

# *Diplomacy* *World*

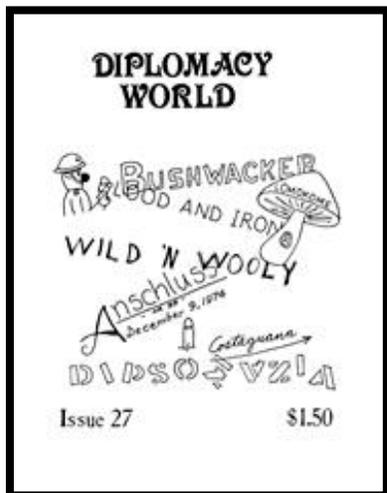


**Issue #125 - Spring 2014**  
**[www.diplomacyworld.net](http://www.diplomacyworld.net)**



## Notes from the Editor

Welcome to the latest issue of **Diplomacy World**, the 125<sup>th</sup> one of these to be produced. It doesn't seem that long ago that we were assembling the huge 100<sup>th</sup> issue...but that was actually over six years ago. Time flies...or at least it goes a lot faster than you realize.



With that in mind, in this issue we pay tribute to Jerry Jones, former Diplomacy World Published and Lead Editor. His tenure was short compared to some, but that was our loss. In his article, Jim Burgess provides some examples of the unique perspective Jerry provided. We also decided to reprint one of our favorite Jerry Jones articles: a piece from Diplomacy World #27, where Jerry predicted what the hobby would be like in 2001 (with tongue planted firmly in cheek).

As far as Diplomacy World Staff goes, we do have a new vacancy: Technology Editor. Chris Babcock is spending a lot more time on The Diplomatic Pouch and other projects, and so has resigned his position. If you're interested in giving it a shot, please let me know. I'm also not clear if Point/Counterpoint will remain as a DW Staff position, as we haven't seen a P/C article in some time.

I **can** say that we will see the return of Diplomacy World interviews in the near future. The original plan was to include one in this issue, but the real world intervened, so that has been pushed back a bit.

But don't despair, there's plenty of great material in this issue for you to enjoy. Working from the end of the zine forward, you'll find the remainder of the DW Demo Game, including the full Game Report and End of Game

statements. I think a lot of people will be surprised about how this game turned out, given the results in the first few years. Thanks to all the players and commentators for their time and effort. These Demo Games are both enjoyable and a valuable learning tool for players of any level of experience.

We also have some decent Diplomacy Variant material this issue. Variant Editor Jack McHugh gives us a list of his five favorite worldwide variants...and then newcomer George Oldenburg introduces his new variant 1905: Europe. Be sure to check it out, and if you have thoughts on the design or ideas on how to improve the variant please send them in!

Christian Pedone gives us something I wish many more event organizers would do: an article promoting his event, Philadelphia Massacre, including a list of reasons of why YOU should attend. I know I say it over and over, but Diplomacy World is an ideal place to promote and advertise your Diplomacy events. We generally get more than 10,000 readers every issue, and it doesn't cost anything for you to include a flyer! In fact, a flyer beforehand and an article or two after the event helps cement the event in the minds of the travelling Diplomacy vagabond, increasing the odds that they might attend the following year. **Take advantage of the free publicity Diplomacy World offers you!**

There's plenty more in this issue, from Larry Peery on the Balkans to Joshua Danker-Dake on ways Diplomacy has enriched his life...and just about everything in between. But I'll leave it to you to browse the issue and see what awaits. But while you read through this issue, try to remember that one thing would have made this issue better: an article from **you**. Or a letter from **you**! So think about it. There's so many types of articles that don't appear in this issue...can you fill in one of the holes?

Don't forget the final article in this zine, from David Hood....**World DipCon** is coming up in May, and you should find a way to attend!

***I'll close by reminding you the next deadline for Diplomacy World submissions is July 1st, 2014.***

Remember, besides articles (which are always prized and appreciated), we LOVE to get letters, feedback, input, ideas, and suggestions too. So email me at [diplomacyworld@yahoo.com](mailto:diplomacyworld@yahoo.com)! See you in the summer, and happy stabbing!

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Contributions are welcomed and will earn you accolades and infinite thanks. Persons interested in the vacant staff positions may contact the managing editor for details or to submit their candidacy or both. The same goes for anyone interested in becoming a columnist or senior writer. Diplomacy is a game invented by Allan Calhamer. It is currently manufactured by Hasbro and the name is their trademark with all rights reserved.

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# GROWING THE HOBBY: PART TWO

## THE SECRET IS CATCH 'EM WHILE THEY'RE

### "GOLDEN OLDIES."

By Larry Peery

Last issue I wrote about the declining number of active hobbyists and suggested one way to deal with that problem --- recruit new members for the FTF, DipCon and online hobbies from the younger generations. One good sign came from this year's WACCon/DIPCON in Seattle where almost one in seven players was a newbie! Bravo!

This issue I want to suggest going in a different direction ---recruit new, or perhaps recycle old would be a better way to put it, members for the entire hobby from the older, "Golden Oldies" generations, That could be anybody from a new AARP member (at age 50) to a new Social Security recipient (at age 62), to the newly retired (at age 65), and on up to Fred Davis's still going strong (at age 82)! There are still a few hobby Old Farts in or almost in their 70s (Just in Greater San Diego Rod Walker, Conrad von Metzke and myself all come to mind.) We need to reach out to these people even, and perhaps especially, if they can no longer get around much. I talked to Rod Walker just a few months ago and although he isn't traveling much or online any more he's certainly up for a phone chat or in person visit --- and take my word for it, he's as brilliant and funny as ever. I miss him a lot. I had hopes of seeing Fred Davis at the Silver Spring DipCon but although the spirits were willing the flesh wasn't quite up to it. Still, Fred keeps in touch with the hobby through DIPLOMACY WORLD. Just a few days ago I caught up with Ken Hake from the '60s whose been holed up in Austin, TX for the last forty years and today is head of IBM's cyber security research program. I'll bet he's got some stories to tell. These are just examples, of course. I know there are a lot of ex-Dippers out there. Some of them were active in the FTF or postal hobbies back in the first or second Golden Ages of Diplomacy. I once calculated based on the number of games sold, FTF games played, DipCon attendance and PBM games played that the hobby had enough active members to fill the Rose Bowl; and that over a million people had been exposed to Diplomacy at one time or another; and that was thirty years ago! A lot of those old GRI and Avalon Hill games still exist; just check out eBay, Craig's List or your local yard sales. And a lot of those old players still exist too; but where do you find them?

Today there are over 45 million seniors in the USA. Every day nearly a million seniors visit the 11,000 senior centers in the country. And the numbers just keep going up. I'm sure, although I don't have any specific numbers (yet) to support it that there are hundreds of

thousands of former Dip players among them. And perhaps only God or Bill Gates knows how many more there are online. But what if I bring it down to my personal level? Or yours? Senior centers offer seniors a variety of services including meals, educational classes, entertainment, social activities and access to other services. These are not the same as senior communities that provide living facilities, meals, some medical care, social activities, etc. Here I'm focusing on the first group, senior centers, although both may have entertainment, social activities and recreational activities that would include Diplomacy.

But what about your or my area? You can find out about your area on line or by contacting your closest senior center. I'll use my experiences here in Greater San Diego as an example. San Diego County has approximately 25 senior centers ranging from small ones housed in an old school or fire house up to the latest and greatest state of the art centers equal to a school, YMCA or Salvation Army facility. Most are run by local governments but some are operated by non-profit or charitable groups. Hours, facilities available, services offered, charges (if any) vary so it pays to check.

Here's a link to my two local senior centers; <http://www.ci.oceanside.ca.us/gov/ns/parks/senior/country.asp>

If you've never been to a senior center I suggest you check your local one out with the intent of using it as a location for a regular or occasional FTF Diplomacy game(s) for seniors, whether former Dippers or new recruits. Better yet, try to get a mix of old and new players and old and younger people.

#### A PLAN OF ATTACK

The best way to begin is to call ahead and explain your goal and ask for a good time to visit and tour the facility.

Plan to arrive before lunch (Many if not all senior centers offer a warm lunch for a \$3 donation. It's not gourmet food, but it's healthy and the camaraderie beats McDonald's!) for a tour on your own. Use having lunch as an excuse to observe the clientele. After lunch meet the site administrator (Look for somebody with a title like Neighborhood Based Services Supervisor) for a more formal tour and, if you can, one of the paid staff workers (Look for a title like Recreation Specialist II) who's

usually there and does most of the housekeeping work.

Check out the meeting rooms available (Most small rooms are free. The larger ones (which can hold several hundred people and are usually filled with square dancers, yoga or Zumba dancers or bingo players) can have a rental charge. The choicest rooms are usually reserved well in advance for regular groups.) Inquire about their web site, newsletter, bulletin boards, etc. for promoting your meeting. Check with the staff to see if they have a storage locker or area where you can leave your game and supplies between sessions. It will save you having to haul stuff back and forth.



Bring a copy of the game (and perhaps a copy of Monopoly, Clue, etc. to show them you aren't exclusively a Diplomacy board game club, unless you want to be) to show the staff so they know what you're talking about.

For that all important first session bring several copies of the game (Just in case you need them.) and be sure to print up some simple signs to put up showing where the game is.

Plan to start with a small goal, perhaps a single board meeting once a month. Keep it at that level for a while and see how it goes. It's better for you and the Center to start small and maintain a reliable schedule than to try to launch a new Disco the first visit! Then, if interest warrants, add another board, and consider a bimonthly session.

You might even want to set up an informal club at that point (Have a contest to pick the best name and offer a prize to the winner!) and arrange for a web site. Pass the word to other nearby senior centers to see if they're interested in net-working with you.

Unless the Center allows you to have a room for a longer session than the usual morning or afternoon sessions keep in mind that your games are going to have to be shortened or carried over from week to week.

Be sure to provide paper and pens, and a copy of the Rules and map they can take with them to study later.

Bring cookies, have a small door prize (These people get excited about a pen or a key ring.) and consider asking for a \$1 or \$2 voluntary donation. That puts a value on what you're doing and elevates it above the charity level.

Keep an on-going list of attendees with email addresses and/or phone numbers. Be sure to send out a notice before the next game. Seniors do have senior moments and can forget, you know.

Remember, above all, that these people are looking for a fun, social experience; but don't worry, once they get the hang of it the competitiveness will come to the service. Just watch the bridge players if you don't believe me. They need some pampering but they've got the brains and time for a good game of Diplomacy. Trust me.

Follow up after each session: ask for suggestions on ways to improve your sessions; and the names and contact info for their friends who might be likely future players. Encourage them to bring a friend along next time. And, especially in the beginning bring a friend or two of yours to help teach the newbies and fill out the board if need be.

Encourage people to ride-share (Or check with the staff to see if the Center has a free or low cost shuttle. Many do.)

Time your session before or after the lunch hour so players can make a day of it.

When you get your group established send out an email, flyer or call nearby senior living communities and invite them to attend, with the idea of expanding into their location.

Last but not least, clean up after your use of the room and be sure to thank the staff for their help. Oh, and save them a few cookies. ☺

This is a barebones plan for getting a local seniors center Diplomacy group going. You can elaborate on it as much as you like, but it doesn't have to be complicated or a lot of work. And if you try it I promise you you'll have a lot of fun. I know. I am. And if you have any other ideas or suggestions please share them. Good luck.

# Thoughts on Organizing a Diplomacy Tournament

By Graeme Murphy

In the previous edition of Diplomacy World I spoke about the state of face to face Diplomacy in the UK and the possibility that we may lose it in an organized sense altogether unless players started turning up to tournaments. As part of the article I referred to a survey conducted by the UK Face to Face Diplomacy Group which seemed to indicate, alongside other discussions with senior faces in the UK hobby, that players would like to see more Diplomacy centered events rather than simply having the Dip as an adjunct to a more general boardgames event as is the case at Manorcon and Midcon. I indicated that I'd be prepared to help this happen and that I had already started looking for a venue for such an event.

Following the article in Diplomacy World 123 I am pleased to report that the Diplomacy event at Midcon in November 2013 saw a much larger attendance with us just falling short of two boards on the Friday and having the required 14 for a second board on the Saturday afternoon. Fourteen players took part in four rounds of Dip over the three days of the tournament and the event saw the return to the table of old Dip hands like Mark Wightman, Steve Massey, Simon Hornby and someone called Len Dester who looked suspiciously like Dan Lester and who topped board one in round three alongside his Italian stooge come ally.

As part of the usual pre and post-game chats with players I took the opportunity to gauge their interest in a Yorkshire DipCon. I'd taken some flyers along letting people know when and where the event was likely to take place and was greatly encouraged when most players expressed an interest and asked to be kept informed. This article is about my experiences, some months further on, as I discovered that there is probably more to organizing an event like this than meets the eye.

So, how was it for me...?

Well, the first thing I had to do was to find a suitable venue. I had been thinking about holding one in the village/small town where I live but the lack of suitable accommodation (the only Hotel is up for sale and the largest other accommodation for players is miles from a suitable gaming venue) seemed to rule this out. The obvious alternative was to speak with the University where I work and see what they could offer, when they could offer it and at what price to players.

My initial thoughts were to see if we could hold the games in the Students Union building on campus and use nearby student houses for the accommodation. I was told this was possible although it was suggested that, as the student houses and the off campus halls of residence are managed separately, I spoke to the head of Residence & Catering to get a view on what would be possible at the University's Lawns site some miles away from the main campus.

This proved to be a great idea and, following a 30 minute chat with the top man, I had my dates confirmed and a provisional booking that just needed me to take the concept to Midcon, have the aforementioned chat with the players there and, should the concept prove a goer, start the arrangements in earnest.

A week or two prior to Midcon I decided that it'd be useful to take the previously mentioned flyers along to advertise the event to Dip players there and to other boardgamers who (generally being ex-Dip players in one form or another) may want to come along. This proved to be the first challenge as I discovered that it had been some time since I had to use any graphics software and that my desktop publishing experience with Aldus Pagemaker was no longer relevant.

Well, having worked in IT for over 30 years I didn't think this should be too much of an obstacle although my early word processed efforts were less than inspired. I wanted something that was graphically appealing and which conveyed the information someone who was interested would need if they were to follow up on that interest. This needed more skills than I currently had and I had to invest some time in teaching myself the basics of a graphics package (two actually – Corel Draw and Paintshop Pro) so that I could merge two pictures into the background for my flyer.) I wasn't looking for a professionally finished piece of marketing collateral (to use the lingo) rather something that would attract the eye when laid next to the Dip boards in Derby and didn't mean I had to learn how to become a graphic designer.

The finished result is shown below although I have to confess that the initial draft dip failed to contain the year of the event so needed some late editing.

# Yorkshire DipCon

Friday 20<sup>th</sup> June to Monday 23<sup>rd</sup> June 2014

Minimum 3 Rounds of Diplomacy

En-Suite B&B and Self Catering Accommodation Available

Full Details & Booking Information at  
[www.ukf2fdip.org](http://www.ukf2fdip.org)

The event will take place at  
Ferens Hall  
Lawns Centre  
Northgate  
Cottingham  
East Yorkshire  
HU16 5SQ

The flyers certainly attracted some attention at MidCon and some people took a few away to distribute at boardgames and wargames clubs etc. All in all, well worth doing and the intention will be to provide some to the organizers of other conventions so that they can be distributed there too. I have made a note to watch this activity and to record how much it has cost in production and postage so that I can be sure it is effective in delivering players and whether it is worth repeating in future years.

Once MidCon was done and there was a confirmed appetite for a Dip focused event in June 2014 the next step was making sure that the publicity machine got in to gear and that the information was available for people to make a decision on whether to attend or not. This again raised some technical challenges.

Challenge #1 was that, although I had originally set the UK Face to Face Diplomacy website up some years ago, I had sort of taken a back seat following the move from HTML to a dedicated content management & publishing system a few months previously. Dave Simpson, who had engineered the move to the new system, had provided me with administrator access but I had pleaded a new job and a mass of work and done nothing to learn anything about the new thingamajig. Time for more IT lessons...

If I was to get all the information I would need onto the website and start making it somewhere where people

could sign up for the event I would need learn how to use the system PDQ.

The first thing I did was to look for the email from Dave which told me my account details on the new system. Embarrassingly this was 16 months old and I'd done nothing with it all that time. Well, I logged in and trawled around. Things sort of made sense and with a little trial and error I found I could put a page up, amend it and take it down again.

Unfortunately some things didn't want to work as advertised and I became more and more frustrated as the pages constantly refused to do what I wanted them to do. I was cursing Dave's decision to move to the new system when an office conversation about the difficulties some people were having with their new web browser prompted me to see whether that might be the issue. Sure enough, the latest version on Internet Explorer was nobbling some of functionality of the content management system (particularly with regards to pictures and tables). Simply logging into the CMS whilst using an alternate browser (Google Chrome in this instance) cleared the problem and suddenly I was motoring.

I started to map out the structure of my webpages - what people would want to know, where they would expect to find this, would there be any logical groupings of information etc. I then discovered another problem... the system did not allow you to preview your pages prior to publishing. You had to publish and be damned, only

spotting errors or layout issues on the live site. This is no way to work with IT and would cause me some concerns when I started to look at producing the pages that would take the bookings but it was something I'd have to put up with and work around. As it was, it was a case of create the pages, read them within the system, publish them and then view them within the browser. If there were major errors I would take the page down and correct them otherwise it would be a case of leaving them 'live' whilst the corrections were taking place.

Creating the pages was good fun but it also involved lots more work. University staff within our Residence and Catering Department kindly took photographs of the accommodation for the website whilst the 'Top man' there once again was a star, providing answers to my numerous questions on disabled access, provision of bedding, toiletries, cutlery and cooking utensils, whether there would be special arrangements needed for parking, Wi-Fi access and when the rooms would be available etc.

I then needed to look at travel arrangements and directions. What were the best routes for people coming from the North, South and West (Apart from the Plain of Holderness and the North Sea there is not a lot to the East of Hull so fortunately no railway stations, airports or motorways to direct people in from that direction)

I grabbed some information from the University websites and tailored some of the maps for my purposes using my newly refreshed image manipulation skills. Now people should have a good idea of how to find the venue and be able to plan their travel to the event.

The website was looking good and the last thing I needed to do before going truly 'live' was to setup the section that would accept payments through PayPal.

Again, this should have been straightforward as I had set up similar PayPal payment buttons on the earlier site and these had been used to take payments for events such as ScotCon and Brighton DipCon. Alas, once again my IT skills proved dated and PayPal's new way of handling the buttons was subtly different from their previous method and it took me some time and a large amount of trial and error before I had it figured out, tested and working.

On Christmas Eve 2014 the site went live and was setup to take Payments through PayPal and all I had to do was wait for the prospective players to sign up, which thankfully they started to do in mid-January.

With, at the time of writing, over four months still to go to Yorkshire DipCon I am pleased with the result so far although I am far from sitting on my laurels. I am aiming

at ratcheting up the publicity about the event as we move into the Spring and have already been fielding a number of enquiries that have been generated by visitors to the website. I have flyers to distribute, articles like this to write for Diplomacy publications, posters to design and put up in the University Students Union and Politics Departments, Local radio and Newspapers to contact, messages to post on various Facebook sites and Yahoo Groups and information to write for the Dip2000 bulletin board. I may even have to learn how to Tweet!

I also am aware that I will need to chase those people who have said they will come but have yet to sign up because, you know, some people allow real life to get in the way of their Dip and if you don't get a commitment from them other things like decorating, weddings, babies and snooker matches tend to get in the diaries.

There has been a lot to consider and a lot to arrange. I believe there are probably things that I have yet to consider and there are certainly things for which I will still have to make arrangements (Trophies for instance) but all in all I am happy with where Yorkshire DipCon is as we enter March.

I'd be interested in the thoughts any of the readers of Diplomacy World might have on the challenges and experience of putting on a new Diplomacy Convention. I have learnt several lessons on my journey so far but would be open to any advice and suggestions that other organizers may have following their experiences.

I'd also be interested in hearing from players – what attracts you to a new Dip convention or tournament? What information do you expect to see or would like to see when considering whether an event is for you or not? My contact details are on the UK Face to Face Diplomacy website. Please feel free to contact me using the email address advertised there.

With the event still to take place you might be surprised to hear that I am already thinking of Yorkshire DipCon 2015 and what I will need to put in place to ensure that event will be a success. Those readers who know me well however will know that my ambition is to make YDC 2014 the best UK Face to Face Dip event in the country and to build on that for YDC 2015 so it will come as no surprise to them that plans are already in place for 2015 and that publicity for it will be around the boards and on the walls during this year's UK Dip events (Starting with YDC 2014).

For more information on Yorkshire DipCon 2014 and Face to face Diplomacy in the UK in general please visit [www.ukf2fdip.org](http://www.ukf2fdip.org)

# Knives and Daggers - The Diplomacy World Letter Column

**Jay Be** - Hi guys, I love Diplomacy World, thanks for the great zine!

I'm wondering if you could help out a fellow Dip player or have any advice?

I'm trying to organize a local Dip group but I'm having trouble finding enough people to reach critical mass. I'd appreciate any advice on how to connect with other local players, maybe even a shout out on your site? If so, here's an easy copy-paste blurb:

If you live in Los Angeles or anywhere else in Southern California and you're interested in playing Diplomacy in-person, please contact Jay at [DiplomacyPlayers.SoCal@gmail.com](mailto:DiplomacyPlayers.SoCal@gmail.com)

*[[Glad to see you decided to put together a simple flyer for this issue as well. That's a great – and free – way to gather players!]]*

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## Selected Upcoming Conventions

Find Conventions All Over the World at <http://diplom.org/Face/cons/index.php>

2014 CODCon Open - Saturday April 5<sup>th</sup> – Sunday April 6<sup>th</sup> - Glen Ellyn, Ill., United States - Contact: Jim O'Kelley (jimthegrey1013 "of" yahoo.com) - Website: <http://windycityweasels.org/codcon8>

**World Diplomacy Championships at DixieCon** – Friday May 23<sup>rd</sup> – Sunday May 25<sup>th</sup> – Chapel Hill, NC - <http://www.dixiecon.com/index.html>

2nd CISD Step – Sunday June 15<sup>th</sup> – Monday June 16<sup>th</sup> – Fano, Italy – Website: <http://forum.webdiplomacy.it/viewtopic.php?f=67&t=567>

Yorkshire Dipcon 2014 – Friday June 20<sup>th</sup> – Sunday June 22<sup>nd</sup> - The Lawns Centre, The University of Hull, Northgate, Cottingham, HU16 5SQ, UK – Website: <http://www.ukf2fdip.org>

Philadelphia Massacre – Friday July 4<sup>th</sup> – Sunday July 6<sup>th</sup> – Philadelphia, PA - <http://philadelphiamassacre.com/>

ManorCon – Friday July 18<sup>th</sup> – Monday July 21<sup>st</sup> – Leicester, UK - <http://www.manorcon.org.uk/>

Weasel Moot VIII - Saturday July 26<sup>th</sup> - Sunday July 27<sup>th</sup> - Chicago, United States - Contact: Jim O'Kelley (jimthegrey1013 "of" yahoo.com) - Website: <http://windycityweasels.org/wm8>

VI Legatio in Urbe, EDC 2014, 3rd CISD step - Friday September 5<sup>th</sup> - Sunday September 7<sup>th</sup> - Rome, Italy - Website: <http://forum.webdiplomacy.it/viewtopic.php?f=67&t=569&sid=351f4e833246d64>

VIII Milano Dip Con - Saturday October 18<sup>th</sup> - Sunday October 19<sup>th</sup> - Milan, Italy - Website: [http://www.signoridigioco.it/index.php?option=com\\_seminar&Itemid=53](http://www.signoridigioco.it/index.php?option=com_seminar&Itemid=53)

MidCon XXXV - Friday November 7<sup>th</sup> - Sunday November 9<sup>th</sup> - Hallmark Hotel, Derby, UK - <http://www.fbgames.co.uk/Midcon/>

Carnage - Friday November 7<sup>th</sup> - Sunday November 9<sup>th</sup> - Killington Grand Hotel, Killington Vt., United States - Contact: Robert Rousse - Website: <http://www.carnagecon.com>

*I don't understand why each convention listed here doesn't have a free advertisement printed in this issue of Diplomacy World! But that's par for the course lately....*

# After Action Reports as Metacognition

by Scott Allen

Something I've recently discovered, as a newbie in the Diplomacy hobby, is After Action Reports (AAR's), also called End of Game Reports (EOG's). And I've found them to be both extremely satisfying and troubling. Let me explain...

I work as a public school English teacher and one of the big buzzwords in education right now is metacognition. Metacognition is the act of engaging in higher order thinking. Things like planning, monitoring comprehension, and evaluation of one's progress are all metacognitive tasks. But so is reflecting, which is how many teachers integrate metacognition into their classrooms. For example, I often ask my students to reflect after completing a big writing assignment. I ask them to consider their final draft: what they learned by writing the paper, what writing techniques they used and feel were particularly effective, and how hard they worked. My students wouldn't say these are their favorite assignments, but the ones that take it seriously see the value in the activity and produce really wonderful metacognitive statements. They are learning about themselves as a learner and writer, and growing because they took the time to stop and reflect. Metacognitive activities are extremely valuable.



An AAR is a metacognitive endeavor if I've ever seen one, and should be approached as an opportunity to

learn and grow. When I was first asked to compose an AAR for a game that had just ended (I'd lost by the way), I approached it as a time to reflect upon my mistakes. I sat down with the game up on my computer, I studied the maps and my moves, I went over my correspondence with each of the six other players. I discovered which negotiation tactics worked and which ones didn't. I took notes, and when I wrote up my AAR I was extremely satisfied with what I learned about myself as a player of Diplomacy. I learned from that particular AAR that writing to every country is paramount. I was playing England and didn't think talking to Italy or Turkey was fruitful in Spring 1901. That came back to bite me later on in the game after Italy had taken over France and become my neighbor, but by that time it was too late to develop any sort of positive relationship. He didn't need me and in fact had set me up as his next target. I also learned from that game that lone a unit can be extremely powerful. As Italy closed in on my home centers, I saw the signs and in a last ditch effort sent one of my fleets off to try and wreak havoc. With that one little fleet I was able to capture an additional supply center and hold for for just a little longer. Because I took the time to reflect and engage in some metacognitive thinking I was able to learn some valuable lessons, and I use those lessons in every Diplomacy game I participate in now.

What I don't understand though is when I read a peer's AAR and they've spent their time and effort writing something where they lambaste, name call, curse at, and deride their fellow players. These barking dogs are wasting an opportunity to learn by studying the game, by examining their victories and mistakes. I believe that these players are missing the point of writing an AAR. Some may just be jerks or maybe (and this I think is more likely) they don't understand the purpose of writing an AAR.

I consider myself a mid-level Diplomacy player and see AAR's as an opportunity to grow and become better. I one day hope to reach those upper echelons, where other players pass my name around in hushed, reverent tones. And I believe that using AAR's as a metacognitive strategy will help me in that endeavor.

My hope is that upon the prospect of writing an After Action Report, our friends and neighbors in this hobby will take a moment and decide to use the AAR to their development, spending time metacognitively reflecting instead of obnoxiously name calling.

# Club and Tournament Round-Up

By Will J. Abbott

Here's what's up in club and tournament news:

WINDY CITY WEASELS (Chicago, IL: Jim O'Kelley, jimthegrey of yahoo dot com, <http://windycityweasels.org>) have been playing a number of house games around the Chicago area, in both homes and bars. The latter is a good idea for visibility -- I'd love to do something like that in my area (Tampa, FL). By the time you read this, CODCon will be over. CODCon is an annual gaming convention in Glen Ellyn, IL where the Weasels have been running the Diplomacy tournament for several years. Attending and playing Diplomacy at general gaming conventions (CODCon, TempleCon, GenCon, Buckeye Game Fest, and many others) is an excellent way to get the game in front of new players -- people who maybe played a game or two in college and haven't been able to find a game since, or even those who haven't played. The other major Chicago tournament is a dedicated Diplomacy tournament, Weasel Moot. This year's edition is scheduled for July 26-27 in downtown Chicago at the Hampton Inn and Suites. Even if it is just the tournament and not DipCon this year, it should still be a good time. Details are available from the Weasels at <http://windycityweasels.org/wm8>

YORKSHIRE, UK will be hosting Yorkshire DipCon 2014 at the University of Hulls Ferens Hall. This tournament is intended to be a four round tournament. I don't know much about this one, but readers wanting to go can contact Graeme N Murphy (g dot n dot murphy of hull dot ac dot uk) or go to <http://www.ukf2fdip.org> which is a good starting point for UK based Diplomacy as a whole.

PHILADELPHIA, PA, USA is playing host to the Philadelphia Massacre on July 4<sup>th</sup>-6<sup>th</sup>. Veteran tournament organizer Christian Pedone (cjsetdesign of gmail dot com) invites players to meet the up and coming Philadelphia hobby over the US Independence Day weekend. This tournament will be at the Doubletree Hotel on S. Broad Street. For US players, what better place to spend that weekend than Philadelphia. For US-based foreign players, what better activity to do while hiding from fireworks than Diplomacy. For non-US players, come see the history and pagentry. Details are available from Mr. Pedone or from <http://www.philadelphiamassacre.com>

SEATTLE, WA, USA recently held their WACCon, which was also this year US DipCon. More details and con reports are surely available elsewhere in this issue.

PLAYERS WANTED:

SOUTHERN CALIFORNIA: Adam Silverman (adam dot silverman of gmail dot com), experienced tournament player, is looking to gather players in the southern California area. In particular he is looking for players in the San Diego, Los Angeles, or Orange County areas, but if you are near those areas and are willing to travel, please feel free to contact him -- I'm sure he'd be thrilled to hear from you.

FLORIDA: I (wabbott9 of gmail dot com) am looking for players in the Tampa Bay and Orlando area. I'm based in the former, but it's not a far drive from Orlando. Players interested can contact me. I hope to have a game night soon; if we get seven Dip players among the attendees that would be excellent!

If this report seems to be pretty heavy on English language and especially US based play, that's because I write up what I hear of! So if you're running a tournament or looking for players somewhere else, let me know! I can handle not just English, but French and German reports. If none of these three languages will work, try me anyway, and I'll do my best with machine translators. *Diplomacy World* seeks to reach out to the hobby throughout the world. Letting us know of your event allows you to reach an international audience, not just your local hobby and a few people who wander in. Furthermore, we are happy to publish your flier and article telling us why you we should come to it, as well as tournament reports. If your club is having some exciting happenings, write about it here. If you want to find players in your area, let me know and I'll put a blurb in. Above all, we are always welcoming articles on all aspects of tournaments and clubs.

**Will is the Diplomacy World Club and Tournament Editor. Be sure to contact him with details of any Diplomacy event you are organizing, regardless of size.**

# A Diplomacy Trifecta: World DipCon 2013, DipCon 2013, and DipCon 2014; A Peerispective

By Larry Peery

Only two Dippers (Edi Birsan and I) were fortunate enough to be able to attend all three of these events. If you haven't read my reports in the last couple of issues of THE DIPLOMATIC POUCH or DIPLOMACY WORLD you might want to take a moment and check them out, as well as check out other reports from attendees and the hosts. My purpose here is to take a look at all three events and compare them with each other for better or worse. My goal is to use them as examples for ways future WDC and DipCon event hosts may improve their own events. Keep in mind that all three events were uniquely different and drawing comparisons can be dangerous, although the temptations of doing so are irresistible.

This is a chance to sit back and compare and contrast three very different DipCon class events. I thought it would be a good idea to do so now while my memory is still reasonably fresh. Remember, each of us sees each DipCon event differently. Some of us remember the details of every game we played, others remember the scoring system flaws down to the .0001 of a point, and others remember how many slices of pastrami there were in the pastrami sandwich (eight at the Inn at the WAC, four at the Sheraton in Silver Spring, and three slices of jambon ((ham)) in Paris). It's not the details that count (After all, who remembers exactly how many troops took part in the Battle of Waterloo?), but the end result and how it effects the future of the event and the hobby.



After some 33 recorded (in the Diplomacy data base) DipCon class events played all over the world in the last umpteen years I've developed my own DipCon evaluation system which is a hybrid combination of several meeting site evaluation systems, hotel inspection systems, and restaurant ranking systems that I have used over the years. Thank you: Kiwanis, Hilton, Marriott, Four Seasons, Peninsula and Zagat. I've also

added in some elements based on various Diplomacy rating and scoring systems. Anyone remember The Peeripoll? Some of the systems use point systems and I find it interesting that in some systems you start with zero points and are awarded points for achieving different goals. In others you start with a perfect score and then points are deducted for failings. I guess it's the old question "Is the glass half full or half empty?" Some systems don't bother with points but use a series of stars or diamonds or whatever to indicate various levels of performance. It used to be 5 stars was the top, except in Paris where it was 4 star deluxe. Then some of the premium priced cruise lines began to tout their 6 star ships and soon a few hotels, especially in India, started claiming 6 star status because of their extraordinary staff: guest ratios. The 6 star rating, called Palace, is being introduced in Paris as new hotels, mostly built with Arab and Chinese money, arrive on the scene. The old 4 star deluxe hotels are spending millions in an effort to compete. The question is "Do the highest prices and highest staff:guest ratios necessarily equate with the best?" Oh well, I digress.

So what does my DipCon Evaluation System evaluate? Here's a list of the key elements involved: Pre-Event Publicity, Registration (response time to queries, confirmation, updates), Attendance (numbers, diversity, newbies), Tournament (rules, procedures, scoring system), Additional Diplomacy Related Activities, Entertainment, Business Meeting, Awards, Prizes, and Closing, Staff, Site, Venue, Transportation, Food, Visitor Attractions, Good Value for the Money, Bonus Points (rarely given)

Keep in mind that we're comparing two different things here: the qualitative, which is subjective, and the quantitative, which is objective. For instance: take the Tournament element, a hot topic at any DipCon. Some factors, such as number of games played, number of participants, etc. can be compared numerically. Other things, such as "who was the best" cannot be compared numerically. It would be interesting to some, I suspect, to rescore all three of these events using all three scoring systems and then see what the combined results looked like, but the question remains "who was the best?" If you cull through the official results you can determine the number of players, number of rounds, number of boards, duration of games in years, number of solos, 2-way, 3-way, 4-way, etc. draws, and number of eliminations, but why bother? I don't recall there being any solo wins in Silver Spring, but there may have been. There was one in Paris, but it was a giveaway. And there were quite a few of them in Seattle. Surprisingly it didn't

seem to matter whether the games were played with a time limit or without.

Here are some random thoughts on how each event did in the various elemental categories. I'm focusing on where an event did very well or not so well. If I don't mention a particular event in a particular category it means it did acceptably well or average.



**Pre-Event Publicity:** To be blunt, I wasn't impressed with any event's pre-event publicity efforts. Information was often hard to find, incomplete, inaccurate, and flat out wrong; and getting timely responses to queries was difficult.

**Registration:** Paris did the best, but both Silver Spring and Seattle had problems, both involving hotel issues. Sheraton's centralized reservation system was a disaster and The Inn at the WAC frustrated me so much I came within 20 minutes of cancelling my trip.

**Attendance:** Silver Spring was the smallest and limited mostly to locals and nearby attendees. Paris had the largest attendance and most diverse, including one out of seven players coming from overseas. Seattle drew a fairly diverse American crowd and even a couple of overseas players, and one out of seven players was a newbie, in contrast to Silver Spring which had none.

**Tournament:** Silver Spring had problems with its tournament rules and scoring system or perhaps more accurately with communicating those elements to the participants. Paris, even using The Norman Clock and arbitrary game length limits, managed to keep things moving. Seattle did well, probably because so many of the players were regulars.

**Additional Activities:** Paris and Seattle did well, Silver Spring did not, but it's hard to compare.

**Entertainment:** See Additional Activities.



**Business Meeting:** Chris Martin did his best in Silver Spring and Seattle. Nathan did a good job in Seattle. Paris did well and having a crowd of players with a lot of international experience under their belts helped. The Italians, bidding to host WDC 2016, had a good idea with their movie introduction to the Italian Diplomacy hobby. It just lacked one thing: Sophia Loren.

**Awards, Prizes and Closing:** Paris always does a good job with the awards and prizes. Silver Spring nearly achieved their goal of making sure that everybody got a prize for something. Seattle's was long on sentiment (Did we sing Auld Lang Syne?) and the wooden bowls were nice.

**Staff:** Lori and Joe Wheeler and Jeff Ladd seemed to be going through the motions in running their event, or maybe they're just more laid back than I expected. The French team of Laurent Joly (host and recordkeeping), The Chef Extraordinaire (the fellow who kept the baguettes flowing), and Xavier Blanchot (house manager); and the Seattle team of Nathan Barnes (host), Matt Shields (recordkeeping), and Mark Zoffel (house manager) seemed to have mastered the art of working together as a team and kept things running smoothly.

**Site:** Silver Spring was Dullsville. Period. Paris is, well, Paris. What else can you say? Seattle is a Paris wannabe and might make it someday.

**Venue:** Silver Spring Sheraton was a disgrace to the Sheraton name and even a 3 star rating seemed overly generous. The combination of the Louisiane Hotel and a Catholic high school worked well in Paris for the locals, but would have been a reach for the foreigners without the help of the locals. If it hadn't been for those baguettes at the venue we would have all starved. Once en suite at the Inn at the WAC all was fine, but I'll never forgive them for that reservations snafu.

**Transportation:** This was the one I was worried about.

My mobility is not what it was ten years ago and dealing with Paris's Metro system's lack of elevators and escalators presented some real challenges. Silver Spring was no problem because there was nowhere to go! Seattle's local transport system is diverse to say the least and had it been a real winter with real rain and snow I probably wouldn't have survived. Fortunately it was almost summer weather during the event. I had a total of sixteen flights on United for all three events and only a couple of them had real issues, but I get the feeling that the entire air transportation system in the United States is very close to a nervous breakdown. I really wanted to take Amtrak to Seattle but I told myself that three times the cost and three times the time wasn't worth it. I'm seriously reconsidering that philosophy.



Food: Seattle was by far the best. Silver Spring was marginal. The big disappointment and surprise was Paris. What a difference ten years makes. All those horrible stories in the newspapers and foodie media turned out to be true. In six days I had one good meal in Paris and the worst was also the most expensive.

Visitor Attractions: Surprisingly, Seattle beat out Paris when I compared likes for likes (e.g. museum with museum, garden for garden, etc.).



Good Value for the Money: Seattle just beat out Paris and both left Silver Spring in the dust.

Bonus Points: I gave Seattle a few for some reason that escapes me as I write this. Hmmm.

After all these years and all these DipCon events, I've learned two things: 1) There is no one perfect formula for running a DipCon; and 2) There is no one perfect formula for playing in a DipCon. You, as an administrator or player, have to do what works best for you, but remember sometimes a bit of unpredictability can go a long way toward lifting a ho-hum DipCon or an average performance to a championship level result.

When I sifted through all the stats and looked over all my notes and rummaged through all my goodies I gave Seattle a 4.9 out of 5, Paris a 4.5 out of 5 and Silver Spring a 3. When I asked Edi for his thoughts he gave Seattle and Paris 4s and Silver Spring, in his words, "a big black eye!" I guess he's still licking his wounds.

I think Nathan Barnes said it best when he wrote, "Do the best you can and have fun doing it," or words to that effect. I recommend that philosophy to anyone hosting or playing a DipCon event.

# 1905: Europe

By George Oldenburg

*1905: Europe*, hereafter simply *1905*, is set at the beginning of the First Moroccan Crisis that nearly resulted in the Great War a decade earlier. The breakdown of diplomatic relations during this crisis between the Anglo-French Entente Cordiale and the German Empire is viewed as one of the driving causes for the events that devolved into one of the worst conflicts in the history of mankind. *1905* begins with the Spring 1905 phase.

Primarily, *1905* is designed to alter and perhaps improve upon some of the traditional dynamics associated with *Classic* and *1900 Diplomacy* that many have come to enjoy. I would not go as far as to say that this variant is superior, because I would assert that without a healthy record of play tests, but I hope that it might offer a unique playing experience apart from its predecessors. *1905* is an endeavor to modify some of the starting positions, opportunities, and alliances of the original seven powers that are easily recognizable to students of late Neo-Imperialistic Europe and specifically to the game of *Diplomacy*.

The alterations are intended to promote new sets of alliances and semi-historical objectives. For example, provinces in the Balkans have been shifted to guide Austria toward the Western Balkans, mirroring the Dual Monarchy's aspirations of controlling ports outside of the Adriatic, and Russia toward the Eastern Balkans where the Czars sought after the strategic Bosphorus and Constantinople. This represents one of several new dynamics that I hope *1905* will entail.

## The Great Powers

*Austro-Hungarian Empire* (Austria-Hungary/Austria)  
*United Kingdom of Great Britain and Ireland* (Britain)  
*French Republic* (France)  
*German Empire* (Germany)  
*Kingdom of Italy* (Italy)  
*Russian Empire* (Russia)  
*Ottoman Empire* (Turkey)

## Initial Placement

*Austria-Hungary*- A Vienna, A Budapest, A Trieste  
*Britain*- F London, F Edinburgh, A Liverpool, F Gibraltar (supplied from Belfast), F Egypt  
*France*- A Paris, A Marseilles, F Brest, A Algeria  
*Germany*- A Berlin, A Munich, A Frankfurt, F Kiel  
*Italy*- A Rome, A Milan, F Naples  
*Russia*- F St. Petersburg, A Moscow, A Archangel, F Sevastopol, A Poland  
*Turkey*- A Constantinople, A Smyrna, F Ankara

## Victory Conditions

There are a total of 42 supply centers: 27 controlled by the great powers, 15 neutral, and 19 needed to win.

Victory is achieved when one player/power gains control of 19 supply centers. In the event that two players reach 19 supply centers at the end of the same year, then victory is decided by which player holds more supply centers over the required 19 to fulfill the victory conditions. If the two players hold equal number of supply centers, then play continues until one of those players secures a majority over the other and remains above the 19 required for the victory condition.

## Map Alterations

In order to highlight changes relative to *1905*, it is necessary to discuss the alterations to the map according to the great powers and neutrals that differ from *Classic* and *1900*.

### Austria-Hungary

The changes to Austria-Hungary in *1905* are aimed at reducing tensions between the Dual Monarchy and her Balkan neighbors and to further detail the historic regions, often drawn along ethnic boundaries, which comprised the state of the Hapsburg Dynasty. Furthermore, these alterations aspire to foster situations in which Austria-Hungary, Russia, and Turkey may form alliances with longevity rather than the hasty clashes that characterize many games of *Classic* and *1900*.

- Transylvania (Tra) has been carved out of Budapest (Bud) causing the Austrian home center to no longer border Rumania (Rum). Transylvania was added as a buffer to relieve some of the early apprehension felt between Russia and Austria in both *Classic* and *1900*. This will serve to promote an Austro-Russian alliance of some stability should players deem that the best course of action.
- Slavonia (Sla) was split from Trieste (Tri), serving to distance the nearest Austrian home centers in Bud and Tri from directly bordering Serbia. Slavonia further prevents Austria-Hungary from forming a near impenetrable barrier with the aid of the new neutral supply center Bosnia (Bos).

### Britain

The revision of Britain's position ventures to further reflect her naval supremacy as the world's leading great power and to greatly emphasize the importance of Gibraltar and the Mediterranean to the British Empire.

The primary amendments to Britain are the inclusion of a fifth center in Belfast, an army in Liverpool, and the *British Sea Lanes* and *Strait of Gibraltar* special rules.

- Belfast (Blf) has been added as a home center, beginning without a unit and now supplying the British fleet in Gibraltar. Belfast borders Clyde (Cly) and Wales (Wal) via two land bridges (see below for notes on the map).
- Liverpool (Lvp) now begins with an army, as in Classic, in order to counter the increased Russian presence in Scandinavia (see below for the addition of Archangel as a Russian home center).
- Gibraltar (Gib) as a space in 1905 operates in a different manner than in 1900. In 1905, Mid and Wes border, but passage from one to the other is regulated by the player in control of the space of Gibraltar (see below for the special rules regarding Gibraltar). The British player controls Gibraltar at the start, and a fleet supplied from Belfast begins there.
- There are two dotted lines running from Liverpool (Lvp) to Gibraltar (Gib) and from Gibraltar to Egypt (Egy) representing sea lanes by which British fleets may move between spaces connected by the lanes as if they directly bordered (see below for the special rules regarding *British Sea Lanes*).

#### France

The adjustments to the Third Republic in 1905 are miniscule, though fair *Marianne* is not without advantage at the expense of her neighbors. France benefits from changes to Germany and the Gulf of Lyon in an attempt to better her position.

- Gulf of Lyon (GoL) has been caused not to border Rome (Rom) and Tyrrhenian Sea (Tyn) now touches Piedmont (Pie).

#### Germany

The Kaiserreich is unmatched in its domination of Central Europe in 1900—a welcome deviation from the relatively anemic Germany of Classic. One of the greatest innovations of 1900 is a four center Germany, it adds much to the historical flare of Diplomacy. However, the Germany of 1900 does seem to have a distinct advantage over her western neighbors with the possibility of seven centers after year one being a likely result much of the time. 1905 strives to rework Germany's incredible strength and alter her initial opportunities. Germany still enjoys a fourth home center, along with Britain and Russia, but her prospects for neutral supply center domination are more contested.

- The German home supply center of Cologne in 1900 has been divided into Ruhr, a non-supply

center space, and Frankfurt, a German home supply center. Ruhr prevents the first turn seizure of Belgium by Germany and leaves the Low Countries in greater contention between the three Western powers.

#### Italy

Italy has had no direct variation from 1900 except for the altered borders of the Gulf of Lyon and Tyrrhenian Sea. This alteration serves France more than Italy and was designed to alleviate some of the pressure that Italy can exert on France.

#### Russia

Russia offers another significant departure from Classic and 1900 with the addition of a fifth center in Archangel (Arc). Russia has always stood aloft in Classic, claiming the majority of victories. However, this position is very much diminished in 1900 with the ascendancy of a four center Germany and an Austria with three armies. All too often Russia struggles in the Balkans as Austria now has the power to meddle consistently in Rumania, and a dedicated Germany can bounce Bot-Swe in Fall 1900 with confidence, virtually laying claim to Scandinavia. 1905 divides St. Petersburg into three spaces, adding Karelia (Kar) and Archangel (Arc). The addition of an army in Arc will give Russia more power to deal with an ambitious Germany or a treacherous Britain, while Karelia serves to prevent too strong a Russian defense from forming. With the inclusion of Archangel, Warsaw has been made into a regular supply center—Poland—initially controlled by Russia. This prevents Russia from owning five home centers and reflects the historical hindrance of the Russian war effort due to poor logistics and long supply lines. The Russian Emergency Measures are not in effect in 1905 because of the inclusion of a fifth Russian center at game start.

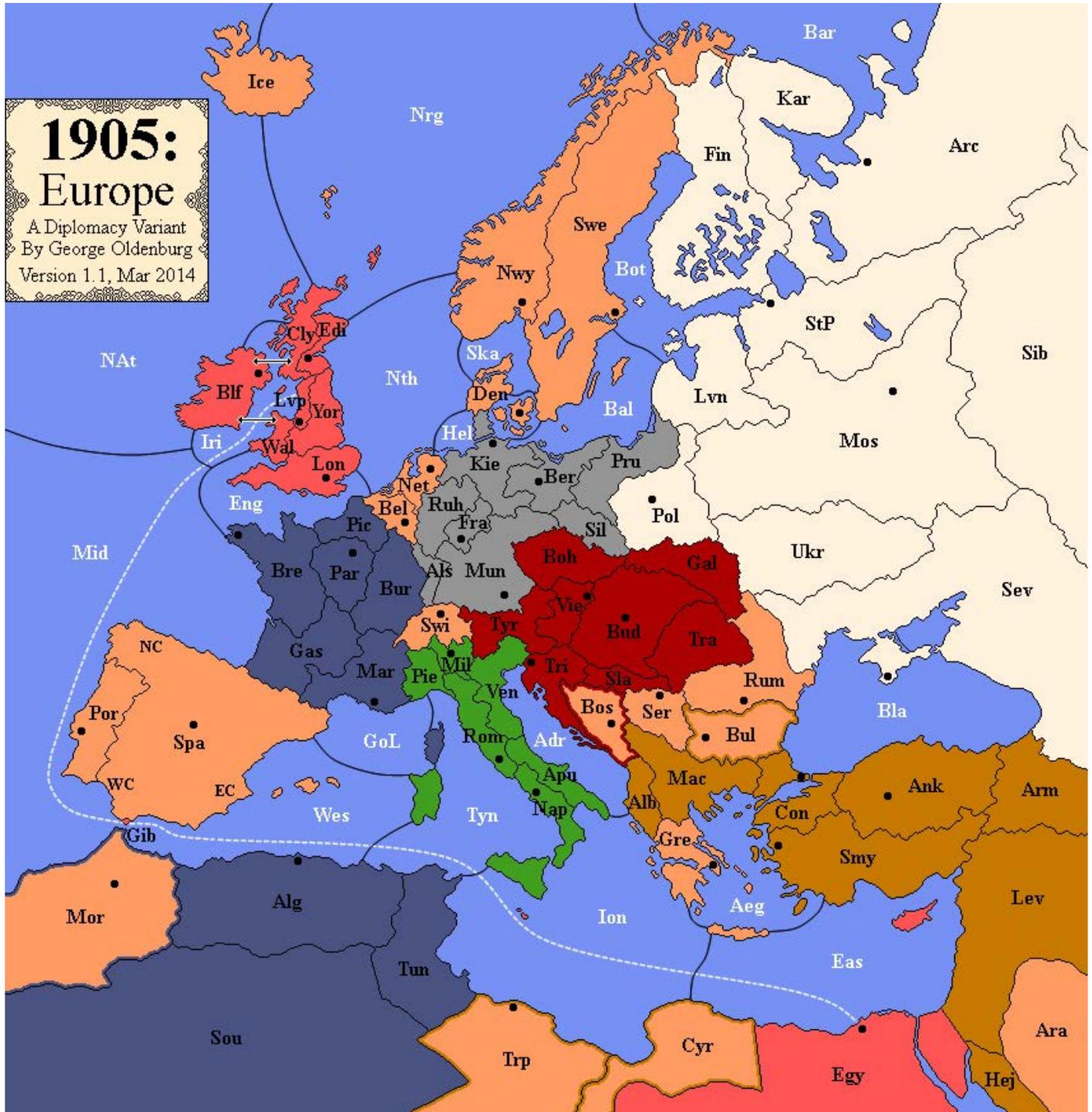
- The non-supply center Karelia (Kar) and the home center Archangel (Arc) have been formed out of St. Petersburg (StP). St. Petersburg now has only one coast in the south.
- Warsaw has been made into the regular supply center of Poland (Pol). A Russian army begins the game in Poland, but future units may not be built in Poland (see *Colonial Possessions* special rule below).
- Siberia (Sib) no longer supplies units under the Russian Emergency Measures rule of 1900. Siberia is a normal non-supply center space in 1905.

#### Turkey

Turkey has been returned to a situation reminiscent of its placement in Classic. Smyrna (Smy) has become the third home center again. Damascus and Palestine, present in 1900, have been merged into the non-supply center Levant (Lev). Macedonia (Mac) has been split in two with Albania (Alb) occupying the former western

coast of Macedonia in 1900. Smyrna was returned as the third Turkish center to consolidate the Ottoman state in order to better combat the strengthened Dual Monarchy and reinvigorated Russian Bear. Albania was added to contribute to the fluidity of the Balkans as compensation for the inclusion of Bosnia (Bos) as a neutral supply center.

- Smyrna (Smy) is now the third Turkish center and begins with an army.
- Damascus and Palestine have been merged to form the non-supply center Levant (Lev).
- Macedonia (Mac) has been divided and now has only one coast bordering the Aegean. Albania (Alb) now occupies the space where the eastern coast of Macedonia was in 1900.



## Special Rules

**British Sea Lanes:** There are two sea lanes running from Lvp-Gib and from Gib-Egy indicated by white dotted lines. These sea lanes allow a British fleet to move from the province in which a fleet and the sea lane begin to the province at the end of the sea lane. British fleets may not stop in any of the sea spaces through which the sea lanes travel and must move to the province at the end of the sea lane. Opposing players' fleets occupying a sea space through which a sea lane travels do not stop the movement of a British fleet over a sea lane.

Britain is the only power that may use these sea lanes and must control both the province in which a fleet begins movement over a sea lane and the province in which the Sea Lane ends. In the case of Liverpool and Egypt as supply centers, control will be decided by which power controls those supply centers in the fall of any given year. Similarly, Gibraltar may be occupied in spring by a hostile/neutral power, but that power must retain control until the fall in order to sever the sea lane even though Gibraltar is a non supply center space. Gibraltar is only treated as a supply center when deciding which power is in control of the space. This is done in order to determine whether the British player may utilize the sea lanes for the next set of orders. These spaces may only be recaptured by the British player when control is maintained until the fall build. When control is reestablished by the British player, movement over the sea lanes is possible again.

Movement over sea lanes occurs as if the provinces connected by the sea lanes (Gib, Lvp, Egy) directly bordered one another. British fleets moving over sea lanes may bounce other units attempting to move into one of the provinces connected by the Sea Lanes (Gib, Lvp, Egy). Fleets moving over sea lanes move at full strength and may receive support from other units adjacent to the province at the end of the sea lane to which the British fleet is moving (Gib, Lvp, Egy). However, fleets may not give support over a sea lane to a unit moving into Gib, Lvp, or Egy as if the provinces directly bordered.

*Example:* F Mid-Gib; F Lvp S F Mid-Gib is an illegal set of moves because Lvp and Gib are only considered to directly border each other for movement between them by a British fleet, not for giving support over the sea lane. However, F Lvp-Gib; F Mid S F Lvp-Gib is a legal set of moves.

Movement over sea lanes only occurs with the following legal sets of moves: Lvp-Gib, Gib-Lvp, Egy-Gib, and Gib-Egy. British fleets may not order Lvp-Egy, thereby skipping over Gib; this is considered an illegal move and is invalid. Armies may not move over sea lanes, nor can they be convoyed via fleets occupying provinces

connected by the sea lanes. Convoys must act as usual between fleets in adjoining sea spaces.

**Strait of Gibraltar:** The Strait of Gibraltar is a passageway south of Gibraltar initially controlled by Britain. Whoever has control of Gibraltar manages access through the Strait of Gibraltar. Fleets may pass through the Strait of Gibraltar without first attaining control of the space Gibraltar, allowing for direct movement between Mid Atlantic and Western Mediterranean. However, access through the Strait is determined by the player controlling Gibraltar and naval traffic of other players is only permissible if allowed by the player exerting control over the space of Gibraltar. It is also possible to avoid the Strait, and the player controlling Gibraltar, by moving through Morocco. The space of Gibraltar does not break up the coast of Morocco and movement from Mid Atlantic to Western Mediterranean via Morocco is unhindered by the Strait of Gibraltar special rules or the space of Gibraltar. However, convoys must pass through the adjoining sea spaces connected by the Strait and may not bypass the Strait of Gibraltar by Morocco since it is a land space (see more discussion on convoys below).

Fleets of the player currently owning Gibraltar have unfettered access through the strait, but fleets of other players must receive the consent of the player currently occupying Gibraltar through a support order written as "Gib S X country F X space-X space" or "Gib support X country fleet X space-X space". If this form of support order is not given by the player controlling Gibraltar to the player endeavoring to move through the Strait, then the move fails and is invalid with the fleet attempting passage through the Strait remaining where it originated with an order to Hold.

*Example A:* Gibraltar is under British control and Britain agrees to allow a French fleet to pass from Mid Atlantic into the Western Mediterranean. The French order would be written as a normal movement order "F Mid-Wes" and the British player would submit a support style order "Gib S French F Mid-Wes" or "Gib support French fleet Mid-Wes".

*Example B:* Gibraltar is under British control and a French fleet asks for permission to pass from Mid Atlantic into the Western Mediterranean. Britain initially agrees in diplomatic discussions but later decides against it in his set of orders. France gives the order "F Mid-Wes", but the British player reneges on their agreement and writes no such support order to allow French passage through the Strait. The French fleet remains in Mid with an order to Hold.

*Example C:* Gibraltar is under British control and a French fleet asks for permission to pass from Mid Atlantic into the Western Mediterranean. Britain initially agrees in diplomatic discussions but later decides

against it in his orders, but alters his orders in such a way as to make it appear as a mistake. France gives the order "F Mid-Wes", but Britain writes his support order as "Gib S French F Mid-Gib-Wes". This order appears sound, but only a support order designating the French fleet's space of origin and its destination is acceptable since the fleet passes through the Strait, but does not (nor can it since that would represent an extra move from Mid to Gib and then into Wes all in one turn) move through Gibraltar on the way into Wes. Any form of support order that does not exactly specify "Gib S X country F X space-X space" or "Gib support X country fleet X space-X space" is considered invalid and the fleet that was intended to be supported through the Strait is given an order to Hold.

This form of movement can work either from Mid to Wes or from Wes to Mid so long as it is by a fleet of the player in control of Gibraltar or by a player who receives the above form of support order from the player in control of Gibraltar. The player in control of Gibraltar need not give any such support order to allow passage of his own fleets. Gibraltar also need not be occupied with a fleet/army of the player in control of it for such a support order to be given to another player's fleet.

**Convoys through the Strait of Gibraltar:** Convoy orders treat Mid Atlantic and Western Mediterranean as adjoining sea spaces and players endeavoring to convoy armies through the Strait must secure the support order of the player in control of Gibraltar for the army. This is opposed to the support order given for a fleet in the case of naval movement through the Strait. These orders are written by the player in control of Gibraltar in a nearly identical fashion as normal support orders for fleet movement through the Strait except the orders must designate the army as securing passage through the Strait. These orders are written as "Gib S X country A X space-X space" or "Gib support X country army X space-X space", just as support orders allowing fleet passage through the Strait. The fact that the army is being convoyed need not be specified in the support order allowing passage through the Strait.

If the army's space of origin and destination differ between the player in control of Gibraltar giving the support order allowing passage through the Strait and the player endeavoring to convoy his army through the Strait, then the order is invalid and the army remains in its location at the start of the turn and is given an order to hold. The fleets are also given an order to hold in the event of incompatible convoy and support orders through the Strait. Similarly, if the player in control of Gibraltar does not place the support order for the convoy in his set of orders, then the convoy fails and the army and fleets are given orders to hold. Convoy orders for an army under the command of the player in control of Gibraltar need not designate such a support order since he manages passage through the Strait.

*Example A:* A French player has fleets in Mid Atlantic and Western Mediterranean and is endeavoring to convoy an army from Brest to Algeria. The British player maintains control of Gibraltar, but agrees to allow the French convoy. The French player writes the following set of orders: A Bre-Alg; F Mid C A Bre-Alg; F Wes C A Bre-Alg. The British player then writes his support order as "Gib S French A Bre-Alg" or "Gib support French army Bre-Alg". These orders are valid, passage is granted by the British player through the Strait, and the French army is successfully convoyed from Brest to Algeria.

*Example B:* A French player has fleets in Mid Atlantic and Western Mediterranean and is endeavoring to convoy an army from Brest to Tunisia with the help of an Italian fleet in Tyrrhenian Sea. The British player maintains control of Gibraltar, but agrees to allow the Franco-Italian convoy. The French player writes the following set of orders: A Bre-Tun; F Mid C A Bre-Tun; F Wes C A Bre-Tun. The Italian player writes his orders as "F Tyn C A Bre-Tun." The British player then writes his support order as "Gib S French A Bre-Tun" or "Gib support French army Bre-Tun". These orders are valid, passage is granted by the British player through the Strait, and the French army is successfully convoyed from Brest to Tunisia with the help of the Italian fleet in Tyrrhenian Sea.

*Example C:* A French player has fleets in Mid Atlantic and Western Mediterranean and is endeavoring to convoy an army from Brest to Tunisia with the help of an Italian fleet in Tyrrhenian Sea. The British player maintains control of Gibraltar, but agrees to allow the Franco-Italian convoy. However, he later decides against supporting the French convoy. The French player writes the following set of orders: A Bre-Tun; F Mid C A Bre-Tun; F Wes C A Bre-Tun. The Italian player writes his orders as "F Tyn C A Bre-Tun." The British player omits the support order from his moves. The French convoy order is invalid, passage is not granted by the British player through the Strait, and the French army and French and Italian fleets are given orders to hold.

*Example D:* A French player has fleets in Mid Atlantic and Western Mediterranean and is endeavoring to convoy an army from Brest to Algeria. The British player maintains control of Gibraltar, but agrees to allow the French convoy. However, he later decides against supporting the French convoy and resolves to fabricate an erroneous support order in an attempt to deceive the French player. The French player writes the following set of orders: A Bre-Alg; F Mid C A Bre-Alg; F Wes C A Bre-Alg. The British player then writes his support order as "Gib S French A Bre" or "Gib support French army Brest". The French convoy order is invalid, passage is not granted through the Strait due to the incorrect order

of the British player, and the French army and fleets are given orders to hold.

*A support order allowing passage through the Strait of Gibraltar must be written precisely as "Gib S X country A X space-X space" or "Gib support X country army X space-X space" or else it is an invalid order and the units involved in the movement or convoy are given orders to hold.*



**Suez Canal:** The spaces of Egypt and Hejaz are considered to be connected to Mid Atlantic. Any unit moving from Egypt/Hejaz to Mid Atlantic or vice versa, moves at half strength and may not support from or be supported into either space when moving from one to the other (see the 1900 rules for a fuller description, 1905 does not differ with regard to the Suez Canal).

**Colonial Possessions:** The supply centers Algeria, Egypt, and Poland begin with units controlled by the major powers France, Britain, and Russia, respectively, and are supplied from those spaces. Future units are not permitted to be built on the colonial spaces Algeria, Egypt, and Poland. They are not considered home supply centers of the major powers that originally control them. They are treated as neutral supply centers under the control of the major powers that begin with units on them.

#### Notes about the map:

- Several neutral spaces are outlined in the colors of national powers. This does not indicate control, but is merely present for aesthetic purposes to present historical spheres of influence. Tripolitania, Cyrenaica, and Bulgaria are highlighted according to Turkey's national color as these were client states of the Ottoman Empire, though, in reality they were little more than nominally controlled by the dilapidated Mohammedan state. Morocco is outlined in France's color to reflect the increasing political influence exerted by the Republic in the internal affairs of the last independent Sultanate west of the Ottoman Empire. Morocco was formally annexed in 1912. Bosnia is outlined in Austria-Hungary's color since the Dual Monarchy effectively controlled the country through military occupation ever since the Congress of Berlin (1878). Bosnia was formally annexed in 1908.
- There are two land bridges connecting Clyde and Wales to Belfast that allow movement between these spaces for fleets and armies.
- The space of Gibraltar breaks up the southern coast of Spain into a western (wc) and eastern coast (ec). Gibraltar borders Spain by land, but does not border Morocco by land. Only fleet movement is allowable between Gibraltar and Morocco (Please note, again, that the land bridge connecting Morocco and Gibraltar, present in 1900, has been removed in 1905: *Europe*). See also above for the special rules regarding Gibraltar and its relation to movement between Mid Atlantic and Western Mediterranean.
- Denmark and Sweden border, but the coast of Sweden is not disrupted by the space Denmark. Sweden is considered to have only one coast, and both land and naval movement is permissible between Denmark and Sweden.
- The coasts of Kiel and Egypt are considered to have only one coast due to the presence of the Kiel and Suez Canals, respectively.

Please feel free to send me an email with comments, questions, or interest in playing/GMing. I look forward to hearing some feedback and always enjoy discussing the map. Please send any comments to my email address: [1vaevictus@gmail.com](mailto:1vaevictus@gmail.com)

***[[This is George's first submission to Diplomacy World. Let's hope he becomes a regular contributor!]]***



## **Calling Diplomacy players In Southern California!!!**



**22 million people live in SoCal... There must be a few Diplomacy players amongst us!**

**We are looking to form a new FTF Diplomacy community in Southern California. All levels of experience from veteran, to online only players, to never played before are welcome!**

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**San Diego, Orange, & Riverside Counties: Adam at [adam.silverman@gmail.com](mailto:adam.silverman@gmail.com)**

**LA, San Bernadino, and Ventura Counties: Jay at [DiplomacyPlayers.SoCal@gmail.com](mailto:DiplomacyPlayers.SoCal@gmail.com)**

# Three Ways Diplomacy Has Enriched My Life

Joshua Danker-Dake

I couldn't think of anything meaningful to contribute to this issue on the subject of Diplomacy strategy and/or tactics, so here's a fluff piece about how great Diplomacy is.

Obviously, Diplomacy is awesome, bringing joy and wonder to all who partake in its sinister and engrossing machinations. But that's not the limits of its powers—I've found that it's also benefited me away from the board in a number of ways—ways that are (perhaps somewhat surprisingly) not related to negotiation or betrayal or me acting more like a ruthless jerk than I do naturally. Here are three.



## Geography

In many ways, I am or have been the very model of an ignorant American (I'm working on it—the first step is admitting you have a problem, eh?). Never was this ignorance so appalling as when I was in high school (I expect this is true of a great many people).

Give me a blank map of Europe and I could give you the United Kingdom, France, Germany, Spain, Portugal,

Italy, and Russia. That's it. What little additional knowledge I had of the Mediterranean came from a basic understanding of Saint Paul's missionary journeys. Eastern Europe was a here-be-dragons-level mystery. Armenia, Albania—same difference. I'd never heard of historic regions like Galicia or Livonia. Should I have? I don't know. But I do now, and I've never had cause to repent of the time spent learning this sort of thing.

What advantage, then, is there in knowing this stuff (besides being able to discuss Diplomacy orders without a map in hand)? Much, in every way. Here's an example.

## History

I don't know about you, but when I was in school, we really glossed over World War I, and I went through most of my teenage years under the impression that World War II didn't really get going until 1941. Sad.

I have no doubt that my improved understanding of European geography improved my takeaway from a lot of the reading I've done, not to mention from some of the courses I've listened to from The Teaching Company, such as "World War I: The 'Great War'" by Vejas Liulevicius and, in natural subsequence, "A History of Hitler's Empire" by Thomas Childers (this isn't a plug, *per se*, but you should know that these are the sorts of things I find interesting). I never did manage to slog through *Mein Kampf*, but that's probably all right.

## Chess

I've played chess my whole life, and I would describe myself at this point as a competent amateur. I like chess—I don't love it. But I freely acknowledge it as the archetype of the abstract strategy genre.

Yet while I find Diplomacy theory extremely fascinating, I've never had a lot of interest in or patience for chess theory, particularly openings (and now that I have small children, this seems unlikely to change in the next two decades). I read chess notation like I read music and Greek: with agonizing slowness and a headache. All those Spaniards and Portuguese and Italians that figured everything out three, four, five hundred years ago—well, I'm happy for them, but I can't be bothered to take chess that seriously. Let the dead bury the dead.

But even though I have little to no interest in taking my chess game to the next level through anything other than learning from my own mistakes, I enjoy chess when I play with people who more or less on my level, win or

lose, and I do play regularly (as with Diplomacy, I prefer it web-based).

Recently, I've come to realize that not only has Diplomacy made me a better chess player, I've also begun to play chess like I play Diplomacy. No, not with negotiations and betrayal (although if you figure out a way to make that happen, I'll be first on the bandwagon), but in terms of the basic principles common to so many abstract strategy games, principles I've come to appreciate and understand more deeply in Diplomacy than in other games because I enjoy it and "get" it so much more.

People have applied chess principles to all and sundry (whether it makes sense or not) to the point that describing anything that's not a chess match (e.g., any and every sporting event) as "a chess match" is the tireddest of clichés. We don't need to go there; let's turn it around. I've played chess with someone and thought, "this guy plays chess like it's Stratego" (interpret that how you want). I play chess like Diplomacy. What does that mean?

Diplomacy taught me an appreciation for getting and maintaining momentum ("tempo" in chess). It honed my ability to find and apply pressure to the weak point in a line. It taught me to anticipate my opponent's moves (this works somewhat differently between the two games, as in chess, you're often looking at how many moves ahead you can see, while Diplomacy anticipation centers around accurately predicting as many of the opponent's orders as possible on the current turn—in any case, in both games, how accurately I can pull this off is a pretty good indicator of how well I'm doing). Since I've begun playing Diplomacy, I've probably tripled the number of moves I can anticipate in chess. So that's nice.

Please don't walk away thinking this was one long humblebrag about my post-formal-education self-betterment or snooty nerd hobbies. By no means, and here's why: what Diplomacy (and a library card) did for me, it can do for you. It's culture. Pass it on.

**Joshua is the Diplomacy World Strategy & Tactics Editor**

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## Ask the GM

### By The GM

Dear GM:

Last issue there was no "Ask the GM" column, why not?  
A Disappointed Fan

*Dear Fan,*

*There was no article because you didn't write me with any questions and your editor won't let me make up question so get off your ass and email me some questions, you lazy bastards!*

*Your Pal,  
The GM*

Dear GM,

What is your favorite province and why?

I like Belgium

***Dear Belgium,***

***Okay when I said send me questions, I meant good questions not these dumbass ones.***

***My favorite province is the one that gives me the win—what kind of weird Dip player are you???***

***Your Pal,  
The GM***

# Jerry H. Jones – A Retrospective of a Former Diplomacy World Editor

By Jim Burgess

I definitely wasn't one of the ones who knew Jerry really well, but he passed away recently (<http://www.legacy.com/obituaries/pasadenastarnews/obituary.aspx?n=jerry-h-jones&pid=169972696>) and we wanted to take notice of this and pass our sincerest condolences to his family and friends. Jerry took over the Publishing role (from Walt Buchanan) and the Editing role (from Conrad von Metzke) in Issue 21, and kept it for seven issues, to Issue 27, when he passed it on to Rod Walker. All of these issues are obtainable from our DW back issue page at: <http://www.diplomacyworld.net/dwback60.htm>

Jerry continued a trend that Conrad von Metzke had started to give a bit of a sense of humor and fun to DW. The Issue #21 was one of the great issues of its time for a variety of reasons. First, of course, Jerry had the energy of the "new publisher and editor" that came through on every page. But there was some amazing content in here too. Mark Berch had his famous commentary on "all things Turkish" in this issue, arguably this is one of the best articles on Turkey ever written in my view. It is well worth reading today. Mark wrote about an eight page article, stepping off from basics of negotiation, to openings, to midgame alliance choices, to the endgame. There are many nuggets in here, including the Juggernaut (RT) alliance, though it wasn't called that yet. And it has the best analysis of the pros-cons of an AT alliance that I've ever seen. It also lays out the key problems for Turkey in being trapped in the corner and how to address them.

It also started a PAIR of demo games, one with a North American group of players, and one with a World group players. Although I knew most of the North American players, I didn't know any of the World players other than Richard Hucknall. Richard Sharp provided his usual acerbic commentary on the World game, and Eric Verheiden GMed and Mark Berch started out commenting on the North American game, but promises to pass it off in a few issues, more on that below. I found it fascinating that the openings perfectly reflected what came to be known as the differences in the playing styles between North Americans and Europeans. For example, in the World game, Italy tried to open with the Byrne, but was blocked by Austria moving F Tri-Ven. In the North American game, Italy set up the Lepanto. Everyone bounced in Black Sea, but in the World game there were five other bounces in Spring 1901. The North Americans had none! There is more, but well worth a look to follow the entire set of games. John Boyer took over commentary on the North American game in Issue #23 and handed to Randolph

Smyth for Issue #24. I found the moving the commentators around interesting, following the whole game and the different perspectives of the commentators, and motivates what we do now in having Jack, Rick, and me all comment on the same game throughout. John Boyer summarized back to his thoughts which were different from earlier commentators. John concluded by saying "France is way ahead", but Randolph Smyth said balance is more important and France just seems less balanced and when/if he finally turns on Italy, Italy will be able to form and defend a line easily. While the beginning of the World Demo Game was fascinating, it disappeared and I'm not really sure what ultimately became of it. Skipping ahead to DW #26, Don Ditter as Russia won, Don Bingle as France was crunched, just as Randolph Smyth had suggested and Italy under Lee Kendter, Sr., finished a poor second. This was an FIR arrangement from early on, and Russia had the set up to win once France didn't stab Italy first, but Italy stabbed France. Yet in parallel, he wasn't balanced either, and (in my view looking back) didn't have enough armies.

Issue #21 also featured a great article by Dave White on lying strategies. He ends with the key piece of input that is of the most use. The best way to deceive opponents is to find a way to tell the truth that is stranger than fiction. Then, you get what you want, AND you can say afterward, but it WAS the truth! But this is about Jerry, and the absolute best piece in his whole first issue was HIS article on "Postal Diplomacy is DEAD!". He laments the loss of "writing", which is STILL a problem, look at the quality of press or writing in pretty much any game you see? The challenge, as Jerry saw it being presented, was to produce quick games on good deadlines (those deadlines back then were longer, but the same issue in the Internet hobby exists today), but not spend any time on writing. Then, later in the issue, Jerry puts a "begathon" letter in that sounds not unlike what Doug Kent or I write today (the more things change....), but Jerry writes it longer and more extensively. Even more interestingly are two things from Lew Pulsipher, first a review of his famous book on Variants, and secondly his call for Artificial Intelligence or Computer Diplomats. The AI-Dip group on Yahoo is still active, they still haven't achieved what Lew dreamed then, but they're actively at work, check them out some time.

Issue #23 also featured the great "Bernie Oaklyn" response letter. Of course, we all know now that Bernie Oaklyn and Buddy Tretick were one in the same, and James Alan Tretick (who went by James Alan in Bernie's

szines) is still around the hobby a bit. I was one of those who didn't care, loved playing in Bernie's szine, and ignored all of this back and forth about whether he was Buddy or not. But, if you want to read the original debate, the best place to do so is right here in DW #23. Mark Berch has his take on it in his Mark's Mutterings. Jerry has his response to Bernie's letter that I thought is a mastery of balance and grace.

Issue #23 also sets out Jerry's thoughts on win oriented Tournament Scoring Systems. Everyone had a system back then, in the late 1970's and early 1980's. I think some people still thought a solution was possible at that point. Today, we probably know better, don't we? Jerry was playing Turkey in the North American Demo Game, and he played as his thoughts on the scoring system reflected. He first had a Juggernaut going with Don Ditter in Russia, but then as he started to go down, he suicided on Russia once stabbed. Note that this suicide did NOT stop Russia from winning, though it initially gave Lee Kendter, Sr.'s Italy a leg up, but he spoke of the importance of reputation and the importance of that NOT being seen as cross-gaming. It also has his wonderful wife Patricia's commentary on being a "Diplomacy widow", a classic of the genre. She notes, though, that she has gotten pregnant, and they ultimately had two children, William and Stephanie, and for those of you that know my old "Gregg Dick rule", this

ultimately was the END of his reign as DW publisher. I'm glad he gave it up and had a great life.

For a moment, I am going to skip to Rod Walker's first issue, DW #28, there was precious little about Jerry, essentially nothing, as Rod announced significant subscription price increases to address the DW fund deficit, the rejection of most of the articles Jerry had on hand, and a move to a more "statistics of the hobby" basis for the szine. I found in reviewing Jerry's issues that I really liked the tone and flavor of them a great deal, and they all bear up to re-reading. I encourage you to toast and honor Jerry H. Jones' memory and take a gander at these early DW issues. The seven issues were a nice weekend read for me in preparing this remembrance. Let me conclude with some thoughts on Jerry's last article for DW in that #27 issue, "2001: A Diplomatic Odyssey" (which is reprinted for your enjoyment immediately after this article). He almost predicts that Hillary Clinton will be our first woman President (but not quite by 2001) and shows off his well-honed sense of humor in one of the best humor essays I've ever read in DW. I wonder if he was thinking of Joy Division's "Shadowplay" when he talked of "Stab Rock", ultimately they did "let them use you for their own ends". Adios, Jerry, I know you didn't walk among us much for the last 30 years, but we deeply appreciated all your efforts while you headed up our Flagship Szine.

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## 2001: A Diplomatic Odyssey

By Jerry Jones

(Reprinted from Diplomacy World #27)

It is the year 2001. All things have changed and all things have remained the same. President Reagan has come and gone but he was able to release the hostages in his own way. An enterprising Steve McLendon quit his job with NASA, folded his zine, and began selling cars filled with dirt from Iran which can be used as night lights.

The first woman President, Chastity Bono-Allman-Rogers-Fonda, has decreed that all items dealing in any manner with guns or warfare be banned. This included wargames which, unfortunately, included the game of Diplomacy. Avalon Hill survived the crisis by purchasing the rights from Milton Bradley for the games "Chutes and Ladders" and "Piggly-Wiggly."

Diplomacy became the "in" thing in back rooms on the college campus. In a matter of time Diplomacy had become a large underground game and it wasn't too long before the establishment considered the game to be a cancer, consuming the minds and moral fiber of America's youth.

A massive crackdown by the police began and arrests for possession of small, painted, wooden blocks were all too frequent. Police, along with Federal agents, seized 1000 pounds of dipzines when they raided Walter Buchanan's home in Indiana. Estimated street value of the zines was said to be in the millions of dollars.

Other homes were hit by such raids. Rod Walker was caught and arrested trying to smuggle 25 copies of the newly re-started "Claw & Fang" into Mexico. Conrad von Metzke was publishing again but was left alone by the authorities since they knew he would fold on his own. Lee Kendter was arrested and charged with "running a numbers racket." Mark Berch's home was under constant surveillance and his phone was tapped but nothing could be found. For in actuality, Mark had taken his entire collection of Diplomacy items and had formed a commune in Southern Utah. He did appear from time to time in the underground Dipzines.

In 1998, Mark formed the SDS (Students for a Diplomatic Society) and was forced to flee to Canada during riots in Baltimore at DipCon XXXI.

When it was announced that the entire stock of Diplomacy games had been seized by the Federal Government and stored in a depository in Albany, NY a small band of "freedom fighters" was formed to liberate Diplomacy Contraband. Led by BRUX Linsey, this troop of men tried unsuccessfully to overtake the depository. Authorities stated that the subversives seemed confused in their attempts and that they found a 48 page manual titled "VOD Houserules for Liberation of Diplomacy Materials Stored in Warehouse in Albany, NY" near the warehouse.



It wasn't until 1999 that the depository was overtaken by John Michalski and his "just a-minutemen." John had been criticized by the Diplomacy community for his advocacy of use of force in the fight for Diplomatic Rights. John's fleet of 25 reconditioned B-52's proved too much for the guards around the warehouse. His attack was not totally successful, for after the attack the largest piece to be found was half of an Italian fleet.

Hollywood became a hotbed for Diplomacy freaks, who called themselves "Dippies." On any given night you could find groups of Dippies roaming the streets dressed as Tsars, Sultans and Army Officers. Diplomacy paraphernalia shops were springing up all over the country but nowhere were they as predominate as they were in Hollywood. It was possible for anyone to purchase unpained blocks of wood, manuals on "Do-it-Yourself" Diplomacy maps, posters of Allan Calhamer, etc. The stores were not the only ones capitalizing on the Diplomacy craze. Music was inundated with Diplomatic overtones. Record sales were booming and "Stab Rock" was all the rage. "We Keep Getting Richer, But We Can't Get Our Picture on the Cover of Diplomacy World" was number one on the charts for five months and netted Konrad Baumeister a cool \$1.5 million.

Not to be outdone, the movie industry was turning out Diplomacy-related movies left and right. The most popular of these was the story of an underground postal Diplomacy player entitled "Easy Writer."

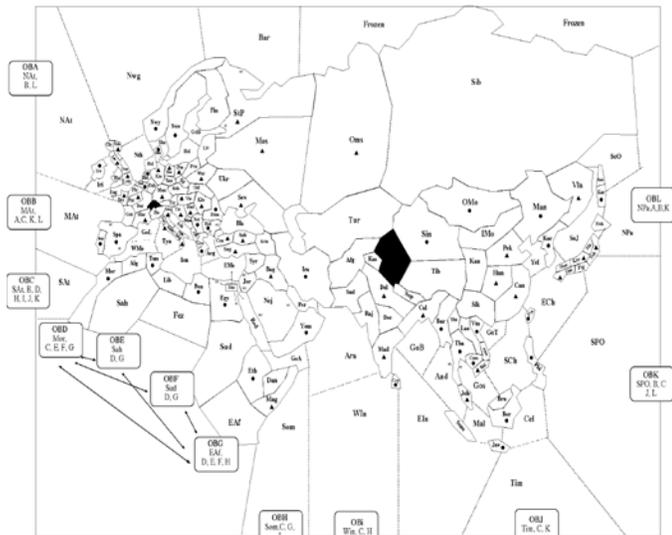
Soon the American public was tired of the fighting and the never ending Diplomacy Piece marches. The State of California passed a law allowing citizens of the State of California to make their own boards and own the blocks for one great power. It was considered a landmark piece of legislation for the legalization of Diplomacy.

Not too long after this legislation was passed, President Chastity B-A-R-F was impeached when it was discovered that she secretly taped an 18-minute phone conversation with Cliff Mann (publisher of the Dipzine "Watergate" in the late 70's) in which she spokje of the break-in of the Diplomacy World headquarters. She was replaced by Steve McLendon who had become a multimillionaire and was investing in mimeo machines. In an attempt to keep everyone happy (not to mention the sales of mimeo machines) President McLendon signed into law the Postal Diplomacy Act. It was now legal to play Diplomacy by mail only. The kept everyone happy; the Dippies could now play legally, the anti-dippies were happy because they knew that with the current Postal Service the average postal game would take 27 years to complete, the Postal Service was happy since the rates for one ounce of second class mail is \$43.52 (First Class mail was discontinued in 1989 when it was discovered that there was no such thing), and the President was happy because the price of his mimeo stocks were skyrocketing.

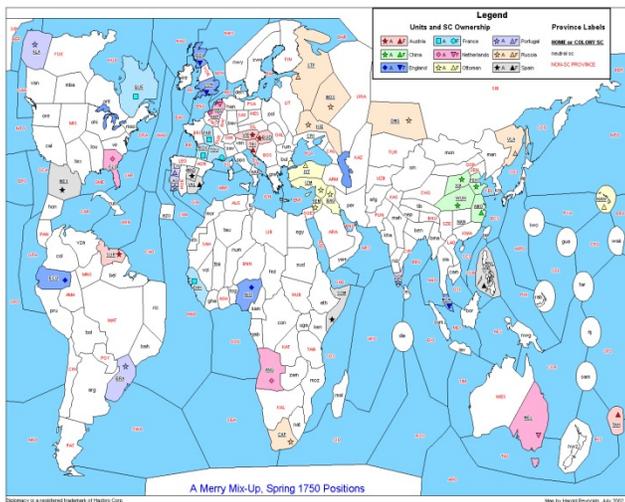
# My Top Five Worldwide Diplomacy Variants

By Jack McHugh

5. *The Twentieth Century*—I found this on the internet. It's another world wide variant that has no rules changes. This one starts in 1933 and features 13 players. It takes 74 centers to win. I have never played it but would like to give it a whirl.

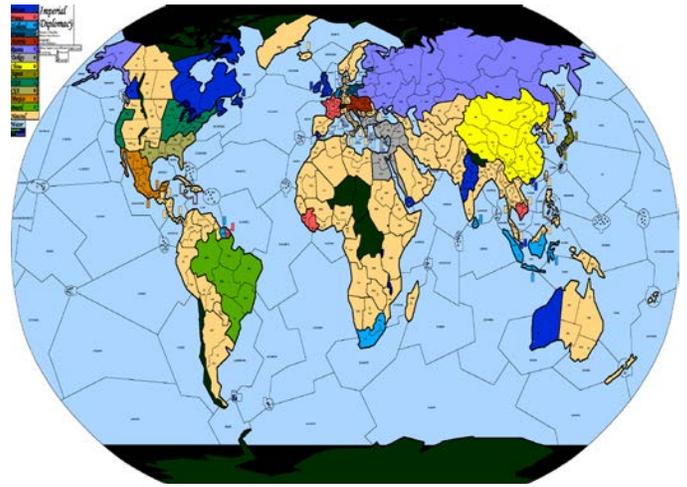


4. *Youngstown IV*, technically this is not worldwide variant as it doesn't cover the Western Hemisphere and leaves off southern Africa, but its close enough. I like the way it uses off-board boxes to let players maneuver around the Eurasian continent without letting the game become bogged down with stalemates or a huge number of sea zones. You'll be seeing variant this as the next Demo Game in Diplomacy World.



3. *Colonia*...my favorite is VII of VIIb —this is one of the first worldwide variants designed by the John Cain and

the late great Fred Hyatt, Fred's zine, *The Home Office*, was dedicated to running Diplomacy and variants – including as much Colonia as possible - and it is still is a great-playing variant. Nine powers that start in Spring 1751 which is based on the Europeans establishing colonies (thus the name) around the world.



2. *Imperial Diplomacy*...this is a 13 player variant that starts in 1860 at the height of the European imperialism. Although there are powers are in Europe—England, France, Russia, Austria, Prussia, Turkey—there are several non-European powers—USA, CSA (Confederate States of America), Japan, China, Mexico and Brazil. This game is big in terms of size with 70 centers needed to win but the rules are virtually the same as regular Diplomacy.

1. *World War IV*—played this on Diplomaticcorp.com and had a blast playing the Germany. Futuristic variant that is supposed to take place 20 years after WWIII so the world looks a bit different politically but still recognizable.

The only drawback to this variant is it is huge. You need to get 121 centers to win which is half of the 242 on the board. There are 35 powers in the game and it uses “chaotic builds” meaning you can build in any open center you control, which makes this game a lot more playable.

**Jack McHugh is the Diplomacy World Variants Editor**

# The Balkans in My Life

By Larry Peery

For Nemanja: With thanx for all your hard work for DIPLOMACY WORLD. I hope in another 27 years you can give us a progress report on the quest for peace in the Balkans.

Southern California and San Diego in particular are not Illinois or Ohio. There aren't a lot of people here who came from the "greater" Balkans or even have ancestors from that area. That may be why when you meet someone from that background you tend to remember them. At least that's my excuse. This article is a combination of a mostly chronological history of my encounters with various people from the Balkans who have passed my way, and a brief mention of some of my Balkan travels. My apologies to those of you who have read these stories before, I don't think Nemanja has. The first people from the Balkans in my life were our next door neighbors when I was a kid (e.g. Somewhere between 6 and 10, I think): Anna, a newly married and fresh off the boat Greek lady who didn't speak a word of English, her husband "Nick," their son "Nick, Jr." and Anna's mom, whose name I don't recall. My family rented a house next door from theirs which they owned. During the few years we were neighbors my mom made sure Anna learned how to be a real "American" wife (much to her husband's dismay, I'm sure) and I taught Nick Jr. how to be an "all American boy." Depending on our situation at the moment Nick Jr. and I were either best friends or worst enemies, but one thing I could always count on was the smells coming from his grandmother's kitchen every Friday, Saturday and Sunday. I guess his grandmother didn't think I got enough to eat because she was always bringing over plates of this or that Greek food and lots of cookies covered with powdered sugar and almonds and such. In return my mom taught Anna how to make hamburgers and potato salad. So I grew up eating Greek food and I love it to this day. Another memorable occasion that made a big impression on me was my first Christmas service at a Greek Orthodox Church. I had been raised in a traditional conservative Protestant church. The term "Born Again Christian" comes to mind, but technically I was a Plymouth Brethren, about as conservative a Protestant as you can get. My mother had a fit when she found out I was planning on going to a Greek Orthodox Church for Christmas midnight services and she was totally opposed to it. If it hadn't been for my step-dad putting his foot down and telling her to let me go where I wanted, I probably would have had to sneak out of the house that night. I was totally in awe by what I saw, heard, and smelled (my first incense) that night; and once again I've never forgotten it. Of course there was always a party going on next door with lots of Greek food, Greek music (I can still remember how to do the grapevine dance!), and Greek family interaction. It was

very different from what I had grown up with, but I enjoyed it. Eventually we moved away and I lost my Balkans connection ---at least for the moment.

As an illustration of how even the littlest things can have a big impact on our lives I recall an October night in 1956 when I was listening to the beautiful Magnavox radio I had gotten for my birthday that year. I was all of 9 years old and my natural father had paid \$100 (a huge amount of money in those days, at least for our family) for that radio. He told my mom he wanted me to be able to hear good music as I was growing up and between listening to radio broadcasts of the New York Philharmonic and the Saturday Metropolitan Opera broadcasts and my grandmother taking me to her concerts and the opera I got a good grounding in classical music ---something else that has stayed with me ever since. But that particular night I was laying in my bed listening to a scratchy live transmission coming across the radio. The sound was bad, the English the speaker was using was barely understandable, but the feeling in his voice and the emotions it raised in me also remain with me to this day. I didn't know it that night but I was listening to a historic broadcast coming from Budapest from the Hungarian Freedom Fighters begging the United States to help them in their struggle against the Communist Russian invaders. It may seem naïve today but in 1956 much of the world truly believed that if there was a wrong anywhere in the world we (the United States) could fix it. After all, we had won WWII, right? That night I didn't know much about Hungary, the Russians or the Communists but I knew that something terribly wrong had happened. As the news came out of Hungary my step-dad and I had several conversations about what was going on and why President Eisenhower wasn't doing anything about it. He explained to me that it was because we had other, more important interests in the Mediterranean (the first time I had heard of the Suez Canal, Nasser, and the importance of Middle Eastern oil to the United States) and the Hungarians would have to fend for themselves. He even pulled out the family Collier's atlas and showed me on the maps where Budapest, Hungary, Cairo, Egypt and the Suez Canal were. I think it was about then that I signed up as a Cold War Warrior; and for years afterwards I accepted the mantra that USA, NATO, CENTO, SEATO/Democracy=Good: Russia, Eastern Europe, China/Communism=Bad. I never questioned it. I am sure, however, that it was from those early lessons with the atlas that my love affair with cultural geography was born at about the same time that Allan Calhmer was discovering pre-WWI Europe in some old atlases half-way across the country.

Nine more years passed and I was making the transition

to a life at college, in my case San Diego State College which would morph from a four year college with 16,000 students to a State University with 32,000 students in just five years. Such was the impact of the Cold War. By 1965 Europe wasn't quite as important as it had been during the 1950s and early 1960s. The Cuban Missile Crisis and the worsening situation in Vietnam had more the country and college/university students in particular more aware of world events. The idea of a war in Vietnam (Where?) and a draft (What?) provoked a response in every male student's mind and heart. Some went underground. Some went to Canada. And others volunteered, were drafted, or went into the various officer training programs the colleges and universities were offering. That last option is the one I took. I figured a four year Air Force ROTC program combined with a course of studies focusing on Russia, China, and Eastern Europe would keep me out of the Vietnam War if nothing else would. So the first college class I signed up for was AFROTC. My second class was Russian language, followed by Russian Government, Russian History, and Russian Culture. I thought I was pretty smart. Yep.

In was during these early college years that I met Rod Walker, Conrad von Metzke, Hal Naus and other early San Diego Diplomacy legends; and, of course, it was they who introduced me to Calhamer's brand new game Diplomacy. What a change in my life that would cause.

My next extended encounter with someone from the Balkans was an instructor at San Diego State named Minos Generales. Generales was also a Greek with an interesting past. I've written about him before but for Nemanja's benefit (and others of you who haven't read or heard this particular story) a bit of background on Minos is in order. He was about 5 feet, 152 cm tall, weighed about 130 pounds, 59 kgs, shaved his head (a la Yul Brynner)m wore herringbone jackets with leather elbow patches, and always sported a pipe. He was a full professor in the Department of Political Science at the school, although he did not have a Ph.D.. This caused something of a controversy when he in line to become department chairman but it was pointed out to the other faculty members in the department that he did have a post-graduate degree from a prestigious school in Switzerland, he did have a lot of friends in the international affairs community both locally and nationally, he was a good friend of the chancellor of the State College system, and there was the matter of the poster. Hanging on the wall over his desk in his office was a wanted poster. Even if you didn't speak Greek or German which were the two languages the poster used, you couldn't help but recognize the name Minos Generales, the big 100,000 drachmas in gold reward, the words wanted dead or alive, and the Swastika. If that wasn't enough the various bullet holes in the poster were sure to get your attention. Minos never talked much about his wartime exploits but others who knew him

better than I said his career as a partisan in Greece during WWII was a highly successful one, especially in blowing up German troop trains. One Brit visitor told me that Minos activities slowed down the German invasion of Yugoslavia, which put their plans for Operation Barbarossa behind schedule. Was it true, who knows? I do know, because I saw it, that at his funeral there were flowers from the Greek government, and a casket covered with enough medals and decorations to open a pawn shop and his favorite pipe. Minos taught me a lot about international relations, the United Nations and, of course Diplomacy. I remember times when Rod, Conrad and I would be sitting in the conference room with our Diplomacy board and he'd walk by, glance at the board, take a few puffs on his pipe and walk into his office without saying a word.

My second memorable instructor from San Diego State was technically not from the Balkans. He was from Lithuania and his name was Vytautas Dukas. He was also a character with a nearly shaven head, a fantastic smile, an ability to consume more alcohol than anyone I've ever known, and a great table top dancer at church socials and parties when he was drunk. He was my Russian language professor for several years and I also took his course in Russian/Slavic culture. He insisted his students attend at least one church service and one social event at his church, which happened to be the only Russian Orthodox Church in San Diego at the time. It was a little white wooden building with the traditional onion shaped dome (first blue tile and then covered in gold leaf) and probably didn't hold a hundred people. Behind the Church was a small white house where the priest and his family lived. I can still recall the faces of some of my fellow students, all raised as good Roman Catholics, when confronted with their first Slavic Orthodox priest complete with family! Getting the students to go to their first service was always a challenge for him but after their first party they were hooked on the food, the alcohol and the fun! I'll never forget Vytautas doing his version of a Cossack's dance, squatting down with his butt almost touching the floor as he hopped up and down. Oh, and did I mention he only had one leg. The other one was a real wooden leg that he claimed to have carved himself. Was it true, who knows? Professor Generales told me one time that Vytautas had lost his leg fighting against the Communists, but another time he said it was against the Germans during WWII. Again, who knows?

A footnote. The little white Orthodox Church was located at 3783 Cherokee St. across the street from a house we lived in before I moved to Anna and Nick's place. I didn't realize that until the first time I went there for services. Years later when filling out one of those notoriously complicated military security clearance forms one of the things I had to do was list all the places I had lived since I was born! In those days people moved around a lot as their economic situation improved; which,

unlike today, happened a lot. Apparently on that form I miswrote the number of our house on Cherokee St. and put down the address 3783 Cherokee St. I turned in the form and thought nothing of it. Then, probably a year later I got called into my commanding officer's office and sitting there was this investigator from the Air Force's security clearance office. He wanted to know what I was doing living in a Russian church for two years when I was 6-8 years old; and he was serious. I thought about it and he showed me the field report with a picture of the church, etc. When I saw the picture I realized that the person taking the picture was actually standing in the front yard of the house I was living in at the time. The irony of all this was that I was due to be separated from the Air Force the next day. Oh well.

My next memorable Balkan, Slav or Serb was not an academic. Far from it, he was a tradesman. In fact he was a typewriter repairman back in the day when typewriters and adding machines were the lifeline of America's economic boom. George Stepanovich's small repair shop was located on Adams Avenue, in the same neighborhood as where I lived as a kid. By the time I discovered him and his shop typewriters were already becoming bigger and more complex. Electrics and portables were all the rage. The old brands like LC Smith (Ask me about LC Smith in Seattle.), Underwood and Royal were going and new names like Smith Corona and IBM were taking over. I took my old manual Remington, on which the very first issues of my Diplomacy magazine XENOGOGIC, were written, into George's shop to have one of the keys fixed. I think it was the "c" key, but I'm not sure. I was still in high school but George, standing behind the counter in his white shirt and tie treated me just like an adult or one of his regular customers. He examined the little Remington while I looked at the big, fancy IBMs on display. I ooohed and aaaawed about those typewriters the same way most teenagers drooled over new cars. When he was done he showed me how he had fixed the key, cleaned the machine (and taught me how to do it myself with an old toothbrush), and changed the ribbon (and taught me how to re-ink a ribbon so I could reuse it multiple times). The bill was \$3.00. He said if I took good care of my Remington it would probably last until I could afford to buy one of the new IBM electrics; and gave me a big grin. He asked me if I wanted to try one out and I said sure. So he dusted it off, made sure it was plugged in, turned it on and let me at it. He seemed surprised that as I got used to the very different feel of an electric my speed started to pick up. By the time I filled the page of paper with type he was timing me. He took the paper out of the machine, counted my errors, and figured my typing score. "Not bad," he said, "4 errors. Corrected score of 72 words a minute. That's better than most secretaries." I'd passed my typing test. He wanted to know where I'd learned to type so fast. I explained to him that I had taken my first typing class while I was in the 4th grade and then taken another class in the 7th grade. I also told him I did a lot

of typing because I did a lot of writing. He nodded. I had noticed on the wall behind the counter two pictures, one of a handsome younger middle-aged man in a c. 1940s military uniform complete with officer's cap which I couldn't identify, and one of a handsome young man who didn't look much older than me dressed in what looked like a US Military Academy uniform. He saw me looking at the pictures and explained that the older picture was of King Peter II of Serbia/Yugoslavia and dated from WWII which explained the uniform. I knew nothing about King Peter or his story but I knew Yugoslavia was then under the control of Marshal Tito and nobody at school seemed to be able to figure Tito out. Yeah, he seemed to be a bad guy, since he was a Communist, but he was also a WWII hero and he wasn't getting along with the Russians, so that made him a good guy, right? He smiled and nodded at my simplistic approach to things. Then he explained that the other picture was of his son, John, who was then attending West Point. As I left I said I'd be back when my typewriter needed fixing. And from time to time I'd stop in to have my latest broken key fixed or get a new ribbon. I remember pulling up in front of his shop one day and getting out of my new (Well, it was new to me.) 1964 Plymouth Valiant. George came out as I unloaded the typewriter and admired the car. I told him my life was changing and that I was finishing up my studies at State, looking ahead to my Air Force service, and working enough that I could manage the \$33 a month payments on my \$300 car! Remember, gas in those days was 30-33 cents a gallon. George took me inside the shop which never changed much except that the machines on display seemed to get bigger, more complicated and more expensive with each visit. He told me that he didn't have many walk in customers anymore because the machines were too big, heavy and complex for secretaries to bring into the shop, and their bosses didn't want to be bothered. So, more and more of his work involved out of shop repairs. But he gave my trusty Remington a good going over and when he was done he passed one of his three-part carbon billing forms (The same kind he'd always used.) over to me. I almost fainted when I saw the Balance Due: \$100. He laughed at the look on my face, and explained that my Remington was kaput. He could no longer get the parts or even cannibalize another machine for parts for it. It was time to move on. He showed me an older IBM Selectric II that he'd taken in on trade for a new Selectric III and said that while the I and III Selectric models were trash, the II was a good machine and would last me for years, even allowing for the amount of typing I did. He said the newest machines cost from \$700 up and a reconditioned Selectric II sold for \$300 if you could find one. I knew he was telling me the truth as I'd tracked the prices of them for a while. I gave him \$25 down and said I'd pay the rest as I could. I still remember how good I felt the day I drove over to the Bank, made my last \$33 car payment, picked up the pink slip, and drove over to George's shop to make my last typewriter payment.

George was right. That machine lasted me all the way through my publishing of XENOGOGIC and into my early day as DIPLOMACY WORLD'S editor-publisher. To bring this part of my story to a conclusion I should note that King Peter II of Serbia/Yugoslavia who fled from Yugoslavia in 1945, died in Denver, Colorado in the USA at age 47 in 1970 after a long illness, was temporarily buried in Libertyville, Illinois, and was finally returned to Serbia in January of 2013 for reburial in the royal family crypt. George sold APD Business Machines in 2008 because of health issues and has since passed away. John Sepanovich served in Vietnam and ended his Army career as a captain.

As I've mentioned in other stories Allan Calhamer was also interested in history and geography, and especially in maps. In one of our discussions years ago Allan mentioned that he had studied under Professor Sidney Fay at Harvard. Fay, of course is known as the author of *The Origins of the World War* in 1928, and the effect of that book on Allan's creation of Diplomacy is obvious. I highly recommend it to anyone who hasn't read it. Allan also mentioned studying under Charles J. Vopicka, but didn't say much about him. Apparently years later Allan had a chance to buy a goodly number of copies of Vopicka's book *Secrets of the Balkans* written in 1921. Anyway, Allan sent a signed copy of the book to various people in the hobby including Rod Walker, Jim Burgess and myself. I read through it and found it fascinating, especially the photographs of various members of the royal families of the Balkans during WWI and the Balkan Wars that followed WWI. That copy is somewhere in Peery Diplomacy Archives. Years later, while researching an article for DIPLOMACY WORLD I recalled the Vopicka book, did some research on him and found another copy of Vopicka's book on Amazon.com, for which I gladly paid USD3.00. That particular copy came by way of the State Teachers College in Warrensburg, Missouri; which is now the Central Missouri University; and the Date Due sheet shows it was checked out in 1952, 1953, 1956, 1961, and lastly in 1963. The complete title of the book is "Secrets of the Balkans: Seven Years of a Diplomatist's Life in the Storm Center of Europe" by Charles J. Vopicka, United States Envoy Extraordinary and Minister Plenipotentiary to Roumania, Serbia and Bulgaria, 1913-1920. Keep that in mind as my tale continues. Again, this is a book that should be required reading for Diplomacy fans.

My own first hand exposure to Eastern Europe and the Balkans came in 1968 when I was doing research on my thesis on the Prague Spring in Czechoslovakia. One of my professors at San Diego State was Ivo Feierabend whose father had been a member of the last pre-German take-over government under Benes. Feierabend was at Charles University in Prague and invited me to come over that summer and do some firsthand research. I grabbed the chance, snagged a flight on a USAF cargo

plane flying to West Germany and was on my way to my first rendezvous with history, so to speak. It was a heady time to be in Eastern Europe and Prague was the center of attention as the world waited and watched to see how the decaying but still powerful Soviet Union and its allies would respond to Dubcek and his plans for economic and social, if not political, freedom. The Warsaw Pact responded on 22 August, 1968, and as the various Pact forces (except for the Rumanians) poured into Czechoslovakia I high-tailed it out of Prague in an old beat up VW bug with some other university students who probably weren't supposed to be there either. After crossing Poland and East Germany we entered West Berlin via Checkpoint Charlie. The resulting thesis led to my second book *From East, Alone, Toward Europe*. Professor Emeritus Ivo Feierabend and his wife, also a professor in her own right, is alive and well and at age 86 still writes about Eastern European affairs.

In 1971 Jamie Young (More on her below.) and I made our way to Vienna and took a cruise down the Danube, along the Rumanian and Bulgarian coast, through the Straits to Greece. It was an enjoyable voyage until we passed into the Aegean Sea just in time to see various Turkish and Greek navy ships heading on a collision course for Cyprus. Once again the threat of war brought my travels to an abrupt halt. It took a few years to get up the courage and raise the funds for another trip to Europe, but in 1988 I managed a three week visit to London followed by a three week tour of Italy that included a long weekend in Trieste; which I found to be a fascinating and very un-communist city. My ideas about the Cold War were starting to change, just as they were for the Europeans. In 1989 I was back for the second part of my European 'grand tour' and as winter approached I took the Mozart train from Paris to Vienna, only to be met at the bahnhof with shouts of "Hurry up! We're going to miss the train to Prague." Why I wanted to know were we going to Prague. "Shut up and hurry!" came the response. Most of you have already read this story, but for Nemanja's sake, I'll mention once again that the reason we had gone to Prague was to witness the return of Alexander Dubcek after his years of internal exile. Somewhere between a quarter of a million and four hundred thousand people crammed into Wenceslaus Square for that historic moment. This time there were no tanks, no gunfire, just an unearthly silence from a crowd afraid to wake the almost sleeping Russian bear. Would the Wall come down? Would the Iron Curtain fall? Would the communist system totally collapse? No one knew, but everyone hoped.

Within two years things in the Balkans were a mess. What were to be known as The Balkan Wars raged on from 1991-2002. Almost every country in the former Yugoslavia and other nearby countries was involved. Tens of thousands died. Hundreds of thousands were injured. Millions of people were left homeless or country less. Not since the Christians and the Muslims went at it

had there been such devastation in the Balkans. Europe watched in horror and waited to see if the conflicts would spread. I remember flying in Europe during that period listening to two businessmen discussing the problems in the Balkans. One of them was reading a German newspaper and I saw one word in the headline, Srebrenica, stand out. I had no idea what the story was about, but I do remember one of the businessmen turning to the other and saying, "What I really hate about these wars is that it makes my flight to Antalya an hour longer than it used to be because we have to avoid the war zones flying over the Balkans." I was so mad I almost kicked his seat.

I don't remember exactly when Allan sent me Vopicka's book but by the 1990s history in the Balkans was beginning to repeat itself. The parallels between what had happened in the Balkans in the post-WWI years during the wars for national independence and in the 1990s post-Yugoslavian break-up during the new wars for national independence were too obvious to be ignored. Vopicka had spent years trying to feed, house and care for millions of refugees from the first round of wars. Now it was time for a new Vopicka to step forward to look after the millions of hungry, homeless and country less left in the aftermath of Yugoslavia's collapse. Little did I know that I would know that person very well. Jamie Young, who I have mentioned before and who I introduced to Allan Calhamer in Chicago at DipCon VI in 1971 had spent twenty years, first with the US Arms Control and Disarmament Agency and then in the State Department, as an arms control and weapons non-proliferation expert. She took part in the earliest SALT talks through the various START talks and knew many of the world's top experts in these areas both in military uniforms and civilian clothes. Although she was a petit blonde known for wearing big horn rimmed glasses she was also a veteran of Washington's insider's warfare and once bragged to me, "I'm one of the few people I know that turned down a job offer from Henry Kissinger and survived to tell about it." Jamie had gone about as far as she could in the State Department's machismo culture and had risen to the highest levels of the Foreign Service bureaucracy. When Madeleine Albright offered her a position as Counselor to the Secretary of State she took it, and then started looking for a job important enough to justify the title she would have and a problem worth her attention. She found it in the same place Vopicka had --- the troubled Balkans. When she volunteered for the assignment she didn't know what she was getting into. Over the coming years as the fighting moved from one area of the Balkans to another she made dozens of trips to the war zones (there were no real peace zones) flying in helicopters, riding in armed cars and even once hitching a ride in an Abrams tank because it was the only vehicle her security guards would accept as being safe enough for her. At one point she was in charge of a multi-national effort to feed, house and care for some seven

million refugees. Finally, burned out, she returned to Washington for good and announced her retirement. Albright asked her to take one last assignment before she left the Department and Jamie, good trooper as she was and is, accepted without asking what it was. Albright told her that the new president of Croatia, Stjepan Mesic was coming to Washington on a state visit and she needed an official host for him and his party. Would Jamie do it? By coincidence I was planning to attend the 2000 DipCon in Hunt Valley, MD at that time, and Jamie asked if I'd come down to Washington and give her some moral support during the Croatians visit. I agreed and she said she'd make all the arrangements and let me know the details. The DipCon was memorable because of several things. It was the DipCon at which I first presented the idea of having a DipCon at sea aboard a cruise ship, which in fact happened some years later. It was also one of the last times I got to spend some quality personal time with Allan Calhamer and Fred Davis, Jr. I drove down to Washington and Jamie had given me an address and told me it was a nice little hotel across from her apartment and the Saudi Arabian embassy. I should have known. With her typical sense of humor she'd booked me into the Watergate Hotel. What she hadn't told me was that my eighth floor room was directly under the penthouse being occupied by the President of Croatia and his party ---the very group she was hosting. So for the next three days I followed her and them around Washington to the Pentagon, to the Capitol, to the State Department, etc. -- - the only thing I didn't get to attend was the official White House reception and dinner. She said not to worry about it, that the speeches would be boring, and because nobody in DC really liked the Croatians the food and entertainment would be nothing special. Still, for a Dipper it was a pretty heady experience. After the Croatian party left with their 3 SUVs and 4 police car escort for the airport Jamie and I sat in the bar at the Watergate and compared notes. She said two of Mesic's security people had tried to frisk her for weapons the first time she arrived at the President's quarters in the Hotel. Her bodyguard practically pulled a gun on them. Another of his guards tried to hit on her and, she said, Mesic told him that she had killed better men than him in the Balkans. She never saw him again. I asked her what the hardest thing about that assignment was. She paused, looked at her glass of Champagne (We were celebrating, although I'm not sure what.) and took off her glasses. That meant she was either getting very serious or romantic, because she was almost blind without her glasses. She said in a low voice, "The hardest thing was knowing I was socializing, drinking, and even dancing with men who had personally killed many innocent people and collectively killed thousands more; and I had to be nice to them." Some months later I attended her official retirement party at the State Department Reception Rooms and afterwards asked what she planned to do next. She pulled out a contract offer from Georgetown University and a book contract and an

empty binder labeled "Dancing with Assassins: My Life at the State Department." Which do you think I should do? I asked her which one was her dream and she responded with a shrug. Then go with your dream, I told her. Last time I checked she was still in Foggy Bottom working with Richard Lugar and others to get yet another round of nuclear weapons talks finished and yet another agreement signed.

Was what Vopicka did worth it? Were Jamie's efforts worth it? I thought about that a lot as we cruised down the Adriatic coast from Venice in 2002. I made a brief pilgrimage to Mostar to see the bridge that was destroyed in 1993 and would eventually be rebuilt by 2004 thanks to help from the European Union. A beginning I thought to myself, but a fragile one. By the time we got to Corfu I was ready to see how things were doing in Greece. Our tour bus drove up to some castle on top of a hill over-looking the city. The drive way was lined with flags of the European Union and its member countries. We talked for a photo op but were told the castle was closed because of an important meeting going on. I took that as a personal challenge and using the skills I had learned at the Citadel in Namur I found another way into the castle. With camera in one hand and press pass in the other I wandered around and spotted flunkies putting up more EU flags. Ah ha, I thought, and headed that way. I managed to get inside

and take a few pictures before a security guard came over. I waved my camera and press pass at him and loudly said, "American press. Let me in." And he responded by turning around and walking off to have a cigarette. Some things in the Balkans hadn't changed apparently. It turned out it was a conference of Cultural Ministers from the EU countries and wasn't even starting until the next day. Still, as I climbed on the tour bus and took a verbal lashing from the tour guide who said she'd been about to call the security guards to find me, I thought that perhaps, this time if the Balkan states and people really want to and if the rest of Europe is willing to act as wet nurse maybe, just maybe, there's a chance for a real peace in the area. Who knows? We'll have to wait and see.

On the other hand, when I look at Sweet Spot (2013A in Eternal Sunshine) and I (Turkey) look at what Heath Gardner (Italy) and Chris Babcock (Russia) are doing to poor Melinda Holley (France) and the others in the game, I wonder. But that's the difference between diplomacy and Diplomatic, and another story yet to be written.

Postscript: The little white Orthodox Church on Cherokee St. still exists. You can see how good my memory is after nearly sixty years by checking out its website at <http://www.st-nicholas-church.net/>

## **Eight Reasons Why You Need to Attend Philadelphia Massacre in 2014**

**By Christian Pedone**

Clear your goddamned calendars. I am pleased to announce the details for the 2014 Philadelphia Massacre.

Dates: July 4<sup>th</sup>-6<sup>th</sup>

Location: Doubletree Hotel on S. Broad Street

Rounds: Three Rounds (Fri. 6pm, Sat. 10am, Sun. 9am)

Scoring: Carnage

All travel and booking info can be found at our website:

[www.philadelphiamassacre.com](http://www.philadelphiamassacre.com)

(hotel block coming soon!)

And now, for the sales pitch, eight reasons:

1) Meet the Locals: Last year's tournament featured 12 local Philadelphia players. This year, we're expecting to double that number. Of these 12, all but one was playing in their first NADF tournament. By traveling to our tournament, you help bolster the burgeoning Philadelphia hobby. Plus, you get to parlay with unfamiliar players who just might buy whatever shoddy half-truths you're peddling.

2) The Children are Our Future: Last year's tournament featured eight players under the age of 23. Those of us who've enjoyed a vibrant hobby for decades know that without new blood, Diplomatic tournaments will wither and die. Take them under your wing or stab 'em to bits. Either way, come help us whip these greenhorns into fighting shape.

3) Quality of Play: Despite the Philly youth movement, last year featured some amazing Diplomatic. We keep the pace brisk, with drop-dead orders and short negotiation periods. Our tournament boasted 4 former Grand Prix winners, a world champ, and a bevy of wily vets. We're expecting (ahem) more of you wily vets this year.

4) Innovation: This year, we will be running out two new wrinkles in the tournament. In addition to a traditional tournament winner (cumulative score over 3 rounds), we will be running a World Cup style bracket tournament that will be occurring simultaneously. Friday night will be the Group

Round. You and your group mates will be on different boards. If you play your way out of the group, you will go on to the brackets for Saturday and Sunday. Expect a digitally projected bracket in our ballroom along with a special trophy for the winner. Think traditional "team round" except you're competing against the other members of your team.

We will also be running a Diplomacy fantasy event for a limited number of non-attendees. (Looking at you, West Coast.) Simply signup (and pay a small fee) to draft a team of Massacre participants. Fantasy points awarded for a variety of Diplomatic exploits including tournament score, tournament rankings, best countries, etc. Prizes include free 2015 Massacre registration, 50% of the pot, a trophy and bragging rights. In-tournament trades and harassing text messages to your draftees are encouraged.



5) Venue of the Gods: Our hotel sits on Philadelphia's famed South Broad Street, steps away from City Hall and South Street. Public transportation is simple, but why leave? The Doubletree is nestled among some of the city's best restaurants, bars and music venues. Our ballroom has ample room for gaming and an interior balcony furnished with cushy chairs that overlooks the lobby. Just, a really nice joint.

6) 'Merica: Independence Day is a kind of a big deal in Philadelphia. On Friday night, we'll be within walking distance of one of the biggest annual free concerts in the Country. *Welcome America* takes place in front of the Art Museum and has featured some A-List musical acts over the years. (Elton John, Hall & Oates, Sheryl Crow, The Roots, etc.) Plus, you know, lots of fireworks. Quite a consolation prize for getting eliminated in 1903 on Friday night. Folks at the hotel say we should be able to see the fireworks from our rooms as well.

7) Cost Effective: It's surprisingly cheap to fly on July 4<sup>th</sup> Weekend, compared to other holiday weekends. Some flights, via Kayak, from likely cities. (Fri-Sun, As of 2/24):

Boston: \$188.00  
Burlington: \$220.00  
Providence: \$238.00  
Columbus \$269.00  
Raleigh-Durham: \$276.00  
Tampa: \$276.00  
Chicago: \$297.00  
Austin: \$381.00  
Seattle: \$439.00  
San Francisco: \$468.00

Airfare also drops if you come in on Thursday. Just Sayin'.

8) Crossroads: With nothing but love and respect for our compatriots in Seattle and Setauket, the loss of WAC and HuskyCon has left the tournament schedule a bit sparse moving forward. I'm counting five standalone Diplomacy tournaments next year (Whipping, Dixie, Moot, Massacre and Tempest) with another handful of tournaments taking place at larger gaming conventions (Origins, Buckeye, WBC, Carnage, TempleCon). We'd love to pick up the torch in Philadelphia and grow Massacre into a calendar highlight. We can't do that without y'all, dear Diplomacy travelers. So please consider attending. As always, I love to discuss details with individual travelers. Expect individual emails cajoling you into getting on a plane.

# Diplomacy World Demo Game

## “Thanks for the Roses” – 2013B

### The Players:

**Austria:** Christopher Martin  
**England:** Frank Sudlow  
**France:** Gregory Alexopoulos  
**Germany:** Michael Sims  
**Italy:** Timothy Crosby  
**Russia:** Peter Yeargin  
**Turkey:** Jonathan Powles

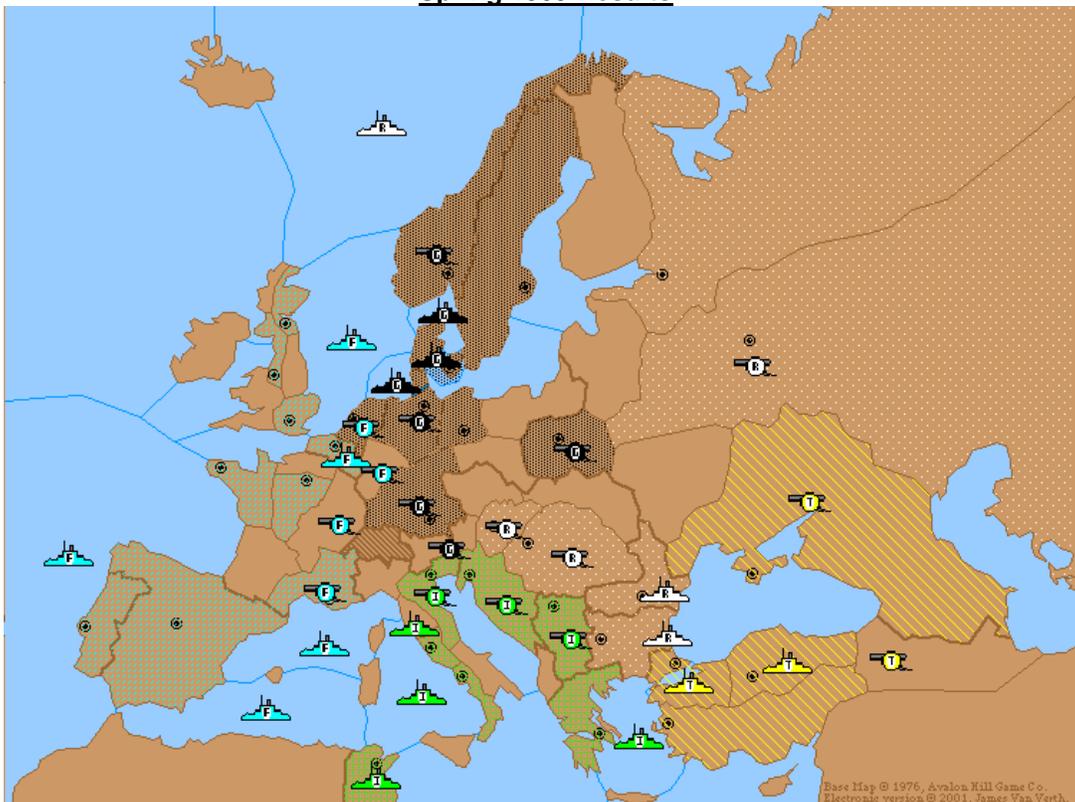
### The Commentators:

Jim Burgess (**BOLD**)  
 Rick Desper (Normal Font)  
 Jack McHugh (Comic Sans MS)

### The GM:

Douglas Kent

### Spring 1909 Results



**France:** A Belgium – Ruhr, A Burgundy Supports A Belgium - Ruhr (\*Cut\*), A Edinburgh – Holland, F English Channel – Belgium, F Gulf of Lyon Hold, F North Africa - Mid-Atlantic Ocean, F North Sea Convoys A Edinburgh – Holland, A Piedmont – Marseilles, F Western Mediterranean Supports F Gulf of Lyon.

**Germany:** A Berlin – Kiel, F Denmark Supports F Kiel - Helgoland Bight, F Kiel - Helgoland Bight, A Munich - Burgundy (\*Fails\*), A Norway - Edinburgh (\*Fails\*), F Sweden – Skagerrak, A Tyrolia - Munich (\*Fails\*), A Warsaw Supports A St Petersburg - Moscow.

**Italy:** F Aegean Sea Supports F Constantinople - Bulgaria(ec) (\*Void\*), F Ionian Sea – Tunis, A Serbia Supports A Trieste, A Trieste Supports A Venice (\*Cut\*), F Tuscany - Gulf of Lyon (\*Fails\*), F Tyrrhenian Sea Supports F Tuscany - Gulf of Lyon, A Venice Supports A Tyrolia - Piedmont (\*Void\*).

**Russia:** F Barents Sea - Norwegian Sea, A Budapest Supports A Vienna – Trieste, F Bulgaria(ec) - Black Sea (\*Bounce\*), F Rumania Supports F Bulgaria(ec) - Black Sea (\*Cut\*), A St Petersburg – Moscow, A Vienna - Trieste (\*Fails\*).

**Turkey:** F Ankara - Black Sea (\*Bounce\*), F Constantinople – Bulgaria (No Coast Specified, Holds), A Sevastopol - Rumania (\*Fails\*), A Smyrna - Armenia.

Spring 1909 Commentary:

Jim Burgess (**BOLD**)

Rick Desper (Normal Font)

Jack McHugh (Comic Sans MS)

OK, so we see that G/R are working together, I/T seem to be working together (not as smoothly), and France is by himself, though he wants to back off Italy.

In the North, Russia moves to the Norwegian Sea and Germany puts three fleets on the North Sea. France takes Holland, but he will not be able to hold the North Sea. And even an army in Ruhr won't be enough once the North Sea falls. Once Germany is in the North Sea he'll be able to retake Holland, and the English possessions are wide open to the Russian raider.

I don't know why France pulled back to Marseilles. Had he not done that, he could take Munich by cutting Tyrolia. Of course, Germany could have pulled back the army in Warsaw.

In the South, France pulls his fleets back, a little bit, and Italy tries to take the Gulf of Lyon. Italy also supported the Turks into Bulgaria. And, oddly enough, Italy specified the coast while Turkey forgot to. Whoops!

**So, Turkey miswrites an order, an order that HAS to be correct to decide which coast the fleet will move to. One issue for Jonathan here is that he is a Judge player. A strength and weakness of the Judge software is that for things like convoys and fleet moves to coasts, you either have to do it right, or it is an error. There also sometimes is a question about whether a miswritten order was done "on purpose". In my experience, sometimes people CLAIM that they were done on purpose, but very seldom are. And there was no reason for Jonathan to make that mistake on purpose here. He almost was "back in the game", but now with the opportunity lost (it would have been successful), Turkey is trapped and probably headed for oblivion in the game. This is too bad, Jonathan is a great player and has a great blog for those of you interested in music and astronomy, as I am. At the time I write this, he's been tracking his observation of Nova Centauri 2013, a Nova in the Southern Cross that we can't see where most of us are. But Jonathan also is a brilliant and inventive Diplomacy player, where this Turkish position didn't show that off much at all. There may be more to say about Turkey in the game here, but it looks grim.**

The Russian army in Moscow means that Turkey cannot be as casual about using A Sev to cut support from F Rum.

The Russian position is very tenuous. His continued existence relies upon Germany's good will. If Germany

joined with Italy and Turkey, Russia would collapse very quickly.

Germany has completely pulled off Russia--although he did leave one army to pick up War, thank you very much--and moved on France. Looks like France can hold off Germany however.

**Hey, Jack, can't you see all those German fleets? France is about to have his clock cleaned if the Russian and German fleets are working together, and even if they aren't, Germany has three fleets on the North Sea while France only has two.**

I think France pulled out of Pie, to answer Rick's question, to signal to Italy and Germany he's willing to work with Italy as well as take pressure off Italy to allow Italy to move on Germany. I'm not sure it will work but I understand what France is thinking here.

I also think that France may have been thinking he needs the army to defend the homeland since F Belgium needs to launch into English Channel, I think. Also, Italy wasn't going to lose centers to France, so France needs to fall back to the other line. Expect to see Wes-Mid, GOL-Spa(SC) next.

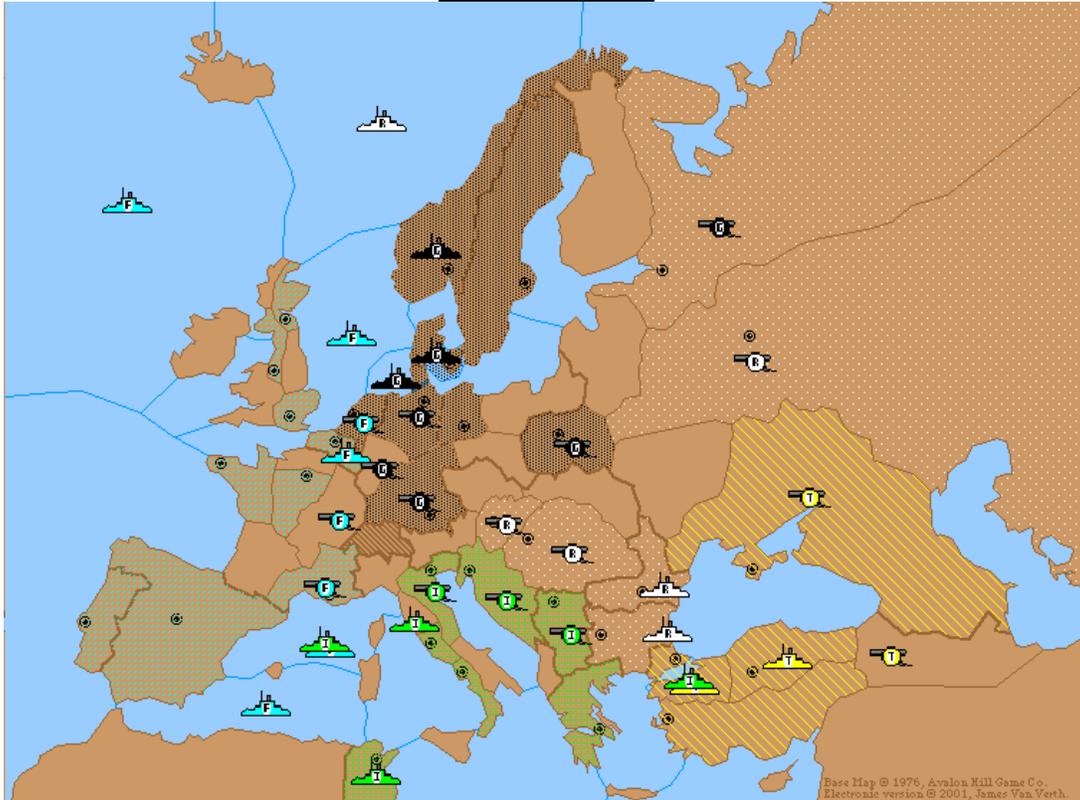
I disagree with Rick and still see Russia as being quite viable in this game. Does this mean I think Russia's position is great? No, but other than Turkey, no one is focusing on him and unless Germany decides to support Turkey into Moscow, or vice-versa, Russia doesn't have to much to worry about. And Germany needs that Russian F Nwg to help out against France so I don't think Mike will risk Peter removing that fleet if he forces another loss on Russia.

I've also been fond in recent seasons of lamenting the Russian position; however, now I agree with Jack, there is some life in it, one key question is whether Germany keeps Warsaw by Russian agreement or not. But there is some real opportunity for Russia to gain English centers, and maybe Turkish ones as well. If Russia doesn't get out ahead of himself again (that's what happened the first time), there could be a lot of dynamism in the Russian position.

The whole Mediterranean-Balkans-Black Sea area looks stable and stalemated to me. Unless there is some dramatic change I see this as a five way draw, I don't see any power being eliminated without risking one power becoming too large and I think the players in this game are too experienced to let this become a solo victory for anyone.

And I disagree, this is headed to be a great back and forth balance of power game, next the hammer may fall on Germany. This remains one of the more fascinating demo games, especially one down to five powers (still odd!! that matters!!), that I've seen in a bit of a while.

### Fall 1909 Results



**France:** F Belgium Supports A Holland, A Burgundy - Marseilles (\*Fails\*),  
~~F Gulf of Lyon Supports F Western Mediterranean~~ (\*Dislodged\*, retreat to Spain(sc) or OTB), A Holland Hold,  
A Marseilles - Piedmont (\*Bounce\*), F Mid-Atlantic Ocean - North Atlantic Ocean, F North Sea - Edinburgh (\*Bounce\*),  
~~A Ruhr - Burgundy~~ (\*Disbanded\*), F Western Mediterranean Supports F Gulf of Lyon (\*Cut\*).

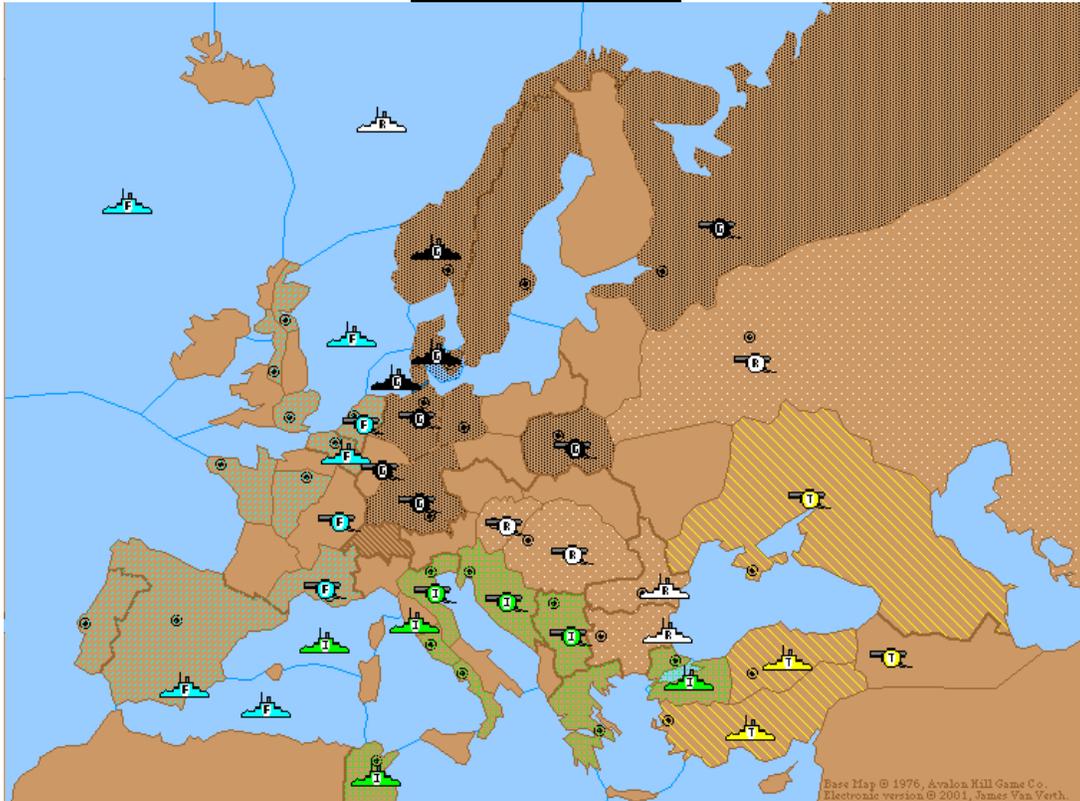
**Germany:** F Denmark - North Sea (\*Fails\*), F Helgoland Bight - Holland (\*Fails\*), A Kiel Supports A Munich - Ruhr,  
 A Munich - Ruhr, A Norway - St Petersburg, F Skagerrak - Norway, A Tyrolia - Munich, A Warsaw Hold.

**Italy:** F Aegean Sea - Constantinople, A Serbia Supports A Trieste (\*Cut\*),  
 A Trieste Supports A Tyrolia - Vienna (\*Void\*), F Tunis - Western Mediterranean (\*Fails\*),  
 F Tuscany Supports F Tyrrhenian Sea - Gulf of Lyon, F Tyrrhenian Sea - Gulf of Lyon, A Venice - Piedmont (\*Bounce\*).

**Russia:** A Budapest - Serbia (\*Fails\*), F Bulgaria(ec) Supports F Aegean Sea - Constantinople,  
~~A Moscow - Sevastopol~~ (\*Fails\*), F Norwegian Sea - Edinburgh (\*Bounce\*), F Rumania - Black Sea (\*Bounce\*),  
~~A Vienna - Trieste~~ (\*Fails\*).

**Turkey:** F Ankara - Black Sea (\*Bounce\*), A Armenia Supports A Sevastopol,  
~~F Constantinople - Bulgaria(ec)~~ (\*Dislodged\*, retreat to Smyrna or OTB), A Sevastopol Hold.

### Autumn 1909 Results



**France:** Retreat F Gulf of Lyon - Spain(sc).. Has F Belgium, A Burgundy, A Holland, A Marseilles, F North Atlantic Ocean, F North Sea, F Spain(sc), F Western Mediterranean.

**Germany:** Has F Denmark, F Helgoland Bight, A Kiel, A Munich, F Norway, A Ruhr, A St Petersburg, A Warsaw.

**Italy:** Has F Constantinople, F Gulf of Lyon, A Serbia, A Trieste, F Tunis, F Tuscany, A Venice.

**Russia:** Has A Budapest, F Bulgaria(ec), A Moscow, F Norwegian Sea, F Rumania, A Vienna.

**Turkey:** Retreat F Constantinople - Smyrna.. Has F Ankara, A Armenia, A Sevastopol, F Smyrna.

### Supply Center Chart

France: Belgium, Brest, Edinburgh, Holland, Liverpool, London, Marseilles, Paris, Portugal, Spain=10, Build 2  
Germany: Berlin, Denmark, Kiel, Munich, Norway, St Petersburg, Sweden, Warsaw=8, Even  
Italy: Constantinople, Greece, Naples, Rome, Serbia, Trieste, Tunis, Venice=8, Build 1  
Russia: Budapest, Bulgaria, Moscow, Rumania, Vienna=5, Remove 1  
Turkey: Ankara, Sevastopol, Smyrna=3, Remove 1

### Fall and Autumn 1909 Commentary:

Jim Burgess (**BOLD**)

Rick Desper (Normal Font)

Jack McHugh (Comic Sans MS)

As Jim says, a lot of stuff is going on here. Not all of it is easy to figure out. Russia, in particular, is mind-boggling. Anyway, let's dig into this a bit.

**I agree, but let's first lament the lack of press, lots of interesting players here, should be some interesting negotiations, but we're getting no insight into the emotional climate of the game.**

France: the positive is picking up Holland. The negative is that his position is untenable on both sides. He's getting hit by Italy in the South and Germany in the

North. He cannot hold the North Sea. He cannot hold Holland. And he'll have trouble holding Burgundy and Belgium. Once the North Sea falls, his English possessions come under attack.

**So, this clearly was a diplomatic negotiation error on Gregory's part, leading to a tactically untenable position. As I've said before numerous times, Gregory is one of the best tacticians in the game. He illustrated it in some creative early game approaches to the attacks, and England did not survive it. BUT, now France needs an ally, or he's**

**cooked. Simple is that. And once English possessions start going down, then he loses multiple units and the situation gets worse. Gregory has to get some of the other players fighting each other. Russia and Germany are still enemies, so France had better get to using that Russian F Nwg though.**

There's a lesson here about being too nice to people who don't deserve it. The French had a chance to pull way ahead in the mid-game, but plodded forward, using too-careful tactics and not pressing the advantage against Germany. And now he's entering the endgame without any allies or growth potential. Russia might become friendly, but that wouldn't be enough. He'll need to turn Germany or Italy.

**Agreed, even if that F Nwg was on his side, the tactics still are not in his favor.**

One last bit: the move to NAO is weak, but in line with the kind of tactics we've seen thus far. A move to the Channel would have strengthened his position on the North Sea. It would have left Liverpool vulnerable, but really, who cares? A Russian fleet in Liverpool could have been safely ignored.

**Gregory may be trying to be too inventive for his own good here. But maybe he does recoup the position with the two builds. What will he build, fleet and army was what I was thinking.**

Germany: the negative is losing Holland. But he scoops up St. Pete to stay even. The positive is the move to Ruhr. He can immediately take Holland back. Or he could take the North Sea, even if Russia is hostile. It would be an interesting time to try to make a deal with France, letting him convoy out of Holland for England while Germany mops up Russia (taking Moscow). But if Russia is willing to keep working with him, I suspect he'll just keep blasting away at the French position.

**I don't see much of a reason that Germany stops now. He has the three fleets, they pretty much have to attack France. So, I don't buy the interest on that so much.**

The German/French position makes for a good tactical study. The French capture of Holland might make it seem like France is getting the upper hand. But the way the map is laid out, combined with the disposition of forces, means that it is Germany who actually has the upper hand. France has a fleet in the North Sea, but it is without support (I don't count F Bel whose support is useless now that the Germans are in Ruhr). And control of the Low Countries comes down to who controls the various surrounding provinces. Germany has Ruhr, Kiel, Helgoland Bight, and Denmark all occupied, as well as having the flanks covered in Munich and Norway.

France will be hard-pressed to keep the army in Holland alive.

**Agreed, and the defense of England always is fun to watch. How will Gregory approach that? I expect to see something that I can learn from that.**

Russia: what a fascinating mess this is! He's got the fleet in NWG, two viable armies in Austria-Hungary, two fleets on the Black Sea, and Army Moscow. He's already lost three of his four home centers. He's completely dependent on German non-aggression. The most optimistic reading of the board is that he's coordinating with both Italy and Germany, and that neither of his bigger brothers would want the balance upset, so they'll leave him alone for the near future. A possibly more realistic reading is that Peter has already given up on finishing in any draw, and is simply trying to ensure that his enemies (France and Turkey?) go down first.

**I sort of don't see German help for Russia here, he took Stp, and Russia is down one. He probably removes that F Nwg, though keeping it would be more interesting, Russia always has these northern fleet choices when retrenching. Why wouldn't Germany just keep going in Russia??**

The disband will be tough. I suspect F NWG will be removed. Removing either army in A-H would be an invitation to Italy to take both SCs, and the fleets on the Black Sea can be quite useful in the ongoing war against Turkey.

**Precisely, and then he also loses any leverage on his neighbors. That's why I think maybe he WON'T remove F Nwg.**

Italy: the positive is taking Constantinople. Also, taking Gulf of Lyon is a positive. No negative on this turn. The build will let Italy put another fleet in Naples. At that point he'll have a significant fleet superiority over France and will be able to press on Spain and Marseilles in the near future, even while working with Russia to keep Turkey in check. Presuming Italy keeps working with Russia and Germany, the future looks bright.

**I'm not sure, remember that Russia and Italy have had a storied past in this game, I am not sure I see that Turkey doesn't have some leverage to get them fighting again. Certainly this F Naples build solidifies Italy's choices, Army would be an interesting build though....**

Turkey: the negative is losing Constantinople. There is no positive. He has no allies. He's got a disband coming, and cannot hold onto what he has once a disband is made. That Italy and Russia are still coming

for him means that the diplomacy is dead here. This is likely to be a 3-2-0 path.

**Rick should be right, but I do see a model where Italy builds an army and allies again with Turkey. I like that model, actually, for Italy, it's what I would try to do.**

On the whole, the Russian position is the most interesting. We really need to know what Peter has been saying and hearing in recent moves. Is he a simple Janissary? Does he keep any hopes of viability? Did he sell out completely to turn Germany against France? I suspect the latter is true. But there are plenty of possible explanations for what has transpired here.

**To end where I started, this is why I miss press. What IS the Russian attitude? Peter is a good player, a very good player, and good players don't give up so easily. What's more, say the same about Jonathan, he may still have a trick or two up his sleeve. The last thing I expect is a simple "Russia and Italy carve up the Turkish spoils" outcome.**

**But Germany theoretically has the best long term position, can he solidify it this year?**

While I agree France's position isn't nearly as strong as it was a few game years ago—I am not prepared to say Gregory won't survive as he still has a viable stalemate line in in along the Franco-German border as well as the Mediterranean. The North Sea could be

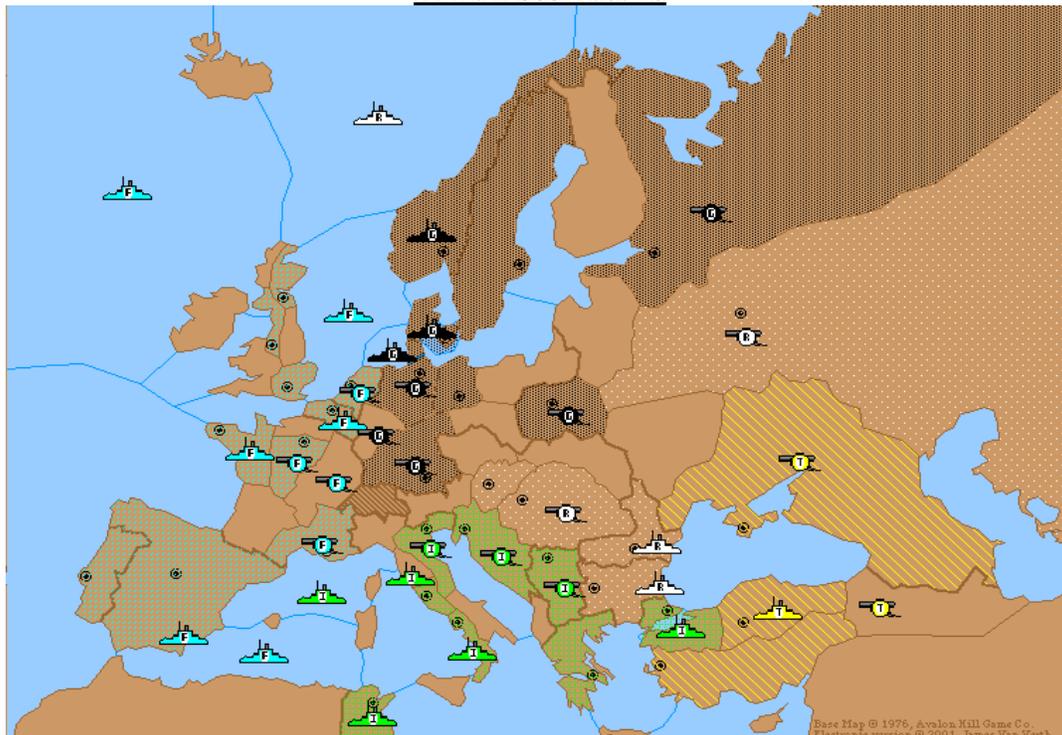
a problem but if Mike's Germany and Italy's Timothy keep pounding on Peter's Russia and that will take pressure off of France.

Germany's position is vulnerable to in the East to attack from Russia's armies—after all, what does Peter have to lose by going after Germany? He might get Germany to pull out of Russia's home centers and at worse he presents himself as a useful ally to Italy or Italy and Germany.

Jonathan's Turkey, in my opinion, has the worst position. If Italy keeps heading in his direction, Timothy can work with Peter and take out Jonathan's centers. In fact, there is no reason for Russia to work with Turkey at this point, thus there is no danger from Italy moving on Turkey's centers since Turkey has no allies nearby—Germany and France are too far away to be much help.

Italy has the best position here but until he breaks out into MAO or into the Balkans, Timothy is still fairly circumscribed—that's why I see him taking out Turkey. It's the only place I see Italy picking up easy centers to fuel the fleets he'll need to break into the Atlantic or the armies he'll need to break into the Balkans.

### Winter 1909 Results



**France:** Build F Brest, A Paris.. Has F Belgium, F Brest, A Burgundy, A Holland, A Marseilles, F North Atlantic Ocean, F North Sea, A Paris, F Spain(sc), F Western Mediterranean.  
**Germany:** Has F Denmark, F Helgoland Bight, A Kiel, A Munich, F Norway, A Ruhr, A St Petersburg, A Warsaw.  
**Italy:** Build F Naples.. Has F Constantinople, F Gulf of Lyon, F Naples, A Serbia, A Trieste, F Tunis, F Tuscany, A Venice.  
**Russia:** Remove A Vienna.. Has A Budapest, F Bulgaria(ec), A Moscow, F Norwegian Sea, F Rumania.  
**Turkey:** Remove F Smyrna.. Has F Ankara, A Armenia, A Sevastopol.

### Winter 1909 Commentary:

Jim Burgess (**BOLD**)  
Rick Desper (Normal Font)  
Jack McHugh (Comic Sans MS)

I'm surprised Peter removed his A Vie rather than F Nwg. I always prefer dots to any other center. My theory is he is trying to signal to Germany and Italy he's willing to work with them against Turkey and France. I'm not sure that will work since Italy and Germany will both need centers and Russian centers are likely the easiest to get.

I think Peter thinks that he's already lost, so there's little point "defending" his Austrian centers from a stronger Italy. I expect we'll see more GIR coordination for the near future.

**France:** The Army/Fleet was pretty well ensured, no big prediction success there. France mostly has to worry that Italy may NOT have to move that F Naples east, and the four Italian fleets will force France to drop back to the line. This is NOT where France has the challenge. The big worry is up north where Russia kept the fleet. Whose side is that fleet on? That could be the linchpin on which the German/French war sits.

**Germany:** No adjustments, but Germany seemed to get some adjustments in his favor, especially from Russia.

**Italy:** Why not make up with Turkey? Italy actually will win, and still has some chance of that, by taking

the Russian centers in Austria, so if that move by Turkey is part of IT reforming, then Italy's in good shape. The chances of breaking France's line are weak, but Italy doesn't need that right now. Italy needs to gain while there is NO risk for Turkey to attack him again.

**Russia:** Peter's game is something I'm waiting to read about in his endgame statement. It seems like he classically overreached at the beginning. Then he got beaten back with centers and units all over the place, as usually happens. Reclaiming the initiative usually is quite difficult. If anyone can manage it, Peter can, but I must admit I don't see the plan. It appears to me that IT will make a lot of progress against the Russian holdings. That's what I think will happen. If Peter makes something different happen? Well, we're waiting. Then there is the Fleet. Yes, the fleet could help France, but that gains Russia only in the long term. So, probably the fleet is helping Germany, but Germany can't stop the IT attack.

**Turkey:** I think Jonathan is doing the only thing he can do. Ally with Turkey, knock Russia back, and then see what happens. A Ank-Bla with Con support and support Sev to hold is safe. But for Spring, I would risk A Sev-Rum and A Arm-Sev. We'll see what they do.

### Spring 1910 Results

**France:** F Belgium Supports F North Sea (\*Cut\*), F Brest - Mid-Atlantic Ocean, A Burgundy - Marseilles (\*Fails\*), A Holland - Edinburgh (\*Disbanded\*), A Marseilles - Piedmont (\*Bounce\*), F North Atlantic Ocean - Clyde, F North Sea Convoys A Holland - Edinburgh (\*Dislodged\*, retreat to London or English Channel or Helgoland Bight or Skagerrak or Norwegian Sea or Edinburgh or Yorkshire or OTB.), A Paris - Gascony, F Spain(sc) - Gulf of Lyon, F Western Mediterranean - Tyrrhenian Sea (\*Dislodged\*, retreat to North Africa or Spain(sc) or OTB).

**Germany:** F Denmark - North Sea, F Helgoland Bight - Holland, A Kiel Supports F Helgoland Bight - Holland, A Munich - Burgundy (\*Fails\*), F Norway Supports F Denmark - North Sea, A Ruhr - Belgium (\*Fails\*), A St Petersburg Supports F Norway (\*Cut\*), A Warsaw Hold.

**Italy:** F Constantinople Supports F Bulgaria(ec) - Black Sea (\*Cut\*), F Gulf of Lyon - Western Mediterranean, F Naples - Tyrrhenian Sea, A Serbia Hold, A Trieste - Tyrolia, F Tunis Supports F Gulf of Lyon - Western Mediterranean, F Tuscany Supports F Naples - Tyrrhenian Sea, A Venice - Piedmont (\*Bounce\*).

**Russia:** A Budapest - Galicia, F Bulgaria(ec) - Black Sea, A Moscow - St Petersburg (\*Fails\*), F Norwegian Sea - Barents Sea, F Rumania - Sevastopol (\*Fails\*).

**Turkey:** F Ankara - Constantinople (\*Fails\*), A Armenia Supports A Sevastopol, A Sevastopol Hold.



**Summer 1910 Results**



**France:** Retreat F North Sea - English Channel, F Western Mediterranean - Spain(sc).. Has F Belgium, A Burgundy, F Clyde, F English Channel, A Gascony, F Gulf of Lyon, A Marseilles, F Mid-Atlantic Ocean, F Spain(sc).  
**Germany:** Has F Holland, A Kiel, A Munich, F North Sea, F Norway, A Ruhr, A St Petersburg, A Warsaw.

**Italy:** Has F Constantinople, A Serbia, F Tunis, F Tuscany, A Tyrolia, F Tyrrhenian Sea, A Venice, F Western Mediterranean.

**Russia:** Has F Barents Sea, F Black Sea, A Galicia, A Moscow, F Rumania.

**Turkey:** Has F Ankara, A Armenia, A Sevastopol.

### Spring and Summer 1910 Commentary:

Jim Burgess (**BOLD**)

Rick Desper (Normal Font)

Jack McHugh (Comic Sans MS)

**First off, I think it is worth commenting again there is no press, so that other than the movements, we don't have any insight into any thinking. The big action this season is that Italy and Russia have made up big time, and now are preparing to take Turkey down, and potentially to reduce Germany's advantages in Central Europe.**

Well, "big time" might be a bit strong. I half think that they are only coordinating to the extent that neither wants to try to work with Turkey.

Looks like the Axis is on as Germany and Italy move in on France, although despite the loses I still think Gregory has a defensible position. A stalemate line running from Nwg-Eng-Bel-Bur-Mar-Spa-MAO is still doable and with Gibraltar and the Channel funneling the fleets it will be difficult to crack.

That would presume that Germany leaves him alone. Maybe he'll do that? France cannot defend against both of them, so maybe he'll just defend the South?

**I think we can expect F Spa-Por and supported F GOL-Spa next turn so that the line locks up there. This will change Italy's focus to working with Russia to come north. This could lead to rapprochement between France and Germany. So, we need to keep that possible dynamic in mind.**

Germany is about to take Belgium and has an excellent position on the English dots. Since that would give him four more dots, I think he'll do it.

Two way draws can also be difficult to pull off if your opponent(s) insisting on resisting to the bitter end. One quick stab and you have a solo.

**We can see in the final endgame statements, but I don't think anyone ever has been talking specifically about two way draws. And no one is near a solo yet. The only thing difficult about this game is that we're getting near to being down to an even four players. Right now, Jonathan doesn't have much leverage in Turkey, and if Russia and Italy are committed to it, he will be out shortly. At that point, getting solos**

**and avoiding four way draws is difficult, not impossible, but difficult. This game could go on for quite a while longer.**

I'm pretty sure that the one thing nobody is considering is a 2-way draw here.

If Germany can continue to exploit the North, he'll be the board leader. Italy needs something to slow down Germany, and if that happens, he can be the sole power in the South. The two of them could race to 18.

Meanwhile in the East we have a wandering Russian force with one occupied home center so he can't build and the rump Ottoman state still doggedly trying to take Sev as he has been since the beginning of the game. At this point neither looks to influence the outcome since they are not really distracting Germany or Turkey and still sort of fighting each other.

Well, he could build....but he'd have to get pretty lucky. He'd have to take Sev or Warsaw and keep Moscow empty somehow while not losing any of those undefended SCs to Italy.

Seems unlikely.

**That's why I think Italy and Russia finally came to a deal. Taking Sev first will be the plan, I think, though perhaps Warsaw first. Barents attacking Stp pins that down, and then Moscow can support either the attack on Warsaw or the one on Sev. And then eventually Turkey can get back to getting builds as the Turkish centers are taken out.**

The tactical situation in the East is a complete mess. Nothing is guaranteed.

Whether or not they will matter at this point depends more Italy or Germany and whether or not they can find a use of these two powers. Right now neither is in danger of being wiped out since the three larger powers are locked in mortal combat on the other side of the map.

Turkey is in terrible shape. I still think we're looking at a 3-2-0. By which I mean he'll drop to 2 this year and be gone next year.

**The retreat to English Channel is interesting, since the English centers look pretty vulnerable to a German attack, but what happens to Germany on the other side of the board if Italy and Russia finally are working together? This could be another interesting defense on France's part. Note that Germany did not get A Kie-Den so it could be convoyed. I would have anticipated F Bel S F Nth, so F Hel-Hol didn't need a support, and I would have moved Kiel-Denmark. Losing that one turn of tempo could damage the German attack seriously.**

**Let's see where this takes us next, a good game with lots of shifts.**

I see little advantage to the retreat to Eng. I'd have thought he'd retreat to London. But I guess the message here is that France is going to make holding the MAO his top priority.

Sure, the fleet in Eng can support the fleet in Belgium, but so what? Fleet North Sea can go to London or do something with respect to Belgium.

Does Germany have to worry about France and Italy coordinating an attack on Munich? Seems unlikely. If that's the case, then Germany has an unstoppable attack on Belgium. That would give France another removal that he cannot afford.

Like I said above, the East is a mess. Russia could do a supported attack on Warsaw, or on St. Pete, or on Sevastapol, or perhaps two of the three. Germany could send either A Warsaw or A St. Pete to Moscow, possibly with the support of the other. The Turk has to decide what's more worth doing: supporting Ankara, supporting Sevastapol, trying to coordinate with Germany inside Russia, or send a force to Smyrna or Constantinople.

One thing that is clear is that Russia has decided that he's not willing to sit back and let Germany take his last home SC without some kind of resistance. I'll guess that he hits all three of the captured home SCs with at least one force.

Summary: France is in big trouble, Italy and Germany are doing well, Russia is in chaos and Turkey is beleaguered.

### Fall 1910 Results



**France:** F Belgium - North Sea, A Burgundy - Belgium (\*Fails\*), F Clyde - Edinburgh, F English Channel Supports F Belgium - North Sea, A Gascony - Burgundy (\*Bounce\*), F Gulf of Lyon Supports F Mid-Atlantic Ocean - Western Mediterranean (\*Dislodged\*, retreat to Piedmont or OTB),

A Marseilles Supports A Gascony - Burgundy (\*Fails\*), F Mid-Atlantic Ocean - Western Mediterranean (\*Fails\*), F Spain(sc) Supports F Gulf of Lyon (\*Cut\*).

**Germany:** F Holland Supports A Ruhr – Belgium, A Kiel – Ruhr, A Munich - Burgundy (\*Bounce\*), F North Sea – London, F Norway - Barents Sea, A Ruhr – Belgium, A St Petersburg – Moscow, ~~A Warsaw – Moscow~~ (\*Dislodged\*, retreat to Ukraine or Livonia or Prussia or Silesia or OTB).

**Italy:** F Constantinople Supports F Black Sea – Ankara, A Serbia – Budapest, F Tunis - Ionian Sea, F Tuscany - Gulf of Lyon, A Tyrolia – Vienna, F Tyrrhenian Sea Supports F Tuscany - Gulf of Lyon, A Venice – Tyrolia, F Western Mediterranean - Spain(sc) (\*Fails\*).

**Russia:** F Barents Sea - St Petersburg(nc), F Black Sea – Ankara, A Galicia Supports A Moscow – Warsaw, A Moscow – Warsaw, F Rumania - Sevastopol.

**Turkey:** ~~F Ankara – Constantinople~~ (\*Disbanded\*), A Armenia – Smyrna, A Sevastopol - Armenia.

### Autumn 1910 Results



**France:** Retreat F Gulf of Lyon - Piedmont.. Has A Burgundy, F Edinburgh, F English Channel, A Gascony, A Marseilles, F Mid-Atlantic Ocean, F North Sea, F Piedmont, F Spain(sc).

**Germany:** Retreat A Warsaw - Livonia.. Has F Barents Sea, A Belgium, F Holland, A Livonia, F London, A Moscow, A Munich, A Ruhr.

**Italy:** Has A Budapest, F Constantinople, F Gulf of Lyon, F Ionian Sea, A Tyrolia, F Tyrrhenian Sea, A Vienna, F Western Mediterranean.

**Russia:** Has F Ankara, A Galicia, F Sevastopol, F St Petersburg(nc), A Warsaw.

**Turkey:** Has A Armenia, A Smyrna.

### Supply Center Chart

France:	Brest, Edinburgh, Liverpool, Marseilles, Paris, Portugal, Spain=7, Remove 2
Germany:	Belgium, Berlin, Denmark, Holland, Kiel, London, Moscow, Munich, Norway, Sweden=10, Build 2
Italy:	Budapest, Constantinople, Greece, Naples, Rome, Serbia, Trieste, Tunis, Venice, Vienna=10, Build 2
Russia:	Ankara, Bulgaria, Rumania, Sevastopol, St Petersburg, Warsaw=6, Build 1 (No Room, Plays 1 Short)
Turkey:	Smyrna=1, Remove 1

**Fall and Autumn 1910 Commentary:**

Jim Burgess (**BOLD**)

Rick Desper (Normal Font)

Jack McHugh (Comic Sans MS)

First off, of course, there continues to be no press to us to get any insight into the approach people are taking toward the game, so as usual, us commentators could be barking up the wrong tree.

**General comment: The remaining Central Powers of Italy and Germany are making the most gains, and the remaining Witch, falls down to just the single center. But this remains quite a fascinating game and almost anything still can happen. This is an incredible tactical jumble. Let's run through the countries alphabetically, as usual:**

**France: France has slipped a fleet into the North Sea and has two fleets behind the German lines, while letting Germany take London. I think Germany expected to bounce. France has some tough calls on the two removals as a result. He could take off those two northern fleets (but I don't think he will), and then hunker down. The fleet from GOL retreated to Piedmont, but seems rather useless there, and that seems to be one unit that should be disbanded. And France needs the three armies in the homeland to have any semblance of a defense. Of course, we often retreat on the board, just to confuse the board a bit, before taking something off. Anyway, so it is the second retreat that is really, really hard. And thus it means that likely France is going to slip yet further next game year, the choice is where and how. Again, reminding you all, Gregory is a really good tactician, so watch this defense. However he removes, it will be interesting.**

I really think France would have been better off holding onto London. So he's got the North Sea? Big deal. He's let Germany get two builds. A Germany with only one build might have troubles fighting both Russia and France. A Germany with two builds will find the going a lot easier by comparison.

The French position takes one disband ok (F Pie) but really cannot afford a second disband. Of course we don't know how the tactics reflect any diplomacy. And that's a shame.

**Germany: So, Germany and Italy are NOT allied here, and in fact Germany may be going it alone, with Russia working with Italy. More on that below. So, Germany gets two builds and needs armies to go after the Russians and perhaps one more fleet to go after the French. And, of course, he doesn't know which other unit France is going to remove. I would go with the armies. The key thing for Germany to me is opposing Russia and Italy. France doesn't**

**seem to have any friends. There is the opportunity to make up with France, but I don't expect Mike to do that. Better to see how far he can get towards the endgame farther. I think mostly this is the tactical game next.**

I don't know if Germany is or is not "allied" with Italy, but they're both attacking France and Italy is also apparently attacking Turkey and Russia, so it's not like he can really pick a fight with Germany, too. At least, not yet.

I really dislike the German orders here. Yes, there was a bit of a guessing game going on with Moscow/Warsaw/St. Pete/Norway, but somehow Germany lost two SCs when he really didn't need to. Russia wrote the orders to guarantee taking Warsaw. Getting St. Pete, too, was undeserved. Russia could have defended it from Norway. (Sure that would have left Norway open, but my rule of thumb when making guess is - where do you really not want to be? For Germany, F Barents is particularly weak.) Even a hold in Norway would have been better than going to Barents Sea.

I would drop an army in Berlin and a fleet in Kiel. He cannot wait to build another army. In about two years Italy will be driving towards the stalemate line and Germany doesn't have enough land power to stop that. OTOH, the French force in the North Sea means F Kiel is required.

**Italy: I think the deal with Russia is that as long as Russia can't build, Italy takes the two dots to get the two builds. And Italy needs armies, armies, armies. This is a game that Italy should win, and how Tim plays it over the next two game years will determine whether that happens. There is a question as to how they take the last Turkish center and what the deal with Russia actually is. Russia could try to move to clear home centers to get builds (and that is possible). And Russia and Italy also could be about to send armies at the German homeland. France gets to decide if Italy is blocked up here or can advance toward Iberia. I think France may let Italy have a bit of opportunity on that front, which will make Mike's position very shaky.**

"Should win" is a strong statement, but certainly Italy has the strongest position, and this was a great move. Turkey is essentially dead, with one SC that Italy can pick up at his leisure when needed. If the coordination with Russia continues, then Germany is in deep trouble. Also we need to watch the French - if they don't contest Iberia, Italy will win.



At this point we should concede that entire bottom 17 will eventually be Italian. Presuming he builds two armies right now, he can take Rum and Bul at his leisure and have enough armies to blast into Russia while threatening Marseilles, Spain, and Munich, and of which would qualify as SC #18. Of course he's only got 10, and stopping him would be tactically easy at this point. The question is whether the others care enough to do so.

**Russia: There is a very real possibility that Russia could be ALL the way back in this game eventually. The alliance with Italy is a strange one, but it's working. Russia now has three home centers, and possibilities for at least one build next year. But it will be VERY exciting to watch him try to clear at least one of those centers for that build. And I don't see pretty much any way he can take Moscow this year. And eventually he has to do that. One approach is to move on taking more German centers, and more or less let the two German armies wander. If Germany errs and only builds one army, Russia and Italy should even be able to take one or maybe even two of the German home centers this year. There is an incredible amount of dynamics in this position. Russia must wait to see what everyone builds and removes to see where the opportunities are.**

Oh, he's not going to be ALL the way back in. But yes, it's weird that all four of his home SCs changed hands in 1910, so he went from owning only Moscow to owning everything else but not Moscow. It's like the Russian peasants are playing whack-a-mole with the German invaders.

On the other hand, if he could get Germany to "see sense" and just let him have Moscow back", Russia could be viable. This is another case of "I have no idea what they're thinking." The G/R war really hasn't been the best idea for Germany. If they'd worked together against France, Italy wouldn't be on the cusp of running away with everything.

**Turkey: This was not Jonathan's best game, to put it mildly. I'm not sure there is much to do with the last unit. I might keep Armenia since Russia will be wanting to clear Sevastopol for a build. And keeping Smyrna just seems like jail. Oh well.**

Yeah, sure. Turkey's pretty much dead. I thought he'd go 3-2-0, but I didn't think he'd walk out of Sevastopol to let it be taken by an unsupported attack.

Speaking of which, let's count how many SCs were taken by unsupported attacks in Fall 1910: London, St. Pete, Moscow, Sevastopol, Vienna, and Budapest. That's pretty impressive! It might be a record.\*\*

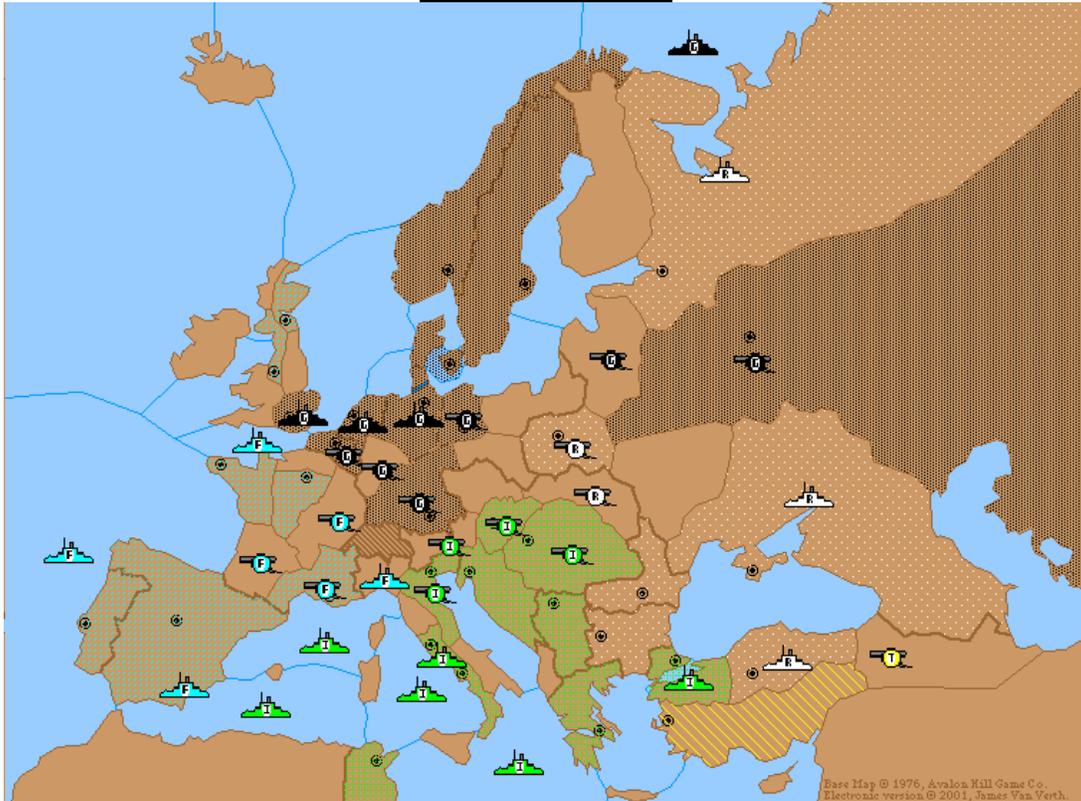
\*\*I'm sure that in the archives somebody can find a game where Edi Birsan has taken six undefended SCs all by himself.

I agree that Italy has the best shot at winning here but France and Germany are far from dead--I'm impressed with Russia's comeback as well but the fact that Italy and Germany both decided to turn on France probably had more to do with it than any fancy play on Russia's part. Of course we don't know the diplomatic maneuvering behind the scenes, perhaps Peter talked Mike and Tim into moving West, perhaps they just decided to do it on their own...we'll have to wait for the end game statements to find out.

I'd like Germany's position lot more if I knew that Mike and Peter were working together. Germany's centers in the East would be a lot more useful if he didn't have to keep three units tied down there.

If France is going to cut a deal with Germany, now is the time before Italy breaks out into the Atlantic. If he doesn't I don't see how Italy can be stopped since clearly Italy is better positioned to get to 17 centers than Germany or France.

## Winter 1910 Results



**France:** F Edinburgh, F North Sea.. Has A Burgundy, F English Channel, A Gascony, A Marseilles, F Mid-Atlantic Ocean, F Piedmont, F Spain(sc).

**Germany:** Build F Kiel, A Berlin.. Has F Barents Sea, A Belgium, A Berlin, F Holland, F Kiel, A Livonia, F London, A Moscow, A Munich, A Ruhr.

**Italy:** Build F Rome, A Venice.. Has A Budapest, F Constantinople, F Gulf of Lyon, F Ionian Sea, F Rome, A Tyrolia, F Tyrrhenian Sea, A Venice, A Vienna, F Western Mediterranean.

**Russia:** Plays 1 short..Has F Ankara, A Galicia, F Sevastopol, F St Petersburg(nc), A Warsaw.

**Turkey:** Remove A Smyrna.. Has A Armenia.

### Winter 1910 Commentary:

Jim Burgess (**BOLD**)

Rick Desper (Normal Font)

Jack McHugh (Comic Sans MS)

**Italy:** As I noted earlier, Italy badly needed to build two armies and did NOT do that. This puts him back somewhat in moving forward, I think.. We'll see how bad this turns out in practice. It is clear that Italy isn't interested in making up with Germany. I would have had an army in Rome to move to Tuscany as Italy annihilates the Piedmont French fleet, but expect that.

Italy appears to really be gunning for France and thinks he needs the extra fleet to do that. Not a terrible move - he can slide F Ion over to pick up Smyrna and still have flexibility about what he does next.

**Germany:** And similarly, Germany splits where I think he also needed two armies. I think this could be really bad for France.

Without knowing that France would do the most German-friendly disbands, I think the new fleet was needed. Now that he has it, he can do all sorts of things. The two French SCs on the island are undefended, but I would imagine Germany would be better off mopping up the Russian SCs. Of course "mopping up" might be an overstatement if Italy is supporting Russia. I'm pretty sure Germany can force Warsaw this coming year. Italy won't be able to get reinforcements up there fast enough. I imagine the plan is to force Warsaw and St. Pete and then turn on France to see if he can get to 18.

**France:** France wanted to make himself useful to Germany, it's possible that the negotiation with Mike required to get Germany to build two armies didn't happen, but will now. France certainly needs to line up on that line and be useful to Germany to stop the

**German attack. It isn't the smell of it, but it could happen, and as France you want to make it happen.**

France has Italy stopped cold, and now has to wonder if/when Germany will come for his undefended dots. There's a limit to how much one can accomplish by threatening to not defend oneself.

I'm struck by the fact that France moved to the North Sea instead of London and then removed F North Sea anyway. Seems like he's a bit unfocused. We can infer that his move North was conditional on an Italian retreat that didn't materialize.

**Turkey: Keeping Armenia makes you wonder if Turkey has been talking to Germany and has sought out support to Sevastopol? I think that's great if it happens and keeps Turkey a bit relevant.**

I suspect this army was kept solely to maximize hassle value. I don't think Italy is going after Russia - not yet. But of course I may be wrong.

**Russia: Russia remains in trouble, but essential to the interest in this game instead of having it fall into a simple three way FIG. The R goes in as the second letter perhaps?? That's what Peter seems inclined to do, so I look forward to more interesting play from him this turn.**

Russia is paralyzed because 3/5 of his forces are fleets. The two German armies in his middle suffice to beat back any counter-attack, and Germany can get more armies to the front faster than Italy. Once Warsaw and St. Pete fall, Russia will be reduced to a Black Sea nation manning part of the stalemate line.

Russia's hope is that things stagnate quickly. I think that's a slim hope. I don't see this ending in a 4-way draw. There's a very slim chance that Italy and Germany will eliminate France without eliminating Russia. But I don't see that happening. It's far more likely to end in a FIG, with some odds of either an Italian or German solo.

### Spring 1911 Results



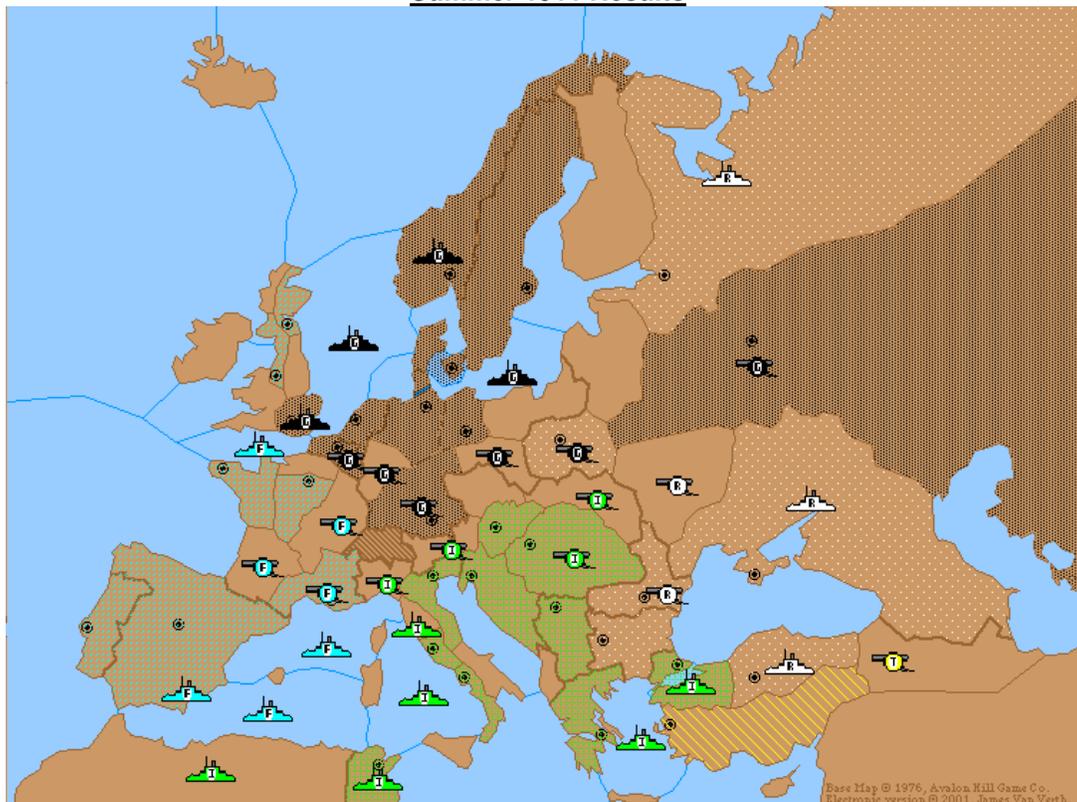
**France:** A Burgundy - Picardy (\*Bounce\*), F English Channel - Picardy (\*Bounce\*), A Gascony Supports F Spain(sc), A Marseilles Hold, F Mid-Atlantic Ocean - Western Mediterranean, F Piedmont - Gulf of Lyon, F Spain(sc) Supports F Piedmont - Gulf of Lyon.

**Germany:** F Barents Sea - Norway, A Belgium Hold, A Berlin - Silesia, F Holland - North Sea, F Kiel - Baltic Sea, A Livonia - Warsaw, F London Supports F Holland - North Sea, A Moscow Supports A Livonia - Warsaw, A Munich Supports A Berlin - Silesia, A Ruhr Supports A Belgium.

**Italy:** A Budapest Supports A Vienna - Galicia, F Constantinople Hold, F Gulf of Lyon - Tuscany, F Ionian Sea - Aegean Sea, F Rome - Tyrrhenian Sea, A Tyrolia Supports A Venice - Piedmont,

F Tyrrhenian Sea – Tunis, A Venice – Piedmont, A Vienna – Galicia, F Western Mediterranean - North Africa.  
**Russia:** F Ankara - Constantinople (\*Fails\*), A Galicia – Rumania, F Sevastopol - Armenia (\*Fails\*),  
 F St Petersburg(nc) Hold, ~~A Warsaw – Moscow~~ (\*Dislodged\*, retreat to Ukraine or Prussia or OTB).  
**Turkey:** A Armenia - Sevastopol (\*Fails\*).

### Summer 1911 Results



**France:** Has A Burgundy, F English Channel, A Gascony, F Gulf of Lyon, A Marseilles, F Spain(sc), F Western Mediterranean.

**Germany:** Has F Baltic Sea, A Belgium, F London, A Moscow, A Munich, F North Sea, F Norway, A Ruhr, A Silesia, A Warsaw.

**Italy:** Has F Aegean Sea, A Budapest, F Constantinople, A Galicia, F North Africa, A Piedmont, F Tunis, F Tuscany, A Tyrolia, F Tyrrhenian Sea.

**Russia:** Retreat A Warsaw - Ukraine..Has F Ankara, A Rumania, F Sevastopol, F St Petersburg(nc), A Ukraine.

**Turkey:** Has A Armenia.

## Draws Now Proposed: Concession to Germany, F/G//R/T

### Spring and Summer 1911 Commentary:

Jim Burgess (**BOLD**)

Rick Desper (Normal Font)

Jack McHugh (Comic Sans MS)

Still no press, boo...

So, note that we now have endgame proposals popping up, premature, but signalling where people are thinking. There's no way a DIAS with Turkey in it is accepted. And it is looking like Turkey is being taken out in the fall. So, after that, do they choose the DIAS, the concession to Germany, or keep playing? As the observer that doesn't have to play

the game, it clearly should keep going. The intellectual and emotional pressure of games DO wear people down, and so it is possible that people have had enough. But I don't think so. We will see.

France: I have been saying how much fun I always have watching Gregory's tactics.... but forward to Western Med, looks like he was faked out Tim's anticipation. Yes, he managed to avoid having F Pie

**annihilated, maybe that was a victory. But Germany is coming. And that's why people are suggesting "stop Mike or he solos".**

**Germany: Tyrolia is a linchpin, and there is no prospect yet for Germany to take Tyrolia, so there is not yet any hope for a German solo. I don't really quite see why the proposals are popping up yet. Germany is ready to set up the line across Russia to Moscow, and Russia will be down to about four centers soon. I wonder if Russia's going to try to get StPete wandering. That could be interesting, but that's still moving toward locking up on a three way.**

**Italy: I think Italy is setting up to take Russia down, does that give Italy a chance to solo? Maybe, maybe not. Key is still French defense which is not going Italy's way.**

**Russia: I think Peter has been playing an amazing game, but he is starting to run out of bullets. Does he play spoiler or try to get back in this somehow?**

**Turkey: I'm sure Jonathan's happy that this is about it, expect Italy to take him out.**

The draw proposals are the closest thing we've got to press in a while. I think they're coming from Russia. Or maybe France. Turkey doesn't seem to care terribly much about things right now. Is Russia threatening to throw the game to Germany? Or is France the one threatening to throw the game? Either could do so.

The F/I front is pretty locked up. Italy can take a sea province, but so what? He cannot take the MAO. He cannot take any SCs from France.

Italy can, however, scavenge a dot from Russia. Well, maybe. Italy doesn't really have enough forces to dominate the East while five forces are facing France. He might be able to take Rumania or Bulgaria but there's a risk of losing Serbia. And I don't think Italy can count on the Germans helping him by cutting F Sev's support.

Germany's position picked up a lot - he's got Warsaw and has a good shot of taking St. Pete. He could take Edinburgh but I'd be advising sailing to Nwg to get to NAO ASAP. If Italy is going to keep up the pressure on France, Germany wants to push forces past the SCs to better strategic positions. Also, if Russia is offering to help Germany solo, he'd be well-advised to take only Warsaw and not St. Pete. Let Germany remove F. St. Pete and keep the southern forces. Those Russian fleets would effectively counter any hope that Italy might have of stopping Germany.

France, of course, could throw the game to Germany very easily.

**I would add that I hope we don't have anyone throwing this game after the way it has been played.**

I agree with Rick--Germany is definitely in the driver's seat here. France's position has collapsed in the North but he's still holding back Italy. It is imperative that Italy and France reach an agreement or Germany is headed for a solo.

### Fall 1911 Results

**France:** A Burgundy – Picardy, F English Channel - Belgium (\*Fails\*), A Gascony - Burgundy (\*Bounce\*), ~~F Gulf of Lyon Hold~~ (\*Disbanded\*), A Marseilles Supports A Gascony – Burgundy, F Spain(sc) Supports F Western Mediterranean - Mid-Atlantic Ocean, F Western Mediterranean - Mid-Atlantic Ocean.

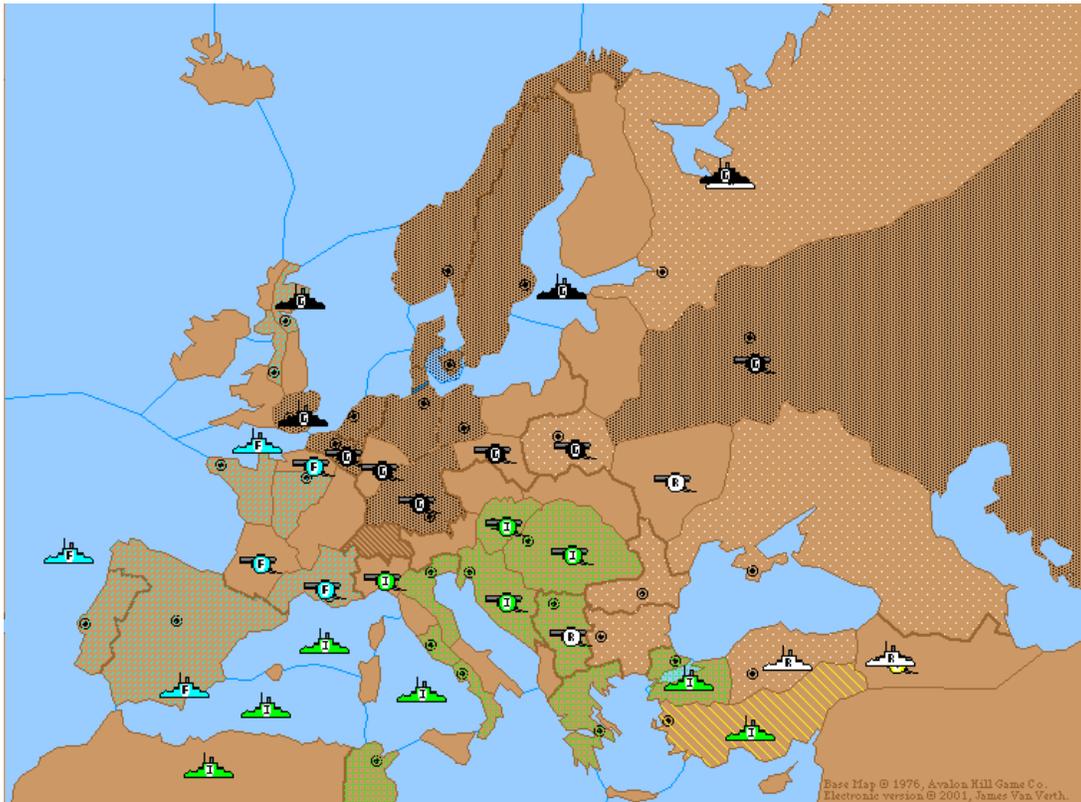
**Germany:** F Baltic Sea - Gulf of Bothnia, A Belgium Supports A Ruhr - Burgundy (\*Cut\*), F London - English Channel (\*Fails\*), A Moscow Supports F Norway - St Petersburg(nc), A Munich Supports A Ruhr – Burgundy, F North Sea – Edinburgh, F Norway - St Petersburg(nc), A Ruhr - Burgundy (\*Bounce\*), A Silesia Supports A Warsaw, A Warsaw Supports A Moscow (\*Cut\*).

**Italy:** F Aegean Sea – Smyrna, A Budapest Hold, F Constantinople Supports F Aegean Sea – Smyrna, A Galicia – Vienna, F North Africa Supports F Tunis - Western Mediterranean, A Piedmont Hold, F Tunis - Western Mediterranean, F Tuscany - Gulf of Lyon, A Tyrolia – Trieste, F Tyrrhenian Sea Supports F Tuscany - Gulf of Lyon.

**Russia:** F Ankara Supports F Sevastopol – Armenia, A Rumania – Serbia, F Sevastopol – Armenia, ~~F St Petersburg(nc) Hold~~ (\*Dislodged\*, retreat to Barents Sea or OTB), A Ukraine - Warsaw (\*Fails\*).

**Turkey:** ~~A Armenia – Sevastopol~~ (\*Dislodged\*, retreat to Syria or OTB).

### **All Draws Fail**



**Autumn 1911 Results**



**France:** Has F English Channel, A Gascony, A Marseilles, F Mid-Atlantic Ocean, A Picardy, F Spain(sc).  
**Germany:** Has A Belgium, F Edinburgh, F Gulf of Bothnia, F London, A Moscow, A Munich, A Ruhr, A Silesia, F St Petersburg(nc), A Warsaw.  
**Italy:** Has A Budapest, F Constantinople, F Gulf of Lyon, F North Africa, A Piedmont, F Smyrna, A Trieste, F Tyrrhenian Sea, A Vienna, F Western Mediterranean.

**Russia:** Disband F St Petersburg(nc)..Has F Ankara, F Armenia, A Serbia, A Ukraine.

**Turkey:** Disband A Armenia..No units.

## Draws Now Proposed: G/I Draw

### Supply Center Chart

France:	Brest, Liverpool, Marseilles, Paris, Portugal, Spain=6, Even
Germany:	Belgium, Berlin, Denmark, Edinburgh, Holland, Kiel, London, Moscow, Munich, Norway, St Petersburg, Sweden, Warsaw=13, Build 3 (Room for 2 Only)
Italy:	Budapest, Constantinople, Greece, Naples, Rome, Smyrna, Trieste, Tunis, Venice, Vienna=10, Even
Russia:	Ankara, Bulgaria, Rumania, Serbia, Sevastopol=5, Build 1
Turkey:	None=0, OUT!!

### Fall and Autumn 1911 Commentary:

Jim Burgess (**BOLD**)

Rick Desper (Normal Font)

Jack McHugh (Comic Sans MS)

What a difference a year makes!

Germany didn't take my advice and has instead taken three SCs instead of bypassing Edinburgh.

The Russia disband in St. Pete was neat. Now Peter can build in Sevastopol!

This was not a good move for Italy. In particular, I don't understand the move to Vienna. Apparently he didn't notice that he's fighting Russia. I don't know why he didn't defend Serbia. I don't know why he didn't try to take Rumania. I would have done at least one of the two.

**I agree on the third build he wasn't going to be able to take in Edinburgh. Although if Mike knew or suspected GOL was going to be disbanded, you don't want France to build another unit in Paris or Brest, so that's a reason to take Edinburgh.**

France is, unfortunately, very indecisive about what front he wants to defend.

**This is where one sort of wants to know what the Diplomacy is like. Is Gregory just being indecisive or is it tied up in the negotiation. I can't tell. But that wasn't all that impressive, I agree.**

FWIW, if Italy and Germany are serious about going for a 17-17 split, there's little that Russia or France will be able to do to stop such a thing. But I'm going to guess that we don't have to worry much about that. This is really a terrible position for Italy if he's trying to keep up with Germany. He's going to have a hard enough time holding his ground in Austria. He'd essentially be trying to fight a 5-SC Russia with only 5 forces of his own. If Russia builds an army in Sev, he can do Arm - Bla, Ank S Arm - Bla, Sev - Arm and Italy cannot stop any of it.

**So, there is the IG proposal on the table. One idea is that IG are proposing that and telling FR that they are doing that. Another take opposite to this one is that the IG draw proposal is coming from somewhere else and that Russia and Italy are going for a three way, and that the deal in Serbia was agreed for the build in Sevastopol. I think Rick's scenario is a bit more likely, and then Germany can push on Tyrolia and if Italy has to defend in Austria against Russia, he is in REAL trouble. That's the easiest path to a German win. The question is what is in Peter's mind. Rick knows Peter better than me, and his take here is probably correct, but there is the RIG model where they're going for the lines in a three way.**

If Italy doesn't make up with somebody immediately, Germany will win.

**Amen, and Russia is the choice. I don't see any chance I/F make up.**

I don't have a clue as to what is going on this game diplomatically, but from the map Germany's 3 builds this year will make him an unstoppable juggernaut unless he is immediately opposed by the rest of the board. Italy is just too out of position and too far behind in the center count to just simply race him to 17 centers.

France is quickly unraveling and that favors Germany even more. Italy has centers it can pick up in the Balkans but Peter is too far away to pick them up quick enough to counter Mike's 3 center pick up this year.

## Winter 1911 Results



**France:** Has F English Channel, A Gascony, A Marseilles, F Mid-Atlantic Ocean, A Picardy, F Spain(sc).  
**Germany:** Build A Berlin, F Kiel, plays 1 short..Has A Belgium, A Berlin, F Edinburgh, F Gulf of Bothnia, F Kiel, F London, A Moscow, A Munich, A Ruhr, A Silesia, F St Petersburg(nc), A Warsaw.  
**Italy:** Has A Budapest, F Constantinople, F Gulf of Lyon, F North Africa, A Piedmont, F Smyrna, A Trieste, F Tyrrhenian Sea, A Vienna, F Western Mediterranean.  
**Russia:** Build A Sevastopol..Has F Ankara, F Armenia, A Serbia, A Sevastopol, A Ukraine.

## G/I Draw Fails

### Winter 1911 Commentary:

Jim Burgess (**BOLD**)

Rick Desper (Normal Font)

Jack McHugh (Comic Sans MS)

**There isn't much to say about the builds except that Germany seems intent on pressing fleets in to replace France's. Will Italy be allowed to break out into the Mid-Atlantic before Germany secures it? Not unless France allows it as a deal.**

**Russia, of course, builds an army.**

Wasn't surprised to see Germany build a fleet. He needs to push towards the MAO ASAP. Keep Italy stringing along for just a little while longer...

Having had a few days to think about it, I think Italy intentionally let Russia into Serbia. I'll be surprised if we don't soon see an I/R line set up at Galicia/Ukraine to keep Germany from coming south.

Of course, he doesn't really need more in the East. Just the lion's share of French dots.

And he can do that.

**Just to add, I agree. I think I/R is opposing Germany. That's what we're going to see next and then we start to move toward a draw.**

### Spring 1912 Results



**France:** F English Channel - Mid-Atlantic Ocean (\*Fails\*), A Gascony Supports A Marseilles, A Marseilles Supports F Spain(sc) (\*Cut\*), F Mid-Atlantic Ocean - Western Mediterranean (\*Dislodged\*, retreat to Portugal or Brest or Irish Sea or North Atlantic Ocean or OTB), A Picardy - Burgundy (\*Fails\*), F Spain(sc) Supports F Mid-Atlantic Ocean - Western Mediterranean (\*Cut\*).

**Germany:** A Belgium Supports A Munich - Burgundy, A Berlin - Silesia (\*Fails\*), F Edinburgh - Clyde, F Gulf of Bothnia - Baltic Sea, F Kiel - Holland, F London - English Channel (\*Fails\*), A Moscow Supports A Warsaw, A Munich - Burgundy, A Ruhr Supports A Belgium, A Silesia - Galicia (\*Fails\*), F St Petersburg(nc) - Norway, A Warsaw Supports A Moscow.

**Italy:** A Budapest - Galicia, F Constantinople Hold, F Gulf of Lyon - Spain(sc) (\*Fails\*), F North Africa Supports F Western Mediterranean - Mid-Atlantic Ocean, A Piedmont - Marseilles (\*Fails\*), F Smyrna - Aegean Sea, A Trieste - Serbia (\*Fails\*), F Tyrrhenian Sea - Western Mediterranean, A Vienna Supports A Budapest - Galicia, F Western Mediterranean - Mid-Atlantic Ocean.

**Russia:** NMR! F Ankara U, F Armenia U, A Serbia U, A Sevastopol U, A Ukraine U.

**Now Proposed: G/I, G/I/R, F/G/I/R**  
**Please vote with your Fall orders. NVR=No, NMR=Yes**

### Summer 1912 Results

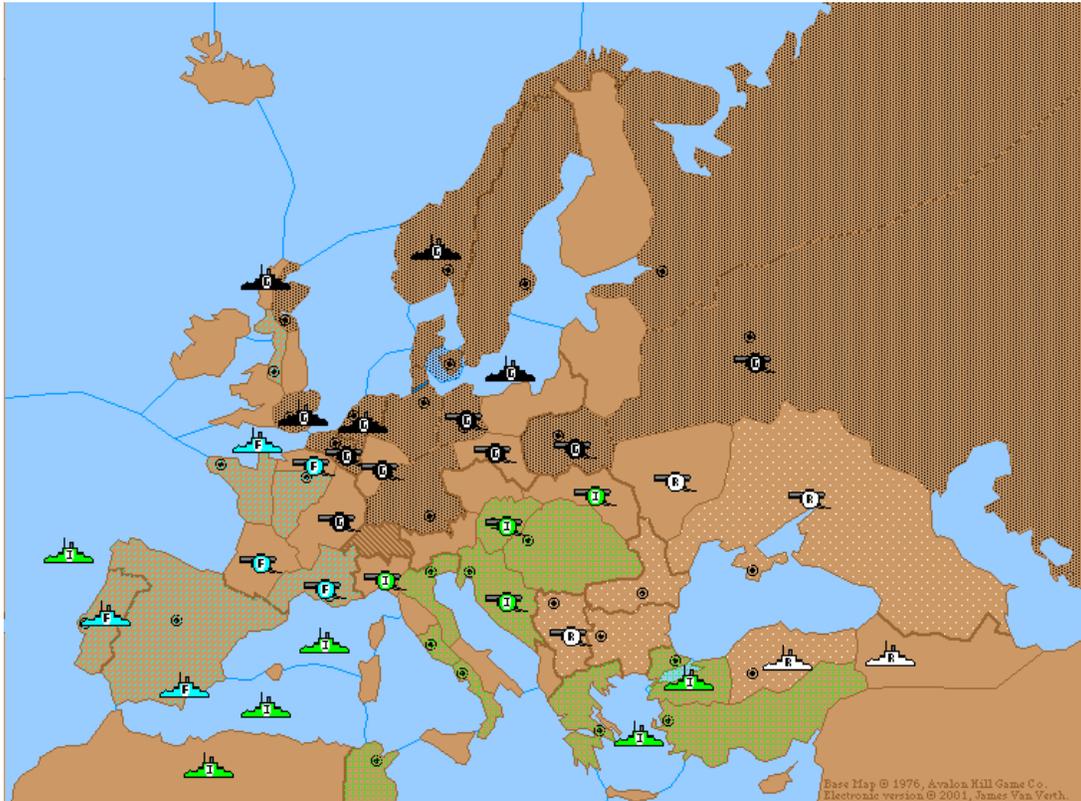
**France:** Retreat F Mid-Atlantic Ocean - Portugal..Has F English Channel, A Gascony, A Marseilles, A Picardy, F Portugal, F Spain(sc).

**Germany:** Has F Baltic Sea, A Belgium, A Berlin, A Burgundy, F Clyde, F Holland, F London, A Moscow, F Norway, A Ruhr, A Silesia, A Warsaw.

**Italy:** Has F Aegean Sea, F Constantinople, A Galicia, F Gulf of Lyon, F Mid-Atlantic Ocean, F North Africa, A Piedmont, A Trieste, A Vienna, F Western Mediterranean.

**Russia:** Has F Ankara, F Armenia, A Serbia, A Sevastopol, A Ukraine.

**Now Proposed: G/I, G/I/R, F/G/I/R**  
**Please vote with your Fall orders. NVR=No, NMR=Yes**



**Spring and Summer 1912 Commentary:**

Jim Burgess (**BOLD**)

Rick Desper (Normal Font)

Jack McHugh (Comic Sans MS)

Russia NMR'ed? Wow.

And I was about to say he had a great move. Best NMR ever.

**Best line ever in DW Demo Talking Head history..... what a move by Peter! We have to wonder if it is an intentional NMR. Here are a few issues that arise in the arcane field of judging intentional NMRs. First off, an NMR has to affect the psychology of a game, and if it is planned, it certainly makes the other players think you're not paying attention. And perhaps you are setting them up for a BIG fall. It's the biggest, most audacious out-of-game in-game thing you can do. It also can spark all sorts of meta-discussions that the NMRing player can manipulate to their advantage. It also is a way to lie without lying. You say "I'm going to support you to Moscow", but you don't want to support him to Moscow. Well, you NMR'ed. You say "I intended to support you to Moscow" but sorry, I was busy and forgot to send in the orders. That of course is a mixed bag because it makes you inherently more dodgy. All things considered, WAS this an intentional NMR? Probably not, but it very well might have been. Let's see if it shakes up the game.**

**And regardless, NMRing placed Russia in a great position for a next move.**

Presuming Peter submits orders for Fall 1912, he could retake Moscow.

**In particular, he can break back into his capital of Moscow. Is that an intentional NMR success or what?**

Germany's orders in the East were not very good. A Berlin didn't even move. He didn't really think an unsupported move to Galicia would succeed, did he?

**One wonders if all of the players are losing focus. Germany in particular, I agree, didn't do the best moves. Perhaps Russia was going to support that move to Galicia, or promised to, and then didn't? That's certainly possible. Not likely, you may say, but possible.**

France is just collapsing. With the Italians in the MAO, France cannot hold Marseilles, and Liverpool isn't even defended. And the Italian fleet in the MAO makes it much, much harder for Germany to have a credible solo

threat. Even if he manages to hold onto or retake Moscow, it looks like he'd be stopped at 16.

**I can't believe Gregory is going to fail this badly, it is so uncommon for him, but I think France could well be out. And then the game could be called as a three way.**

Right now this strongly looks like a RIGged ending. Of course, Peter has to actually submit orders.

**Or with a non-playing Russia, maybe it's an Italian solo. I'd love to see an Italian solo....**

I don't think the Russian NMR is a big deal in the short term. Didn't look like he too much of hit to his position since he's pretty solid in the south and Italy and Germany are busy gobbling up France.

The question is will he return and whether Russia and Italy can stop Germany from getting to 18 centers, either by propping up Italy or mounting their own attack on Germany.

### Fall 1912 Results



**France:** F English Channel - Mid-Atlantic Ocean (\*Bounce\*), A Gascony Supports A Marseilles - Spain (\*Cut\*), A Marseilles – Spain, A Picardy – Brest, F Portugal Supports A Marseilles – Spain, F Spain(sc) - Gulf of Lyon.  
**Germany:** F Baltic Sea – Denmark, A Belgium Supports A Burgundy – Picardy, A Berlin – Prussia, A Burgundy – Picardy, F Clyde – Liverpool, F Holland - North Sea, F London - English Channel (\*Fails\*), A Moscow Supports A Warsaw, F Norway - Norwegian Sea, A Ruhr – Burgundy, A Silesia Supports A Warsaw, A Warsaw Supports A Moscow.  
**Italy:** F Aegean Sea - Constantinople (\*Bounce\*), F Constantinople - Black Sea (\*Bounce\*), A Galicia - Rumania (\*Fails\*), F Gulf of Lyon – Marseilles, F Mid-Atlantic Ocean - Gascony (\*Fails\*), F North Africa - Mid-Atlantic Ocean (\*Bounce\*), A Piedmont Supports F Gulf of Lyon – Marseilles, A Trieste – Serbia, A Vienna – Budapest, F Western Mediterranean - Spain(sc) (\*Fails\*).\*  
**Russia:** F Ankara - Constantinople (\*Bounce\*), F Armenia - Black Sea (\*Bounce\*), A Serbia – Bulgaria, A Sevastopol Supports A Ukraine – Rumania, A Ukraine - Rumania.

### All Proposals Fail

**Now Proposed: G/I, F/G/I/R**

**Please vote with your WINTER 1912 orders. NVR=No, NMR=Yes**

## Supply Center Chart

France: Brest, Paris, Portugal, Spain=4, Remove 2  
Germany: Belgium, Berlin, Denmark, Edinburgh, Holland, Kiel, Liverpool, London, Moscow, Munich, Norway, St Petersburg, Sweden, Warsaw=14, Build 2  
Italy: Budapest, Constantinople, Greece, Marseilles, Naples, Rome, Serbia, Smyrna, Trieste, Tunis, Venice, Vienna=12, Build 2  
Russia: Ankara, Bulgaria, Rumania, Sevastopol=4, Remove 1

### PRESS

**Anon:** Don't you just love games? Of course you do, you wouldn't be reading a game report otherwise!

Sure, games are fun! They're a good way to meet people. But they're so much more than that. Games expose elements of truth; the better the game the larger the exposition. It's up to us to collect these elements. If you're lucky enough, you might learn a bit of truth about others. If you're very lucky, you might learn a bit of truth about yourself. And if you're the luckiest person in the world, each game will get you closer to the Fountain of Truth (not to be confused with the Fountain of Youth).

Truth is usually sad. Truth is painful. Truth is persistent and impossible to ignore (something like gravity).

You want to know a bit of truth about our demo game? It will either end as a solo win or a DIAS draw. Make no mistake about it and cast your votes accordingly.

### Fall 1912 Commentary:

Jim Burgess (**BOLD**)

Rick Desper (Normal Font)

Jack McHugh (Comic Sans MS)

And we got press - clearly from either France or Russia (my guess is France, it doesn't feel like Peter to me.)  
And Italy is going after Russia again.

I guess Germany's going to win relatively soon. Italy alone doesn't have enough army strength to stop him. Italy + Russia would, but Italy doesn't appear to care about that. Yes, he got two builds, but with the French in Gulf of Lyon, he'll need to build at least one fleet.

Germany gets up to 16 quickly with Paris and Brest. And then he just needs a little help from anybody, or simply non-cooperation between Russia and Italy, to get to 18.

He may well do so this coming game year. Sevastopol is a vulnerable target, and he might even be able to get Marseilles.

The press didn't do much for me...sounds like an attempt by someone to stop any draw proposals. It doesn't really impact the game as far as I can see.

I agree with Rick---Germany will win the race to solo at this point. Russia is in a position to hold his centers in Turkey and the Balkans and this will keep Italy from getting to 18 before Germany.

Italy has two more easy center pick ups in Iberia but that's about it but Germany can pick up two centers Rick pointed out and that's the game.

It's really up to Russia and Italy at this point...do they want to stop Germany or not?

**As usual I completely disagree with the Sack. Jack, you're so Jack...**

**I thought the press was quite interesting. I first thought that Rick is right, it must be Gregory, since it doesn't sound at all like Peter. And I think it is clear to both of the remaining players that there is something quite different than a "race to the solo" going on. I think it is a 17-17 vs. solo question. But I think the moves show us that Germany and Italy are moving toward taking out both France and Russia. Thus, I think it is actually Tim or Mike who wrote the press. And, let's see what we have for the endgame....**

**Russia has to take one unit off. He could take off Sevastopol and put pressure on a 17-17 deal since it will be difficult and slow for Italy to make progress on the Turkish front. I think that is somewhat likely that will happen. Similarly, France can take off**

English Channel and Brest and put similar pressure on the other side.

Then the question is how much Tim and Mike are committed to 17-17. I agree Germany winning is highly likely too. But let's see the removals.

### Winter 1912 Results



**France:** Remove F English Channel, A Brest..Has A Gascony, F Gulf of Lyon, F Portugal, A Spain.

**Germany:** Build A Munich, A Berlin...Has A Belgium, A Berlin, A Burgundy, F Denmark, F Liverpool, F London, A Moscow, A Munich, F North Sea, F Norwegian Sea, A Picardy, A Prussia, A Silesia, A Warsaw.

**Italy:** Build F Rome, A Venice..Has F Aegean Sea, A Budapest, F Constantinople, A Galicia, F Marseilles, F Mid-Atlantic Ocean, F North Africa, A Piedmont, F Rome, A Serbia, A Venice, F Western Mediterranean.

**Russia:** GM Removes F Armenia...Has F Ankara, A Bulgaria, A Rumania, A Sevastopol.

### All Proposed Draws Fail

**Now Proposed – F/G/I/R and G/I. Please vote with your Spring moves.**

#### Winter 1912 Commentary:

Jim Burgess (**BOLD**)

Rick Desper (Normal Font)

Jack McHugh (Comic Sans MS)

Well, Germany has put armies down indicating his willingness to take a solo. France has opened the door to Brest and Paris. Also, France can easily put Germany into Marseilles.

At that point Germany would have 17 and everybody else would have 17. I don't see how Italy could prevent a solo except with help from both France and Russia.

**Assessment: Likelihood of a 17-17 split between Germany and Italy, about 1/3 chance, very, very**

**slight chance for an Italian win, otherwise it will be a German win. Turkey has his removal done by the GM, so Peter has "had it" with this game. Will he be back? We're not sure. France has, as we probably all expected, removed against Germany. The way is completely clear for Germany to take Paris, but Italy is next to Brest.**

**So, last game year I noted the demilitarizing of the center of the board between Switzerland and Warsaw. Germany got more army builds, if they**

split going into France and Russia, then at least the discussion of the 17-17 must be on. If they move on Austria, well, then the highest likelihood is that Germany will win unless Italy has a LOT of tricks up his sleeve.

Let's assess the tactics a bit from the 17-17 perspective. Bur-Par with Pic support is guaranteed, and then Mun-Bur follows. Italy could try to take Brest now (that's not likely the bounce Gas will try), Naf-Mid, Wes-GOL, and Rom-Tyh. That would be the Italy/Germany agreed moves for the West.

In the East, Italy slides the armies down while Germany focuses on an unsupported move to Gal and support to Ukr. If they predict Russia won't even defend, they may even be more aggressive, with F Aeg-Gre, and A Gal-Rum with support.

If Germany is going for the win, and Turkey and France aren't helping Italy, it's game over already.

As I said in my previous comment last turn--which Jim Bob is now apparently in agreement with--I don't see a 17-17 draw at the end of this game but rather a solo win by Germany, especially with France taking off units from in front of Germany. This tells me no one is talking to Gregory (France) or Peter, since Russia has bailed as well.

I see no reason to change my prediction of a German solo win here.

### Spring 1913 Results



**France:** A Gascony Supports A Spain, F Gulf of Lyon - Marseilles (\*Fails\*), F Portugal - Mid-Atlantic Ocean (\*Fails\*), A Spain Supports F Gulf of Lyon - Marseilles (\*Cut\*).

**Germany:** A Belgium – Picardy, A Berlin - Silesia (\*Fails\*), A Burgundy Supports A Picardy – Paris, F Denmark - North Sea, F Liverpool - Irish Sea, F London Supports F North Sea - English Channel, A Moscow – Sevastopol, A Munich - Tyrolia (\*Bounce\*), F North Sea - English Channel, F Norwegian Sea - North Atlantic Ocean, A Picardy – Paris, A Prussia – Warsaw, A Silesia - Galicia (\*Fails\*), A Warsaw - Ukraine.

**Italy:** F Aegean Sea - Constantinople (\*Fails\*), A Budapest - Rumania (\*Fails\*), F Constantinople - Bulgaria(ec) (\*Dislodged\*, retreat to Smyrna or Black Sea or OTB), A Galicia Supports A Budapest - Rumania (\*Cut\*), F Marseilles Supports F Western Mediterranean - Spain(sc) (\*Cut\*), F Mid-Atlantic Ocean Supports F Western Mediterranean - Spain(sc) (\*Cut\*), F North Africa Supports F Mid-Atlantic Ocean, A Piedmont Supports F Marseilles, F Rome - Tyrrhenian Sea, A Serbia Supports F Constantinople - Bulgaria(ec) (\*Cut\*), A Venice - Tyrolia (\*Bounce\*),

F Western Mediterranean - Spain(sc) (\*Fails\*).

**Russia:** F Ankara Supports A Bulgaria – Constantinople, A Bulgaria – Constantinople, A Rumania - Serbia (\*Fails\*), A Sevastopol - Armenia.

## All Proposed Draws Fail Now Proposed – G/I, F/G/I/R. Please vote with your *Fall* moves.

### Summer 1913 Results



**France:** Has A Gascony, F Gulf of Lyon, F Portugal, A Spain.

**Germany:** Has A Berlin, A Burgundy, F English Channel, F Irish Sea, F London, A Munich, F North Atlantic Ocean, F North Sea, A Paris, A Picardy, A Sevastopol, A Silesia, A Ukraine, A Warsaw.

**Italy:** Retreat F Constantinople - Black Sea.. Has F Aegean Sea, F Black Sea, A Budapest, A Galicia, F Marseilles, F Mid-Atlantic Ocean, F North Africa, A Piedmont, A Serbia, F Tyrrhenian Sea, A Venice, F Western Mediterranean.

**Russia:** Has F Ankara, A Armenia, A Constantinople, A Rumania.

## Now Proposed – Concession to G, G/I, F/G/I/R. Please vote with your Fall moves.

### Spring and Summer 1913 Commentary:

Jim Burgess (**BOLD**)

Rick Desper (Normal Font)

Jack McHugh (Comic Sans MS)

Well, we still see no signs of coordination between Russia and Italy. Nor any signs of coordination between France and Italy. This game might end very soon.

Tactical situation: Germany can be kicked out of Sevastopol, but not held out of Paris or Brest. Germany has a numerical advantage in Central Europe, but he's not using it very well. Sil - Gal was weaker than Sil - Boh. And he's stuck in Berlin again!

**Yes, these moves did fall a bit in between what I mentioned last time as the Germany/Italy 17-17 approach and a real move forward by Germany on Italy. We did see the moves the previous year where this might have been discussed, but it seems off the table now. Germany really wanted to get into Bohemia and move forward a bit more to press the**

**best attack on Italy. It really doesn't matter too much for a next year German win though.**

We're still at a point where Italy could achieve a draw by working with Russia. Cooperation with France wouldn't need to be pursued strongly so much as a realization that Italy is not going to take Portugal or Spain and would be well advised to stop trying.

**That is correct. Russia made the move to take Turkey back from Italy (Italy could retreat to Black Sea and they could agree to take Sevastopol back, but then you would ask why did Russia move out in the first place), to that likely signals this isn't happening.**

Germany probably won't win this year. For that to happen I think we'd have to see France support Germany into Marseilles. But I'm not seeing anything that suggests that Germany won't win next year. There's no coordination and all between the other three, and they've had plenty of time to kiss and make up by now. I'm guessing they won't.

**Correct, I'd be surprised if they wrapped it up now, but they could.**

It's either a four way or a German win at this point and I don't see any coordination that leads me to believe that it's not going to be a German win.

### Fall 1913 Results



**France:** A Gascony Supports F Gulf of Lyon - Marseilles (\*Disbanded\*), F Gulf of Lyon - Marseilles (\*Disbanded\*), F Portugal Supports A Spain, A Spain Supports F Gulf of Lyon - Marseilles.

**Germany:** A Berlin - Silesia, A Burgundy Supports A Paris - Gascony, F English Channel - Brest, F Irish Sea - Mid-Atlantic Ocean, F London - Wales, A Munich - Tyrolia, F North Atlantic Ocean Supports F Irish Sea - Mid-Atlantic Ocean, F North Sea - English Channel, A Paris - Gascony, A Picardy - Paris, A Sevastopol Supports A Ukraine, A Silesia - Bohemia, A Ukraine Supports A Warsaw - Galicia, A Warsaw - Galicia.

**Italy:** F Aegean Sea Supports F Black Sea - Bulgaria(ec), F Black Sea - Bulgaria(ec), A Budapest Supports A Galicia - Rumania, A Galicia - Rumania, F Marseilles Supports F Tyrrhenian Sea - Gulf of Lyon, ~~F Mid-Atlantic Ocean - Gascony (\*Disbanded\*)~~, ~~F North Africa - Mid-Atlantic Ocean (\*Fails\*)~~, A Piedmont Supports F Marseilles, A Serbia Supports F Black Sea - Bulgaria(ec) (\*Cut\*), F Tyrrhenian Sea - Gulf of Lyon, A Venice - Tuscany, F Western Mediterranean Supports F Tyrrhenian Sea - Gulf of Lyon.

**Russia:** F Ankara Supports A Constantinople, A Armenia - Smyrna, A Constantinople Supports A Armenia - Smyrna, ~~A Rumania - Serbia (\*Disbanded\*)~~.

**All Draw Proposals Fail  
Now Proposed –G/I, F/G/I/R. Please vote with your SPRING moves.  
NVR=No, NMR=Yes.**

**Supply Center Chart**

France:	Portugal, Spain=2, Even
Germany:	Belgium, Berlin, Brest, Denmark, Edinburgh, Holland, Kiel, Liverpool, London, Moscow, Munich, Norway, Paris, Sevastopol, St Petersburg, Sweden, Warsaw=17, Build 3
Italy:	Budapest, Bulgaria, Greece, Marseilles, Naples, Rome, Rumania, Serbia, Trieste, Tunis, Venice, Vienna=12, Build 1
Russia:	Ankara, Constantinople, Smyrna=3, Even

**Fall 1913 Commentary:**

Jim Burgess (**BOLD**)  
Rick Desper (Normal Font)  
Jack McHugh (Comic Sans MS)

Like most 17-17 draws, this one is not meant to be. As I have said before, it is extremely difficult to get to 17 centers simultaneously thus unless Germany wants to wait for Italy, the game is a German victory. On the bright side there is very little chance of Nazism developing....

**I think there is not much to say here more than what Jack already says. There is a locking up that happened on the Western front, but as previously noted, Austria is wide open to German attack. It still is theoretically possible that once Russia owned the three Turkish centers that a Russia/Italy rapprochement, moving the fleet to Black Sea, a Russian army to Armenia, and attacking Germany could keep Germany at 17 this upcoming year. And then perhaps beyond that. But this does not seem to be the way that the game is going. Presumably Italy keeps proposing the two draws, but makes no headway with the players involved to stop Mike.**

**Germany should win this game year and then we can go back and discuss what put him there.**

Germany has 17 SCs and can force Vienna. He can drop an army in Munich to hold Tyrolia and prevent any counter-attack while taking Vienna from Galicia (and backfilling Galicia with A Silesia).

There's a mathematical possibility of an attack on Sevastopol, since Germany has over-committed to the West and has no army in Moscow. It's not a guarantee either way, since Germany could slide forces to Mos and Ukraine in the Spring.

Not that any of this really matters. Russia is not going to Armenia to help Italy take Sev.

Italy's moves here are terrible. He even let Germany walk into Tyrolia unopposed, preferring to use his armies to forcibly sink the French fleet in Gulf of Lyon.

A concession at this point would be appropriate.

**Winter 1913 Results**

**France:** Has F Portugal, A Spain.

**Germany:** Build A Kiel, A Berlin, A Munich..Has A Berlin, A Bohemia, F Brest, A Burgundy, F English Channel, A Galicia, A Gascony, A Kiel, F Mid-Atlantic Ocean, A Munich, F North Atlantic Ocean, A Paris, A Sevastopol, A Silesia, A Tyrolia, A Ukraine, F Wales.

**Italy:** Build A Venice..Has F Aegean Sea, A Budapest, F Bulgaria(ec), F Gulf of Lyon, F Marseilles, F North Africa, A Piedmont, A Rumania, A Serbia, A Tuscany, A Venice, F Western Mediterranean.

**Russia:** Has F Ankara, A Constantinople, A Smyrna.

**Now Proposed –G/I, F/G/I/R. Please vote with your SPRING moves.  
NVR=No, NMR=Yes.**



### Winter 1913 Commentary:

Jim Burgess (**BOLD**)

Rick Desper (Normal Font)

Jack McHugh (Comic Sans MS)

I love that somebody is still proposing a G/I draw.

**Agree, it must be Italy though. Nuff Said!!!**

I wonder if Germany is going to screw this up. I wouldn't think so.

I have nothing to add either other than the draws cannot be taken seriously in light of the moves, with no cooperation on the board I see no reason for Germany to agree to any of them. This game is his for the taking.

### Spring 1914 Results

**France:** F Portugal Supports A Spain, A Spain Hold.

**Germany:** A Berlin – Prussia, A Bohemia – Vienna,

F Brest Supports F North Atlantic Ocean - Mid-Atlantic Ocean (\*Fails\*), A Burgundy Supports A Gascony – Marseilles,

F English Channel Supports F North Atlantic Ocean - Mid-Atlantic Ocean (\*Fails\*),

A Galicia Supports A Bohemia - Vienna (\*Cut\*), A Gascony - Marseilles (\*Fails\*), A Kiel – Berlin,

F Mid-Atlantic Ocean - Spain(sc) (\*Fails\*), A Munich Supports A Tyrolia,

F North Atlantic Ocean - Mid-Atlantic Ocean (\*Bounce\*), A Paris - Gascony (\*Fails\*), A Sevastopol – Armenia,

A Silesia Supports A Galicia, A Tyrolia Supports A Bohemia - Vienna (\*Cut\*), A Ukraine – Sevastopol,

F Wales - Irish Sea.

**Italy:** F Aegean Sea Hold, A Budapest - Galicia (\*Fails\*), F Bulgaria(ec) - Black Sea (\*Bounce\*),

F Gulf of Lyon Supports F Marseilles, F Marseilles Unordered, F North Africa - Mid-Atlantic Ocean (\*Bounce\*),

A Piedmont - Tyrolia (\*Fails\*), A Rumania Supports A Budapest – Galicia, A Serbia Supports A Venice – Trieste,

A Tuscany – Venice, A Venice – Trieste, F Western Mediterranean Supports A Spain.

**Russia:** F Ankara - Black Sea (\*Bounce\*), A Constantinople - Bulgaria (\*Fails\*), A Smyrna Hold.

**All Draws Fails. Now Proposed – G/I, F/G//R.  
Please vote with your FALL moves.**

NVR=No, NMR=Yes.



#### **Spring 1914 Commentary:**

Jim Burgess (**BOLD**)

Rick Desper (Normal Font)

Jack McHugh (Comic Sans MS)

OK, so if Germany doesn't win, it will be one of those "taking the 18th center in Spring" is worth nothing. In this case, even though Russia still is not helping Italy stop Germany, it is within Italy's control to take Vienna back in the fall and prevent Germany from winning for at least another game year. And it looks like it could be possible still to lock up the eastern front, is it? Or is the inevitable just being delayed? Stay tuned and find out. We still are left to wonder why Peter won't stop the board winner, except that obviously he won't.

Put a fork in this game....it's done...

If Germany doesn't win, it's because he's never learned the basics of tactics. He only needs to submit two orders to win this game. He could write hold orders for the other 15 units and still end on 18.

(Exercise for the reader.)

As for Russia...after the dot poaching that Italy has done in recent years, I can see why Peter wouldn't be motivated to try a counter-attack on Sevastopol. After all, Italy is still in the Aegean Sea!

#### **Fall 1914 Results**

**France:** F Portugal Supports A Spain, A Spain Hold.

**Germany:** A Armenia Supports A Sevastopol, A Berlin – Silesia, F Brest Supports F Mid-Atlantic Ocean, A Burgundy Supports A Gascony, F English Channel Supports F Mid-Atlantic Ocean, A Galicia - Budapest (\*Fails\*), A Gascony Supports A Burgundy, F Irish Sea Supports F Mid-Atlantic Ocean, F Mid-Atlantic Ocean Hold, A Munich – Bohemia, F North Atlantic Ocean Supports F Mid-Atlantic Ocean, A Paris Supports A Gascony, A Prussia – Livonia, A Sevastopol Supports A Armenia, A Silesia – Warsaw, A Tyrolia - Trieste (\*Bounce\*), A Vienna - Trieste (\*Bounce\*).

**Italy:** F Aegean Sea Hold, A Budapest Hold, F Bulgaria(ec) Hold, F Gulf of Lyon Hold, F Marseilles Hold,

F North Africa Hold, A Piedmont Hold, A Rumania Hold, A Serbia Hold, A Trieste Hold, A Venice Hold,  
F Western Mediterranean Hold.

**Russia:** NMR! F Ankara U, A Constantinople U, A Smyrna U.

### Supply Center Chart

France: Portugal, Spain=2, Even

Germany: Belgium, Berlin, Brest, Denmark, Edinburgh, Holland, Kiel, Liverpool, London, Moscow, Munich, Norway,  
Paris, Sevastopol, St Petersburg, Sweden, Vienna, Warsaw=18, Wins!

Italy: Budapest, Bulgaria, Greece, Marseilles, Naples, Rome, Rumania,  
Serbia, Trieste, Tunis, Venice=11, Remove 1

Russia: Ankara, Constantinople, Smyrna=3, Even

## Germany Wins!!



### Fall 1914 Commentary:

Jim Burgess (**BOLD**)

Rick Desper (Normal Font)

Jack McHugh (Comic Sans MS)

Well, there we go, ends with a whimper rather than a bang, no one even TRIED to stop Germany.

Here is my comment before seeing the endgame statements:

I thought that Mike did a great job of working with Gregory and his superior tactical skills early on while Peter was trying some wildass approaches to spreading his units. Russia in those cases seldom fares well in the end, and he didn't here. Tim played

a good steady game, but was unable or unwilling to work with Peter after Peter poisoned the well with so much back and forth. Mike outmaneuvered Gregory to stab him when Gregory didn't expect it (the weakest part of Gregory's game in my experience), and then rode the lack of IR coordination to the solo.

In the end, though, rather than regrouping, everyone essentially just gave up. I think Tim was proposing the draw proposals but didn't do the work on the board to make one of them happen.

**Much more when we see the commentaries....**

Well, Germany wrote the two necessary orders (Gal - Bud and Tyrol - Trieste). And a few other orders so the frontline armies wouldn't get lonely.

Italy didn't even try to retake Vienna.

**Right, there is the lesson that sometimes cutting the supports is the right guaranteed order. But still, what we did NOT see in the back and forth negotiation clearly reached a frustration point for all involved. And Mike Sims was ready to scoop up the solo. I've always thought he was a darned good player, but he really proved it in this one.**

I think the whole game came down to France simply not moving in for the kill on Germany when he had the chance as England fell, instead he let Mike climb back into the game and then got distracted by Italy.

Moral of the story is if you're going to be dumb enough to pull a gun on a man, be smart enough to use it.

**Smart enough to take the second shot too..... one may not be enough!**

Diplomacy - 2013B - "Thanks for the Roses" - GM: Douglas Kent, Zine: Diplomacy World																
German Win in 1914																
	01	02	03	04	05	06	07	08	09	10	11	12	13	14		
<b>Austria</b>	5	5	4	3	2	1	0								<b>Christopher Martin</b>	<b>OUT F07</b>
<b>England</b>	4	4	5	5	2	1	0								<b>Frank Sudlow</b>	<b>OUT F07</b>
<b>France</b>	5	6	6	6	8	8	10	9	10	7	6	4	2	2	<b>Gregory Alexopoulos</b>	<b>SURV F14</b>
<b>Germany</b>	5	5	4	4	5	6	6	8	8	10	13	14	17	18	<b>Michael Sims</b>	<b>WIN F14</b>
<b>Italy</b>	4	4	5	5	6	8	10	7	8	10	10	12	12	11	<b>Timothy Crosby</b>	<b>SURV F14</b>
<b>Russia</b>	6	6	7	7	7	7	6	6	5	6	4	4	3	3	<b>Peter Yeargin</b>	<b>SURV F14</b>
<b>Turkey</b>	4	4	3	4	4	3	2	4	3	1	0				<b>Jonathan Powles</b>	<b>OUT F11</b>

**End of Game Statements**

**Austria (Christopher Martin):** This game was stressful, then not stressful at all, then amusing. Knowing what is going to happen, and not being able to do anything about it, can be that way.

After all is said and done, however, I think the main things that need to be mentioned are this:

1) At the beginning of the game, I knew that Peter was distracted with real-world issues, and I was reluctant to plow into him. This was a mistake, and I should have taken advantage of his distraction, rather than tried to use it to purchase goodwill elsewhere.

2) When Peter did finally come back into the game, and took one of my dots (rather than disband one of his units, crippling my position), I stopped caring much, looking only for the opportunity to create havoc, keep my side of the board from resolving, and punish Tim and/or Peter, as the opportunity presented itself. Memory is hazy but I think Jonathan and I never really got anything together, and I will take the blame for that.

3) Once I was out, it became increasingly amusing to watch Tim play into Mike's capable hands. Knowing that Peter was capable and willing to throw a solo rather than be cut out of the draw, I chortled with each set of results. I find there are a lot of players like Tim, whose reach exceeds their grasp, but nothing you can say to them will convince them that they don't have things firmly in control. In fact, I would be surprised to read in Tim's EOG any admission that "mistakes were made." \$.50 says he blames the final result on Peter for acting irrationally and not taking a draw. I'd be happy to lose that money though!

Finally, this game illustrates perfectly for me what I don't like about email diplomacy - the ability to maintain focus and communications over long periods of time are larger factors than tactical acumen or negotiating skill. Tactics, given two weeks to look at the board, are much more amenable to analysis than they are in a 15 minute diplomacy round. It is a far different thing to persuade someone when you can read their body language than when you use a keyboard. Now, this is purely personal - I'm not trying to say anything about better/worse modes of play, though I'm on record on that point elsewhere -

but everything frustrating about this game for me was a result of it being an email game rather than F2F. I'd love to play against these folks over a board! But I'm not in any hurry to sign up for another email game. ☺

**England (Frank Sudlow):** So, what can I say about this game. It was far from being my best and also not very enjoyable. Perhaps I was distracted, but I was really attracted by the suggestion from Germany that we form a Triple Alliance. This was a demo game, so I was prepared to be bold, and thought this a bold idea. But, while Germany and I tried to make it work, France would have none of it and I had to take sides. I did not trust France, but he was the better communicator however, he was a very bad choice. He promised the moon, but all I got was cold sand. The disaster broke when I refused to convoy his army from Portugal to Holland. Why would I want to put him two centers up on me when his opening move had been to take the Channel and he was still sitting there. I should never have trusted him and should instead have played a traditional game working with Germany to eliminate him.

From then on it was a war of attrition. He planted his army in Wales and from there was always going to take me out. I was able to make peace with Russia, against whom I had made some gains, and I was at peace with Germany, but he was boxed in with an exposed Eastern Flank, so unable to help. Worse still, my army was in Sweden and I needed an army at home to stand any chance of fighting off my invader.

He struck in Spring '04 and in the fall landed his second army. He took London and Liverpool in '05, and I gladly surrendered Norway and Sweden to Russia and Germany, but was able to hold Edinburgh until the Summer of '07 which I thought pretty good given the odds in his favor in '04.

It would appear that he is now working with Germany, which is good, but how much better it would have been had the three of us joined at the start.

Is it because we knew it was a Demo Game, or is it just the players that were invited to play, but the diplomacy in this game was of a poor quality. It will be interesting to see if anyone felt they were able to build any form of alliance. I spoke with most of the players, but we all seemed to be playing alone. So much so, it might have been more enjoyable as a gunboat game.

I've been the first to be knocked out before, and it's no fun, but I felt this was a poor show from the start.

Thanks to Doug for pushing it out there, but I didn't like the .pdf reports. Much better to have RP files to play with.

**France (Greg Alexopoulos):** This was, as expected, a very demanding, very interesting game. I'd like to start off by congratulating Mike for a well-deserved victory and by thanking everyone, Doug, my fellow co-players and our commentators, for providing a thoroughly enjoyable yet frustrating experience.

Every time I play a game, I hope to find myself emerging a better player from it. So, (1) I usually try a different strategy from last time and (2) I write my EOG keeping in mind it's going to be read by people who wondered what the heck I was doing more than once during the course of the game. So, here goes.

Finding me in the position of France was a pleasant way to start the game. I enjoy playing France, as it comes with many possible routes of expansion, but without the dangers of the central powers; plus, it gets to build lots of fleets at some point and I love convoys. In previous games I've generally fared well based on a large DMZ in the Med, so I had to make Italy my friend. I also kept in mind that in the mid-game breaking through the stalemate line is essential; otherwise a participation in a draw was the best I could expect. As for my immediate neighbors, I was planning to ally with whoever looked more interested to me; I knew Frank from a previous game and was favorable towards him, but had no reason not to ally with Germany.

Initial negotiations gave me mixed feelings. Italy was, as expected, very happy to agree to a war-free western med. DMZs over the Channel and Burgundy were talked about. And then, Germany suggested a western triple but demanded Belgium for his troubles. And England did not even mention Belgium in his messages. I was afraid I was facing an EG and reacted with a "cover every base" opening set of moves. Got to comment though: I've always felt that the higher the caliber of a group of players, the easier it is to be forgiven for getting too paranoid.

Turns out, there was no EG alliance; but I was pushing my neighbors into forming one. I chose to rely on the DMZ with Italy and ally with England. However, I wanted to remain in Eng and keep my options open for the future. This was not great for Frank and got him understandably worried. In an effort to make him feel safer, I built armies (which would later determine more than one set of moves for me).

Meanwhile, the Balkans was the usual mess. Russia looked like the early leader of the game, but he somehow pushed against everyone, so he got everyone fighting him. Italy performed as a somewhat weird ally who does almost what he's told you every turn but not quite what you've agreed. He was promising me anti-Russian action and do the exact opposite. Every Single Turn. But since I needed the DMZ to rely upon I had to smile patiently and watch.

Germany soon proved to be a die-hard, stubborn, educated tactician; an enemy worthy of respect. My relations with Russia were not as good as textbooks would expect. I had hoped for his help, but Peter realized Germany's collapse would benefit me more than him. So, he declined to offer assistance against Mike, thus delaying me. I tried everything, even performing the "berserk" act; you know, the one where you say you're angry and shout threats and promise eternal hate. That didn't work. And in fact, I performed so good I think Peter spent the entire game considering me something of loose cannon.

Meanwhile, England was getting itches with that fleet in Eng. He quickly reached a point where he could no longer contain himself and he stabbed, hoping to gain the upper hand. Meanwhile, Germany was under heavy pressure from Italy and Russia. Mike proved a very realpolitik negotiator and we quickly switched from enemies to allies. We had to spend a couple of turns on carefully disengaging and moving away from each other, but (1) it worked and (2) gave me the chance to successfully campaign against England. As for England's stab, truth is I was coming up with excuse after excuse to stay in the Channel so Frank was right to feel nervous. But the stab was too weak: a denied convoy from Portugal to Holland; ahhh, it would have been spectacular.

Problem: How do you damage a naval power when you have armies? Patience and surprise. Tactics worked for me, I was happy to say. By this time, Austria was also eliminated with Chris warning me about Tim; I'll get back to this later. The plan now was to keep Germany as a junior partner, feeding him centers so he wouldn't feel as a protectorate. I was to turn on Italy, while Mike would be fighting Russia with a couple of my units helping him. If things worked out as planned, I would cross the stalemate line on two fronts and Germany would be encircled by my forces. This is the stuff dreams are made of. But I was growing too fast and it was too obvious on this board. So I had to slow down and fake an attack on Germany, in hopes of throwing Italy's (rightful) suspicions off track.

Plan worked for a while, although Italy reacted promptly. Tim ruthlessly took centers from Russia and Turkey to use for new builds. In the north, another set of convoys was in place; the veterans of the English campaign would be relocated to Nwy and StP. Then, at a crucial point, I over-stretched myself. I had the choice of moving a newly built army from Par to Bur or Gas. Mike asked for Gas and I carelessly agreed. Then, I changed my mind. I contacted my ally, warning him of this and saying I wanted to be able to support Munich should it need defense. Mike disagreed. The truth is, I wanted an army ready to support or attack Munich, as needed; and he could see that, so I don't blame him. Whether it would

eventually happen or not, Germany was the second minor ally to stab me in this game, and this is something I seriously need to analyze so that it won't happen again.

Mike's attack was better organized. He had realized who he's dealing with and managed to exploit the fact I was off balance on the chart, perhaps for the first time during the game. In a desperate attempt I snatched Holland, trying to restrain his fleet builds, but it was a temporary measure. A year or so later I even misordered (grrrrr) and managed to drop 2 units when I could have lost just 1. Meanwhile, Russia and Turkey were all over the place in the east and Italy had no real intentions for a truce, despite agreeing to one at least once per turn.

I regrouped units and the next couple of years went like this: in spring I was negotiating vividly with Tim, trying to reach a truce, offering specific plans for a joint attack on Germany, luring him with potential gains. He would always agree and then, in fall, advance against me and help Germany. Remember, this is an Italy that from the very first turn of the game, he had at least one lie in his messages every turn.

At some point, all this stopped making sense anymore. I informed Tim that every loss I would suffer would result in a disband in my northern front; this was to change if and only if Italy marched to war against the now leading the board Germany. Tim agreed and went on with his attack on my southern flank.

This went on for several years. Draw proposals failed repeatedly. Turkey fought the good fight, but got eliminated. Tim held my units pinned in the south, while Mike would walk unopposed in my northern dots. I think this lasted for 4, maybe 5, years and all Italy gained was Marseilles. Tim says he did not expect me to do that. Well, that's despite the fact that I kept telling him I would and despite the fact I had no interest whatsoever in fighting a war against Germany so that someone else would slain me more easily. Tim has also said, on more than one occasion, that he would expect any diplomacy player to play to stop the leader from soloing. Fair enough. However, that is something Tim himself didn't do. The painful result for all of us was a German solo victory.

I'd like to congratulate Mike again. Not only is he a keen strategist, he's also very good in tactics and realizes the opportunities offered in any given situation. He's shown resilience, resourcefulness, determination and pragmatism; his victory is well deserved.

Frank, I'm sorry it didn't work out for us this time. You really had to deal with a very difficult French neighbor. It was strictly business and you know it. I hope to have the chance for new joint adventures soon. Peter, I apologize for any harsh style I may have adopted during the game, but it was all a trick; smoke and mirrors. I'm not usually

that way. In fact, I think we look at the board in similar ways and I hope I'll have the chance to fix your view of me in a future game. Jonathan, while I admired your resourcefulness in defending and your determination to fight to last army, I am still puzzled by your lack of communication; I firmly believe you could have done better if you had coordinated with Austria during mid-game. Chris, you suffered the fate of a man whose reputation is just too good. In a way, us western powers (Mike and myself) had a shot at this game because everyone was so afraid of you. I'll be looking forward to a future game with you my friend; I feel we owe each other an all-the-way match.

And then, our Italy. Tim, you're good with tactics. You're good with overall strategy. You have the gift to make your power look smaller on the board than it actually is. And you have a good grasp of game momentum, which is rare. However, you appear to be incapable of sending one e-mail message without lies in it. You lie even when it is completely unnecessary – and you seem to have difficulty grasping the concept of a fellow player who might actually use truth in his messages. This just gets people so angry at some point that they would rather lose a game than put up with, well, you. I'll come out and say it: I've been playing Dip on-line since 1999. I've met all sorts of players, all sorts of characters. I've stabbed, I've been stabbed. I have never let bitterness from past conflicts cloud my judgment. This is the very first time I think I may not be able to play with someone in a future game again. If I run into you again I will be 100% biased; and this is indeed a shame.

Doug, thank you for your top gear GMing. You were punctual and devoted to the game, a textbook GM. Our three commentators are also to be thanked and congratulated; their analysis provided great insight in our game and makes it much more fun to follow.

Again, gentlemen, thank you for a game well played. I'll be looking forward to crossing swords with you in the future.

**Germany (Michael Sims):** It's really tough to go back and create an EOG after you've been away from the game for a couple months... Doug you really should have mentioned the EOGs sooner. :-D

This game... I really can't believe I won it. It started out so badly. Just awful -- I wasn't even enjoying myself for much of it, particularly early on. I more or less just hunkered down, went into recluse and somehow came out the winner. How? Well let's go back in time...

The game got off to such a bad start cuz I was Germany, and the most important player to Germany in the game, France (Gregory), was non-responsive. I would write him a note, then not get a reply back for 4-5 days. Then reply, and get nothing. The only thing we discussed

pre-s01 was that I offered to dmz Burgundy. A few days later he agreed he'd like to see it vacant, and then s01 results come out – and – France in Burgundy. At this point I knew it was going to be a long game. Not only was I stabbed, but being stabbed by a player you're not getting a good discussion from is that much worse.

Post-stab Diplomacy, I dropped Gregory a few mails, tried to get him to reply... and things went further downhill. If there is anything I dislike more than a stab, it's not owning up to a stab, and that's just what happened. We spent the next several turns with Gregory telling me his incursion into Burgundy was my fault, I wouldn't open east into the wasteland, I didn't offer him Belgium in trade, he never agreed to dmz, and so on. It was a very frustrating time. "I stabbed you, I felt I had to take Burgundy to secure Belgium," fine. But no, this was so much bantering about how everything was my fault that I really signed off from the game and was just going to go purely anti France until...

Russia. Peter, I'd so wanted to ally w you, especially in the wake of the French disaster. Because of the s01 stab, I decided you were to get the spoils... I would help you at all costs while I did nothing but take my battles to France. I stood by and let you take Swe unimpeded, on the understanding that you'd then move thru to Norway and I'd get Swe. Per your words, "I appreciate the Denmark H. You've obviously got a friend in me now." Great! Spring 02, you moved on to Norway – even better! Then Fall '02 – you bounced me from Swe when I was supposed to finally get my build and one-up France. Ugh. Screwed twice in two years. Interestingly England took Norway from you at the same time. And then he proceeded to take Swe. So instead of you getting Norway and me getting Swe, we both got nothing, England got both, and then to top it all off, you took a one-dot Denmark stab and booted me out of there in 03 – not only denying me my 6th, but reducing me to 4.

There was almost nothing that could have turned the tides on my desire to attack France – but you managed to find a way. You caused me a disband when I was locking horns with France, 5:5. That's 10 units on the board that were tied up, and you chose to tip the scales so that he'd win... I remember I went off on you for this. At this point my game was dead. I was locked with all my units going at France, but with E/R deciding to take foolish one-dots, I was toast. So I promised Gregory a complete cessation of all wars from me toward him. He accepted, and that was that. I disbanded right on his front to signal a new beginning.

Here we did not attack each other, Gregory pulled off an awesome convoy to Great Britain, I got to redeploy my troops, and this was one of the most enjoyable turns of the game. There is something to be said for working with someone you disliked for so long and finding a way

to make it work, both trying it, pulling it off, and living that moment. My anti-France game was done.

Here began a new phase, which is sort of my GRAI interaction. I hadn't had much to do with Austria (Chris) or Italy (Tim) all game, except that we discussed having a Central Alliance, and that under no circumstance should we fight each other. However, I could sense that AI were having trouble trusting one another and actually pulling this off. It seemed they were jockeying for position... I don't really know what was going on there, except the turn Italy supported Austria into Boh, I knew it was not the peaceful move they both told me it was.

Very next turn, Austria supports Russia into Munich – while getting completely gutted by Russia and practically wiped out. I couldn't get ahead. I got a saving grace from England (Frank) who helped me back into Den for no net loss... but I just couldn't move forward, stuck again on 4 dots. Keep in mind it's now Winter 04, and I'm still on a measly 4 dots since the Russian stab in 03. Frank your help here kept me in the game.

In 1905, France came to my aid and helped me back into Munich, and for the first time I felt like I actually had a game. Back to 5 dots – woohoo! 1905 saw the demise of Austria as Russia and Italy finished him off, and France really single handedly continued to take down England, overwhelming him on the island. With no resistance from me, England fell apart. Surprisingly fast -- the French assault was just too overpowering.

1906 I started to take it to the Russian front. I pushed him out of Sweden for a +1, then in 07, moved everything east, leaving the western front completely devoid of units. France dmz'd as well in a huge mutual show of trust, and now FG were running the board. I was in Swe-GOB-Lvn, Pru-Sil-Tyr, and he was all in England and the Med... there was no French or German unit anywhere near our homeland. So much fun! 1907 was more of the same. We just expanded. He finished off England while I captured Warsaw.

We were probably on track to run the board, except around this point I remember again we brought up Burgundy in w07 when France built an army in Paris. I pointed out that he should avoid Bur on his path to Mar, he could go thru Gas... Gregory replied along the lines of it being no big deal, I can trust him. So all bets were off. That was a clear tip that France was finally going to make the plunge to stab me, so I fell back w a unit to Mun, he went to Bur, and we were back to standing each other off.

Gregory I'll say this -- we really were great when we worked together – we pulled off amazing feats of trust... but when we fought, we did so with equal valor and commitment. :-)

So, 1908, a huge year, I fell back to cover Mun, but at the same time convinced Russia to help me retake Norway (from France), Trieste (from Italy) and stabbed him for Warsaw all in the same turn. This got me a mega-build turn. A much needed +2, to raise a fleet in Kiel and be able to actually take on France at sea, but also an army in Berlin to hold the eastern front together.

At this point the east hadn't changed much... Turkey had held on to 4 dots, R/I kept working together, but had yet to finish off Turkey, and this turn I think I finally got to Tim, and convinced him to make a move against France. He did, and I think it set off Gregory like you wouldn't believe. I'd say it was paramount to how Russia was the only thing that could turn me away from France – well, Italy was the only thing that could turn France away from me. So, France pulled out of Holland the very next turn. I went back toward Russia, and took back Hol / Bel from France (which I said I would do), but I think it was me here who actually stabbed him, for I took NTH and then London when we were supposed to go our ways. There was a lot of interesting diplomacy in here, cuz France was basically offering to move on Italy solely, leaving me to do anything else. Gregory still kept to his word, focusing all on Italy. I took Hol, Bel, Lon, and then even moved on Edi and eventually Burgundy.

Tim... we talked so incredibly much about this phase, which was really a turning point of the game for me. I absolutely needed your help against France, and I know you were adamant that once you stab, France would never forgive you. He didn't. It amazed me just how firmly Gregory held to his threat here... I got so many dots out of this. You did get the dots we thought you would out of the Russian Austrian home centers... but that was all. We had so many long dissertations about the game would play out, the possibility of the 2-way draw, how if you stabbed Russia it would be the death of you. Summing it up doesn't do it justice. You know of course—you were there.

Discussing the results in later turns, we more or less agreed where it went wrong is that you did not attack Russia as fast as I attacked France. In 1911, you pulled back from attacking Russia... and in 1912, you actually moved toward me instead of him (you didn't stab me, but you shifted your units away from the east toward me, easily costing you two turns of progress). All this is before I'd even taken most of France. Around here, had you gone hard for Ser/Rum/Bul, you would probly have secured these a year or two sooner than you eventually did.

In 1913, you finally moved back on Russia, and Peter chose to retaliate vs you instead of stopping me. This was a crazy turn. I talked to Peter a lot about his Sev-Arm thing and figured it was all fluff, but he ended up actually doing it, conceding Sev without a fight before

you got to any of the Balkans. Then I just had to finish France and tap Vie for a turn and it was game.

Jonathan I didn't mention you too much here, cuz we didn't interact all that much. We did share a few plans, but what you had going on w Italy and Russia was always way above my head so when the results came out I usually could not make sense of who was with who in the southern triangle.

If there was ever a game that was won by some chance happenings, this was certainly it. I spent a good part of the game on 5 dots or less, not breaking out of the 5-dot Germany until 1906. I was on the verge of elimination in 1903 when I lost Den to Russia and was locked in a death match with France, and then again in 1904 when I lost Munich. Throughout the game I'd managed to lose Den, Mun, Den again, and Hol, but still barely hang on. The game massively turned around for me when I finally bowed my head to France, and instead of destroying me, we turned into the dominant duo over night. A short-lived greatness, we again came to blows a few years later, but that came to an end when Italy and I finally teamed up. At that point I played the more aggressive game, accumulated dots faster, and ended up on 18.

Gregory, believe it or not I actually look forward to our next match. Peter, Frank, you guys know you largely hosed me when I was locked in war w France... I don't know how you managed to come out of this not wiping me out, cuz I was sure exposed there. I guess fate was on my side. Chris & Jonathan, of course we didn't talk all that much, but I never got the "I've got your back" feeling from either of you even tho we talked that a few times. We probly should have worked closer, cuz RI were pretty tight for most of the game, and one way or another Tim and Peter managed to take you both out. And Tim, of course you and I go back... another great game, and I look forward to the next.

Doug thank you for running the game, for inviting me, and for finding these other great players! It was an honor to be picked.

**Italy (Tim Crosby):** This was the highest level game I ever played. Undoubtedly I was the least experienced player and on several occasions is showed, painfully at times. Still, it was a lot of fun and I learned a great deal in the process. Thank you Doug for the invitation.

My initial strategy for the game was a long term alliance with France, secondary to that was Central Alliance with Germany and Austria. Mike (Germany) was on board with this and it appeared that Chris (Austria) was as well. Communication with Russia was pretty non-existent early in the game apparently there were some real life issues going on at the time. I found out that Chris and Peter (Russia) were friends so I hit it up with Jonathan

(Turkey) that we should get together and attack them since they are likely to stick together. For 1901 I opened with an army switch to cover Venice. Talks going into the fall seemed to stall on all fronts for me except for France. Nothing looked like it was going anywhere so is moved to Tyrolia, thus ending any Central Alliance. I know it was early in the game but is like to play fast. Greg (France) and I were doing well...we built such to not alarm one another and in 02 he supported me into Munich. I had assured Chris that I was with France against Germany so he left Tyrolia alone. I knew I would not get Munich but it was more of a concession to France that I was willing to stick with him.

1903-04 alliance were flipping all over the place. I had taken Greece from Chris and was helping Turkey against Russia. Then I would turn around and attack the Turk the following year. Same with Austria, one minute I would attack then the next I would be helping. Peter had a lot to do with this; he kept the pressure on me and had a significant amount of influence in my moves. Fall of 1904 was where Peter tried to make the big move. He and I had planned to pretty much wipe out Austria and left him holding only Serbia. I believe Peter told Chris how to defend what I was going to order so he (Peter) could get the gains and leave the rest of the region way behind. It did not work out like he planned and he stayed even but no one on the board trusted him from that point on. The problem for me was that everything from here on out said that he and I SHOULD be working together to wipe out the corner of the board and turn our attention to France. It was just impossible to work anything out after that...but we managed to get Austria knocked down.

Greg was making some brilliant moves in the north and caught everyone's attention. We were doing pretty well in the alliance but he was concerned that I was too friendly with Russia. I assured Greg that Russia's only use to me was the elimination of Austria and once that was done I was going full force into him and Turkey. I had built a lot of fleets...more than I needed! I was planning to steer Russia into Germany with his armies and use my fleets to take out Turkey.

England was pretty much out and France was looking to turn his attention on Germany and Mike was pretty much abandoned...I would not help him and he was fighting Russia. He pulled into Tyrolia to make something happen and at the same time France dropped a fleet into Marseilles. I did not have too much of a problem with it at the time...I had 5 fleets and he had 2 or 3 so I understood. France ordered MAR-SPA[sc] and BRE-MAO and I hit up Mike to see what was going on with him. He said there were plans in place to support France into Norway...this did not make sense to me as Mike was not getting any benefit for being a French ally. Germany should have gotten Norway. That tipped me that France was about to enter the Med so I ordered a couple fleets

back west and met him. Greg, remember that you started the fight!

Fall 1907 was where I think I made my first mistake. I told Germany that I would support Tyrolia to Vienna but instead I supported myself into Budapest. I had only one thing in mind here. Keep France out of Tunis. At all cost. Greg was all set up to roll through Germany and he needed Tunis to lock up the south. Yes, it was a single center stab but I needed to get a fleet into the west quickly. I know I could not hold the center but that was not important. When I lost it, I would have just pulled something from the east. I should have been honest with Mike here...he was irate...more upset that I anticipated he would be. This is the same year that Mike's game really turned around. He worked out a deal with Russia to punish me and stabbed him at the same time and picked up a couple of builds to defend against France.

That is the year that Jonathon picked up two builds as well. If there was anyone that disliked Peter, it was Jonathon. His moves and builds were always anti-Russian even when they should have gone against me. I was luck in that respect because Turkey could have done a tremendous amount of damage to me. So, I lose Constantinople and face a disband. I go back to Greg and say look, we are not out playing one another in the Med and neither of us are benefiting while the rest of the board recovers. I disband fleet Tunis. Mike was pretty upset by this but I explained with that disband France will pull back and I can take advantage of his retreat. Which I did and took back control of the Med and started to make some good ground on Iberia.

Mike and I started discussing a 2 way draw. France was angry with me for stabbing him after the TUN disband that he decided to only defend against me and let Germany take over the north. He swore that I would never own a French center. Which I really did not care if I did...I just needed to make sure that Mike never got MAR or SPA and keeping him from a solo run. I would have been willing to back off of France but he pulled his two fleets in the north and that was what determined what I needed to do.....I had to jam up MAO to keep Mike back. France took himself out of the game by pulling those northern fleets, they were what he had to offer anyone. Still, Greg, remember that you started the fight with me.

At this point Mike and I roll along hitting France and Russia where we can. Peter and I are talking pretty much every day and he is warning me that Mike could feasibly steal a solo. He is very convincing and I make a couple of really bone head moves. 1911 I go into GAL and then move back out to defend VIE....This was my second bug mistake. I got conservative. I should have pushed though and tried to get the rest of the Balkans. Fall of 1913 Mike pushed everything south and surrounded VIE. Mike was down 2 centers to make the

solo SEV or VIE....MAR was locked up and he could not break into the Med..Peter walked out of SEV the following turn. and Mike was sitting all around VIE. There was one last chance to stop the solo and end the game DIAS by taking SEV back. I sent the moves to Peter and he pretty much told me that he would rather lose to a solo than see me be part of a draw.

I am sure I missed some important things that happened here. SO much happened all over the board. I am happy that I was not eliminated if that counts for anything but I am disappointed that the solo was allowed to happen. I still have a hard time comprehending the reasons I was given by Peter and Chris for this result but perhaps that is a lesson I still need to learn.

It was a fun game. I lied WAY too much. I do not typically lie much in games but here, I am not sure why it happened that way. I was aggressive and it worked for the most part. But when it counted the most I did not stay aggressive. My game is certainly better now than it was when I started. I feel very lucky to have been included.

**Russia (Peter Yeargin):** An interesting and crazy game with lots of ups, downs, and frustrations. When the board draw was released, the only person I'd played with and knew was Chris Martin. Both of us being very frequent Face to Face players, we knew each other's games very well and we also typically don't work across a board together. My general sense was other players made the assumption we would be working together right away and planned accordingly. Chris and I discussed a plan of attack immediately and seemed to have things in order for a quick destruction of Turkey. I enjoy a good strong AR alliance and see it work very well on a board for the most part. You can remove Turkey from the picture and go your separate ways in the North and South while posting a strong central front. It also gives you good opportunities to break any stalemate lines if the Russian can get at least 2 and preferably 3 fleets in Northern waters before England can lock down St. Petersburg.

In the North, Michael (Germany) and I had come to a quick and amicable division of Scandinavia. My proposal was for him to allow me into Sweden in 1901 and I would build in STP and push through into Norway in the Spring of 1902, ceding Sweden to Germany. The general purpose is to quickly take England out as a Northern threat while creating a strong alliance with Germany that allows us both to use our pieces in other parts of the map. It also requires considerably fewer units to hold a large amount of supply centers for both parties. Michael was suspicious of the offer, clearly because others had made it and I'm assuming, not followed through. Spring of 1902 rolled around and I supported myself through as promised. Michael did not backfill me in Sweden with Denmark, though, choosing

to hold rather than taking it or supporting Kie-Hel. This unfortunately put me in quite a precarious situation thanks to England having convoyed its army into Norway and having a retreat into Finland. Rather than having three units to help me hold Norway (Michael's Sweden fleet which would now have nothing better to do), I now faced the possibility of losing both Norway and Sweden and having a very strong England at my doorstep with A Finland, F Norway, F Norwegian. I chose to bounce Sweden, hoping to keep it and having Germany push through into North Sea. There was no way for England to hold North Sea and take Norway. Unfortunately, Michael didn't like the plan and went for Sweden anyway. To say the least, Michael was not happy with the bounce, and spent the next 8 game years hell bent on my destruction over the bounce, all the while vowing that he knew he couldn't trust a Russian to make that move. I almost feel like it was one of those self-fulfilling prophecies for him. It likely should have spelled a slow but inevitable doom for him as the game progressed, but unfortunately, we (myself, Turkey, Austria and Italy) managed to turn the south into a massive cluster of horrible decision after horrible decision, compounded by complete inflexibility and poorly executed tactics.

Chris in Austria was facing a pretty strong Italian front in Tyrolia and Venice after 1901 and had to choose sides quickly. Unfortunately for me, his first choice was with Turkey in Spring 1902 and an ineffectual attack on Rumania. We had worked out an attack on Bulgaria which was guaranteed. We also planned again in the Fall, the same attack, both times, me trying to give Chris Bulgaria. He supported Turkey both seasons and I had played it safe on Rumania. The reasoning being I wanted to kill Turkey, but I also wanted to get Austria a little off my front in a safe manner until I could fully trust him. After two failed attacks, we finally managed to work things out in 1903. I was determined to kill Turkey and I'd already made an enemy out of him in 1902 after two supports against his units. I knew Chris was facing increased and soon to be overwhelming force from his Italian front and needed the units. The Fall 1903 situation was crumbling quickly for him and he chose to work with me and support me into Bulgaria. Italy gained Greece from him thanks to Turkish help and the writing was on the wall for Chris from that point on.

My perspective changed as I realized Italy could be a very strong ally, Austria was in the throws of dying, and Turkey was about to be a very small and bottled up power. Tim and I conceived a plan to finish off Austria that the more I looked at it, the more I realized gave Tim 3 dots and me 1 (while losing 1 in the North), staying even overall, and killed the last remaining ally I had on the board. I decided against it and hedged my bets a bit to grab an extra dot off Austria. I also lost Bulgaria back to Turkey thanks to a good set of orders by Jonathan. Tim did not take kindly to this and worked with Turkey over the next two game years or so. However, it started

to become apparent to both of us that if we could get our act together, we could consolidate quickly and probably consume the center of the board while EFG were still battling amongst themselves. Once we figured that out, we really started to prosper. By Fall of 1906, Austria was finished off and Turkey was back down to three. I'd made a bit of a recovery in Scandinavia as well, but Germany all of a sudden had no enemies and way too many pieces for me. It was going to be a race to see what I could hold onto up there while Italy and I were finishing off the south.

France was growing powerful, England was waning and Germany was expanding. Italy and I still had a good chance of things. Unfortunately for me and unbeknownst, Tim and Michael had worked out a long term game alliance that led to serious angst for me for the rest of the mid-game. Just as Tim and I were about to break out into the center of the board and consume the board, he stabbed me for two dots. It seemed to me that the FG would overwhelm us at the time and I wasn't quite sure why he chose to stab his only remaining ally on the board based on trusting a German power who was doing nothing but furthering French gains and consuming Northern dots. Tim waffled quite a bit throughout the rest of the game, as he and Gregory couldn't come to any sort of agreement. In the West, they both bottled up 8 or so units as is typical of any mid-game French/Italian battle and could not manage to demilitarize for the life of themselves (and the death ultimately).

Weakened by the outlay of pieces in the South, France made the ultimate decision to support German gains and push him forward while not defending his own hard-won English supply centers. I personally had spent a ton of energy and effort trying to have Tim work with me in the center of the board, build up a good front, reach the precipice of breaking out, only to be brutally stabbed for little to no Italian strategic gains. I was frustrated to say the least. So when France also hit that same wall, both of us just decided enough was enough and threw all of our weight behind Germany and its inevitable solo.

A huge credit to Michael as he played an extremely strong tactical game in the early parts of the contest while clearly exacting some impressive diplomacy on Tim to keep him guessing and delayed long enough for Michael to consolidate and become solvent again. He also managed to have Russia and France, both of whom were strong enemies, change courses and help him to a solo victory. It was a well fought game and extremely interesting. The combination of F2F and online players was something to behold and really helped me personally to understand the stark differences in the different types of Diplomacy experiences and the mindsets they breed in players.

Within Face to Face contests, things are happening extremely quickly. There aren't days or weeks or even months to determine your best tactics and negotiate elaborate plans. It's more a game of reaction, flexibility, openness to complete turnabouts in your plans, and taking surgical advantage of small openings to achieve large strategic gains. In the online/e-mail world, the is way more time to contemplate plans, create crazy elaborate plans and second guess yourself constantly and read into e-mails and what is and is not being said and plan accordingly. Both are very fun, but the latter one is STRESSFUL!! I was very stressed out throughout the course of this game for good and bad. It's a huge difference and I can see why people don't like one or the other. Different personalities obviously are going to be drawn to each of them for different reasons.

An enjoyable experience and I would do it again. Douglas on the other hand is probably about half a head shorter on hair thanks to dealing with GMing a game like this and everything that comes with its logistics. Poor guy. He really must and does love Diplomacy and believe in its prosperity to put up with the likes of us. :)

**Turkey (Jonathan Powles):** First, I think I need to apologize. Various reasons meant that I in no way did this game justice. Not enough press; not enough attention; most of all no meaningful relationships with the other players and therefore no multi-dimensional strategy. Usually I'm a very active -dare I say voluble - player. Some of these reasons are interesting, so I'll go into them a bit below. But at the end of the day I have to take responsibility for the fact that, if I'd been playing with me I'd have been disappointed.

The first reason was personal - right at the beginning of this game I lost my job, quickly (thank goodness) started a new one, but was working extremely hard in a (successful) effort to turn a casual contract into an ongoing position. My head was elsewhere, and that's a fact. I believe Peter also had some real life issues in the early game, and that was dynamite for our relationship and for the dynamic in the South.

So that leads to the second reason. By the end of 1902 I had effectively written the game off. I had received not one single message from Peter in Russia - indeed, I didn't get one until 1904. I must say I was cranky about this, and as a result needled Peter right up to the point of my elimination. It's very hard to formulate meaningful diplomacy as Turkey when one side of the RAT triangle is totally silent. Obviously, the only strategy left is to coordinate with Austria. Now, Chris was the total opposite. He was the most active communicator across the board: extremely pleasant and likeable. I felt initially quite guilty not responding to him more (see above), and supported a couple of calls he made early on to abandon and restart the game, as poor communication was endemic. However, the only problem with all the

messages Chris was sending me was that, up to the end of 1902, every single agreement or commitment he made to me turned out, after the moves were adjudicated, to have been complete and utter bullshit. He didn't honor any of his agreements, and was playing some sort of micro-deviate strategy that seemed mostly focused on playing mind-games with Russia.

Without any capacity to coordinate with either R or A, I had decided by 1902 that I was road kill in waiting. This had a pretty profound effect on my commitment to the game, or my sense of being able to make a meaningful contribution. This didn't really change, except for one brief period of Turkish rebirth in the middle of the game, which came to an untimely end largely owing to the third, and in some ways most significant reason for my lack of contribution.

This third reason for my poor contribution to this game was the way the game was played on email, not through the judges. I have played a great deal of online diplomacy over the last ten years, all on the judges. I have a well-developed routine based around the automatic deadlines, the judge parsing orders, and the ability to access the map, press and history of the game through a single source. This game was my first played in the Wild West conditions of vanilla email, and I simply didn't get into the rhythm. I missed crucial messages from people as I thought they were spam or students. I had no sense of the deadlines impending, no ability to check the map other than to trawl through dozens or hundreds of emails from Doug to check a pdf. I just never got into the rhythm.

Even more significant, as it turned out, was a matter of order interpretation. Briefly, after Chris was eliminated, Tim and I got a bit of a thing going to contain a resurgent Peter. Tim had vacated Con and I managed to dot Peter for Sev - on the face of it an opportunistic grab but actually having the potential to profoundly shift the game, or at least my part in it. I was back to four SCs and needed a fifth to shore up my defense against the inevitable Italian stab. I can't remember the game year (and I'm not going to bother to trawl back through the pdfs, see above - on the judge it would be two clicks to find out) but Tim had agreed to support F Con-Bul after which my position would have offered genuine possibilities. I even found myself negotiating with Germany about managing Russia and Italy - for the first time in the game it was like regular Diplomacy, not the sort of Kafkaesque vacuum this game had become for me.

Then came disaster. Tim followed through with his order to support F Con-Bul. I sent Doug the order 'F Con-Bul' without a second thought. I've played so often on the judges that the default syntax is second nature. On the judges, for Spa or Bul, you don't have to specify the coast. A vanilla F Con-Bul order will default to South

Coast, just as F MAO-Spa will default to North Coast. But clearly in the Wild West, there is no such default syntax; the order was deemed invalid. Let me be clear here: I'm not complaining. It's my responsibility to ensure my orders would be adjudicated correctly and the mistake was mine.

But it did fuel a strong sense on my part that this game was an uncomfortable lost cause for me from the outset. Apologies again to my fellow players and Doug for not

making a better contribution. Perhaps this EOG will help you understand how the experience felt from my lonely corner.

Many thanks to all in the game and especially to Doug for the mammoth effort of Mastering the game. Next time, use a judge, man! That's what they're for. Congratulations to Tim and Mike for getting to the dominant position they are in as I write. Four players left ... my money's on a German solo, for what it's worth.

**End of Game Commentary:**

Jim Burgess (**BOLD**)

Rick Desper (Normal Font)

Jack McHugh (Comic Sans MS)

I have nothing more to add....i think the players should get the last word.

**That's OK, but I disagree, we didn't have any insight into the negotiations and now we do, so I do have a few more things to say from my perspective.**

I found the EOG's fascinating and was surprised at how much we understood what was going on without direct access to the players.

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**General Comments about "Real Life" and Diplomacy: As Peter says specifically, and some others allude to, one advantage of FTF Diplomacy is that it takes your complete focus and has a certain equality of access and time. Once you go to these sorts of E-Mail games you have more time to ponder your tactics, but there can be great inequities of attention. It also is the case that things going on in your real life affect your choices in your Diplomacy games. Stress and difficulties outside the game tends to make you more of a risk taker and be more mercurial. Both Russia and Turkey had a bit of that affect them in this game. FTF Diplomacy can be incredibly addicting. I find that I really like playing two positions simultaneously in tournaments, something that you can do as a Tournament Director. This is the other extreme. But here the game clearly was affected as the players describe. Ideally, we would get people to engage in these Demo Games when there aren't other things going on in their lives, but that is not realistic or predictable. I had followed Jonathan Powles' adventures closely as this was happening through other media and it was amazing he was able to focus on anything at that point. It does make me wonder that we should organize a Demo Game as a real time event. There are a variety of ways we could do that. If anyone watching this is interested in participating or helping us run such a real time game, let us know. That would be fun.**

**Two Way Draws: Chris starts this, others comment on it. The idea of "Playing for a Two Way Draw" is really hard to do and doesn't make sense in most games. Peter wasn't about to let them play for it, and Tim should have grasped that sooner. I like playing into two way draws (for those who have followed my career on this), but it works best when there is some "outside reason" for the two way.... hehe, like a Bourse. Anyway, Chris was wrong, Tim did readily admit many of his mistakes. I think everyone played great games in stages, but not in others. Mike didn't even have a perfect game, but he put it together at the right time to snag the solo.**

Yeah, from this perspective the talk of a 2-way draw was transparent nonsense. And I'm sure most of the players agreed. What Timothy needs to know is that the only way a 2-way works in a situation like that is if both players are growing equally. Look before the ending it was clear that Germany could not be stopped with help from at least Russia. And, as Peter pointed out, there was no clear strategic advantage to Italy for continuing to drive into the R/T front.

**Lying and the Impact of Lying in Your Current Game and Future Games: Tim clearly lied "too much" if such a thing can be stated. I've played many times with Gregory, and he has bested me many times, but I can't imagine getting to a point with him where he would say something like that. Lying too much CAN carry over into your reputation. At least it explains what we most didn't get about why Tim couldn't assemble a stop Germany alliance.**

Hmm..that's something to wonder at. The thing about lying is that it's something that new players do a lot of. And the best players don't do anywhere near as much of it. Not that the best players never lie, but in the big picture, building up trust is very often far more important than getting a minor advantage by cashing in a lie. Pointless lies are pretty aggravating.

**Anyway, I think Doug for what seemed like a bit of a tough and challenging GM job, and we as commentators weren't always the easiest to deal with either. And especially, to seven great players who assented to being sliced, diced and dissected in this way. It was never boring until the end.**

I was particularly pleased to read the EOG's of Gregory and Mike. Mike played a terrific game. Gregory's tactics were excellent, but the history of his fleet in ENG was dismaying. If I were France and I had a fleet in the Channel, I would not view anything that England did as a "stab". Also, there was a consensus among the peanut gallery that the "fake" attack on Germany by France should have been a real attack. At that point of the game, France had to either attack Germany or Italy, and he was not in good position to attack Italy. Even if the path through Germany is unlikely to lead to a solo, it

might be the better choice. But I understand how much personalities can play a role here.

I would like to see more play from Frank and Jonathan in friendlier circumstances. In particular, I think Jonathan drew a bit of a short straw by being in the corner next to Chris and Peter. Chris and Peter are both local in the area I live, but I knew something that the other players here didn't: as Peter said, he and Chris are far from automatic allies. Actually, I would hardly characterize Chris as an alliance player. That's not to say that he cannot ally, and it's something he's worked on, but Chris really thrives on a board where everybody is more flexible about what they are doing. I've played less with Peter than with Chris, but I know him well enough to know that, after all the Italian attacks, Peter wouldn't dream of making the counter-attack on Sevastopol to stop the solo.

## World Dipcon Heads to North Carolina! (Again)

by David Hood

The 2014 World Diplomacy Championships will be held this Memorial Day Weekend (May 23-25) at the University of North Carolina at Chapel Hill, in conjunction with Dixiecon 28. World Dipcon has been rotating around various global venues since its inception in 1988. The second ever WDC was held at Dixiecon as well, in June 1990. WDC then returned to Chapel Hill in 1998 – so this year's event will be the third time the "Worlds" will have been held at what the locals call the "Southern Slice of Heaven."

Dixiecon first began in 1987 as a regional Diplomacy event attended largely by the local Diplomacy club, called the Carolina Amateur Diplomats, as well as travelers from Virginia and other parts of North Carolina. Now in its 28<sup>th</sup> year, Dixiecon is primarily known for the more relaxed style of play (no central time clock) and its draw-based scoring system, which used to be standard fare in North America but is now a rarity. Of course, when some people think of Dixiecon, they first think of food – because since 1990 the event has hosted a North Carolina-style barbeque dinner on Saturday afternoon between the two Saturday Dip rounds!

Players will begin to show up at the event on Thursday night, to begin what will certainly be a heavy dose of open gaming. Dixiecon now brings as many non-Dip

players as it does Dip players – actually most of those folks are ex-Dip players, so will likely be cajoled into a round or two since the bloody thing is World Dipcon this year. The Diplomacy tournament itself will begin on Friday evening at 6pm, with two more rounds on Saturday and a final round Sunday (which is the only round with a time limit.) The Saturday morning round also doubles as the Team Tournament, where teams of 3 total their scores to determine which ones will take home the championship medals, and which ones will just be made fun of by the tournament director.

This year Dixiecon is proud to announce that the players will be officially welcomed to our great state by the reigning Mrs. North Carolina, Christina Foster. She will also be reading the board assignments for Round One! We're pretty sure the players would rather hear her than David Hood. Anytime.

To find out more information, visit [www.dixiecon.com](http://www.dixiecon.com) where players can also register for the event online. The costs are low - \$30 registration fee and \$30 per night to rent rooms at the college dorm where the event takes place. Other housing options are available, feel free to contact the tournament director David Hood at [davidhood@dixiecon.com](mailto:davidhood@dixiecon.com)!