tunis, Naples, Marseilles and Spain were the SCs taken most often in the final year. This implies that many Austria wins finish with a push to the west after the east has been secured.

DIPLOMACY WORLD

Supply Centre	Number of times owned	Percentage of games owned	No. times taken in final year	Distance from home SC
Vie	118	100	0	0
Bud	118	100	0	0
Tri	118	100	1	0
Ser	118	100	2	1
Bul	116	98	7	2
Gre	115	98	11	2
Rum	109	92	0	1
Ven	108	92	17	1
Sev	105	89	13	2
War	100	85	17	2
Con	98	83	13	3
Mos	94	80	13	3
Smy	93	79	16	4
Ank	91	77	17	4
Nap	91	77	21	3
Mun	91	77	30	2
Rom	88	75	19	2
Tun	71	60	23	3
Ber	53	45	17	3
Stp	53	45	18	4
Mar	47	40	21	3
Spa	39	33	21	4
Kie	34	29	13	3
Nwy	22	19	14	5
Hol	21	19	9	4
Bel	20	17	10	4
Por	16	14	5	5
Swe	16	14	8	5
Par	13	11	3	4
Den	13	11	6	4
Bre	12	10	6	5
Lpl	8	7	4	7
Lon	4	3	3	7
Edi	3	3	0	8

Table 5. Supply Centre ownership by Austria at the end of solo victories. Distance indicates the number of moves it would take a unit to move from an Austrian home Supply Centre to the given Centre, discounting convoys.

As was done with Italy, the order in which various sectors of the board were invaded was charted (Table 6). For consistency with the analysis of Italian wins, I used the same sectors as defined in Table 3. Table 6 is on the next page.

In general, Turkey is hit early a lot: first in 60% of games, and second in an additional 24%. Russia attacked early more often than Italy, while France and England are rarely one of the first three powers attacked.

DIPLOMACY WORLD

1 st Sector	2 nd Sector	3 rd Sector
Turkey (71)	Russia (46)	Germany (22)
		Italy (22)
		France (2)
	Italy (20)	Russia (11)
		Germany (6)
		France (3)
	Germany (5)	Russia (3)
		Italy (2)
Italy (25)	Turkey (12)	Russia (10)
		France (2)
	Russia (6)	Turkey (4)
		Germany (2)
	France (6)	Germany (3)
		Turkey (3)
	Germany (1)	France (1)
Russia (21)	Turkey (16)	Italy (9)
		Germany (6)
		England (1)
	Italy (3)	Turkey (2)
		England (1)
	Germany (2)	Italy (1)
		Turkey (1)
Germany (1)	France (1)	England (1)

Table 6. Sectors permanently entered by Austria, ordered sequentially. Numbers in parenthesis indicate the number of occurrences of the given pattern. For example, reading along the top, Turkey was entered first 71 times; of those 71 times, Russia was entered second 46 times; and of those 46 times, Germany was entered third 22 times, giving a total of 22 occurrences of the sequence TRG.

Rather than group the games into categories as was done for Italy, I present the average SC counts at game end for the major paths to victory (6 or more games; Table 7).

	A	E	F	G	I	R	T
TRG(23)	18.9	4.7 ^a	1.9 ^b	1.8 ^b	6.1 ^a	0.6 ^b	0.0 ^c
TRI(21)	18.8	3.8 ^{a,b}	2.9 ^{b,c}	6.9 ^a	1.6 ^c	0.0 ^d	0.0 ^d
TIR(11)	18.4	8.0 ^a	2.5 ^b	4.5 ^b	0.3 ^c	0.4 ^c	0.1 ^c
ITR(10)	18.5	6.3 ^a	5.2 ^a	3.2 ^{a,b}	1.0 ^{b,c}	1.6 ^b	0.0 ^c
RTI(9)	18.4	5.6 ^{a,b}	1.4 ^{b,c}	6.9 ^a	1.4 ^{b,c}	0.2 ^c	0.0 ^c
RTG(6)	18.7	3.5 ^b	1.5 ^b	1.0 ^{b,c}	9.0 ^a	0.3 ^{b,c}	0.0 ^c
TIG(6)	19.0	1.7 ^{b,c}	3.2 ^{a,b}	1.3 ^{b,c}	1.2 ^{b,c}	7.3 ^a	0.2 ^c
All games (118)	18.8	4.5 ^a	2.4 ^{b,c}	3.8 ^a	2.6 ^b	1.6 ^c	0.6 ^d

DIPLOMACY WORLD

Table 7. Supply Centre counts at game end for various Austrian paths to victory. Numbers for each country indicate the mean Supply Centre counts at the end of the game. Superscript letters indicate groups of powers for which the SC counts were not statistically significantly different ($P < 0.05^*$).

Italy was relatively successful in Austrian wins that followed the TRG or RTG patterns, representing 29 games. Contrast this with the data in Table 2: only western Italian wins featured a successful Austria (14 games). This difference in success suggests that a strong Austro-Italian alliance gives Austria a better chance to solo.

Germany and England were successful when Austria focused on the RTI threesome (42 games). When Austria pursued an eastern strategy (any permutation of RTI), France did better when Austria attacked Italy first than when Austria attacked Russia or Turkey first. In general, Russia was infrequently a good ally, but did relatively well when A followed the TIG path. As in Italian solos, Turkey did not generally do well, although had some relatively strong finishes when Austria pursued a western strategy, going into Italy then France or Germany (not shown in Table 7).

Conclusion

What do all these numbers mean? For an individual game, maybe nothing. The specific personality of any particular game can over-ride generalizations such as those made here. But for Austrian and Italian leaders who are making plans to reach 18, it may help to know trends from previous solos. Perhaps sizing up the board in light of this information will make the difference in your next drive to victory.

Turkey-Basic Strategy

How to Play Turkey

Ruler in 1901: Sultan Abd-al-Hamid II.

Capital: Constantinople.

Opinion by Brian Newman

Position

Turkey is known as the "Wicked Witch of the East" and is often compared to England, the other Wicked Witch. She occupies a corner of the board, between two powers and near a third, much like England. She sits on a virtual island, connected only at the ends, and adjacent to only one other power. She can be a very tough nut to crack, a thorny opponent, or a powerful ally. In 1901, Turkey is guaranteed one neutral center (Bulgaria), is in range of three others (Rumania, Serbia, Greece) and can threaten only one center of another power (Sevastopol).

DIPLOMACY WORLD

Turkey is in the path of expansion of all her neighbors; that makes it imperative that she form a strong alliance with one of them. If Turkey can do that, she can usually roll quickly to 10 centers by mid-game. If her ally is Russia, she can easily roll through the Balkans (but watch out for an Austria-Italy naval retaliation). If her ally is Austria, Russia is the easy target (and Russia-Italy is usually too disjointed to counterattack effectively). If her ally is Italy, Austria is usually easy meat, especially after promising Rumania to Russia in the name of peace.

Turkey doesn't need more than one ally, but she won't survive without one.

Openings

A Con - Bul

Turkey would be completely foolish to pass up Bulgaria. It is a free supply center and a first line of defense along the land bridge onto the peninsula. Thus, A Con - Bul is the only meaningful opening move for this unit. It cannot be prevented by any other power.

Standard Opening

F Ank - Bla

A Smy - Con

This is the standard opening. It doesn't signify a direct threat to anyone, though it may worry Russia. The fleet may be bounced by the Russian F Sev. In the Fall, the second army moves up to take Bulgaria after the first one moves on, either to Rumania, Serbia, or Greece.

Good points: doesn't antagonize anyone.

Bad points: doesn't concentrate units against anyone.

Bear Hunting

F Ank - Bla

A Smy - Arm

This is an obvious attack on Russia. It brings all Turkish units to bear on the Russian front. Either the fleet or the army may be bounced, depending on the Russian F Sev move. Unless Russia brings all her spare units to defend Sevastopol, it will fall sooner or later to this Turkish attack.

Good points: Sevastopol and sole ownership of the Black Sea is all but guaranteed.

Bad points: Pisses off one neighbor really fast; if Russia does well in the North, look out for white hordes next year.

Bear Hug

F Ank - Con

DIPLOMACY WORLD

A Smy Hold

A deal has been struck with Russia and Turkey is looking to move into the Mediterranean quickly. The bad news for Turkey is that everyone else (Austria, Italy) will already be in position by the time she makes her naval power known. If one of those countries is Turkey's ally, she will do well.

Good points: peace with Russia means the back door is secure; makes Turkey a player in the center board quickly.

Bad points: rather wimpy due to the fleet having to travel so far and get in the way of the other units; threatens no S.C.s except Bulgaria.

Temporary Insanity

Any other option, such as F Ank - Arm, A Smy - Syr is pointless except for sheer comedic value or unless you're trying to convince everyone else that you have no idea how to play Diplomacy. As an attack on Russia, F Ank - Arm is too weak; F Ank - Bla, A Smy - Arm makes much more sense.

The Mid-Game

There are so many possible variations of position in the mid-game that it is difficult to be concise. Having said that... Without a successful alliance, Turkey is easily contained to her opening turf. However, breaking Turkey is no trivial task. It requires the focused attacks of two of your neighbors and a lack of help from your third neighbor before Turkey will start to crack (and even then it should take time).

If Turkey finds herself trapped in this way, the main strategy is to make your enemies work as hard as possible for every gain, hoping that the longer it takes the more likely it is that a threat to your enemies will emerge somewhere else. At the very least it will frustrate your enemies.

If Turkey has opened successfully, the mid-game is very promising. A safe back means that all your forces can be deployed where they are needed most, on the front line.

If allied with Austria or Italy, you will be well positioned to stab successfully (often with the help of another power looking for centers). A Turkey that occupies most of Russia and has even a small naval presence in the South, is set to steamroll what's left of your neighbors on the way to a possible solo win.

If allied with Russia (and assuming Russia has also been successful) your options are a bit more limited for a stab. Depending on which power in the West (if any) emerges as the major power, Turkey is set to punch through the South trying to out race Russia for the magic 18 centers.