

China Dip Con

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Diplomacy in China!

Diplomacy World #132 - Winter 2015 Issue

www.diplomacyworld.net

中国·上海

2015. 8.1 - 8.2



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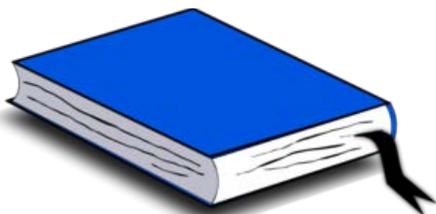
Notes from the Editor

Welcome to the latest issue of **Diplomacy World**, the Winter 2015 issue. This makes nine years since I returned as Lead Editor. In that time we have produced some okay issues, some good issues, and a few really great ones. And admittedly I am one of the worst judges of the quality; my opinions are greatly influenced by my mood, how hard it was to scrounge up the articles, and plenty of “real world” factors that have nothing to do with the zine at all. Just as I do with my own writing projects, I see the flaws rather than the positives; I see the topics we don’t cover instead of the ones we do. I’m also influenced by the fact that some of my favorite kinds of articles appear to be the hardest to come by lately: humor, fiction, variants hold the top spots on that list.

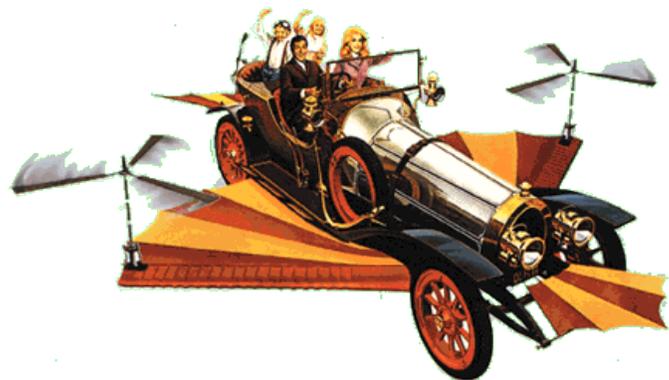
With all of that said, I think when I take a step back and try to examine this issue in a neutral mindset, there is a lot to like about what is presented here.

To begin with, we have the cover story, the tale of the first Chinese DipCon. If this hobby is going to survive and hopefully grow, it **MUST** expand into areas of the world where it hasn’t had a chance to thrive yet. Jim Burgess worked closely with Zhang Fang to translate this convention report, but he purposely left in as much of Zhang’s English flavor as possible. (As I do in the article, I apologize that I didn’t have the full set of photos to choose from, but Zhang paints a picture in words that do any photo justice).

I was very happy to see a more active letter column this issue. Your comments, ideas, and constructive criticism help make the zine better AND remind me that people sometimes read this thing. Yes, every issue is downloaded thousands of times a quarter, but that doesn’t mean it ever gets read. That’s how my mind works anyway. (Yes, I am insane).



Referenced in the letter column, you’ll also find a review of Conor Kostick’s new book on proper correspondence in Diplomacy (reviewed thoughtfully by Thaddeus Black). I’ve actually been doing a bit of writing here and there for what might turn into a book on Diplomacy, but it might simply turn into articles for Diplomacy World. Or trash.



As they sang in “The Roses of Success”:

For big every mistake you make me grateful;
That mistake you’ll never make again.

With that in mind, I direct you to articles by Zachary Jarvie and Will J. Abbott on their experiences trying to form a new local hobby and running Diplomacy at a local gaming convention respectively. You’re not going to score on every attempt...stumbling and falling is the only way we learn the best way to do things. So maybe you can learn from their experiences – good and bad – in your efforts.

And there’s plenty more in this issue. I’m not going to list every article; that’s what a Table of Contents is for!

Note also that Jim Burgess has asked to come back as Interview Editor. He has some ideas about people he wants to interview (via E-Mail exchange), but if you’re interested in being interviewed or have people you would like to have him interview, please contact him and express your interests. Otherwise you won’t get the interviews you want to see!

Oh, I did want to mention that you might notice a lack of artwork this issue from our resident artistic genius Nemanja Simic. Do not fear; Nemanja warned me in advance that some real-world successes and pressing deadlines were going to keep him from working on drawings for this issue. While I’m sorry he couldn’t do his normal kick-ass job, I’m also very happy that he is experiencing professional success. We both expect he’ll be able to fit us in for next issue.

I’ll close by reminding you the next deadline for Diplomacy World submissions is April 1st, 2016.

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! See you in the spring, 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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Knives and Daggers - The Diplomacy World Letter Column



Thaddeus Black - Dear Editor:

When in 1996 I first played e-mail Diplomacy on Ken Lowe's automated Judge, online play was by today's standards a primitive affair. You began by registering, submitting your real name along with your e-mail address to the Judge's administrator. You hid behind no alias (I doubt that it occurred to many of us to try). You had theretofore used your real name in postal Diplomacy, after all, else how would the post office have delivered your mail?

The early 21st-century world of Google, Facebook and the online identity thief, in which every act might accrete to one's trivially searchable permanent record, had not then arrived. We had no inkling of it. Even Diplomacy World existed (as you better than anyone know) on unelectronic paper alone.

By 1996, the digital revolution had indeed begun, yet who among us fathomed the threat it would one day pose to privacy? I did not fathom the threat, at any rate. A sobering thought: In 1967, when I was born, one enjoyed perhaps more privacy, less potential notoriety, if one's name appeared in The Wall Street Journal, than if one's name appears in Diplomacy World today.

Do you remember the days in which, if you were male and were old enough to have subscribed to telephone service, your name and address automatically appeared in the local telephone directory? You did not worry much about this. Now you have a cell phone and no one can look you up. How things have changed!

In Diplomacy, it is now normal to play online under an undignified alias like (these are actual examples of players with whom I am unacquainted) 2ndWhiteLine, VashtaNeurotic, Hellenic Riot and DeathLlama8. And who can blame such players, really? At my age, maybe it no longer much matters, but if I were today a university undergraduate, 30 years younger, I would hardly wish to post my real name in a gaming forum for future employers to google. Would you?

I do not say that my generation had more taste at that age. Maybe we had less. At least, though, we had our real names to use. Using one's real name, who would abandon a game in progress? Some did abandon, of course; many did not. After all, one had one's good name to protect.

The past was admittedly never so fine as memory makes it. The past use of real names once intensified conflicts, maybe. The controversial John Beshara

became a fixture of the hobby, and a lightning rod. The controversial DeathLlama8? Not so much.

But still, when plain names have given way to awkward aliases, something worth preserving has been lost.

I have no answers. Have you?

I have a name, though, and even an address, with which I still have the privilege to sign,

Thaddeus H. Black
4042 Eggleston Road
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[[I have no answers either, but I certainly agree with you. If I tried I could list somewhere between 100 and 200 people I consider friends – or close friends – that I found through my years in the Diplomacy hobby but whom I still have never met face to face. The minimization of the game from THE GAME, and the hobby from THE HOBBY, is a sad realization for most of us who remember the excitement of postal zines, and the personality that flowed from the pages, the postal letters, the subzines, the countless house parties. I don't think this is a case of "good old days syndrome." I think we need to do whatever we can to bring the personal side of Diplomacy back into the hobby, ehether you're playing face-to-face or on a website.

How to do that is the real question. There are still a few zines out there, including mine and Jim Burgess' if you just want to start with Diplomacy World staff members, and in there we try to include plenty of non-Diplomacy material. But there must be others ways?]]



Charles Mosteller - Dear Editor,

As Fate would have it, I missed the deadline for sending in an announcement to you that Suspense & Decision - a PBM magazine for the 21st Century - was back, in spite of the effort on your part (not to mention a personal invitation sent via the electronic whirlybird of e-mail) for me to do so. I would like to take this opportunity to commend you for plopping down a brief missive to that effect near the front of Issue #131 of Diplomacy World.

The indignity of being relegated to page #4 aside, not to mention the double-affront of being mentioned directly after the esteemed wisdom of Larry Peery manifested itself just ahead of me on that very same page, I would like to thank you, both personally and professionally, for

elevating mention of Suspense & Decision before the gathered masses that are your publication's readers.

Since I have been remiss in entering the verbal fray that plays out on your fine publication's pages, issue after issue after issue, I feel it only appropriate that I should write you more than the standard-fare de minimis lettre à l'éditeur.

But, pray tell me, what's a man to do? I ask you, 'O wizened One - what's a man to do?

On the one hand, I believe that there exists a shared state of camaraderie, between you and I. There! I dared to say it. We are both editors, after all - although I have been known to use the word lightly, on occasion. Nor am I trying to compare my humble publication (Did I mention that it was a PBM magazine for the 21st Century?) to the sprawling complex of staff-heavy publishing that your first-rate magazine of gaming madness has bloated itself into evolving into.

My God, man! Those Diplomacy chaps are spoiling you!

Be that as it may, since my gaming and publication bowels move me to pen this brief affair in words to you, I hope that you will not feel too imposed upon if I spread the wings of my ink a bit, and wander on about things a bit, as they relate to Diplomacy World #131 (which you released in a timely fashion, unlike has been the case with our own magazine over at Suspense & Decision, of late).

So, anyway, I'm forty-seven pages into this monstrosity that is DW #131, when I browse straight into the wall of ambush that Joshua Danker-Dake ambushed me with. His article, "Doing Pro Bono," was the first article that I sank my eye-teeth into.

In spite of his obsession with Austria, and in spite of his spiffy summation of, "Either way, it sucks completely," and in spite, also, of the suggestive way that he resorted to use of the word 'doing' for the lead off of his article's title, I feel compelled to confess that it was an article worth reading.

Danker-Dake didn't bother to even mention in passing how one who has never even played Diplomacy before could ever even hope to make a reasonable go at taking over a dropped Austria position saddled with but a single center.

The posh world of Diplomacy is alive and well, it seems, Mister Kent. Is it all right if I call you Mister Kent?

Not to belabor the page four point previously rendered, but Larry Peery's rather deliberate kowtowing to the gods of verbal brevity beginning on page #48, not to mention his feigned epiphany, inflicted a not-so-insubstantial amount of readership whiplash upon me,

causing me to naturally fling myself back to page #2, wherein my eyes floated like a butterfly and landed gently upon the Managing Lead Editor's (fancy title, by the way) quip of, "But the purpose of this exercise is to get a better handle on who is currently reading Diplomacy World, what you want out of the zine, and what kind of Diplomacy you play. At least if I can gather this information I'll feel more in touch with the readership of Diplomacy World, which is one step closer to feeling more in touch with the hobby at large."

There's no way for me to know, much less to enlighten your Lord High Editorship as to who all are reading Diplomacy World magazine. What I will say about that is this - I don't know if reading it is the right word, but at least one person on the planet Earth (nice planet, by the way) is aware of your publication, and that person (I am referring to myself, in this instance, in case you or your readers missed the inference) is me, the guy that some refer to as, yours truly.

You want to know why more people aren't playing Diplomacy? Allow me to convey the Perspective of One.

More people aren't playing Diplomacy, primarily (and perhaps even wholly and only) due to the fact that they don't know how.

There! I said it. I feel better now.

They don't know how. They don't know where to begin. So, they don't even start.

They don't make the next move and find out, because they know neither how nor where to begin, and because the Inner Circle of All Things Diplomacy is focused wholly and only upon supporting Edi into Belgium.

Not that supporting Edi into Belgium is a bad idea, mind you, and not that it won't work (statistical data exists to support the proposition as set forth).

How does one play Diplomacy, when one has never owned the game, when one has never read the rules (Oh, God! More rules? A plague on all your houses!), and when one has so many other things to do?

If the Jim Burgesses of the Diplomacy World get by with hoping to have MUCH more to say in the January issue of Diplomacy World (He was referring to the upcoming January issue, and not a previous issue, I hope - His article on page #59 of DW #131 wasn't crystal clear on that particular point), then should it not suffice for the non-Diplomacy-initiated of the world third from the sun hope to play Diplomacy at some distant point in the future, rather than in the here-and-right-now?

Not that Jim's preoccupation with D-cups isn't important, mind you. It probably is.

But, if, as Jim suggests, that the key to solving the problem of D-cups lies in having a LARGE number of teams in the preliminary round, then I dare say that there's something to be said for initiating a greater number of the non-dipos (that's dipos, not hippos, for those who might be quick to take offense) into a basic understanding of how to play the posh game in the first place.

Posh, posh.

Lots of charts. Lots of maps. Lots of diagrams. Lots of text.

But, I still don't know how to play it.

Not that I have time to play it, mind you. Hell, it's all that I can do to write a letter to the editor, and a late one, at that.

Sorry to hear that you are feeling out of the loop,

- Charles Mosteller -
Managing Editor (or just plain editor)
Suspense & Decision magazine

[[One advantage of the modern era is how easy it is to do an internet search and find articles and guides and videos that teach you the basics. And beyond the basics, too. We even have a new book – reviewed this issue – on Diplomacy correspondence. But I do understand your point. I feel that way about a lot of games. I still haven't bothered trying to learn Exploding Kittens!]]



Mario Huys - I went through the new issue. Not sure why I'm not listed in the list of contributors in 2015 on page 3, not that I mind much. I think my article came out pretty well. Thanks for the collaboration. It was a challenge to find the right format to fit in the magazine, but I thoroughly enjoyed it. It came just under 20 pages, or more than 20% of the total. Big, but within reason. I'm afraid the tons of images (25 per puzzle, or 150 total) increased the file size considerably, which was noticeable in terms of download time. But it's well worth it. Thanks, and let's keep in touch.

[[There was a very good reason I did not have your name in the contributor list...I forgot to put it there.]]



Ned-Patrick Leffingwell - I read your questions from the latest issue of Diplomacy World and I am sending you my answers.

1. I would like to see more of this type of article in Diplomacy World:

Because I am a teacher I would like to see more articles about using Diplomacy in the classroom.

I would also like to see articles that cover historical analysis, such as looking at diplomacy throughout history and how those lessons can be applied to the game. Also, articles on history that relate to the game in other ways would be interesting, such as where the term gunboat came from or articles on early twentieth century warfare.

I am a huge science fiction and fantasy fan, so articles on science fiction and fantasy variants interest me. Also, articles relating Diplomacy to science fiction and fantasy in other ways are interesting, such as the article that talked about Dune and Diplomacy (not sure which issue that was).

My favorite issue was the role playing issue, as I am a big fan of role playing games.

I would also like to see articles that discuss or review games that have similar themes or mechanics to Diplomacy, such as Cosmic Encounter, Dune (or the remake Rex), etc.

2. I think Diplomacy World has too much of this type of article:

None, I don't read anything I am not interested in and I don't like to poo-poo on other people's fun.

3. I play Diplomacy (include all that apply, face-to face, at conventions, online, at home, etc.):

Online only, I would love to play in a face-to-face game.

Love the zine, keep up the good work.

[[We seem to have similar tastes on our favorite kinds of articles. I wish I could win the lottery and then offer cash for Diplomacy World submissions; maybe that would nudge prospective contributors over the line. Then again, even when I've run contents with cash prizes, entries for those contests can be hard to come by.]]



Larry Peery - Regarding your questions: 1) I like a mixture of content, even if I don't read or understand it all. Something for everybody is the Golden Mean, even if you can't always achieve it. 2) Too much Peeriblah. 3) I suspect my days of traveling very far for a game of Dip (even with a good excuse) are over. Mobility is increasingly an issue with me. However, I enjoy the occasional local FTF game with the Meet-up group. I doubt if I'll do any online or demo type games again. They're a bit too intense and stressful for me.

I believe the best thing for US foreign policy; which is a shambles; would be to get the amateurs out of foreign policy and especially the State Department's turf, such as ambassadorships. I believe the best thing for the Diplomacy hobby would be to get the Old Farts out of the promotion of the hobby and game.

[[I think Diplomacy played by diplomats might be a good thing...or at least not a bad thing. Not only does it help you learn how to motivate people to do what you want while thinking it is what they want too, it also forces you to look at things from other people's perspectives if you hope to be successful.]]



Nathan Cockerill - If you have room in the next issue could you mention this tournament I'll be running?

Here are the details of Lexicon. Lexicon is a three round Diplomacy tournament using the Carnage scoring system. The Diplomacy tournament will be held at the Lexicon Tabletop Gaming Convention in Lexington Kentucky at the Clarion Convention Center at 1950 Newton Pike. April 23rd Round 1 9:45 am Board Call 10:00 am start. Round 2 5:45 pm Board Call 6:00 pm start. April 24th Round 3 9:45 am Board Call 10:00 start.

Round 3 will be followed by a short award ceremony with plaques for the top 7 countries as well as the overall winner. Lexicon will be a part of the 2016 Central Shuffle. For more info on the con please visit <http://lexicongaming.com/2016/>

[[Sadly I have no room for your letter. Uh, just kidding.]]

Selected Upcoming Conventions

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

TotalCon - Friday February 19th 2016 - Sunday February 21st 2016 - Mansfield, Massachusetts - <http://www.totalcon.com/>

Tango In Taupo - Saturday April 9th 2016 - Sunday April 10th 2016 - Taupo, New Zealand - Contact: Grant Steel grant_steel "of" roadshow.co.nz

Lexicon – Saturday April 23rd 2016 – Sunday April 24th 2016 - Clarion Convention Center, 1950 Newton Pike, Lexington, Kentucky - <http://lexicongaming.com/2016/>

Yorkshire DipCon 2016 - Friday June 17th 2016 - Sunday June 19th 2016 - The Lawns Centre, University of Hull, United Kingdom - <http://www.ukf2fdip.org>

World Diplomacy Championship at Weasel Moot X - Friday June 24th 2016 - Sunday June 26th 2016 - Chicago, IL - <http://windycityweasels.org/wdc2016>

The Art of Correspondence in the Game of Diplomacy

A Book Review

by Thaddeus Black

The first in years, we have a new Diplomacy book in print. Its author is Conor Kostick. Its title, The Art of Correspondence in the Game of Diplomacy. A fine book, The Art of Correspondence makes a worthy addition to the literature of the game. It merits an honored place on the veteran Diplomacy player's bookshelf.

Kostick's method, like Edmund Burke's before him, is to draw correct principles from concrete cases. "Without being specific," Kostick observes, "there is a great danger of waffling away and pontificating on the subject, instead of getting down to the gritty truths that are found in the details." By Kostick's method, were his subject palaces, Kostick would not speak of the dwellings of

princes in mere generalities, but would guide us on a tour of Neuschwanstein and Versailles. Kostick takes you there. At Diplomacy, by this method, Kostick proves a masterful guide.

Kostick reviews the basic principles of diplomatic conduct every Diplomacy player should know, such as that "it is always a mistake to ignore players who have been reduced to one or two units." However, Kostick's probe runs much deeper. When he applies "the Stanford Politeness classifier," one realizes that serious analysis is on offer. That Kostick can make such analysis as readable as he does speaks to the author's skill as a writer.

Of course, Kostick is not only skilled as a writer. As a player, he has beaten many a formidable foe (and me) at the Diplomacy board.

The Art of Correspondence is not about Diplomacy's strategy as such, but about the achievement of war aims by power of the written word. However, the written word in Diplomacy so often regards strategy, insofar as players will communicate real or illusory war aims to one another, that strategy becomes a significant secondary subject of the book. "[Y]ou need to understand the stalemate lines really well," Kostick reminds us. "To correspond well among veteran players, you have to correctly appraise the position and then pitch your understanding to another player to convince him or her of the moves that need to be played, naturally with a suitable emphasis that furthers your own cause." Kostick supports this and other advice with suitable examples taken from over-the-board play, complete with extracts of the actual, secret correspondence players sent at the time.

"Next, in regard to generalisations," Kostick writes, "I would draw attention to the importance of the art of furthering paranoia among other players.... Here, the art of correspondence in the game of Diplomacy becomes a dark art." If you wish to master this dark art, then there may be no better book than Kostick's for you.

Every Diplomacy player can be reminded that "You are not out to win friends, although all of us in the hobby have of course made good friends through it (despite, or perhaps because of, our having stabbed each other at one time or another)." Kostick does more than remind us of this, though. He explores the means and devices effective, sportsmanlike Diplomacy correspondence employs, within the context of actual play.

The book's examples are no longer than they need to be, but long enough, and even the best of them are too long to include in a book review. All I can do here is to quote a few lines from Kostick's analysis of examples, to afford you a taste of the action:

- "Now France has to say something in response to the joint message. Rather smoothly, he does nothing to clarify the northern situation and simply and briefly directs everyone's attention to the question of Ven. Knowing to say nothing committal but in a fashion that seems constructive is a great skill."
- "Two sharks, wary of each other, but it's a good deal for both...."
- "Is there anything left to say to England? Not really, but France is always willing to try and that's an admirable trait in the game of Diplomacy."

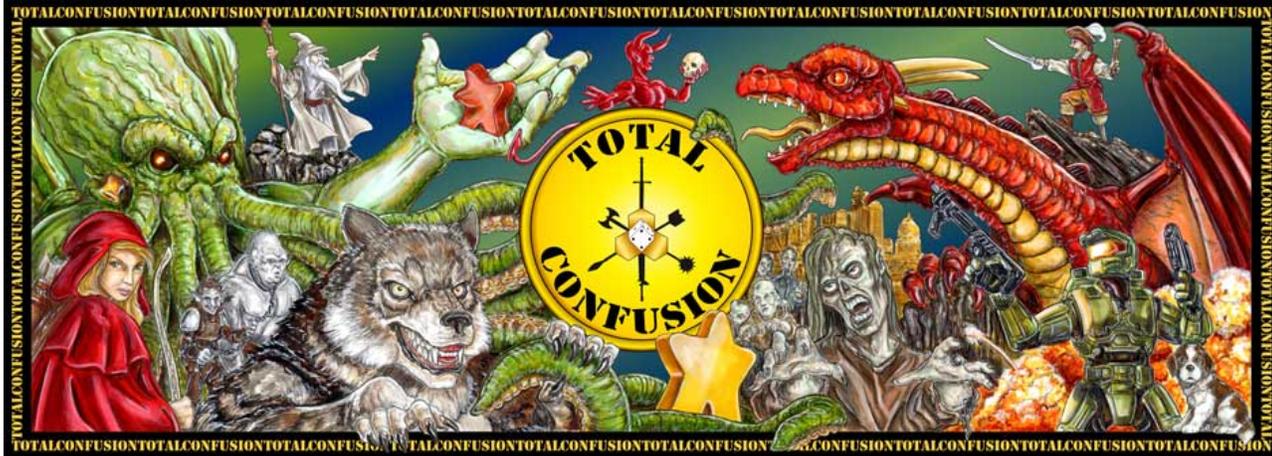
- "[France writes Austria,] `Now you see how dangerous Turkey is....' [But] `Now you see,' comes very close to `I told you so' and it is NEVER a good idea to say that to a potential ally, even if you did tell them so, three times and with capital letters and exclamation marks."
- "What a great comeback by Austria, again demonstrating the validity of the temporary surrender."
- "The old carrot and stick. Not much of a stick though and thus probably not worth waving."
- "[T]he situation is fairly straightforward for France.... For England, however, this is a huge moment, the sort that comes only once or twice in a game."
- "[England writes Turkey,] `[Russia is] an old friend of France's and I think he and France are looking to sweep up the north....' That point about Russia and France being old friends is not true.... [England] is desperate to prevent an alignment between Russia and Turkey."
- "When players begin to lose, they grab in hope at options that they know deep down are probably illusory."
- "Isn't it interesting that when they are both out to deceive each other, both England and Italy write volumes, but when they are in accord, just a few words? There could be a `tell' in this."
- "As a rule of thumb, if you are going to stab another player, it is not wise to spread that fact in case the information is leaked...."
- "[D]on't be the sort of player whose messages change in tone as you decide upon a stab. It's a tell."

As Kostick informs us, "A section [of the book] consists of `test' positions, which allow you to find out if you have acquired the tools I am hoping to equip you with." The section in question makes the book yet more edifying.

The book is not Kostick's first in print, for he has produced histories of Ireland and of the Crusades, and has put novels before the public, as well. The addition of The Art of Correspondence to Kostick's oeuvre now graces our hobby. Diplomacy World is pleased to recommend Kostick's new book.

[[Kostick's book can be found on Amazon in print and Kindle format at http://www.amazon.com/Art-Correspondence-Game-Diplomacy-ebook/dp/B015XAJFM0/ref=mt_kindle?encoding=UTF8&me= If you purchase the book, please consider posting a review on Amazon...we independent authors have a hard time getting reviews.]]

First Grand Prix Tournament of 2016



TotalCon 2016

February 19-21, 2016 - Mansfield, MA
halfway between Providence/Boston

4 Round Tournament (Friday 7pm,
Sat 10am, Sat 7pm and Sunday noon)

First Tournament in 4 Tournament Nor'Easter!
Balanced Detour Scoring System!

Contact Tournament Director Jim-Bob Burgess at
jfburgess@gmail.com for more information, including pay
what you can Hotel Rooms

<http://www.totalcon.com/index.html> for details

Diplomats Say the Darndest Things

By Larry Peery

Some of you may remember the Bill Cosby show "Kids Say the Darndest Things" in the late '90s. It lasted two seasons; and perhaps in light of recent headlines it might better be forgotten. Those of you who are old enough to remember the days of pre-TV radio and B&W TV may recall Art Linkletter's show "House Party" which included a "Kids Say the Darndest Things" segment each show. The program ran from 1945 – 1967, five days a week. Linkletter invented the Hula Hoop and made a huge fortune. He invested it in buying on speculation hundreds of thousands of acres of land in northern Australia with the intent of growing the "new miracle rice" that was coming along for the Indian and Asian markets. In a few years he was the biggest land owner in Australia, even bigger than the Kidman sheep stations empire. Unfortunately, it took 20 years for that "new miracle rice" to appear and by then Linkletter had lost his empire. What did he do? He went back to appearing on television, including the new Cosby version of "Kids Say the Darndest Things!" From that memory comes this effort, "Dippers Say the Darndest Things." Enjoy

Unfortunately the Diplomacy hobby has no way of collecting and preserving our version of "Dippers Say the Darndest Things". Perhaps someday we will. In the meantime let's see what's out there in Reality Dipdom.

Machiavelli, Kissinger and Han : Prince, Scoundrel and Legalist

If you look around the monuments and statues of the world's major cities and capitals today the chances are you won't see many monuments and statues of diplomats and statesmen . Instead you'll find the obligatory Wikipedia biography, unread copies of their memoirs in public libraries, their working papers collections in the "special" collections of obscure universities, or bits and pieces of their work posted somewhere online at a site nobody reads. Sound familiar?

Here I've collected some of the famous and infamous quotations of three real life diplomats: Machiavelli, Kissinger and Han Fei Tzu. Two of them you'll immediately recognize. The third you've probably never heard of. Perhaps, when you read these quotes, they will inspire you to start collecting quotations of famous hobby Dippers.

I'd like to thank Zhang Fang for his help on the Han portion of this article. It was his inspiration and help that got it written.

Machiavelli name has always been associated with "unscrupulous politicians". Kissinger is a Realist to some, an Idealist to others; and a scoundrel to all! Han Fei zi Tzu was a Legalist and remains mostly unknown outside the Chinese-speaking world, but in the modern world of diplomacy and Diplomacy he is certainly worthy of our interest.

Machiavelli

Machiavelli's life story is fairly well-known so I won't go into the details except to remind you of three things: 1) his dates 1469-1527; 2) he was born and died in Florence; and 3) he was a true Renaissance man (he even wrote an opera).

Classic Quotations of Machiavelli:

It is better to be feared than loved, if you cannot be both. The first method for estimating the intelligence of a ruler is to look at the men he has around him.

If an injury has to be done to a man it should be so severe that his vengeance need not be feared.

Where the willingness is great, the difficulties cannot be great.

The promise given was a necessity of the past: the word broken is a necessity of the present.

There is no avoiding war; it can only be postponed to the advantage of others.

He who wishes to be obeyed must know how to command.

Men judge generally more by the eye than by the hand, for everyone can see and few can feel. Everyone sees what you appear to be, few really know what you are.

Never was anything great achieved without danger. One who deceives will always find those who allow themselves to be deceived.

It may be observed, that provinces amid the vicissitudes to which they are subject, pass from order into confusion, and afterward ...

Classic Henry Kissinger Quotes:

The illegal we do immediately. The unconstitutional takes a little longer.

The absence of alternatives clears the mind marvelously.

The task of the leader is to get his people from where they are to where they have not been.

The nice thing about being a celebrity is that, if you bore people, they think it's their fault.

Nobody will ever win the Battle of the Sexes. There's just too much fraternizing with the enemy.

Each success only buys an admission ticket to a more difficult problem.

Blessed are the people whose leaders can look destiny in the eye without flinching but also without attempting to play God.

University politics are vicious precisely because the stakes are so small.

Any fact that needs to be disclosed should be put out now or as quickly as possible, because otherwise the bleeding will not end.

The conventional army loses if it does not win. The guerrilla wins if he does not lose.

A Note on Han Fei Tzu's Life and The Sources of This Collection

Han Fei Tzu was born in 280 B.C. and died in 233B.C. He came from a noble Chinese family, was a scholar of the highest rank, a philosopher, a Legalist and is considered the founder of the Realpolitik school in China.

As one blogger wrote, "A nice review of some new translations of various Machiavelli texts in the New Yorker. As always, any talk of The Florentine brings to mind Han Fei Tzu; Machiavelli is, after all, the Italian Han Fei Tzu." Interestingly, there's no mention of Han in Henry Kissinger's seminal work, "On China", perhaps because Henry didn't want to acknowledge his intellectual debt to his Chinese mentor because I'm sure he must have him at Harvard.

What we have here are, of course, translations of the originals (we hope) of both Machiavelli and Han's writings. There are dozens of them and more still being published. The quotations here are from many sources, including each other. Please excuse any repetition you come across. The Kissinger quotations are all in his original English and are all over the internet.

Classical Quotations of Han Fei Tzu

It is dangerous for a ruler to trust others. He who trusts others can be manipulated by others.

Indeed, customs differ between the past and the present. To try to govern the people of a chaotic age with benevolence and lenient measures is like to drive wild horses without reins and whips.

In usual circumstances, everyone knows that water overwhelms fire. However, when there is a kettle between them, water will get bubbly and will boil itself away on the top, while fire will endure underneath. It is also expected that government should ordinarily quell wickedness just like water overwhelms fire. However, if the official who is in charge of affirming the law acts like a kettle, it will cause the laws to only be apparent from the viewpoint of the ruler, and he will lack a way to stop wickedness.

Even if a ruler is wise, he should not be excessively meddlesome, and he should let things find their proper place. And even if he is excellent, he should not make assumptions about his acts, and he should intently observe what motivates ministers' actions. And even if he is valiant, he should not be provoked, and he should allow each minister to demonstrate his intrepidity.

Tao does not have a visible existence, nor does it have an intelligible function.

When you hear any statements made, do not alter or shift them. Just compare them with the actions, and observe whether the statements and actions correspond with each other.

When it comes to women, the wise ruler may enjoy them, but should not be drawn into their pleas or submit to their requests.

When it comes to people who are close to him, he enjoys them, but is sure to hold them responsible for what they say, and prevent them from expressing unasked for opinions.

When it comes to uncles, brothers, and chief vassals, he should punish them when their advice leads to failure, and promote them when their advice leads to success. He should not promote them erratically.

When it comes to pleasures and the enjoyment of valuable goods, he should have a staff that handles these things, and prohibit anyone from having the freedom to control them. Otherwise, ministers will be able to manipulate the sovereign by knowing his wants.

When it comes to favors, he should grant them at his own will to use emergency resources and public storehouses, and benefit the people. A minister should never be allowed to give based on his personal favorites.

When it comes to persuasions and discussions, he must observe and find out people who are considered skillful

at something, and verify the lack of skill in those who are considered bad. He should always avoid letting ministers talk to each other about them.

The wise ruler institutes posts, offices, ranks, and bounties in order to offer a guarantee to promote the worthy and encourage the excellent. ... The sovereign promotes the worthy by examining their abilities, and gives them bounties based on what excellences they have. Thus, worthy people will not hide their abilities in their service to the sovereign, and the excellent people delight in career promotion. And so, aims and advantages are achieved.

...Placing too much value on minor advantages will impede major advantages.

In general, the difficulty in persuading people lies not in knowing the necessary information to plead one's viewpoint/persuade the ruler, possessing the skill in argumentation that will make ones ideas clear, or being careful in fully utilizing one's abilities.

For the most part, the difficulty in persuading people is found in reading/knowing someone else's mind/heart and adapting your words to conform to it.

Suppose the person you are trying to persuade is concerned with establishing a virtuous reputation, and you discuss moneymaking. He will consider you rude, give you neglectful/mean/unfair and scornful treatment, and most likely tell you to get lost.

Or suppose he is concerned with moneymaking, and you discuss a virtuous reputation. He will consider you tactless and unrealistic, and disregard your statements.

And if he is concerned with moneymaking but pretends he is concerned with a virtuous reputation, and you discuss a virtuous reputation, he will pretend he is receptive to your statements while inwardly disregarding you; and if you discuss moneymaking, he will outwardly disregard you while inwardly considering your statements.

When dealing with a ruler, if you talk about high caliber people, he will think you are suggesting that he is inferior to them; and if you discuss low caliber people, he will think you are trying to make yourself look good so you can manipulate him.

If you discuss his likes, he will suppose that you want to take advantage of him; and if you discuss what he hates, he will suppose you are attempting to meddle with his patience.

If you speak too straightforward and forthright to him, he will think you are somehow lacking in something/unwise and will avoid you. If you speak too fancily and explanatory, he will think you are too conceited and will disregard you.

If you are too unspecific when you present your ideas, he will conclude you are a sissy who is too cowardly to express what he means. If you are too expressive/enthusiastic and verbose, he will regard you as a crude vulgar person who wants to look down at him.

Such are the difficulties in persuasion—you must take heed of them.

The key to persuasion is in knowing how to feature the perspectives that the person you are talking to wants to promote, while you downplay the aspects that he wants to hide. ... If you seek to persuade someone to adopt your suggestion to cultivate inner-state friendship, you should explain it in a way that highlights glorious cause, and intimate its accord with his private interests. If you seek to discuss things that are dangerous and harmful to the state's wellbeing, you should enumerate the reproaches and slanders against them first, and then intimate their discord with his private interests.

Praise other people who have similar actions to the person you are talking to, and esteem tasks that are in under the same category that his tasks are. ... As the days go on and you grow a solid favor with the ruler, and when he is not suspicious that you are coming up with deep schemes and are not devoted to always agreeing with the ruler on all issues, then you can be honest in examining advantages and disadvantages based on the current conditions, and can thus display your excellence in actions and straightforwardly display the right and wrong points in the states way of governing, and thus you can assert yourself. When ruler and minister are thus in this kind of relationship, it is because of successful persuasion.

In ancient times, Duke Wu of Cheng planned to invade Hu. So he gave his daughter in marriage to the ruler of Hu, causing him to ease his mind. Then he asked his ministers, "I am considering starting a military campaign. What countries should we invade?"

His High Officer Kuan Ch'i Ssu said, "We should invade Hu."

Greatly angered, Duke Wu had the man executed, exclaiming, "Hu is our brother state. How can you suggest invading it?"

The Ruler of Hu heard about what happened, assumed that Cheng was on friendly terms with him; and lowered his guard against a potential invasion. Not long afterwards, however, the people of Cheng attacked and conquered Hu.

There was a rich man who lived in Sung. One day, rain caused his mud fence to topple. Both his son and his neighbor told him, "If you don't rebuilt the fence immediately, robbers might come."

That evening, the man was indeed robbed of a great deal of property—and from then on, his family had high regard for the son's judgment, but was suspicious of the neighbor's family.

Though both men in these stories made statements that turned out to be true, the man in the first case was executed, while the one in the second case incurred suspicion.

It's not like they had trouble obtaining the right information. It's simply that they had trouble using it the right way.

In ancient times, Mi Tzu Hsia became popular with the ruler of Wei State. At the time, the laws of Wei State stated, "The punishment for using the royal carriage without permission is a double foot amputation."

One day, someone went into the palace late at night and informed Mi Tzu Hsia that his mother was sick. Upon hearing this, he forged a fake request from the ruler in order to use his carriage, and then took it to go see his mother.

When the ruler found out about this, [not only was he not offended,] he only had good things to say, and remarked, "What a filial child! Over his concern for his mother, he went so far as to risk having his feet cut off!"

Another time, Mi Tzu Hsia was walking outdoors with the ruler, and began eating a peach. Tasting how delicious it was, he offered the remaining half to the ruler, who remarked, "Your love for me is truly genuine!—so much so that you have put your own appetite aside, and instead concerned yourself with offering me tasty food!"

But many years later, when Mi Tzu Hsia's looks had faded and the ruler was not enamored with him anymore, a charge was brought against him by the ruler, who remarked, "Don't forget, this is the same guy who stole my carriage and offered me his half-eaten peach!"

Although Mi Tzu Hsia's actions remained the same, he was initially praised from them, and later charged with wrongdoing—and this was all because the ruler's love for him had converted into disdain.

... Those who attempt remonstrance, persuasion, explanation, or discussion before the throne must be careful to first observe the sovereign's loves and hates. It is like a dragon who moves like a worm, and a person can tame, play with, and ride on its back. But it has inverted scales below its throat, each about a foot in diameter that would kill anyone who came into contact with them. Like that, a lord of men has inverted scales, and the persuader who can avoid coming into contact with those inverted scales of the lord of men are surely very close to having mastery in the skill of persuasion.

It is human nature to choose safety and gain over danger and trouble.

Now, suppose the ruler's ministers who apply their energy toward meritorious service, and exert their wisdom in a spirit of loyalty, end up finding themselves in a miserable state, are too poor to take care of their families, and have their fathers and sons mixed up in their own problems.

And suppose those who trick the sovereign in order to profit themselves illegitimately, and serve nobles and vassals with bribes of money and goods, end up encountering glory, enriching their families, and benefiting their fathers and sons. If this is the case, should we expect people to choose a way of safety and gain in order to choose one of danger and trouble?

...Once the attendants realize that faithful service and honesty will not lead to personal safety, they will most certainly think, "...why shouldn't I aim to delude the sovereign, commit villainy, and thereby please the heavy-handed men?" And then these kinds of people will no longer care about the intention of the lord of men.

And similarly, once officials of all posts realize uprightness and squareness will not lead to personal safety, they will definitely think, "...why shouldn't we discard the law, practice selfishness, and thereby please the heavy-handed men?" These kinds of people will no longer care about the laws of the sovereign.

If this happens, plenty of people who will work for the heavy-handed men by practicing selfishness, while few will serve the ruler by observing law. The sovereign will be in isolation above, while the ministers will form juntas below. ... [But if the loyal benefit and the corrupt suffer misfortune,] attendants and courtiers will realize that falsehood and deceit will not lead to deceit, and they will most certainly think, "If we don't stop wicked deeds and apply our strength and exert our wisdom to serve the sovereign, by just associating with one another for treasonable purposes and making arbitrary blame and praise in an effort to find safety, it will be hopeless ..."

And similarly, once the officials of posts realize that it is impossible to find safety by coveting wicked profits, they will definitely say: "If we don't obey the law by keeping ourselves pure, incorruptible, square, and upright, but just hope to secure wicked profits by bending the law with greedy and corrupt minds, it will be hopeless..."

And if the way to safety and danger becomes so clear, then how will the attendants beguile the sovereign with empty words? And how would the officials dare to exploit the masses covetously? And so, ministers able to express their spirit of loyalty are never put out of sight, and inferiors able to attend to their duties never show

resentment. It was in this way that Kuan Chung governed Ch'i, and Lord Shang strengthened Ch'in.

From such a viewpoint I can see that the sage, in governing the state, pursues the policy of making the people inevitably do him good, but never relies on their doing him good with love. It is dangerous to rely on the people doing him good with love, but it is safe to rely on their inevitability to do him good.

To be sure, ruler and minister having no blood kinship, if able to seek safety by following the right and straight way, the minister will apply all his strength to serve the sovereign. But if unable to seek safety by following the right and straight way, he will practice selfishness and thereby violate the superior. Knowing this well, the intelligent sovereign simply establishes the system of advantages and disadvantages, and thereby shows the world what is right and what is wrong.

If the ruler only takes advice from ministers of high rank, does not compare different opinions and testify to the truth, and uses only one person as a channel of information, then ruin is possible.

If posts and offices can be sought through influential personages, and rank and bounties can be obtained by means of bribes, then ruin is possible. ... If the ruler enjoys inflicting unfair punishment and does not uphold the law, likes debate and persuasion but never sees to their practicability, and indulges in style and wordiness but never considers their effect, then ruin is possible.

If the ruler is shallow-brained and easily penetrated, reveals everything but conceals nothing, and cannot keep any secret but communicates the words of one minister to another, then ruin is possible. ... If people have no confidence in the premier, and the inferiors do not obey the superiors while the sovereign loves and trusts the premier and cannot dispose him, then ruin is possible.

If the ruler does not take the capable people of the country into his service, and if he does not make tests according to meritorious services but instead appoints and dismisses officials only according to their reputations, till foreign residents are exalted and enabled to surpass his old acquaintances, then ruin is possible. ... If the ruler is narrow-minded, quick-tempered, imprudent, easily affected, and becomes blind with rage when provoked, then ruin is possible.

If the sovereign is easily provoked and fond of resorting to arms, and neglects agricultural and military training, but heedlessly ventures into warfare and invasion, then ruin is possible. ... The ruler who sees a great advantage but does not advance towards it, hears the outset of a calamity but does not provide against it, thus neglecting preparations for attack and defense, and

striving to embellish himself with the practice of benevolence and righteousness, is liable to ruin. If measures for political orders are clarified, the state, even if small in size, will be rich. If reward and punishment are dignified and of faith, the people, even if small in number, will become strong. But if rewards and punishment follow no regulations, then the state, no matter how large, will have weak soldiers. For the soil is no longer its territory, the people no longer its subjects. And without territory and people, even Yao and Shun couldn't reign supreme, nor could the three dynasties [Hsia, Yin, and Chou] have ever become strong.

And additionally, when the sovereign gives indiscriminately, the ministers will take inconsiderately. ... If the sovereign gives wrongly, the ministers will take idly. And if the sovereign gives wrongly, the ministers will expect undue rewards, and if the ministers take idly, meritorious services will not be held in high esteem, and if people of no merit are rewarded, the state exchequer will run low and the people will be mad about it, and if the state exchequer runs low and the people are mad about it, then nobody will apply his strength to duties. So, he who overuses rewards will lose the people, and he who overuses penalty cannot hold the people in awe. And if the reward is not enough to encourage or the penalty is not enough to prohibit, then the state, no matter how large, will be in danger.

... The superior person takes the inner feelings but leaves the outer appearances, likes the inner qualities but hates the outer decorations.

* ... Hui Tzu said: "An insane person is running eastwards and the person running after him is also running eastward. Their running eastward is the same. But their motives behind their running eastward are different."

Eels are similar to snakes. Silkworms are similar to caterpillars. People are scared when they see snakes, and surprised when they see caterpillars. And yet, fishermen are willing to hold eels in their hands, and women are willing to pick up silkworms. So, when there is profit, people turn as brave as Meng Pen and Chuan Chu.

In all-under-Heaven there are three truths: Even wise people will find certain tasks unattainable; even strong people will find certain objects unmovable; and even brave people will find certain opponents unbeatable. For example, even if someone as wise as Yao cannot accomplish the great without the support of the masses; even someone as mighty as Wu Huo cannot elevate himself with other people's assistance; and even someone as strong as Meng Pen and Hsia Yu cannot remain undefeated without upholding law or tact.

And so, Wu Huo found a few hundred pounds to be light, but his own body to be heavy—not because his body

weighed more than a few hundred pounds, but simply because his position would not facilitate him to raise his own body.

And similarly, Chu found it easy to see across one hundred steps, but difficult to see his own eyelashes—not because one hundred steps were near and his own eyelashes were far, but because the way of nature would not let him see his own eyelashes.

And so, the intelligent sovereign neither reproaches Wu Huo for his inability to raise himself, nor does he embarrass Chu for his inability to see himself. Yet, he counts on favorable circumstances and seeks the easiest way, so that he exerts a small effort and accomplished both an achievement and a reputation.

Times/opportunities wax and wane, affairs help and harm, and things come into existence and into extinction. As the lord of people has these three objects to face, he expresses the colors of joy and anger, people [with talents as precious as] gold and [with minds as stable as] stone will be estranged, while the wise and shrewd will explore the depths of the ruler's mentality. So, the intelligent sovereign observes people's deeds, and never lets other observe his own motives.

And now that you understand why Yao cannot rule by himself or why Wu Huo cannot raise his own body by himself or why Meng Pen and Hsia Yu cannot win all by themselves, if you uphold the law and tact, then the course of observing deeds will be completed.

The intelligent sovereign offers rewards that may be earned, and establishes punishments that should be avoided.

The seven tactics [a sovereign should use] are:

1. Comparing and inspecting all available different theories
2. Making punishment definite and authority clear
3. Bestowing rewards faithfully and everybody exert his ability
4. Listening to all sides of every story and holding every speaker responsible for it
5. Issuing spurious edicts and making pretentious appointments
6. Inquiring into cases by manipulating different information
7. Inverting words and reversing tasks.

Comparing different views: If the sovereign does not compare what he sees and hears, he will never get the real.

Making punishment definite: If the ruler is too compassionate, the law will never prevail. If the authority is too weak, the inferior will offend the superior. And so, if penalties are not definite, prohibitions and decrees will take no effect.

Bestowing Reward and Honor: If reward and honor are insufficient and faithless, the inferior will not obey. If reward and honor are great and of faith, the inferior will make light of death. This is based on a saying by Viscount Wen: "The inferior turns to great rewards and high honor just like the wild deer that go to luxuriant grass."

Listening to All Sides of Every Story: If the ruler listens straight to own project alone, he cannot distinguish between the stupid and the intelligent. If he holds every projector responsible, ministers cannot confound their abilities.

Making Pretentious Appointments: If someone has frequent audience with his superior and is accorded a long reception but not appointed to any office, then villainous people will disperse in his presence like deer in all directions. If the superior sends people out to find anything other than what is in question, the inferior would not dare to sell private favors.

Manipulating different information: If you make inquiries by manipulating different information, then even unknown details will become apparent.

King Hui of Wey said to Pu P'i, "When you hear my voice, what does it sound like to you?"

He replied, "I, your servant, hear Your Majesty's compassion and beneficence."

Delighted to hear this, the King said, "And then to what extent will my achievement progress?"

"To the extent of ruin," Pu P'i replied.

The King curiously said, "But being compassionate and beneficent are good deeds to practice—so why would it lead to ruin?"

Pu P'i replied, "Compassion results in leniency, and beneficence results in fondness of conferring favors. If Your Majesty is lenient, you will neglect censuring those who have faults. If Your Majesty is fond of conferring favors, you will bestow rewards without first awaiting for merit to appear. If people who are guilty of faults are not punished, and those who have no merit are rewarded, then isn't ruin a likely outcome?"

Li K'uei was Governor of the Upper Land under Marquis Wen of Wey, and he wanted every man in the region be a good shooter. He issued a decree that if any men were involved in an unsettled legal dispute, they would have a target shooting competition, and the winner would win the suit, while the loser would lose the suit.

As soon as the decree was issued, the whole region began practicing archery day and night continuously.

And then, when the region went to war with the Ch'ins, they obliterated them due to the fact that everyone was such a good archer.

The Prime Minister of Shang once sent a petty official out, and on his return he inquired to hear what he saw in the marketplace.

The official replied, "Nothing."

The Premier insistently said, "But you surely saw something. Tell me what."

The official replied, "Well, I saw some ox carts right outside the south gate of the marketplace, and you could barely walk through them."

Upon hearing this, the Premier said to the messenger, "Don't tell anyone else about what I asked about."

Then the Premier summoned the mayor, blamed him, and asked why there were so many ox carts and so much ox shit outside the gate of the marketplace.

The mayor was very surprised to hear that the Premier had gotten such information, and from then on was very afraid of his wide and quick knowledge.

Rulers and ministers have different interests. Thus, ministers can never be [completely] loyal.

Tsao Fu managed four horses. He drove them at maximum speed, maneuvered them expertly, and could go in any direction he wanted. He could manage the horses in whatever way he wanted, since he was in control of the whip and reins. But, when a jumping pig scared the horses, Tsao Fu lost control of the horses. This is not because the severity of the whip and rein decreased. This is because his authority over the horses was superseded by the impact of the jumping pig.

Take the example of a fire brigade. If the captain by himself carries jars and pots of water and runs to the fire, then he will only perform the function of one person. But if he puts a whip in his hand and gives orders to the workmen, he will rule over many men. Thus, the sage does not look after trifles, and the enlightened sovereign does not attend to minor affairs.

Tzu Chang was pulling a push-cart to go across the arch of a bridge, but was unable to bear the weight. So, he sat on the shaft and began singing. Meanwhile, the passers-by from the front stopped, and those from the rear ran forward to help him, until the push-cart reached the top of the arch.

Suppose Tzu Chang had no technique to attract people. Then even if he exhausted himself to death, the cart would not have been able to go across the bridge. The reason why he did not exhaust himself while the cart

went up the arch of the bridge was because he had the technique to make use of people.

In general, the order of all-under-heaven must accord with human feelings. Human feelings have their likes and dislikes, wherefore reward and punishment can be applied. If reward and punishment are applicable, prohibitions and orders will prevail, and the course of government will be accomplished. As the ruler has the handles in his grip and thereby upholds his august position, what is ordered works and what is prohibited stops.

... The sage does not [necessarily] seek to follow the ways of the ancients, nor does he establish any fixed standards for all times. He examines things in his age and prepares to deal with them.

A farmer from Sung was cultivating his field and came across a stump. One day, he noticed a rabbit running on the field that accidentally ran into the stump, causing it to break its neck and die. After seeing that, the farmer just put away his tools and observed the stump, expecting that he would get another rabbit through the same method. But he got no more rabbits that way, and was soon regarded with ridicule by the people of Sung. People who expect to effectively govern people in modern times through the methods of ancient kings are acting like those people who are observing stumps.

Most people will submit to authority; very few will be moved by righteousness. Consider the example of Confucius, who was one of the supreme sages in world history. He had exemplary actions and he illustrated the Way. Yet as he traveled about through many areas... he only attracted 70 [main] disciples. It is very uncommon to see reverence for benevolence and loyalty to righteousness, and it is rather difficult for one to act thus. So in all the wide areas [Confucius traveled], he gathered only 70 [main] disciples. And only one person—Confucius himself—was really righteous and benevolent.

Now consider the example of Duke Ai of Lu. He was a so-so ruler, but when he rose to power as the head of the state, there was nobody throughout the territory who was disobedient to him.

People will by nature submit to authority. Anyone who seizes authority can easily make people submit. This is why Confucius stayed a citizen, and Duke Ai stayed as his ruler. It's not like Confucius was prompted by the righteousness of Duke Ai. It was simply that Duke Ai exercised authority, and thus he caused Confucius acknowledge his preeminence.

It is common in modern times that scholars who are advising a ruler neglect recommending him to use authority, even though it is a sure way to effectiveness. Instead, they are adamant in telling him he should

practice benevolence and righteousness in order to be a real ruler. This is like asking him to be like Confucius, and expecting most people to become like Confucius's disciples. Having an approach like this will most likely lead to poor results.

Rewards should not be anything except great and certain. This will make people regard them as profitable. Punishments should not be anything but severe and definite. This will make people fear them.

Laws should not be anything but uniform and steadfast. This will make people understand them.

And so, if the ruler makes no changes in bestowing rewards, and grants no pardon in carrying out punishments, but adds honor to rewards and disgrace to punishments, then both the worthy and the unworthy will exert their efforts.

In modern times, everyone knows about the teachings practiced by the Confucians and the Mohists. The Confucians esteem supreme regards for Confucius, and the Mohists do the same for Mo Tzu.

Since the death of Confucius... [eight current distinct Confucian sects have emerged and are being followed]. Since the death of Mo Tzu... [three current distinct Mohist sects have emerged and are currently being followed].

And despite the fact that each sect has varying and sometimes contradicting teachings and practices, each of these sects insist that they have the true teaching of Confucius or of Mo Tzu. It is clear that we cannot bring Confucius or Mo Tzu back to life—so who can assert which of the varying versions of their teachings today is the accurate one?

And as for Confucius and Mo Tzu, each of them was an adherent to the ways of Yao and Shun. Yet Confucius and Mo Tzu had teachings that differed from each other, and each of them indicated that they were practicing the real ways of Yao and Shun. It is clear that we cannot bring Yao and Shun back to life—so who can assert if it is the Confucians or the Mohists have the accurate version?

Now consider this: it has been over seven hundred years since the Yin and early Chou time periods, and it has been more than two thousand years since the Yu and early Hsai time periods. Since we cannot even agree on which of the current versions of Confucian and Mohist teachings are accurate [, which are only about three hundred years old], how can we even begin to ascertain the ways of Yao and Shun, who lived about three thousand years ago! It is clear that we cannot be sure of anything at all! ... Clearly, people who assert that they are following the ways of ancient kings, and say that

they are sure of their descriptions of the ways of Yao and Shun, are surely either fools or fakers.

A wise ruler will never strictly adhere to teachings that come from fools and fakers and are so varied and contradictory.

If someone only observed how much tin is in a certain mixture and what color the metal is, and did not examine it in any other way, then even Ou Yeh could not be certain of how sharp a sword is. Yet if someone observes it slice off water-bird heads and cut up land-horses, then even the most ignorant slave would be able to know that the sword is sharp.

If someone only examined the shape of a horse's teeth, then even Po Lo could not be certain of the horse's quality. Yet if someone attaches it to a carriage and observes the way it moves over a certain distance, then even the most ignorant slave would be able to know if the horse is effective.

And if someone only looked at a person's features, clothing, and speech; even Confucius would not be able to say what sort of a person he is. Yet if one tests him in government position and sees what he does, then even someone with so-so judgment would be able to know if he is wise or not.

So the sage, in ruling the state, does not depend on people doing him good. Instead, he makes sure that there is no way they can do him wrong.

If he depends on people doing him good, then even if you search throughout the state boundaries, you will not even find tens of such people. But if he makes sure there is no way they can do him wrong, then an entire state can be uniformed.

And so, the administrator of state affairs should consider the many, and disregard the few. And thus, his devotion is on law, not virtue.

The wise ruler uses just two handles to command his ministers: rebuke and acclaim. ... Ministers fear reprimands and punishment, but are fond of encouragements and rewards.

So, if a master of people uses the handles of rebuke and acclaim, then every minister will cringe from his severity, and be drawn to his liberality.

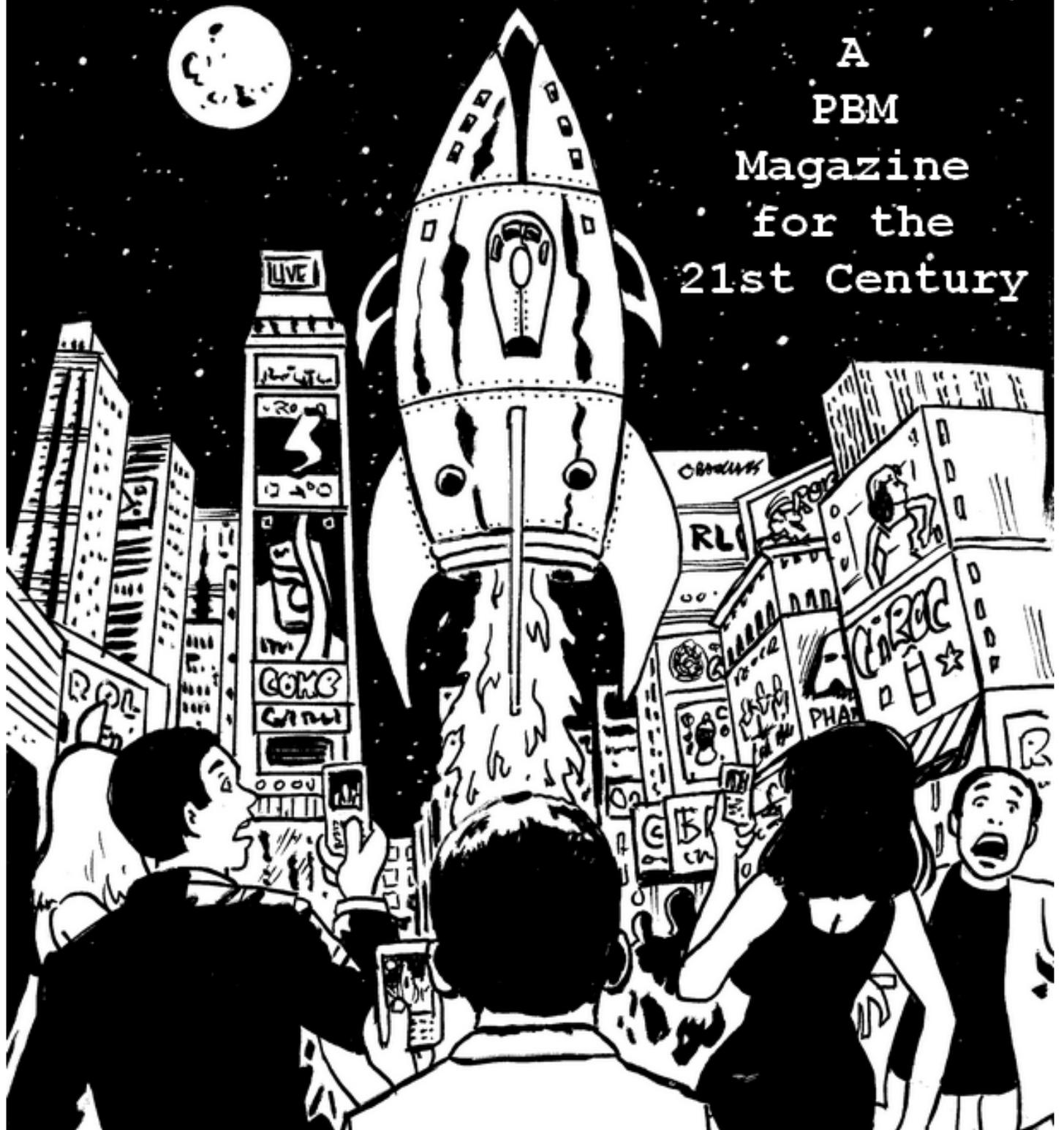
Conclusion

Having read these words of wisdom from some Dip sages you may also enjoy my companion piece THE WORST DIPLOMATS OF ALL TIME. Look for it wherever Peeriblah is published.

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Gamemaster, Wherefore Art Thou Gamemaster?

By Tim Haffey

I can hardly stand it. How long does it take a GM to adjudicate a game's results anyway? If you have ever played a game of diplomacy, and I assume you have or you probably wouldn't be reading "Diplomacy World", you know the feeling of waiting for the results of that great move you ordered for days, even weeks already. What the hell is that GM doing? Sound Familiar?

Back in the day of postal Diplomacy when everyone and his brother, or sister, had a dip zine, moves were traditionally posted more or less monthly. However, there were times when the results could be two or three months. One time I was in a game when we sent in our moves in March and we didn't get the results back until March of the following year. OK, the guy died and his son found the results in his typewriter and going through his papers found the addresses of everyone so he sent the results with a note that said game called on account of death of GM. Well, we managed to find a new GM and the game did continue but with some new players as well. But, when you think about it, we were lucky to get the results at all.

Other times work, illness or just good old family needs can intervene and delay the results for a while, sometimes quite a while, even in email games. Sometimes a GM just disappears without any notice or anything. His mail/email/telephone number all come up no good. Happens a lot with college students. Well, yeah, they graduate and move on leaving unfinished games in their wake, the brats.

The perfect GM always gets his email results turned around in days of the due date, is always completely accurate and never makes a mistake. Yeah, right. If you ever come across that GM send me his name and email address. I want to play a game with him. No Larry, that's not you.

In all fairness, it can be tough to be a Gamemaster. You have to deal with seven different people every couple of weeks and they always ask you some of the dumbest questions. Sometimes it almost seems like they want you to tell them what move to make. There are always players who don't get their moves in on time and you have to either send them a reminder email or list him as a NMR. Then he gets mad and quits the game. Then you have to find a standby if you have any. Standby list are used by many GMs but, I have found that they are not all that reliable. They said they would take a standby position but, often when they see the position is a loser, they come up with a hundred different excuses for not taking the position or worse yet, they say they will take the position but then they NMR. On one occasion I had a standby who took the position of a two center Italy and

his order was "all units hold". I needed a standby for that? By the way I had a standby take over a four center Turkey one time and he won the game. He made peace with Russia who was having trouble in the North with England, of course, teamed up with Italy to take out Austria, then he turned on Italy and took him out with French help. Then he teamed up with England and helped him take out France. France and England had taken Germany down to a couple of units who were just kind of sitting around not doing much. But, protected the flank of Turkey. Anyway Turkey took Mar, Spa and managed to grab Par. Then he finished off the German and won the game as a solo win. How is that for a mind blower. I don't know what he told all those guys to get them to help him like that but, it worked. Wish I could do that.

However, having players quit has a bad influence on the game.. If you do get a new player, he may have a whole different approach to the game and those around him don't really know what to expect, which, of course, affects their moves some what, maybe even changes their strategy. If he had been an ally, he may become a non-ally. Of course, that works both ways. If he was a non ally, you may be able to get him to become an ally. And then again, maybe not.

The actual adjudication of the moves doesn't take that long really as long as all the moves are in and are readable. You would think that would not be a problem with email but you would be wrong. Most players like to use short three letter names for each region. Like A Bur-Mar for example, but what do you do with A ParBur-Mar? Or A Ber-Swe, F Bal C? Many gamemasters would not see that as a legal order. Convoy what they would say. Sometimes they will order a unit they do not have or/and not order a unit they do have. More decisions for a GM to make knowing they won't be happy in most cases.

All in all I fine being a gamemaster somewhat rewarding perhaps because of all the difficulties and decision making that has to take place. While I was a manger of a Public Safety Department on a Navy Base years ago, I found that some people make great workers but, when you promote them to a supervisory position they stink. I had to demote two supervisors and arrest one for theft. The Sergeant has all the keys to all the warehouses and on the graveyard shift he is pretty much in charge. This one took advantage. Anyway, I like being a gamemaster, you should try it at least once. You might get to like it also, maybe even get addicted like a guy named Boardman. He ran games for ever it seemed like. Well enough rambling, until next time as they like to say.

The First Chinese Diplomacy (Face to Face) Contest

By Zhang Fang

Life is short. Have love, enjoy what you love, nothing more.

My name is Fang Zhang, a Chinese national just over 30 from Hebei Province, who now is settled in Pudong, Shanghai, working in a civil aircraft design and research institute. I have initiated the first Chinese Diplomacy face-to-face game as the contest organizer. Speaking of Diplomacy, I had my own long-winded history into the pit of the beast. It was in the summer of 2006 (after graduating from college in the summer) that I stumbled onto the Diplomacy game, it feels like a big crowd from which to find their own food, no matter how attractive, from an unmanageable chaos of the hobby around the world. During graduate school, my obsession with Diplomacy reached its peak, with nearly half of my spare time put into this game on line. I registered at almost all the Chinese and foreign Diplomacy websites participated in a nearly 20 game. I also organized a number of online games, among which includes two Chinese Diplomacy forum Championship, and two N x 7 Gunboat championship contest. In 2007, I together with several other Chinese players participated in the first Diplomacy (online) National World Cup hosted on the stabbeurfou website on behalf of the Chinese Dip hobby and surprisingly reached the finals and eventually finishing fifth, that glory and pride is so great and unforgettable. It was then I decided to make Diplomacy as my lifelong hobby.

Some new players entering the Dip hobby may mistakenly consider that Diplomacy is just a multiplayer game with warlike discussion and blablabla, according to a senior US Diplomatic player half-jokingly says that in the United States, for an average of every 1,000 people there will be one who has played Diplomacy game, but out of every 10,000 people who established contact with the game, there is only one person stays in the Hobby and becomes hardcore gamers, most people choose to leave the hobby or give up because it is difficult to cobble together most of the day with seven players that have time for a Diplomacy game. In addition, the game allows the rules that set backstabs and lies, so a lot of people think this is not a nice game, and to play well will inevitably hurt personal feelings. The first reason does exist, the number and time requirements make this game hard to spread over a large area, and the second reason is because I think a lot of players misunderstand the game to some extent. Just like the saying goes that you cannot fall in love with what you do not understand. In fact, if you are willing to sit down and spend half an hour reading the Wiki game introduction, you will learn that Diplomacy game has been there for nearly 60 years, the rules are very easy to understand and grasp, unlike with a lot of different other games, this is a game where

the rules do not contain any element of luck and 70% of the skill lies out of the game board. Once you understand this game through playing with great players, you will gradually understand that this game is not about telling lies and cross-playing but it is a game where players will have to communicate with people with different views and purpose, with people you like and dislike, the core of the game is to find your own way of letting people do what you want them to do, given that there are different ways to achieve that, and your ability to influence others and your wisdom determine who wins and how well you play. In order to grow, you have to be able to find common interests with other players, win-win solutions proposed to develop a reasonable plan, looking for the possibility of cooperation with other players and stab to win. In addition, you must also learn to build trust, to maintain that trust, learn to compromise, to forgive, to talk to your opponent's communication protocol, to bury the hatchet. If you go further, gain more in-depth understanding of the historical development of Diplomacy as a game, get to know those great players & fans and their legend story and accomplishment in the hobby, and read the power strategy, alliance strategy, Diplomatic skills, negotiation strategy, game variants reviews written with decades of experience and wisdom, you are likely to be attracted by the history and culture of the game, after nearly 60 years of accumulation, the connotation of Diplomacy as a game is far beyond the game itself, it is a game with its own culture, one can teach players to grow as a person and become a better socialized human being, just like many other classic games, it deserves a player using a life time to discover, to understand, and this is why the game is so great and capable of enduring the root causes of decades.

After 2009, due to work, I put in less and less time and effort on Diplomacy, in 2011 I entered the game after a period of three years vacuum. But I know that Diplomacy is not away from me, one day I will come back. In October 2014, we see "The Zine" from The Diplomatic Pouch where interim editor Larry Peery wrote the words: The Diplomatic Pouch, he said the whole zine is going through a painful period, due to the very limited contribution of players, the magazine facing the end as they prepare to eat the last meal and not under the Dayton difficulties. And in this issue of the magazine, the interim editor Larry himself wrote six articles. I was deeply touched by the Diplomatic Pouch magazine and hard work Larry exhibited, so I decided to come back and contribute to the Hobby, contribute with great effort. So a "cutting plan" was born with Diplomacy number (Diplomacy-famous) on November 15, 2014, with the December initiation of the first Chinese Diplomacy held idea contest, and in May this year participated in the

Convention in Milan, Italy. After participated in the Diplomatic champion at the World Series, I am even more firmly wedded to the idea. When you are determined to do one thing, the whole world will help you.

In late May, the beginning of the preparatory work for the first Chinese Diplomatic tournament game activities was started. The implementation of the location, the date, the venue attached to the schedule, integration rules, prizes (from competition prizes, souvenirs and games purchased), customized to poster making, and participating players to invite all were worked out. Preparatory work lasted more than two months, did not go well and the difficulties encountered during the process were substantial, but I never thought of giving up, sentiment turned more to overcome a series of difficulties to achieve a goal of the process to bring a sense of accomplishment. Here, I must thank the understanding and support of my family, otherwise I

would not be able to put so much effort in both time and money into hosting a Diplomacy game tournament; I would like sincerely to thank Asmodee staffs metal, big or small, as well as The Gods Gamers always text, whether it was providing pre-event advertising, or at the venue during the event layout, hardware support and video cameras have given great support and help, without your activities we could not be so successful. Gratitude for Diplomacy with the group where friends and everyone involved in the tournament could work together, it is our joint efforts, only could lead to the birth of the first Chinese Diplomacy contest!

Looking forward, more looking forward to, and finally to the Diplomacy tournament day itself, excitement, full of anticipation, excitement and a little apprehension. Before the activities began to introduce the context and circumstances of the Tournament, I would like to tell you about each of the players participating in the game. First on Photo #1:



This seemingly ordinary photo, in fact, is a historical monument to people outside China, the picture of everyone (including the non-small lens into large), is the history of the founders of Chinese Diplomacy.

Front row from left: Hao Mi, Hao Wang, me—Fang

Zhang (sitting in a chair), Vincent, and Zhenyao Wang.

Second row, from left: Cold Moon, Edi Birsan, green radish's girlfriend (not participating), green radish (Lv Luo), a lot, Vincent, bowl king, Jianpeng Wang.

Third row, from left: HIMMeL, sea sunset, misty, beef (not participating), young Edi (not participating).

Camera: god.

Hao Mi, specially came from Nanjing to participate in the competition, the first Diplomacy World Cup (online games) preliminaries best Turkey, is one of the few Diplomacy players first recognized in 2007, the Dragon Boat Festival attended Geek General Assembly, this is the second meeting, Top Board Russia, the tournament's best actor award winners.

Hao Wang, one of my colleagues, the Foreign newcomer that I pulled into the pit of Diplomacy. Cutting plan Diplomacy Austro-Hungarian player, super Polytechnic male, the best tournament player in Russia.

Fang Zhang: I, as above, have been introduced in detail, I will not repeat them. It is particularly worth mentioning the tournament that I honor from the bottom of my heart.

Junyi Sima, Diplomacy with the group of players, IT engineer, made a special trip to fly over for the Tournament from Zhuhai, Top Board Germany, had seen photos of Junyi Sima from student days, this meeting almost did not recognize (fat lot).

Zhenyao Wang: is the first Diplomacy player who played together in Diplomatic forums with Qisha, my old friend, for many years there is no phone or other voice contact, but had accidental contact before the game, so there is this rare get together. Top Board office in Turkey, the tournament best ally Turkey and Best Award.

Cold Moon, pulled into the pit of the coldest sister mouse, or rat that can be said of the master. This time with the mouse from Nanjing to attend events, is the only female player in the tournament, but without losing the sharp clatter Meng Meng.

Edi Birsan, Diplomacy session heavyweight, received the Diplomacy game for Christmas and so far, he has had 50 years of experience in the Diplomatic game. He was the first foreigner to get Canada, Russia, Europe, South Africa and Australia champions of Diplomacy, has had a Diplomacy magazine, developed for the Avalon Hill Diplomacy a PC version of the game that was tested, is involved in the fifth edition of the revised rules of the game and is one of the few people, the most famous Italian Lepanto and German Sealion start and start of the Franco-German alliance inventor, and his hobby of Diplomacy in order to promote the development of a world hobby has made tremendous contributions. Now settled in California, he is a member of the Concord City Council. They specially flew from the United States to participate in the competition, with his teaching experience, witnessed the development of Chinese history at Diplomacy.

Lv Luo, Diplomacy with the group of players, lives in Beijing has a Ph.D., together with his girlfriend traveled from Beijing to participate in the competition. Top Board Austro-Hungarian Empire, the Austro-Hungarian Empire, the best tournament and the best German winner of the tournament is also the start of the first round only one player will be seen to give a wrong command.

Xin Tao: a senior player from Suzhou in board games, but a Diplomacy newcomer. Dragon Geek General Assembly for the first time face to face game experience, the tournament was his first official match of Diplomacy, performance is very good. Top Board Britain, France and the best tournament winner of the best foreign players.

Vincent, the famous text of the total, is my TheGamers acquaintance. Dragon Boat Festival activities and player in this tournament, the text is always given strong support. As contestants took part in the tournament on the first day of two rounds, he made a very good proposal to the competition rules. He can be considered a Diplomacy couple!

Bowl Wang or Bowl King, Wen always invited to the board game Geeker, should be doing face to face for the first time to experience Diplomacy, Bowl King was the fourteenth player to participate in the competition, we can say there is no king and before the arrival of the bowl, there would be no birth of the second board of the round!

Jianpeng Wang, elite top student, one Diplomacy game with the group three school bully, IT project manager. Also played one of the earliest batch of contact with the player powers. Top Board France, the biggest winner of the tournament, who won the championship, the best Diplomacy, Best British and Best Italian four awards. It is recognized as a Diplomatic Masters tournament, but also the future of various Diplomacy games the other players first need to consider the risk of player burn out.

Yuncheng Wu, high school student, one Diplomacy game with the group three school gangsters, hailed by players within the group "Chess King", the top bridge players, allegedly slept only four hours per day. Whatever the activity, HIMMeL/Yuncheng Wu always the first to arrive into the Diplomacy game with its own unique understanding and awareness.

Ke Wang, Diplomacy with the group of players, get to know the A community activity. With better knowledge of chess, chess in terms of Diplomacy, he already will have a higher level of play. In the tournament, due to lack of experience, played a big fire hero, otherwise will be able to achieve better results.

Tianhui Yang, Diplomacy with the group of players, doctors, with one of the first Diplomacy players with

domestic players, experienced, well versed in game strategy, Top Board office in Italy, the second round of the first season to get the game to 10:00 UK within the Board One, but because of the integral slightly lower than Jianpeng Wang and just missed best British player.

Beef, board games, senior player, the tournament was late for some reason did not participate, it is a pity. Japan, longer, the future must have the opportunity to get together again to fight another day.

Young Edi, Edi Birsan's son, first came to China to tour in the main, though not to participate, but to watch the whole game.

Big or small, A Society staff, board games, senior player, Diplomacy novice, as the tournament offers a lot of help and support. Game two did not talk to a small office in the same innong Oita, a little regret. Hope to give me a back, let me prick it, ha ha.

Note: Top Board is the traditional Diplomatic Tournament game, in fact, the final round. Two rounds before the first day of the seven most points of the players participating in the next day Top Board, the tournament Top Board Bureau integral doubled, largely determined the championship. In order to increase the game's sense of substitution and interesting tournament, it was customized specifically for the Top Board of a large map, the purchase of tanks and warships, as the game's Armies and Fleets, which were painted in different colors to distinguish between countries. Model spray paint was used.

Next, I will use the first-person perspective with some text and graphics, as a narrative proposal to introduce you to the situation of this activity. 6:30 AM departure from home, eight o'clock arrived at the venue (A club), and soon the HIMMeL also arrived, then arranged together venue. The figure is small big place in an earnest Top Board Games model.

With a National army in place, a continental war was imminent.

Subsequently, the participating players have arrived in the venue, many people are first meeting, face to face is the first time to participate in the game, we feel very excited, the atmosphere is friendly and warm. I introduce everyone to know each other, while the players start registration information, issuing a souvenir, as shown below.

OK souvenir of this event can be described as brains, eventually folding was chosen, on the one hand with Chinese characteristics, on the other hand to facilitate the players to autograph, and then there is the summer heat can be used to solve hot weather.

Around 9:15, most of the players have arrived at the

venue. According to prior arrangement, Edi for everyone has promised to do lectures, presentations on Diplomatic game history, to share his 50 years of gaming experience and insights, but also for the couple to explain the basic rules of the game and game knowledge, in addition Edi describes three types of tournament players. We were sitting side by side, listening carefully, to everyone's benefit, see below.

The whole lecture lasted nearly 40 minutes, the whole experience and insights were very exciting, people benefitted from:

-- core Diplomacy of the game is - you influence others

-- through this game, you have to learn three things: to remember, to forgive, to remember that you forgive. Just as in the real world of international relations, there are only permanent interests, no permanent enemies, no permanent friends.

-- Different people have different goals of the game. As a player you have to realize that the idea of other people's world view is not told you as the same, they are likely to want to differ with what you want to get out of the game. To learn to influence their views with different people, talk to them to get them to cooperate, even if you do not like this man, even if he was your enemy.

-- touch this game sooner the better, because young people tend to have good flexibility, able and willing to make changes on their own, while older people tend to have been formed due to some fixed knowledge and habits that are difficult to try to change.

-- participate in tournament competition (referring to set up multi-round game matches) is the number of players can be divided into three categories, each about one-third of three players: the first category of players are those who truly understand the rules of the game, and can be based on rules of the game to adjust their game strategy and take advantage of the rules in order to achieve better results; the second category of players are those who think they understand the rules of the game, but actually know nothing, put the rules during the game as forgotten; The third category of players is pure fun type of game they have their own goals, will not be too concerned about results of the competition, are often willing to do something in the game fresh and fun to try (such as Italy, having as the only goal of the game is to send a Fleet open to map to the distant other side of the Barents Sea, with its own army to have joined forces to capture St. Petersburg).

-- Finally, and most importantly, playing any game, do not forget --It's just a game. We play the game the primary purpose is --To have fun and make it fun for others.

9:30, after a random draw, first round two games were

finalized: Edi, Zhenyao Wang, Hao Wang, Junyi Sima, Yuncheng Wu, Ke Wang and I divided into one game; Jianpeng Wang (Huyan), Xin Tao (lot), Lv Luo (green radish), Tianhui Yang (misty), Mingjie Chen (big or small), Vincent, and Bowl King (Wang Bowl) in the other game.

The draw is then completed, I was able to get the first game of the first round of Russia, Edi, Hao Wang and Angels (Zhenyao Wang) are Germany, France and England respectively, HIMMeL (Yuncheng Wu) as Austria-Hungary, Turkey sunset (Ke Wang), teapot (Junyi Sima) Italy. As in Russia, I have Edi and HIMMeL as neighbors, most of the draw can be considered a success.

Games in each round are only 15-20 minutes plus Diplomatic settlement time for each season (see chart countdown round), after the start of the game, we began intense Diplomatic work.

As Russia, first, talk to the Austrian about Galicia, about the Black Sea with Turkey, talk to Britain about Norway, talk about Kiel, Germany's fleet. Cooperation was worked out with France in the late chatted discussion, while the invitation of the Italian Army Northern Venice to Tyrolia was made. Diplomatic round down, it is recommended with Turkey and the Black Sea in spring ARM as vacant land with the SMY Army back against Ankara, Ankara fleet westward to Constantinople, the Turkish player shows a basic consent; temporary appointment with Austrian Galicia spring confrontation, also told Italy I'll spring offensive in Galicia, it is strongly recommended that Northern Italy, the fall will likely have opportunities for cooperation, intended to represent the situation in Eastern Europe remains with uncertain circumstances, tend to the conservative conventional start (Ven Army defense in place), after much persuasion, Italy made a compromise, agreed to Venice-Tyrolia army north, but no follow-up Venice with his Roman army, but south to Apulia, taking into account of the fear of the Russo-Turkish bulldozer for Italy, this action plan shows that acceptance and understanding; then look for Edi to have a few words, that his main goal is not to win the game but the Council exemplary teaching, tentatively asked whether they intend to Edi Germany or the Netherlands Western Fleet into joint attack with Britain, France, did not get a positive reply, Germany made it clear that the Northern Fleet was going to Denmark (here is the truth), but Germany does not believe that Britain and France (Edi here to put a smoke bomb), then look for the French confirmed that Germany did at the same time with the British and French proposed West Third League start, and France expressed as a new player in addition to passively accept a western union, there is no better choice, so in my "strong into Burgundy, France, Russia and spring into Silesia, Munich take the fall to support France," the proposal is rejected, the advice of France, must ensure Spring is not the end of Burgundy, the German army

occupied France agreed (possibly later Burgundy confrontation is for this consideration); then found the Austro-Hungarian again, told Austrian Hungary that Italy might steal Trieste (here is a lie), the proposed abolition in Galicia to be confrontation action, Vienna Army back against Trieste (taking into account possible west of consideration in the spring for the Warsaw army into Silesia anti-handedly, but considering the case of the Austro-Hungarian if entered Gali West, Romania is likely to fall decided not if plan was unchanged, still spring into Galicia, once entered, plus Italy's Northern Army, the Austro-Hungarian form can take advantage); this time, there was a small accident Turkey suddenly found me and told me to empty the Black Sea on the premise that SMY Army was to enter Armenia, I pointed out that in addition to the threat of Sevastopol, Armenia threatens Russia and has no other purposes, and in case of spring into the Black Sea, Turkey, Russia, South line substantially on the collapse of Russia too risky, and therefore I do not agree. After both parties agree, the plan changed to a more safe and secure in the Black Sea confrontation plus Armenia vacant. 1901 spring round national action settlement as follows:

British Standard neutral start; Germany and France have a Burgundy confrontation; for example, about Northern Italy; Austria and Russia at the same time breach confrontation over Galicia; for example, about the confrontation of the Black Sea between the Russian and Turkish fleets; the North German fleet entered Denmark. As shown below:

See the results, I was comfortable in half tone, the most worried about Armenia and Turkey to Germany with Silesia into blitzing Warsaw did not appear. The start is not bad for me, as long as the Turk is not a joint Austrian, confide in Romania, but also from the point of view 1901 spring action, momentum and west is not obvious. However, it is not entered Galicia accident, because while there is no relationship between the Russian and Austrian Implementation (who do not enter before the appointment) becomes a little nervous. Austria-Hungary is very likely to persuade Germany, Russia refused to take the fall Sweden, which for me is a disadvantage.

Zhenyao Wang, how to see how two sunsets like in the endorsement of the plan.

1901 spring moving end, states to complete the layout, the next step is an even more exciting autumn round (to get supply centers, interest divided). See Edi (Germany) to Britain and France pull together, plotting autumn action programs. Britain and France to see two players with rapt attention, concentrate, I thought Germany must be in the director how to further implement and west union (or Western Triple).

Edi Birsan (Germany), hands-on guidance by Hao Wang (France), and Zhenyao Wang/Angel (UK, right).

The Austro-Hungarian army in the spring to see my Warsaw move to Galicia, asked me: "You know how I would go Galicia?" I thought: "I do not know if you go, I just want to go myself for nothing." Of course, I certainly was not so with what the Austrian said. So the opportunity to be disturbed leads to telling the Austro-Hungarian, someone told me that you were going into Galicia, but I cannot tell you who it is. Also told the Austro-Hungarian, Britain, France and Germany, the three talked very High, and a Western Triple was likely, hope can fall vacant Galicia, Serbia and hope the Austrian army will support Russia and Ukraine in the fall into Romania, Sevastopol fleet will continue the confrontation with the Turkish Black Sea, did not say whether the Austrian (later confirmed that the Austrian Army certainly would not support me to take Romania, but to support their fleet that occupied Albania to Greece). Turkey would find my request for fall into the Black Sea, agreed to consider a moment, and ask the Turkish army to fight the Greek position in Bulgaria, Turkey accepted. The biggest mistake is not about with British talk, with France also simply talk two seasons. This led directly to the British and French Diplomatic following experienced seasoned Germany, playing the Western Triple. In addition, the army cannot enter the spring Warsaw-Galicia, Italy asked what plans are in the fall for army Tyrolia, have not been answered in the affirmative (Italy informed that there may be three

Western Triple and become more conservative after the news, rushed to attack the Austro-Hungarian. We are concerned there is a big risk, in case the south of France will move toward Italy and then against Austria-Hungary, Italy may face the Passing of the situation). German initiative to find me, using murderer measure, told me to let me fall into Sweden, but I hope I have built a fleet on the north shore of St. Petersburg, I was overjoyed, readily agreed (at the time a little surprised, but did not think too much, just think on the bright side Germany may keep my joint deal with the United Kingdom, the results directly into the German set a full set among) 1901 autumn round settlement results are as follows:

The Austrian Galicia confrontation between Russia once again, shows the mutual distrust between the two countries; France in the Atlantic Fleet moved into the western Mediterranean, the British Army landed in Norway (I do not know why he did not move the Norwegian Sea Fleet into the Barents Sea), Western Triple already formed among the three! Surprisingly, the Italian Army in the autumn will be transferred back to the local Tyrolia of Austria-Hungary and Germany was unable to produce any threats, which I did not expect that, did not fully communicate with autumn round Italy also contributed to the reasons for this result one. Fortunately, Turkey's implementation of the action was in accordance with established plans.



Pictured Russia (me, Fang Zhang, left), Turkey (Ke Wang, sunset) in nervousness closeted

Junyi Sima/Teapot (Italy, right) and Yuncheng Wu/HIMMeL (Austro-Hungarian, left), there is no meaning in doing family counseling. Followed by the winter builds, UK: Edinburgh Army; France: Marseilles Fleet; Germany: Kiel Army; Austro-Hungarian: Budapest Trieste Army Army; Russia: Moscow Army, St. Petersburg, North Shore Fleet; Turkish: Smyrna fleet.

1902, Britain and France under the guidance of Germany, to the east. 1903 -- 1904, Germany won Sweden and Warsaw, the British won in St. Petersburg, won the Austro-Hungarian in Romania, Turkey accidentally transported to Constantinople-Armenian army. At the same time Russia was Britain, Germany, Austria, Turkey attack, really bad news pouring in. The last effort to persuade Turkey to Ukraine, Sevastopol to support the Armenian army as a bargaining chip to win Romania, Turkey to Armenian Army removed, this saved the game in Hong Kong. It is worth mentioning that Turkey's win in the same round of the Austro-Hungarian with Romania and Greece, to the Austro-Hungarian heavy and unexpected blow (and later learned that it is in Seoul, Korea and the US at this time, silently changes the Council goal of the game to achieve good results in the goal, to regain Romania, a shameful final Austro-Hungarian successfully recovered Romania, it is very excited and pleased. This just confirms the Edi seminar mentioned before, everyone's game targets may be different at different stages of the game and they may vary. This other players need to understand as an idea, understand their needs, and thus seek common cooperation (using) the opportunity, this is a game to play well the very important Diplomatic game a little).

The next few years, France and Italy, Britain and Germany with me (Russia) carried out a desperate struggle. Turkey with Italy and France in the Mediterranean to start the contest, France under German guidance, also played excellent transport transposition. At the same time, Russia with Austria-Hungary to maintain neutrality, and promised to give the last bit of loyalty is not behind stabbed, adding insult to injury of Turkey. The results to the end of the game, the Anglo-German coalition pressed Ukraine to Moscow, Russia left Sevastopol pump that also failed to give Turkey the organic point. Later, the Turkish players sunset sea is very sorry, regretted his heart is too soft, the whole game has been supporting the Russian and Italian Resistance West Third in the back, in fact, hard to resist Russia aimed at frontline Western Triple, while Turkey fully behind played off. Unfortunately sunset's lack of experience, and conscience greatly, did not calm the analysis, mind to come and seize the opportunity. But in the final vote the best ally when I was cast one vote at sunset, can be considered a little compensation for it! 1907 end of the game the final results are as follows:

Germany to 8:00, three local and foreign Denmark, Sweden, Belgium, the Netherlands, Warsaw;

UK: 6:00, local three, plus Norway, St. Petersburg, Moscow;

France: 6:00, local three, plus Portugal, Spain, Tunisia;

Austria-Hungary: 5:00, local three, plus Romania, Serbia

Turkey: 5:00, local three, plus Greece, Bulgaria

Italy: 3:00, three local

Russia: 1:00, Sevastopol

The Council let the game move a lot with their own perception and benefit:

-- For most new players, they are more inclined to choose a rational action that can give a specific program as an ally of the older and more experienced players. What they need is the spiritual pillar and specific tactical operations guidance.

-- Limited Diplomatic time, each round, the field should be in accordance with the changing situation, adjust their Diplomatic priorities. To solve the most urgent problems, the time spent on the blade is most important.

-- For their allies, even if you are determined to backstab him, it must be related to each round to talk to him at least once. Otherwise it may make allies generate suspicion and alertness. In the time allowed, as much as possible to talk with everyone, otherwise you will lose some opportunities to build basic trust and access to intelligence.

-- Game process, some information can only be disclosed to allies; some need to disclose information to the enemy; and some intelligence, only for themselves, in mind. Loose lips sink ships, think twice before opening, it is for the best.

-- As Russia, even in the face in 1901 in Sweden, Germany yourself, do not let your guard down completely, unconditionally trust, give yourself leeway on the Diplomatic and military sides. Edi as Germany gave me a good lesson, what is the murderer? As the Russian player, when you do not get the full grasp of German help, in the UK with the Army when landing in Norway, while in the English Channel when the French fleet did not, never easy to build the St. Petersburg north coast fleet.

-- Accurately capture the other player's needs and purpose of the game, which is very important. For example, the primary objective of Edi, he told me that he is teaching the game to teach newcomers how to play.

So in this case you know, I basically can conclude that Edi will not attack or backstab Britain and France, the two newcomers. The two new players need experienced players such as Edi who can give them concrete plans for action. Edi is well engaged to meet their needs, and thus contributed to the success of Western Triple, even though I tried to persuade France and Britain eventually they chose loyalty to the Triple, in fact, Britain and France for the other players have the opportunity for better results (in this case, one of the parties or backstab Germany). Then west to see the signs of the time, I should make a deal with, one way or another composition together with the Italian and Austro-Hungarian alliance confrontation with the Western Triple coalition, while in Eastern Europe may limit the development of Turkey.

Also the other game in the first round, lot (Xin Tao) with 14:00 France won the first, Huyan (Jianpeng Wang) ranked second with 10 points (EF AU) United Kingdom, which is a classic example of a joint novice veteran win. Russia told me a little misty (Tianhui Yang) taste of fellow sufferers, by Shikoku siege, and subjugation was declared mid-game. Vincent, big or small (Mingjie Chen), and Bowl King had three board games to take their first big Diplomatic experience face to face, played with rhythmic effort, and interest, but in the face of a strong British and French attack outside Austria-Hungary (Lv Luo) who also collaborated with them made them powerless.

The other game of the first round results were as follows:

French (lot/Xin Tao): 14:00

English (Huyan/Jianpeng Wang): 10:00

Austro-Hungarian (green radish/Lv Luo): 8:00

Turkey (Small Large/Mingjie Chen): 2:00

Italy (Vincent): 0:00

Germany (Bowl Wang): 0:00

Led by Jianpeng Wang, Britain and France were advancing from the north all the way to the stalemate line in the South, the game experience gained also is abundant with Lv Luo's Austro-Hungarian echoes achieving good results with 8:00 (best Austria-Hungary). For the first time participating in the game by Bowl King, the sum of the small text big, obvious lack of experience, we cannot compete with these veterans, and ultimately failed to achieve good results.

After the first round of two games, participating players' standings are as follows:

Lot with 14:00 as France topped the list with 65 points (and then successfully became the biggest target in the

second round and the next day Top Board), from the same game Huyan and green radish followed. Although Edi led the alliance in the first seasons, but because the game was not advanced to where the Western Triple achieved full subjugation, therefore he received low points, ranked fourth. Mingjie Chen ranked seventh. I told another Russian player who wandered the bottom of the rankings that it was a sad reminder of Russia, ah! My qualifying situation is not optimistic, to be sure to enter the Top Board, a second round must win first place with the Board draw, it will be a great challenge.

After the match, we put forward proposals for a total consideration of setting up a newbie table which makes sense to me, I would consider this to improve the Tournament in the future. In fact, the usual game in the face of new players new to the game, as the more experienced older players, cannot stay in the "new child", and an obligation to help and guide newcomers, newcomers are encouraged to participate more from the game and let them have fun from the perspective of the purpose and just go play, so as to attract and retain more newcomers, the entire game Hobby can be improved in order to achieve better development of the Hobby.

For afternoon at the twenty-three moment, we have lunch. I have to mention, on the second floor in the Hamburger noodle place was really delicious! At half past three pm, we returned to the playing field at the agreed time. Small Japanese Bowl King because of something, you cannot participate in the next game, and good mouse and Cold Moon arrived at noon, to fill the number of vacancies. The second round of intense competition finally gets started!

In order to allow as many players to have the opportunity to play together with EDI, the second round of players are assigned by myself. Cold Moon, Wang Hao, a lot, angels, ethereal, HIMMeL and I get the first game, EDI, Huyan, green radish, mouse, Vincent, teapots and sunset get in the second game. National lottery based on the principle of the same countries that do not play twice, the results are as follows:

First game:

UK: misty (Tianhui Yang)

France: Angel (Zhenyao Wang)

Germany: HIMMeL (Yuncheng Wu)

Austria-Hungary: Me

Italy: lots (Xin Tao)

Turkey: Cold Moon

Russia: Hao Wang

Second Board:

English: Vincent

France: Teapot (Junyi Sima)

Germany: Lv Luo

Austria: Sunset (Ke Wang)

Italy: Huyan (Jianpeng Wang)

Turkey: mouse (Hao Mi)

Russia: Edi Birsan

The second round of sorting is completed for the two games, and my heart has a big slice of cool, as the Austro-Hungarian, east of Turkey is Cold Moon, the only female player of the tournament, whom I did not want to attack; Hao Wang to the north in Russia was, as I had a strong pull into the hobby, whom I did not bear to attack; west in Italy is a new player nicknamed lots(Xin Tao) who ranked first in the first round, in the situation a little bear, it is destined for me to miss the final tournament? At this time, a lot of the first round with 65 points ahead of the other players, in order to match flat (looking) balance (debit) of (mouth), and suspense, as the Council decided to put a lot of the first goal, despite playing in Italy in terms of the Austro-Hungarian usually not much of a promising option, in addition to two Venice Rome (Naples allocated to Turkey and Tunisia), there is no benefit to be made, but no way, Who signed their own bad luck.

The top three players did not change, but the gap between them has been greatly reduced; a good performance in the second round on the teapot, jumped to fourth from tenth; ethereal performance is even more remarkable, then the first round. The next round subjugation of adverse circumstances, the second round of the British end of the game with 10:00 and won first place, the success of the final cut; Edi within the first round at 8:00 although Germany won the first game, but unfortunately in the second round subjugation, ultimately regret that Edi failed to enter the Top Board; is particularly worth mentioning that, although the mouse only participated in the afternoon's second round, but did not live up to God's blessing (be able to get what they do as best Turkey) outstanding (successful backstab EDI), to beat 1 minute EDI get last-finals. The first day of two rounds down, we play at a very High level, are also gaining very good experience at special charm face-to-face Diplomacy. In addition to the excitement of the first meeting, during the game communication between players expanded more directly, more to flesh also requires that everyone must be completed within the

stipulated time this turn of Diplomacy and command writing, more pressure, more exciting, but also on the players put forward higher requirements, players need to do time allocation, limited the time to seize the Diplomatic focus and direction, with the appropriate language to express their views, access to information in the understanding of each other to listen to ideas and intentions. This is the main difference between face-to-face Diplomacy and Diplomacy played online.

After the end of the first day of competition, the players at night went to dinner, and had a birthday celebration for the Chinese Diplomacy Tournament.

Chinese Diplomacy Birthday Cake Contest

At ten p.m., the first day of activities ended. After dinner, everyone went back home, and look forward to the next day's finals.

Sunday morning, I am slightly up late for a while, so when I arrived at the venue, there are a lot of players already there. Top Board Edi is sitting next to a large map that says something. It turned out he found a small error and since it is easy for new players to have doubts about some of the few places on the map where things are tight, it is one record that must be amended. I did not care about having these problems before, Edi's such careful meticulous style is really worth learning to avoid having problems when running a Tournament, especially one using a special large map!

At 9:30, players participate in the final game of the basic part of the Tournament already in place, at 9:50 I received a phone call from Hao Mi, since as a place to live he lived far away, he wanted to have until 10:40 or so to reach the venue for the Top Board round. In such emergency situations, we immediately decided the contest for the Top Board was postponed to a 11:00 start. With just nearly an hour period, we cannot be idle, so Edi offered to introduce variants one can use when unable to cobble together seven players to play. After the introductions, I started bringing out a Diplomatic variants game: Colonial Diplomacy (colonial Diplomacy), and made a brief presentation and discussion. Classic Diplomacy variants: Colonial Diplomacy; Diplomatic colonial rule, I introduced the background and history of this game.

Edi now introduces the players on how to play with 2-6 players.

Finally, at 10:45, with the Cold Moon to teach players, Hao Mi arrived so all seven finalists were in attendance, and an exciting Top Board immediately started! And I will be the referee for the Top Board (GM). As a GM, my most important duty is to follow the game and the rules of the game, fair and equitable competition in law. In the first day of competition, since most of the players are playing for the first time face to face, the lack of time to

control the experience and concepts, plus each round of time being really short (Diplomatic time plus a total of 15 minutes to write orders), it was hard to follow what was going on. When the orders can be submitted on time and orders have occurred and are adjudicated, causing the game to take up the next season of settlement uses up precious Diplomatic time. Submit command timeout situation for Edi also particularly emphasized to me after the game, in a formal Diplomacy game, the game round time must be strictly controlled, not because of the individual players and breaking the rules, that would undermine the fairness of the game. Therefore, before the final I particularly stressed to all players: Each player's final time requirements must be strictly observed, for extended uncommitted players will be stationed directly in situ on the whole process, not the exception. Facts have proved that strict enforcement is very effective indeed, the whole process is not one of the final players occurrence of a timeout uncommitted to ensure fairness of the game, where I have to give seven players a high degree of recognition and praise.

I emphasized the rules of the game after finished, all game players around the table, the forthcoming power allocation was suffocating. According to pre-established rules of the game, the final score will be doubled from the Top Board, so the seven players in the final round largely determined the championship. And with too few for the top players, such as energy pits one pair of their own country in favorable straits, then the hand is basically also able to touch the trophy.

Final Board power allocation rules allowed players to pick their powers, according to the ranking of the players after the first two rounds, in accordance with the order starting from the back by a blind draw GM.

Russia ranked seventh mouse (Hao Mi) picked; in sixth angel (Zhenyao Wang) picked Turkey. The two lower ranking players cannot help but shake hands, much the same as the world people's taste. The next fifth place, Tianhui Wang, picked Italy, which means that only winning the first prize and giving misty a large number of points (10 +) at the end of the game makes it possible to win, title hopes are slim; teapot (Junyi Sima) picked Germany, One result can be a good country to be poor, but title hopes still exist. At this point the draw, leaving the United Kingdom, France, Austria-Hungary as the three countries left, including Britain, France can be said on the sign, were able to get a lot and Huyuan (Jianpeng Wang) chose it, the Austro-Hungarian is recognized under signed, being drawn by green radish (Lv Luo). So far, the draw is completed, the final started!

1901 Spring movement results

1901 spring was very informative. First look at Eastern Europe, Russia and Turkey in the Black Sea region their navies had no fighting, replaced Turkish Ankara fleet westward to Constantinople, so in Autumn can be moved into the Aegean Sea, Italy threatens Greece,

Russia/Turkey understanding between the two countries in the Black Sea to Turkey has won the speedy RT movement, but also revealed a clear message to the other players, trust each other, Russia and Turkey, can faintly hear the muffled roar of bulldozers start; secondly, the Austro-Hungarian Empire fleet commander sent the wrong instruction, putting Venice into Greek command also makes a drunk, decisive battle imminent, the Austrian command system is not working well, so low-level errors occur, the tight race added a bit of "cozy" challenges (here insert one, face to face Diplomatic game, because time is tight, pressure, the situation of a few careless wrong commands, even in world-class competition these also have occurred this year in Milan, Italy in the May World Championship Series, the fourth round of the Turkish player's orders where I was given wrong commands, resulting in three troops stationed in situ, eye-popping, so for submitting orders one needs to develop a good habit to check the commands carefully and to check at least one command is a Diplomacy player required). Western European context, in the English Channel between Britain and France carried out a drill show, bilateral relations cast a veil of mystery, no matter whether the confrontation is a good agreement in advance, the English Channel to Britain more generally is an unfavorable confrontation, from the result Britain up to four o'clock start, but either to offend the Russian army landed in Norway or the North Sea fleet vacated accounted Norwegian Army at home while watching the sea, while France is still opening with five centers, so this confrontation between France wins half hand (it is sound: Diplomacy game advantage is often gradually built up bit by bit, a resource point, a favorable location, often tilts the balance of victory to one side); Germany will give up the right to speak against Sweden, ready for six center straight start and go, the Kiel-Holland fleet, can reflect the good German-Russian relations, and this is generally considered the start against France, if combined with a Munich into Burgundy, then it is all the more convinced that no doubt exists. In addition, the Austrian Galicia confrontation with Russia and Italy chose the conventional start (as in Italy, with only seven years in a game, if you want to achieve a championship, or the best in Italy, how can such a conservative start be a way to choose it?), move the end of spring 1901, national distribution is completed, the game fell into the intensive Diplomatic phase. We overheard Italy (ethereal) speaking frankly with the United Kingdom (lots, Xin Tao) that can work together to limit France in the early game, but the game late in Italy will certainly limit the British development. I want to say, too much of the misty (Tianhui Yang) tendency to speak frankly properly was to hurt him!

In the 1901 autumn round, smooth entry into the Aegean Sea by the fleet, but then Turkey built up an army! (Remember, remember, as Turkey, to consider in every respect, be sure to choose the first construction of the Navy, because it determines Turkey is a swimming or a

slow-moving tortoise shell turtle hard); Russia successfully occupied Sweden and Romania, the construction of the north shore St. Petersburg fleet and Warsaw Army, intending to destabilize the British in Northern Europe; the Austro-Hungarian fleet finally departing in the autumn move to Albania, while confrontation occurred in Galicia and Greece respectively with Russia and Turkey, the Austro-Hungarian real autumn round moves reflect the Austro-Hungarian agreement relationship with Russian and Turkey across the three countries - believe any mistrust Russian/Turkey (if this is the Austro-Hungarian true thoughts, support the occupying Italian army, Greek, perhaps is the better choice); in Western Europe France successfully won the Iberian peninsula two centers, Brest to build a second fleet, the Army chose to build in Paris, which is ready to move back north to attack Britain's formation; Britain tried again and successfully entered the Channel, as the British Empire navy to restore the centers face, at the same time, the Army landed in Norway, the construction of a new fleet of London (United Kingdom did not find an ally in the first year, but did not grasp the implications. How much can the right to speak with other players bargain, perhaps, the face of this situation, the best option is to stick to the local colony abandonment, let his enemies understand that you do not get any benefit from me?); the first year of the greatest Germany was undoubtedly the winner, six-start, a friendly Russia, vacant east, the south line of vacant and the vacancy of the West Line. At first glance, a large dark mass, who will become the first victim of the German Empire under the iron heel?

1902 Spring Movement Results

In 1902 spring the story is, Germany! Germany! German blitz of Poland and Sweden! Italy and Tunisia army landed in the Austro-Hungarian occupation of support to Greece, while the army was in place on vacation in Venice, frontline brethren may be able to do damage? Others struggling to take the heavy pace of the game, but did not step forward, the Russian Northern Fleet strong play into Norway failed as the crawling bulldozer fell into a quagmire; the witty Frenchman grabbed the Englishman's vulnerability as posterior success against plagiarism, prepared for the landing, the Spanish, the two forces on standby always visit the United Kingdom, the first child of Burgundy in the summer sunshine happily chased help as big people put on a good wine at the table. In graceful movement, the new Liverpool unit was in recruitment posters and plastered the streets in a dazed silence recruiting sailors; although in the Norway Expedition the North Sea Fleet successfully defended against a Russian attack on the Norway fleet, flapping in the wind is not a day for the Empire of the Union Jack. (Lessons learned: As the United Kingdom, if the smell of the French fleet moving north is tasted, they should choose to attack the first time in the English Channel, blocking the British landing in France in 1902.)

1902 Autumn Moving and Building Results

In the 1902 autumn, there was more fighting in Western Europe, France and the Spain army successfully landed in Liverpool, the Picardy Army was active in a confrontation over Brest (which is common in the Diplomatic game using self-defensive tactics orders, intended to ensure confrontation, but then a vacant supply center space in order to build or place his troops into the country, this is to take the initiative to break the law to the other units in a confrontation between a support unit), in winter Brest can then build a fleet, since then, the French naval forces Beyond Britain, the war between Britain and France the outcome has been fixed; the main surviving British fleet occupied Belgium; Russia and Sweden with the support of the St. Petersburg fleet occupied Norway; on the Eastern European front, the German Army went into the hinterland of the German vanguard toward Livonia, when the power of the armies repulsed the initiative to dissolve Russian units, the construction of the Munich Army; the Venice army moved northward into the Tyrolia, there was a new Venetian army, while Ionian fleet crew received an instruction break; the Austro-Hungarian Empire commander fainted again, gave the wrong instructions, directly leading to the capture of the Russo-Turkish joint Serbian attack, so far, the Austro-Hungarian Empire sapped from the border confrontation to strategic defense; construction of a new fleet in Turkey in Smyrna.

1903 Spring Movement Results

In the spring of 1903, the biggest winner this round was that Italy and Russia must go: Germany Livonian army to retreat through the Baltic Fleet to Denmark (this move is questionable, the equivalent of wasted five mobile BER-PRU-LVN-BAL-DEN, and advantages of Germany is no longer a pre-established basic concept), Russia and Norway into the Norwegian Sea fleet, threatening Edinburgh, on the south line the Ukrainian army entered Galicia, the Austro-Hungarian tightly forced in Vienna and Budapest; Italian Army Army moved into Trieste occupation, the first fleet confrontation with France in the Atlantic with Fleet Western Mediterranean (Western Mediterranean confrontation, is Italy with France doing prior consultations and good defensive confrontation, because no one country into the Western Mediterranean fleet will give the other party to cause great trouble, therefore, we can be sure that by prearranged confrontation, it ensures that neither enters).

1903 Autumn and Winter with the Build Construction Results

In the 1903 Fall, Eastern Europe continued to play Italian vs. Russian/Turkish battle, both sides failed to make progress; in Burgundy French people first heard the roar of the engine sound of chariots, Liverpool, became the Edinburgh occupation army, while the fleet continue to

firmly keep Atlantic vacant command of the seas; the Germany and Denmark Army visited Kiel, and the front shrunk to the German border area; at the same time, the Russian Army in Warsaw opened to Prussia (before the German Livonian army could retaliate?).

1904 Spring Movement Results

For 1904 spring, the Italian fleet suddenly entered the Gulf of Lyon, the Venice army moved westward while they may receive to start the potential for the formation of a Marseilles siege (later learned that it was in Italy to Turkey to stand, Italy beat France to the west, in order to be able to back Turkey as a thorn to Russia), at the same time, France's Atlantic fleet moved into the western Mediterranean; Turkey has the Eastern Mediterranean Fleet, Fleet deterrence with double effect; while the Russo-Turkish army teamed potential for the takeover of Budapest, the Italian Vienna Army stubbornly defended Budapest, so the Russo-Turkish armies temporarily were unable to make progress, the dissolution of the Russian fleet in Sevastopol showed that his confidence in allying with Turkey appears to be good; the British North Sea Fleet repulsed Russia and the Norway Fleet while the French Atlantic fleet supported and forced retreat to the other side of the Barents Sea, while the French Army from Burgundy supports back against the British to take over Belgium; Germany and Russia in the border region maneuvered without progress against each other. France faced Italy's attack, and the key will be how to deal with this? Can Franco-Italian relations can be maintained?

1904 Autumn and Winter with the Build Construction Results

In 1904 autumn each battlefield changed significantly. In response to the invasion of Italy, France quickly made strategic adjustments to reach an agreement with the British retreat, the army Edinburgh to Liverpool, the North Atlantic fleet south back on defense, while the south Picardy Army mobilization (this strategic adjustment Huyan (Jianpeng Wang) made very well, performance flexibility and ability to adjust to changing circumstances through Diplomacy); Italian fleet occupied Marseilles, first fleet into the western Mediterranean, the Greek Army successfully entered Serbia, starting a new fleet in Naples; the Turkish fleet at the same time entered to take the Ionian Sea, rewarding; the Balkans from Italy VS. Russia and Turkey dealing with the Austrian army situation; in Europe, Germany and Russia borders illustrate the status quo; however, the German fleet entered the Baltic Sea, while the Kiel Army moved back against Berlin; the British fleet in the North Sea, the Norwegian Sea Fleet with support to access Norway; the Russian Northern Fleet, the same position two (rule of thumb: the Russian Northern Fleet failed to take any interest in Scandinavia, mainly because Germany does not stand on the Russian side of this, which reminds me of his first-round match. The same two Northern Fleets,

the same is not with German help, the result is also a loss of the right to speak about the Nordic centers. Thus, only in ensuring the support can be the case in Germany, the Russian fleet in order to consider the construction of the north shore of St. Petersburg, otherwise it will jump into a pit). At the end of 1904, the game is about to enter late endgame phase, this time Italy is at 7:00 first, temporarily, with six points, followed by France and Germany, Russia and Turkey each with 5:00, 3:00 for Britain, and the Austro-Hungarian with 2:00. In this case, the third finalist Lv Luo (Austria) has been the championship, while Huyan (Jianpeng Wang), teapots (Junyi Sima), misty (Tianhui Yang) and lot (Xin Tao) have the opportunity to meddle in how the championship turns out, so the final game of a three-year performance is crucial (although they, there are a few people clearly aware of how this will turn out?). At the same time as the intense competition was being conducted, HIMMeL (Yuncheng Wu) and Edi were watching while playing a two player variant dropped at the side engrossed. The end result, as our chess emperor even kneels for four seasons, it seems spicy enough, the old ah!

Note: the two player variant airdrop is a variant of the two games that are played. The two sides battle where each chooses a color for their pieces, and the two sides take turns placing pieces on the map in any one block (province), each administering 12 units. And from the spring of 1901, until one of the parties controls 18 supply centers and the game came to an end.

1905 Autumn and Winter with the Build Construction Results (Spring Figure, since I forgot to take pictures, we will skip that season)

In 1905, countries are preparing for the final battle. French army occupation of Edinburgh, Marseilles recovery is just around the corner; Germany holds onto Warsaw, with four connections being the final word; Russian anger splits over the double fleet, deep behind enemy lines make trouble; Turkey winning Serbia, fleet retracement of sorts; with Armies in home defense, the Marseilles fleet stationed is rather lonely; Austro-Hungarian is in a fight to the end, leaving a final sigh.

1906 Spring Movement Results (1906 Autumn and Winter Construction Results again we will forget since camera shooting was omitted)

In the spring of 1906, the German armies moved strong across the board to advance into Russia, Moscow scored for Germany for the fall; France also regained Edinburgh, at the same time recovering Marseilles, which is the French army's victory, and more of a Diplomatic victory; at the same time, the Austrian Turkish units intended to expand into Eastern Europe and the Russia melee, but hit a heap of units, eventually the Russians occupied Budapest, put their fleet into the Adriatic Sea and ultimately Russia and Turkey made the

Austro-Hungarian war victory to eliminate Austria.

1907 Spring Movement Results

In the 1907 spring round, the Top Board raced through the last spring movement. The game entered the final year, especially in a game official Top Board game, each player will be able to earn more points to consider how to gain centers in the last year, therefore, each player should also consider how to prevent theft of their centers by others, even with their own allies for many years, is no exception. Germany aimed to win in Moscow, but also made a mistake: The vast majority of troops remained in the front line, very close to several points of local emptiness in province spaces, it is vulnerable to backstabs; and the French army enters Ruhr, with an autumn backstab of Germany ready, while the fleet prepares an attack; the British fleet enters Belgium; Turkey in 1906 occupied Trieste and Romania (a gift from their Russian ally), the Army entered Armenia is ready to accept another ally spree last year stab (against Sevastopol), Turkey now seems to adhere to the alliance with Russia as it is the right choice, but not only to get there through a little spree to take centers from a generous ally; Italy reluctantly returned all the local defense units to defend the homeland.

1907 Movement Results for Fall

In the 1907 Fall move, the Top Board game and final round of the tournament was ready to move. Can be summarized in one sentence-- all this to have come. Britain, Belgium and the North Sea Fleet attack Germany and Holland, Denmark succeeded; France occupied Tunisia and Italy sent troops forcibly to occupied Munich, Germany; the Austro-Hungarian government in exile in Moscow, the Germans eventually were overturned, declaring subjugation; Turkey and Armenia and the Russian army in Sevastopol moved to the handover ceremony of Hong Kong Park. If Germany might be able to fall back and was stab ready, if the Germans had a little better luck, then it is likely they could have shared with the Turks together with the end of the game as a winner; however, everything happens, happens for a reason. Seemingly random results behind it there is a necessity. Experience often needs to experience unforgettable pain to complete the match.

Since the move to higher levels of experience and players in the Top Board Match, the intensity and level of competition was significantly higher. I must mention a few of the observations that are:

-- Although Diplomatic time is very limited, we still overcame the difficulties, kept to strict compliance with the rules of the game, the whole game round with no time-out. Follow-up areas for improvement, in addition to an appropriate amount of time to extend the round a little bit, we can also consider the time period of Diplomatic

negotiations and writing commands being separated.

-- Top Board Game was described as brilliant. Battles were fought between Britain and France, France, Italy, Britain and Germany, between Russia and Germany, Italy and Austria over Turkey and Russia fighting or conflicts. Some of the war is generated by the military strength of the more powerful party so wins are ended, while some conflict is with wisdom of Diplomacy to defuse and resolve. During the game, the players do not have conflict between the two countries and close Diplomatic doors, which makes the game greatly increased in the possibilities. In the last year, Britain and France against Germany backstabs are very exciting, the suspense holding until the end, a good game to show the power of Diplomacy and charm, but also to less experienced players a good lesson.

-- Know thyself, know yourself. In the Top Board whole game from start to finish, only the French player Huyan (Jianpeng Wang, eventual winner) before the game started doing plenty of homework (seven players to participate in the final standings and the best national circumstances), and only he knows his competitors so well. He studied who, what their goal of the game is, what is most beneficial for their own centers, Diplomacy, and negotiation, while other players are not really very clear on this point. I think, although other players also have title hopes, but it is this advantage plus persuasive Diplomacy, which determines that the tournament winner is none other than Huyan. The game is well illustrated in the Top Board Tournament game, the court decided to pursue Diplomatic relations of national alliances not only against the field, against each player before the rankings, as well as the goal of the game for each player is also an important factor.

-- On misorders. Due to the spring of 1901 and autumn 1902 there two misorders, On the Top Board the Austro-Hungarian Empire player Lv Luo lost the possible 5 dots' start and the chance to oppose the Russian defense by misordered F TRI - GRE. A direct result of this error was a lost hope of winning. Wrong orders were submitted, the written command represents the phenomenon of leakage that happens in Diplomacy games that in face often occur. There was a former world champion who said: "If I compared what excels relative to new players, I just make less mistakes than they do, just in a few commands." A written order error, it may lead to the loss of an opportunity to break the balance to establish superiority, destroying an entire channel of airtight defenses, or even the loss of a world championship. Here's a suggestion for everyone (and I attended lessons at the Milan World Diplomacy Championship as well). Yes, after each adjudication results come out, putting all of your own units where the names of all the written order provinces are stated, then you can have concrete follow-up to determine the orders after filling in, so the written command leaking situation would not arise; in addition, prior to the final submission of orders,

take ten seconds to half a minute to check over all of your commands, in which the lower promptly corrected errors (such as the BLA mistakenly written as BAL, the TRI-ALB, mistakenly written as TRI-GRE, a unit support their attack, but mistakenly attacking units ordered as written defense, etc.). Good command writing habits, should be a power player having the essential qualities of Diplomacy. The following shows what sorts of commands were written by several players:

After the Top Board Match, the player's final standings are as follows:

After the game, we followed with the awards ceremony. We were determining a tournament champion, best British, best French, best German, Best Italian, Best Austria-Hungary, Best Russia, Best Turkey as seven individual awards, as well as best Diplomacy, the best ally, best actor and best four players in the field of special awards. Prizes are shown below:



Prizes set up by Edi for the tournament championship, best British, and best Italian award winner Huyan (Jianpeng Wang).

Lv Luo won best Austro-Hungarian and best Germany. Edi helped determine that Turkey was the best ally and best award winner for Turkey from the Top Board for Angel (Zhenyao Wang).

Edi was in the second round game in the second board and was backstabbed by mouse (Hao Mi).

Best actor award (Backstab) Award, mouse (Hao Mi) also became the first to win the game without a victory as the best backstab Award winner.

Edi determined the best Diplomatic Award winner also went to Huyan (Jianpeng Wang).

Edi was the best foreign player, and lot (Xin Tao) was the best French award winner.

After the award ceremony, Edi's activities were to do brief concluding remarks. According to Edi's introduction, the first American Diplomacy Tournament had only five people participating, and Edi was there for the first time to participate in the second Tournament of the game, that had only 10 people. He hoped that China might be able to get better and better as a Diplomacy Hobby, more and more players to experience the fun of Diplomacy.

After the award ceremony, everyone posed for pictures, some of you need to catch the train, other players have to leave to catch a flight, leaving me, lot (Xin Tao), Huyan (Jianpeng Wang), misty (Tianhui Wang) and HIMMeL (Yuncheng Wu), look not to the rice a little, simply playing a game of five way public Diplomacy with airdrop to assign locations. Tear to tear, I was really happy.

China's first Diplomacy Tournament ended nearly 20 days ago as I write this, everyone all over the world can get together a scene still vivid, memorable. As the saying goes, parting to meet again next time, I hope they can often get together, have fun together!

The following is a set of numbers and information, which will serve as proof of the historic inaugural game, forever sealed in the river of Chinese Diplomatic history.

China's first Diplomacy Tournament Historical Archives:

Time: 2015. August 1-2

Location: China Shanghai A club (Ai gift bags magic board game)

Number of participants: 16

Participating players: lots (Xin Tao), Huyan (Jianpeng Wang), green radish (Lv Luo), teapots (Junyi Sima), misty (Tianhui Yang), HIMMeL (Yuncheng Wu), angels (Zhenyao Wang), Hao Wang, mouse (Hao Mi), Cold Moon, sunset (Ke Wang), big or small (Mingjie Chen), Bowl Wang, Vincent, Edi Birsan, and Postman (me).

Players' Cities: 5, Shanghai, Suzhou (lots), Beijing (green radish), Zhuhai (teapot), Nanjing (mouse, Cold Moon).

Foreign players: 1 (Edi Birsan).

Female players: 1 (Cold Moon).

The youngest player: 16 years (HIMMeL, Yuncheng Wu).

The oldest player: 66 years (Edi Birsan).

Student Players: 2 (HIMMeL, green radish).

First game played ever players: 3 (small large (Mingjie Chen), Bowl Wang, Vincent).

Face to face for the first time to play: 6 (green radish (Lv Luo), teapots (Junyi Sima), angels (Zhenyao Wang), big or small (Mingjie Chen), Bowl Wang, Vincent).

First winner: Huyan (Jianpeng Wang).

Best foreign player: lots (Xin Tao).

Best England: Huyan (Jianpeng Wang).

Best France: lots (Xin Tao).

Best Germany: Lv Luo.

Best Austro-Hungarian: Green radish (Lv Luo).

Best Italian: Huyan (Jianpeng Wang).

Best Russia: Wang Hao (Hao Wang).

Best Turkey: Angel (Zhenyao Wang).

Best Diplomat: Huyan (Jianpeng Wang).

Best ally: Angel (Zhenyao Wang).

Best actor: mouse (Hao Mi).

Postscript: The future development of the domestic Chinese Diplomacy Hobby, Reflections and Recommendations.

-- About power Diplomacy game promotion

Although easy to learn and play a hundred rules of the game, but seven players, an entire afternoon that are the game requirements dictate that the game in the end can only be a niche game. Most players after experience of one or two games, after they scrape together enough to play because of the number of people required, there is no feeling, no time for reasons such as no more opportunities to experience the charm and social connotations of the game, and ultimately choose to give up. Those who can stay in this game are players with love to the game, and these players will participate in the work, married and even long-term retreat phased other reasons. Therefore, in order to only add fresh blood to maintain a steady stream of the Diplomacy Hobby to achieve vigor and vitality. I would like to promote the focus of this game is not to convince the couple who struggled to love this game, but for the new offer that can establish contact with the game, the opportunity to experience personal games, while helping them recognize, appreciate the Diplomacy charm and fun. If you do this and still cannot attract players, then we can only say that this game is not designed for these players, we can change some players and try again. Potential players like this game, just give them access to experience it and even a few will like it (like myself).

So how do we get more players to have access to experience this classic game in the future? The current situation is that to the majority of board gamers it is not the game, and even if you listen to a lot of board games experts they have not heard of it before. Diplomacy as a rule simply takes a long time (2 to 8 hours) the game is for it introduced board games, and has a rich (hundreds of) game variants, from antiquity to the historical background of the future, game territory covers most of the world countries and regions, a wide range of gaming themes, can be more or less the number of players, the game time may be longer or shorter, but players can also design your own map and develop rules of the game (House Rules), these elements allow Diplomacy to become a board game bar good choice. Therefore, to allow more board games bar owners to know this game, to introduce them to the game, is that each of us has the power to bring bar board games players that are able to do this and play Diplomacy, in this way to appeal to everyone to make their own little contribution to Diplomacy promotion.

In order to expand its influence in major cities we may want to consider the establishment of national, regional base camp Diplomatic activities with regularly held face to face events, activities in addition to Diplomacy, but also may include other collective activities to enhance sociability. The city's power from these activities of the organization in charge of iron, send the battlefield, even doing little video, so that more players can understand the game, to attract more players to join the Diplomacy Hobby.

In addition, with board games media, event groups to

establish cooperative relations, but also an important way to promote the game of Diplomacy, such as the competition on the strong support of Asmodee China and TheGamers in China.

-- Some Ideas about Chinese Diplomacy (offline) development contest

-- Establish (offline) Chinese Diplomacy database (record players and the game process and results under each line activities and competitions), the best is to have a fixed website;

-- The playing time of the game, the race competition system, points down rules, annual organizational session;

-- Competition organized from individuals solely responsible for the gradual transformation of individuals, those who led the team to support the situation, such as the establishment of the Preparatory Committee (including promotional activities, site implementation, prizes and souvenirs to implement the fund-raising activities, etc.); China established Diplomatic game structure;

-- Club. Establish a comprehensive membership system. Members regularly organize various activities, including senior Diplomatic players with foreign exchange and non-Diplomacy party activities, and improve the level of membership cohesion and games;

-- Keep China as a world power in Diplomacy Competition such as the Diplomacy World Cup, a renowned high-level event, attracting more and more to be foreign players involved.

-- Intentionally try to get Diplomacy game (online) to students, plus group: Diplomacy with the QQ group 87,377,053.

-- Get interested in participating in the Shanghai region face to face activities (offline) plus group of students: Diplomacy line under Diplomatic activity with the QQ group 252 966 316.

-- Welcome attention to the micro-channel public Diplomacy game number: Cutting plan Diplomacy-famous.

-- Welcome attention to the Diplomacy Baidu Post Bar: 外交风云.

-- We want to contact anyone who wants to learn to experience the Diplomacy game, ask any questions about the game, to find organizations where you might play, you can contact me directly. Email: truballer59@yahoo.com

Special thanks.

I would like to give special thanks to several hobby friends, the first China Diplomacy Contest (face to face) would not have been such a success were it not for your help. They are Edi Birsan and Ed, Dan Burgess, Geoffrey Greer, Davide Cleopadre and Nicholas DeLateur. Appreciation should also go to Jim Burgess, Larry Peery and Douglas Kent, for their efforts to

translate, edit my report (in Chinese) and get it to the world hobby.

[[Editor's note: I only had a few of the photos referenced in the article so I attempted to match what I had and delete references to those I didn't. I'm sure I screwed it up, as usual, so apologies to all for the mistakes.]]

中国首届强权外交大赛 China Diplomacy Convention I

	玩家/Player	国家/Power	资源点数/SC Count	得分/Score	奖项/Award	备注
Round 1/Game 1	Tianhui Yang	R	0	1		misty
Round 1/Game 1	Lv Luo	A	8	31	Best Austria	green radish
Round 1/Game 1	Mingjie Chen	T	2	7		Small Large
Round 1/Game 1	Vincent	I	0	1		
Round 1/Game 1	Jianpeng Wang	E	10	41	Best England, Best Diplomat	Huyan
Round 1/Game 1	Xin Tao	F	14	65	Best France	lot
Round 1/Game 1	Bowl King	G	0	1		Bowl Wang
Round 1/Game 2	Yuncheng Wu	A	5	7		HIMMEL, Youngest player, age 1
Round 1/Game 2	Ke Wang	T	5	7		sunset
Round 1/Game 2	Hao Wang	F	6	11		
Round 1/Game 2	Fang Zhang	R	1	1		Postman
Round 1/Game 2	Junyi Sima	I	3	3		teapot
Round 1/Game 2	EDI	G	8	23		Oldest player, age 60
Round 1/Game 2	Zhenyao Wang	E	6	11		angel
Round 2/Game 1	Tianhui Yang	E	10	37		misty
Round 2/Game 1	Fang Zhang	A	4	6		
Round 2/Game 1	Xin Tao	I	2	2		lots
Round 2/Game 1	Hao Wang	R	5	9	Best Russia	
Round 2/Game 1	Yuncheng Wu	G	1	1		HIMMEL, Youngest player, age 1
Round 2/Game 1	Cold Moon	T	5	9		Only female player
Round 2/Game 1	Zhenyao Wang	F	7	19		angel
Round 2/Game 2	Jianpeng Wang	I	7	21	Best Italy	Huyan
Round 2/Game 2	Vincent	E	1	3		
Round 2/Game 2	Lv Luo	G	8	25	Best Germany	green radish
Round 2/Game 2	Ke Wang	A	0	1		sunset
Round 2/Game 2	Junyi Sima	F	10	37		teapot
Round 2/Game 2	EDI	R	0	1		
Round 2/Game 2	Hao Mi	T	8	25	Best Stabber	Mouse
Top Board	Xin Tao	E	5	24		Top Board double Score
Top Board	Jianpeng Wang	F	9	60		
Top Board	Junyi Sima	G	7	40		
Top Board	Tianhui Yang	I	2	6		
Top Board	Lv Luo	A	0	2		
Top Board	Hao Mi	R	2	6		
Top Board	Zhenyao Wang	T	9	60	Best Turkey, Best Ally	

首届中国强权外交大赛积分排名榜
China Diplomacy Convention Standings

Player	Score				Rank
	Round 1	Round 2	Round 3	Total	
Jianpeng Wang	41	21	60	122	<i>1</i>
Xin Tao	65	2	24	91	<i>2</i>
Zhenyao Zhang	11	19	60	90	<i>3</i>
Junyi Sima	3	37	40	80	<i>4</i>
Lv Luo	31	25	2	58	<i>5</i>
Tianhui Yang	1	37	6	44	<i>6</i>
Hao Mi	Skip	25	6	31	<i>7</i>
EDI Birsan	23	1		24	8
Hao Wang	11	9		20	9
Cold Moon	Skip	9		9	10
Yuncheng Wu	7	1		8	11
Ke Wang	7	1		8	12
Mingjie Chen	7	SKIP		7	13
Fang Zhang	1	6		7	14
Vincent	1	3		4	15
King of Bowl	1	SKIP		1	16

Lessons from the Fresno Fail - Observations from a Less Than Successful Attempt at Starting a Local Hobby

By Zachary Jarvie

In a recent episode of Diplomacy Cast, Eric and Nathan, the host of that fine program requested that their listeners to send them emails reporting on people's experiences in trying to organize their local hobby, or at least I recall them saying something to that effect. I was tempted to write in to them soon after, but I hesitated. After all, what good advice can be given by someone whose efforts to establish a local hobby was without success. Much, of you believe that failures can be instructive. As to my reason for stabbing the hosts of Diplomacy Cast by responding to their request in Diplomacy World rather than in their own program, the Pod Cast is a great place to pose a question that the hosts can discuss but the Zine is a better place to send this kind of letter.

There is no real history to tell of the Fresno Diplomacy club as it barely ever existed except in a hopeful part of my imagination. As such, there is no need to record the history of the "Fresno Hobby" in much detail. I put together a sharp looking group page on www.meetup.com and I did in fact host several three to

five person gatherings. Twice we played an abbreviated five player game of Diplomacy and the other times we played other games. There were three promising individuals who enthusiastically attended multiple events, but I never got to that magic number of seven players at one gathering before their interest wavered and I burned out as an organizer. Convincing people who are not already Diplomacy players to be genuinely interested in playing a game of Diplomacy is a hard sell.

Make no mistake, although my experience was one of failure, it's not a story of woe! Attempting to organize a local Diplomacy hobby was an enjoyable and worthwhile experience, even if it wasn't very successful. If the title to this article seems a bit harsh or something like a self put down, its only become I thought it humorous. Also, it's only a failure in so far as I have given up on actively organizing and proselytizing for the game in my local area. Maybe someday I'll give it a second go, who knows. I certainly don't want anyone who is thinking of trying to organize a local Diplomacy hobby to be

discouraged. Give it a try, you might find your much better at it than I am!

So, what lessons could my experiences impart to those of you who want to give club organizing a try? What follows are ONLY suggestions.

#1. If at all possible, DON'T DO IT ALONE!

This is by far the most important and potentially the most problematic point. It's a real Catch-22 because, in all likelihood, your motivation to start a Diplomacy Club is because you don't already have Diplomacy players living close to you. That's how it was for me. But if you remain the sole organizer in your area you may find it hard to maintain your level of enthusiasm. You need someone not only to share the organizing and hosting duties but also so you can feed off of each others enthusiasm. I was fortunate enough to have been given a lot of great encouragement from the other California based organizers. In particular Adam Silverman and Larry Peery offered some great advice. Larry even offered to take the train up from LA to Fresno for a game. I had to turn down this kind offer because I simply did not have enough regulars to make sure that there would be a game here for him to play. I was filled with dread and embarrassment at the idea that someone might spend a whole day on a train (and then another day going back) only to arrive at a game that I couldn't arrange to make happen. It's true that being a one man organizing team does offer you the advantage of efficiency and control in regards to decision making. But, having a co-organizer could help in a number of other ways, not the least of which is being a check against your own bad ideas. That leads me to my second point.

#2. Have A Good Location.

By this I mean have a location that someone other than you would want to play in. I was convinced that a public park would be perfect. It hardly ever rains in Fresno, the weather here is warm, and as a public place no one would have to feel uncomfortable going to a strangers home. I simply love the idea of playing Diplomacy outside! Fresh air and lots of room to wander off and negotiate. Just imagine how the Oak tree alliance would force a hasty coalition to form over by the mossy rock! Such was my thinking. So I scouted out a nice park on the north (nice) side of town, well away from the chronic vagrancy of south Fresno. I scheduled our first game to take place in that park following a meet and greet at a nearby Starbucks. It was quite the success for only a five person demo-game played through 1903. A lot of enthusiasm for a second game was expressed by all attendees. Naturally, I scheduled the second event to be at the very same location. The day arrived and so did

the rains! Although we were set to meet in the covered picnic area it was not enough to prevent every other player from canceling there reservation. Those few that were still interested in trying again stated that they would prefer to meet at the local game store, regardless of the weather. With humility I had to admit that although I would have loved (and still would love) to play Diplomacy in a park (rain or shine), it did not have a wide appeal among my intended audience, even in good weather. Fortunately, I was able to make friends with one of the owners of the Crazy Squirrel Game Store here in Fresno and I began hosting events there. Playing Diplomacy in a shared gaming space may not seem ideal, but it does allow you to meet other people in your local gaming community and introduce them to Diplomacy.

#3. Budget Yourself.

This could be applied to both your investment in time and cash. This wasn't so much a problem for me. I decided early on that I would pony up the money for one year of "organizer fees" on www.meetup.com and knew that I would only pay for continued use of the site if I managed to play a few solid games and also found some regular and dedicated players. In this way I was limiting both how much I would spend and how long I would keep my efforts up. Although, at one poorly attended meeting I did shell-out \$55 for a copy of Risk Legacy so myself and two other attendees could have something else to play. With the exception of that purchase, I stayed within budget. My trip to North Carolina for DixieCon was a personal expense not related to my efforts to start a club in Fresno.

Speaking of DixieCon, it is a great tournament that you (the reader) really should attend. If I may change the subject before ending; whether or not you thought my earlier advice was of any value, I'll offer one last little lesson that I picked up from my experience at DixieCon last summer. If you show good humor and stay engaged while being eliminated in your first game, and then you enthusiastically (if not so skillfully) enlist as the willing Janissary in an attempt to survive your second game; then in your final game your opponents will surely decide to have you eliminated for the third time in a row. Their reason for doing so may have something to do with the fact that your last two games demonstrated to them just how well you take to loosing and with what gladness you lend aid to at least one other player while on your way out.

That is what I think happened to me at DixieCon and I have an engraved gavel (the 2015 Hammer) to prove it. So remember, if you show an aptitude for losing with grace, tournament Diplomacy players will help you to continue doing so.

How Do You Know if You're a Diplomate or an Old Fart?

By Larry Peery

We don't usually refer to senior Diplomacy hobby members as statesmen. We usually refer to them as "Old Farts." Still... who and what is an Old Fart? I have defined it as any Diplomacy hobbyist who meets these two criteria: Age: 50+, Experience: 30 years plus (with occasional time outs for "burn out" periods. You may have your own ideas about that.

"Little Putts" are "Old Farts" in-waiting, usually within a year or so of passing the bar, so to speak.

Here's a little self-test that will tell you if you're a Diplomate or Old Fart.

Diplomates are all those between the "Little Putts" and "Newbies and Novices" categories.

Somewhere at the bottom are Newbies and Novices.

For each question of choice, answer as a Diplomate or an Old Fart candidate. If a question is not applicable, do not answer. Send your total score in both categories to me for a personal evaluation or, if you can't wait, look at the chart at the end of this piece.

The Questions of Choice

A Diplomate, or DP, pats your back if you do something exceptionally well in a game. An Old Fart, or OF, just smiles.

A DP orders a filet to show off how much money he has. An OF orders a filet because it's easier to eat.

A DP orders a fancy brew house beer. An OF orders wine, a diet soda, Geritol on the rocks or tea with plenty of sugar but no lemon.

A DP carries a conference map to make newbies think he's one of them. An OF carries one because he needs it as a memory aid.

A DP is anxiously waiting for his new cell phone VII to arrive. An OF looks for a pay phone in the lobby.

An OF not only recognizes a Diplomacy game with wooden pieces but can tell you which edition it was from. A DP wants the "bullets and anchors" version.

A DP may remember hearing Allan B. Calhamer speak somewhere. An OF had a one-on-one conversation with him.

A real OF remembers when the best Diplomacy players were Americans. A DP can't even name a best American player ☹

A real OF remembers what Koning's Rule was, can tell you who he was, and probably met him. A DP panics without his cell phone, iPod and the Dip Data Base.

A DP wears flip flops because it's cool. An OF wears them because he can't tie his shoe laces any more.

A DP wears a baseball hat because he's got a bald spot. An OF shaves his head to prove he still has hair.

DP borrows a pen from you and never returns it. An OF returns it without the ink container.

A DP gives his chair to an OF. An OF gives his chair to an older OF or a younger female player.

A DP thinks "Either I do this or that." An OF thinks "What can I do to screw the pundits and scoring system.

A DP asks himself "Why did I do that?" An OF asks himself "Why didn't I do that?"

A DP wonders if he'll have enough room for his latest trophy or registration badge on his icon shelf. An OF wonders how long it's been since he last dusted his Dip icon wall.

A DP brags about his kids playing Diplomacy online. An OF brags about his grandkids already teaching others how to play FTF.

A DP dreams of driving a Cobra. An OF thinks of "Monty Python" when he hears the word "python."

A DP is waiting for his G6 cell phone to arrive. An OF worries that somebody will steal his hard-wired phone so they can sell the copper wire in it.

An OF wouldn't read your orders once they're in the box. A Diplomat can't read the handwriting of an OF.

A DP is always thinking about the next game. An OF is always thinking about the last game.

The Answers

There are 21 questions. Count up your DPs and OFs. If you have more than 11 DPs you're a DP, or Diplomate. If you have more than 11 OFs you're an OF, or Old Fart. If you have a tied number (It's possible ☹ you're a Little Putt!

Wear your title proudly



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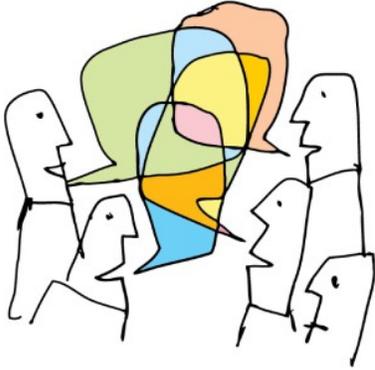
Contact Tournament Director Nate Cockerill for more information at nathancockerill@yahoo.com

<http://lexicongaming.com/2016/> convention info.

The Importance of Conversation in Internet Diplomacy

Joshua Danker-Dake

It seems to me that many players don't appreciate the value of being conversational in internet Diplomacy, especially at the beginning of the game. Well, it's important—not because it's polite or friendly or the right thing to do, but because it increases your chances of doing well in the game.



At the beginning of an internet game, one of the most important things you can do is establish yourself as *being present in the game*. What does that mean? At the most basic level, it means you get your moves in on time. On the next level up, it means you can be counted on to reply to press in a reasonably timely manner. Fully present means you show an interest in communicating with the other players, and in strategizing with them. And if you've got some jokes, so much the better.

First off, if you can't get your moves in on time, you're going to get attacked first, because you're easy pickings. If you get your moves in on time but can't be relied on to reply to your press, you're going to have a hard time finding allies. The simple fact is, a working alliance takes reliable communication. If I ask you for support into Rumania and you don't reply, not only am I going to assume that you're not going to give it to me, I'm going to put a priority on forging an alliance with a mutual neighbor over forming one with you. There's just too much uncertainty.

The benefits of putting in your due conversational diligence early go beyond your immediate neighbors and the events of the first couple game years. A lot of times, people will draw Turkey and say to themselves, "Enh, I don't need to talk to England." Sure, you and England don't have anything to coordinate in 1901, but if you do well and he does well, you're going to run into him eventually. Why not lay the groundwork before everybody's got an obvious, self-serving agenda? This is Diplomacy. You need any edge you can get.

Never mind that you've chosen to play a game with these six other people. Write to everyone. At least say hi. If you play an entire game of internet Diplomacy without sending at least one press to every player, I humbly submit that you're doing it wrong.

There are numerous reasons why players aren't fully present in a game. Sometimes it's laziness. Other times it's busyness. Sometimes life happens; I get that—work, family, et cetera. Even then, you can say in your game, "Hey, something urgent came up at work, so sorry in advance if I don't reply to you this turn." That just takes a minute, but it shows that you're still doing what you can to be present in the game even when something comes up.

Other times, though, people make themselves too busy. In one game, I made a remark to a player I was trying to work with related to how he wasn't confirming our joint moves in a timely manner. He got mad, said he couldn't be bothered with all that, because he was in three games and couldn't put that much time into each one. Guess what: he was doing it wrong. Playing Diplomacy online is a commitment—one that you make not only for yourself, but also to the other six people in the game.

One more note on being conversational: Going out of your way to be friendly doesn't mean being a pushover. Agreeing with everything your neighbor suggests, whether you plan to go along with him or not, is always a bad idea. Veteran players will always be wary of people who say, "Yes, yes, whatever you want"—either they're hopeless noobs to be taken advantage of, or they're more likely planning to attack you immediately and can't be bothered to cover it.

Never be afraid to give a little pushback. If you're polite in your tone and rational in your explanation, your potential allies will respect and, perhaps, trust you—after all, in Diplomacy (as in life), trust is earned by telling the truth as much as possible.

When I play, I take the initiative to write to every other player first thing, even if it's just to say hi, regardless of whether we have pressing game business to discuss or not. I want to be the person about whom other players think, "I know that guy will listen to what I have to say and reply to me in a prompt and timely manner. Also, his jokes are funny."

Whatever it takes.

What I Learned Running Diplomacy at Necronomicon

by Will J. Abbott

In October I ran my first tournament, Diplomacy at Necronomicon, with help from Tom Haver and Doc Binder. Here are some things I learned from doing so.

1. Context matters

This tournament was not a stand-alone Diplomacy tournament, but part of a larger convention. That was great for attracting new players to the hobby, but it also means that the game sessions had to fit into the framework of the wider convention.

Diplomacy has been around for over 50 years, and it has a reputation among gamers. I figure that among attendees at a general gaming convention, the vast majority have heard of it. In most cases, they know two things about it – it takes forever and you shouldn't play it with friends. The latter criticism has to do with play styles and personal relationships, and a tournament director can do little but say that it isn't always the case. The former, however, can be enough reason not to play it at a tournament.

As much as we all wish that tournaments could feature rounds that did not have time limits but play continued until the game came to a natural end, they are not practical always. At a gaming convention they are not practical at all; and at one where the tournament is help to attract new people to the hobby, they are counterproductive. Some people at a gaming convention are there to play their main game. Others are there to play all sorts of games, and try things out. If you ask either group of people to commit to an entire day of Diplomacy they will decline, unless they came specifically for it. Asking them for a few hours is far more effective.

A dedicated Diplomacy tournament does not have to face such things. If you attend one, presumably you've already committed to playing Diplomacy and any objections have already been overcome. Furthermore, there is usually little organized, scheduled gaming other than Diplomacy, so if a game goes long, it does not affect anything else. Therefore these tournaments can be, and are, designed differently. The context shapes the tournament.

2. Be flexible

We had one board for each of four rounds, including the final round. The final round was intended to have a top board, with the players on it taking the top seven positions. As five of the seven players in the last round were playing their first game all weekend, this proved absurd. So we dropped the top board concept and just treated all boards the same.

That was never the plan. The hope was that, after three rounds, we would have enough returning players that two boards would be very viable. But, as it happened, a lot of players did other things on Sunday, so we only had one board. We made it work.

The rules of the tournament need not be set in stone. When the rules interfere with the tournament – either with people having fun, or with it having a sensible result – change them and announce them publicly. The players aren't going to be upset if you're making their experience better.

3. Be open

Ideally a tournament director does not play in his or her tournament, and I was able to not play all weekend. This ideal is not just to preserve the integrity of the tournament – though it does do that – but also to allow the director the ability to do his or her job. That job not only involves making rulings on adjudication questions and holding draw votes, but to be the outward face of the tournament.

I made sure to arrive early to each round, well beyond the time needed to set up. That allowed me to not only get the game set up in visible and attractive ways; it allowed me to invite and converse with both signed up players and wandering gamers. Doc and Tom also were early and took on this role as well, often being even more prominent for wandering players to compensate for our location.

When you have to sell the game with the tournament, you need someone available to talk to those who come by with interest. Far more people have played Diplomacy than know that it is played competitively. Just being seen will plant a seed of participation in people's minds, and being available for friendly discussion will make the hobby seem inviting and friendly. We can be cliquish sometimes. We tend to all know each other, and we've played games and had fun together a lot. But if we are to grow the hobby, we have to turn outward. Think of this job as trying to sell someone on a plan of common action, but there's no chance of anyone stabbing (the worst anyone can do is end up not playing) and instead of selling a strategy against a common enemy you're selling the experience of playing Diplomacy itself. It's no risk, high reward stuff.

4. Be visible

This aspect is one I wish we could have been better with. Diplomacy was assigned tables in a small side room at the convention. We had two of the five tables in the room. While there was some traffic running by the room, there were few people wandering into it; most

people who were coming in to the room were already playing something in it.

I did my best. I made sure that the Diplomacy name was visible from the doorway. I used a white board to invite people to come in. Tom and Doc went out into the hall to talk to people, encouraging them to sign up. These measures got us a few people. Those who came in curious I talked to, but there were not many.

The ideal location for Diplomacy at a gaming convention is in a large gaming hall with other games. Get a place where gamers wander by looking for what to play next, and make the game visible. Signs and game boxes are a good start. In an ideal world there would be a board clearly visible for some distance that would show a game in progress during a round and a static position between them.

The game is a tough sell in a lot of cases, but the more visible it is, the more people likely people will be to come to you already curious. Being visible doesn't reduce the need to talk about the game – if anything it means you will have to talk more about it. But it means that your talks may be more effective.

5. Have help

By numbers, ours was a small tournament. We had fewer than twenty different players all weekend, and never more than one board. (We always had a complete board, however, and only once did Doc or Tom have to play – and never me. For a brand new tournament without an existing hobby to drive it, we did quite well.) In some ways Diplomacy at Necronomicon was simple.

Even so, however, I was and am deeply grateful for the help that Tom Haver and Doc Binder provided. In addition to running the second round when my daughter was sick and I could not be at the tournament site, they took over various duties for me.

Our tournament was self-consciously for new tournament players, and teaching Diplomacy is a specialty of Tom's. The tournaments he runs are geared towards new players, and to me it seems that teaching the game is his greatest contribution and greatest joy in the hobby. He was able to introduce the game at the beginning of each round far better than I was. Doc took care of our social gathering after the third round Saturday night. Both of them were eager to go into the hallways and talk to people, trying to convince them to play, and got several people to join us. In a sense they allowed me to be in two or three places at once – they would go into the halls and recruit, and I could set up the game, recruit passersby, and welcome those who came in the room to join us. The tournament would have been smaller without them.

Running a tournament involves many different tasks, and none of us are good at all of them. Having help allows you to concentrate on some of those tasks while delegating others. Having help that is good at aspects you are weaker at means that all the tasks get done better and with more time and attention than if you did them all by yourself. That makes for a better and more enjoyable tournament for everyone. Trying to run a small tournament like this one went much better with help. Something larger and more complex, like a World DipCon, may be nearly impossible alone.

6. Move forward

A dedicated Diplomacy tournament run by an established local hobby can be the highpoint of the year for that hobby, but it remains a thing in and of itself. Nearly everyone who attends is either a traveling player, and thus not available for house games in that location, or is already a member of the local hobby, and thus informed about such matters already. There is little growth, and little newness.

While I encourage existing local hobbies to invite new players (perhaps from online play communities, for example) to their tournaments, there is something intimidating about making a face-to-face debut at Tempest or Weasel Moot, with the high levels of both skill and familiarity. Far better for recruiting to run a tournament where these players might be – at a convention. Small ones happen all over, and you can invite those who join these events to join your group for a house game or two before asking them to swim with the sharks.

For us around Tampa, there is no existing hobby for people to join. Therefore, the next step after Diplomacy at Necronomicon is not to plan for next year's tournament. It is to get house games going, and get a regular group of people interested in playing together, leading to the establishment of a central Florida hobby. We have a game scheduled in Lutz, Florida, USA (a northern suburb of Tampa) for January 16th, and anyone interested in coming by can contact me at CentralFLDip at gmail dot com. We will gladly accept anyone, but are most interested in those around the Tampa Bay and Orlando areas who can make the drive to a game every so often.

Running the tournament was fun and interesting. Running it at a convention made the logistics much easier. I hope to do it again, and I hope my experience helps others to run theirs. I also encourage people to volunteer to run Diplomacy at conventions near you. It is a good way to expand the hobby, as well as get experience running a tournament.

MANORCON XXXIV

Stamford Court, University of Leicester. 2pm Friday 15th July – 2pm Monday 18th July 2016

If you've never been to ManorCon before, you might want to start by reading the back of the flyer first. If you're a regular attendee, then keep reading.

Following on from last year's successful convention, ManorCon will once again be held at the University of Leicester. Whilst the accommodation is the same as in 2015 at John Foster Hall, **the gaming halls have moved over the road into Stamford Court** due to renovations taking place in other parts of the Oadby campus.

Please note, ManorCon does not start until 2pm on Friday. In recent years, people have been arriving earlier and earlier, to the extent that it has started to interfere with the convention preparation on Friday morning. In 2016, we also have a new venue to contend with, so we will not be allowing entry to the convention before noon on Friday.

As ever, single accommodation is available at the convention. All John Foster Hall rooms are en-suite rooms. These will cost £36 per night, and £7 per night extra if you don't book in advance. As always, you are therefore recommended to book early to guarantee a room.

For those people who want twin accommodation, we recommend The Regency Hotel, which is just under a mile from the convention. The contact details are The Regency Hotel, 360 London Road, Stonygate, LE2 2PL. 0116 270 9634 <http://www.the-regency-hotel.com/> . It offers all the usual hotel facilities. If you want to take this option, we recommend booking early, as it has been known to fill up on ManorCon weekend.

ManorCon will be pretty much the same as the successful formula we had in 2015. Running from Friday lunchtime to Monday lunchtime, it will have all the regular tournaments, plus one or two possible new ones – depending on the success (or otherwise) of the latest new game releases. It will once again feature the Second Hand Game Sale on Friday and Saturday, the Pop Quiz on Saturday evening, and the Treasure Hunt on Sunday afternoon, as well as more games than you can shake a stick at.

P.T.O.

To book, please either visit <http://www.manorcon.org.uk/book.htm> or complete BOTH SIDES OF the form and return by 11th June to: Gary Duke, MANORCON, 2 Sturmeys Drive, Fleet, Hants, GU51 1GP, UK. Please make cheques payable to: ManorCon. If you wish to pay using credit card, this can only be done using the online booking system and not via post or on the door.

This form should be returned to Gary before 11th June 2016 . PRE-BOOKINGS CANNOT BE ACCEPTED AFTER THIS DATE. However, there will **probably** be some rooms available if you arrive and pay on the door. Please note that room prices are higher if not booked in advance.

PLEASE DO NOT USE RECORDED DELIVERY. Bookings sent by recorded delivery may be significantly delayed until Gary can get to the sorting office to collect them. If you send your booking by recorded delivery, and this causes your booking to not be received until after the deadline, then your booking will not be accepted.

The prices are subject to variation in the event of VAT changes. Cancellations may be made up to June 11th 2016 for a full refund.

It is the responsibility of delegates to look after their valuables. ManorCon cannot accept responsibility for loss or damage to items.

Data Protection Act: Details of your booking are stored on computers. We do not sell our mailing lists to any other individuals or organisations, but we may share them with other games conventions.

Please tick here if you would like information about other UK Conventions to be sent to you via email

Please sign here.....PTO

If you've never been to ManorCon before and are wondering what it's all about, ManorCon is the largest board games convention in the UK. It's held annually in July in one of the halls of residence of Leicester University. Approximately 240-250 gamers come along for a weekend of intensive board gaming, some entering tournaments, many simply playing socially. It's great fun, and makes a change from your humdrum everyday life. If you've never been before, why not try it? Further details of the tournaments and other events can be found below.

The aim of ManorCon is to play games and have fun, and our aim is to help you to succeed in doing both! Whether you're looking to spend a whole day playing one game of Civilization, or to play a wide range of shorter games such as Agricola, Power Grid, Settlers of Catan, Acquire, Dominion, Race for the Galaxy, Stone Age, Ticket to Ride, and many more, ManorCon is the place to be. And if you've never heard of any of these games, but are interested in playing games which reward good play without turning into the brain-ache of chess, with a large group of similarly interested people, then why not come along and find out what its all about?

Tournaments will include: Diplomacy, 18XX, Tzolk'in, Midnight Party and Croquet. If there is a tournament that you would like us to run, please contact a member of the committee and we'll try to fit it in. There will also be plenty of non-tournament games on offer – far too numerous to mention! Additionally, we will have the usual games stall, a second hand games sale, a pop quiz and a treasure hunt.

For further details please contact: Steve Jones, 59 Sudeley Walk, Putnoe, Bedford, MK41 8JH, UK (+44 (0)1234 405878)

•email us at info@manorcon.org.uk

•or check out our website at www.manorcon.org.uk

To book, please complete BOTH SIDES of the form below and return to Gary Duke, MANORCON, 2 Sturmeley Drive, Fleet, Hants, GU51 1GP, UK.

NB. Please complete a SEPARATE form for EACH person booking

Alternatively, you can **book online** via the ManorCon Website, www.manorcon.org.uk/book.htm

ManorCon works because of the number of people who volunteer to help. One such way that you can help is by spending an hour on the registration desk. If you could spare an hour of your time, it would be appreciated. Please tick the appropriate box on the booking form.

Name:		Male/Female	
Address			
Telephone no:		email:	
If this will be your first time at ManorCon, please tick here: <input type="checkbox"/>			
If you are willing to help out on the registration desk, please tick here: <input type="checkbox"/>			
If you are a qualified first aider, please tick here: <input type="checkbox"/>			
<i>If non-resident, please tick to indicate which days you will be attending:</i>			
Friday <input type="checkbox"/> Saturday <input type="checkbox"/> Sunday <input type="checkbox"/> Monday <input type="checkbox"/>			
Registration fee: £6 for one day, £10 for the weekend. <i>(NB. If paying on the door, prices rise to £8 and £12)</i>	Enter £6 or £10	£	
Accommodation: £36 per night for an en-suite single <i>(NB. If paying on the door, prices will be £7 extra per person per night)</i>	Friday	Enter £36	£
	Saturday	Enter £36	£
	Sunday	Enter £36	£
		Total enclosed:	

Youngstown IV – Diplomacy World Demo Game – 2013Cxm03 – “Reasonland”

The Players:

Austria: Andrew Leavey
China: Tim Haffey
England: Graham Wilson
France: Larry Peery
Germany: ~~Andy Bate~~/David Partridge
India: ~~Heath Gardner~~/Harold Reynolds
Italy: Brad Wilson
Japan: Walt Buchanan
Russia: Nathan Deily
Turkey: Ernest Hakey III

GM: Douglas Kent

The Commentators:

Jim Burgess
Rick Desper
Jack McHugh

End Game

GM: Douglas Kent
Zine: Diplomacy World

	01	02	03	04	05	06	07	08	09	10	11		
Austria	6	7	9	10	10	11	11	12	13	15	16	Andrew Leavey	DRAW W11
China	6	7	4	3	2	0						Tim Haffey	OUT F06
England	7	8	8	8	6	6	6	4	3	4	3	Graham Wilson	SURV W11
France	7	9	10	10	10	10	8	8	7	5	5	Larry Peery	SURV W11
Germany	6	6	7	5	6	6	6	4	3	3	2	Andy Bate	RES S03
												David Partridge	DRAW W09
India	5	6	6	6	6	6	6	6	8	7	7	Heath Gardner	RES F03
												Harold Reynolds	SURV W11
Italy	6	6	3	2	1	0						Brad Wilson	OUT F06
Japan	6	7	9	9	10	12	13	12	12	12	10	Walt Buchanan	SURV W11
Russia	8	8	7	10	11	11	11	14	15	14	17	Nathan Deily	DRAW W11
Turkey	7	7	8	9	10	10	11	12	11	12	12	Ernest Hakey III	DRAW W11
Unowned	9	1	1										

Austria – Andrew Leavey - What an interesting game! This was my first game of Youngstown, and I really appreciated how the Asiatic additions breakup the typical “everyone dogpile Austria” approach to the standard map. Indeed, my previous experience as Austria initially led me to that conclusion. The first rounds of gameplay were a paranoid, desperate scramble to coax Russia or Turkey into an alliance. Regardless, Italy was a willing partner, but my early gameplay was focused on heading off the traditional R/T. My start was also mucked up with sparse communication with Germany. While everyone I was emailing said the same – that Germany hadn’t been saying much – I cautiously assumed that Germany would at least be neutral towards me. Reflecting back, that the lack of communication placed Germany in a very weak position out of the gate; especially when Italy’s lone army wandered north. That alone unnecessarily tied down – Brad and I had been emailing Germany about the move – armies that would otherwise have stood out E/F.

Working with Italy seemed the most logical to balance what I thought was almost inevitable. And that was indeed the case until November 15 (2013). I received an email that outlined France’s and Japan’s exact plan to create an “Outer powers” alliance that would curtain and crush ART first, and part of the plan included the cooperation of Italy or Germany plus India. It suddenly became a no-brainer move for me to reverse my cooperation with Brad, making my move in Spring 1902. In the intervening time too, Italy went silent, and there was an immediate concern over the rogue Italian army. That unit’s original purpose was to add to Austria’s flank and help support an attack into Russia. When that, obviously, didn’t happen upon RAT’s formation, I was really concerned about Italy offsetting any losses despite my quick strike at the peninsula. This was a point Russia and I talked about extensively, and the problem was compounded by Germany’s continued unresponsiveness. Indeed, it would have been a

different game if Sudan and Posan had been captured by Italy in 1903. Those extra units would have offset A/T gains and slowed us down, possibly to the point where France could have contributed to a defense or reversal, supporting Italy's position in the Med. Instead, once Italy went under, it was some time before France and England maneuvered fleets into a blocking position as Turkey's and Austria's navies were brought up.

The rest of the game was, with one exception, emailing over tactical decisions. From my position, it was coordination with Turkey in the med, and confirming mutual orders with Russia over central Europe. I was personally surprised by India's flip in the last few game turns, and I suspect there was some back-channeling there to convince him. I, and I believe Turkey too, consistently maintained a position that India was a welcome partner, and indeed I hoped to have won the game with India involved.

The one aforementioned exception was the negotiations with Germany post-player change. Once that happened, there were a lot of email threads between myself, Russia, and David about how to continue from Andy's departure. At the time I was hoping to bring Germany to RAT's side and incorporate him into the alliance, but in hindsight the push and pull from R/A was unintentionally bi-polar. Where I tried to pull David into RAT, Russia's style pushed him away. The (at least from my view: unintentional) result was that Germany was effectively immobilized for a time. When it happened, the decision

China – Tim Haffey - Well, it worked out well the first year. Thinking Japan and China would be a powerful combination. I saw Japan being the sea power in the area and China as the land power both working together when possible.

In year two the Indian joined with Russia and move into Sik right next to my supply centers and then he attacked me. I was able to stop his attacks by keeping my new builds at home but he supported Russia into Sin and I lost it.

In year three I made a deal with India to move Sik-Vnt and his other army to Tib so he could support me into Sin in the fall. Well he did move to Vnt and to Tib but, in the fall when he was suppose to support me into Sin, he didn't. The little worm stabbed be costing me another center.

Japan, smelling blood I assume, stab me by taking Can and trying to take Man. He got into Can but I blocked

England – Graham Wilson - Right at the start I jumped on the Perriblah bandwagon, joining France, Japan and Italy in the grand alliance. But there were problems right from start - an aggressive Germany and Russia in Europe, and a rampaging India in SE Asia. Even after

to stab wasn't a light one, and there was a lot of dithering on the idea – mostly because I couldn't decide between keeping true to my word of cooperation, and the little devil saying Germany isn't entirely trustworthy. Eventually to continue to propel RAT forward it was decided necessary to extend out counterbalance against E/F/J, who were always the biggest other fish in the pond. Not that Germany and India were unimportant, but their impact was limited by center count.

My thanks to Nathan and Ernie for being such excellent allies. While we had a rocky start, I really appreciated the extent of our cooperation and for maintaining the integrity of the alliance. There was one point where it was awfully tempting to stab, but with this game's dynamic, doing so would have thrown the win to the Outer powers – something I was against. That we agreed early to a mutual victory helped guide our strategy and was what defined our cooperation. My thanks to Larry and Graham for proving worthy adversaries; slogging it out in the Med was a fun challenge. To Brad and Dave, my thanks and apologies for allowing me Diplomacy's privilege of stabbing you. Once the F/E/J plan came to light, I had no alternative to survival but to redirect westward. To Andy, Heath, Walt, Tim, and Harold this was a great game and I'm glad we've had this opportunity to play together. And lastly, thank you Doug for organizing this demo game, and for including me as a player. Live long, and stab prosperously.

him in Man. In the fall I reclaimed Canton so he did not get a build for it. But he took the former Rus port in Val.

With that I pulled off of Russia, who I had in a good position to push back into Europe, and let him take my inter centers. Japan ended up taking Val, Man and Can plus finishing me off with Pek.

I suppose that even though I took the Russia's port and destroyed his fleet, the Japanese player decided he was entitled to take it all. A failing of most dictators. Beware of Japanese bearing alliances. They are back stabbing scumbag no matter how educated he might be.

My advice to the other players, epically Russia, France and England and even India. Form an alliance, if only short term to drive the Japanese back into heir homeland. They are the big bear in that area now. And he is hungary.

new German and Indian players came on board, the problems still continued.

To this day, I still don't understand how RAT convinced Germany and India to join them against France, Japan,

and myself. What did they say? That is what I want to know...

**France – Larry Peery - DIPLOMACY WORLD
YOUNGSTOWN IV DEMO GAME (2013Cxm03)
“REASONLAND”
END OF GAME STATEMENT FOR FRANCE
By Larry Peery**

A Bit of Ebb and Flow and a Lot of Stagnation: France in Reasonland

Playlist: Beethoven Symphonies: 1) Chicago/Solti, 2) London Proms/Barenboim, 3)Seoul/Chung, 4) Thielemann, Vienna, 5) Bernstein/Vienna, 6) Klemperer, New Philharmonia, 7) Cobra/Brazilian Symphony, 8) Thielemann, Vienna, 9) Horenstein, OTRF, 9 Finale, Klappertsbusch/ Deutsche (1943), 10/ Unknown/Unfinished. Beethoven Fantasia for Piano, Orchestra and Chorus: A) Barenboim/Berlin (with Itzak Perlman and Yo-Yo Ma), Serkin/NY, Kraus/Amsterdam, “Ah! Perfido”: Maria Callas, Elizabeth Schwartzkopf, Birgit Nilsson, countless others. Wellington’s Victory or the Battle of Vitoria/Dorati or Scherchen, 1812 Overture/Dorati, Verdi’s Hymn of the Nations: Toscanini/Peerce, Caballe/Madrid, Les Marseilles/Alagna or Mathieu
Diplomaticus Interruptus: Umpteen interchanges with Toby Harris and others on the WDC 2015 Facebook Group web site.
Beverages of choice: 3 Tabs, Sun Tea (no sugar), Veuve Clicquot Posardin Champagne Brut La Grande Dame Rose 2004
Trips to the Loo:
Snacks: Bear Creek Wild Rice Soup, Doritos,
Weather outside: Frightful (rain) but Delightful (for us, as we need the rain badly)

Indicates paragraphs that can be skipped for those only interested in the game. Yes, I know I do digress and I love doing it because I know it drives certain people crazy! (That’s right, four “I”s and four verbs in one sentence. That is the essence of true Peeriblah!

I will use bold type to identify general topics and separate paragraphs to indicate specific subjects. I will try to avoid rambling but reserve the right to digress whenever the mood strikes me. Generally I will follow a general comment for each specific subject with a caveat and perhaps a more detailed comment.

Lagoons: Lagoons of San Diego County, Lagoons of Chesapeake Bay, Lagoons of Baja, California, Lagoons of Venice; Ever since the monster horror 3-D movie The Creature From the Black Lagoon came out in 1954 Lagoons have gotten a bad rap. In reality...

At first visit lagoons, like Diplomacy games, tend to look alike, at least on the surface, but once you get to know

All in all, a wonderful game. Congrats to RAT on their victory.

them you discover that each one is different. Lagoons are fascinating places, not water, but not quite land either. A place for the birds, just as it should be. It once belonged to the dinosaurs and then the Indians and then the white man. Today it has again become a haven for migratory birds.

Specific ways lagoons are like Diplomacy and vice versa. A lagoon without circulating water can quickly become a quagmire, and Reasonland had elements of that as well.

Musical analogies: waves, wind, hurricanes, monsoons, tidal waves, tsunamis, ebb and flow, tides, stormy seas...all these imply movement and yet the word lagoon doesn’t, except perhaps for the birds flying overhead. Perhaps it is because the movement is imperceptible?

Great tides in bays: Fundy, St. Michel, Inchon cannot compare with lagoons and their subtly.

Foreplay

Previous experience: Throughout the first and well into the second Golden Age of Diplomacy there were dozens of people designing scores, even hundreds, of variants on Allan B. Calhamer’s classic original. There were three reasons for this: 1) At a time when there was little appreciation for Allan’s brilliant original map, alternatives were offered; 2) The Rules at that time were confusing and left room for varied interpretations; 3) Because it was the thing to do. Among those who designed multiple variants for all three reasons was Rod Walker. Imperialism VII or the Youngstown IV Variant for ten players was one the most successful of these games and became a classic in its own right – to the point that a commercial version of it appeared.

I was one of the lucky few who Rod consulted when he was designing the game, helped play test it in its infancy and played in one of the early PBM games. I still have a copy of Rod’s original spirit duplicator or Ditto machine maps. I remember playing it but I don’t recall what country I played or what the results were; which probably means they weren’t good for me.

Dramatis Personae:

Participants: Games master Doug Kent; Players: identified below; Commentators: Rick Desper, Jim Burgess and Jack McHugh
Player turnover summary: Austria O turnovers, England O turnovers, France O turnovers, Germany 1 replacement player, Italy E original player eliminated, Russia O turnovers, Turkey O turnovers, U (India) 1 replacement player, China original player eliminated, Japan O turnovers.

Original players: Austria: Andrew Leavy, China Tim Haffey ELIMINATED, England Graham Wilson, France Larry Peery, Germany Andy Bate replaced by David Partridge, India Heath Gardener replaced by Harold Reynolds, Italy Brad Wilson ELIMINATED, Japan Walt Buchanan (Puppet) and Larry Peery (Puppet Master), Russia Nathan Deily, Turkey Ernest Hakey III

Commentators: Rick Desper, Jim Burgess, Jack McHugh

Background for this game: When Doug Kent invited me to join a DW Demo Game of Youngstown IV some forty-five years after Rod Walker designed it, at first I hesitated because I hadn't played a Demo game in years, I didn't recall many of the details of the game, and I knew it would be a time demanding project. However, when Doug told me Walt Buchanan would be one of the players; and Walt told me he wouldn't play in it unless I agreed to; I decided to give it a go. I've known Walt since his first days in the hobby and knew him to be an outstanding player and a nice guy. I couldn't hope for a better ally, I thought. I had told Doug I'd like to play Japan for reasons of press and because I really didn't want to play one of the traditional seven powers. Doug told me that the positions would be assigned by chance I wasn't thrilled. When I found out I was playing France and Walt was playing Japan I was even less thrilled. It was then that Walt came up with the brilliant idea that we would use an old ploy from the earliest days of the hobby (NB: This was before we discovered that Doug's rules forbade any deceptions of the game master.) and revive the role of the Puppet Master and Puppet relationship, but more about that later.

After the usual formalities the game finally began in November 2013, only to end prematurely, some would say, in February 2015 with a unanimous player-voted concession to the ART Alliance. It was played with one or two week deadlines and lasted 11 game years.

Map Issues: One of the challenges in playing the game for me were the maps, especially given that I use trifocals. Although it looked beautiful on screen the map that Doug was using online for publishing the results, sending them to the players, etc. proved challenging because of its size and scale, which required scrolling around the map and enlarging it. This was especially difficult if you were playing all over the board. In addition, that map had some areas where determining where the boundary lines were was difficult. Also, the way the results maps printed out made it difficult sometimes to tell which units were where when dislodgments were happening. And, perhaps most important of all, the spaces lacked names or abbreviations. I mention this because it made determining the precise results and planning future orders challenging. However, I found that by asking questions and using three different printed maps (one to see the big picture, one to see the boundaries and one to determine the correct names

and/or abbreviations of spaces) I could manage. Still, in terms of the amount of time spent dealing with these issues and the damage it did to my train of thought I must mention it.

Rules Issues: There were also some issues with the Rules. Doug's House Rules were excellent, even if I didn't always agree with them, and he applied them fairly and consistently. Lauds for that. The Game rules required a bit of re-thinking on my part, but that wasn't a real issue. The Variant rules, such as they were, were not only not always clear but sometimes were down-right confusing, as we shall see.

Off the board (OTB) Issues: I'll be honest. I never really understood the importance of the OTB spaces. For that matter, I never was able to visualize how they worked and how the various spaces involved inter-acted. That's my fault entirely, but it certainly had an effect on the way I played the game. At first I simply ignored them, hoping others would do the same and that worked for a while. Finally, when I saw they weren't going to go away, I started asking questions. The problem was, "Who do I ask?" Doug tried to be helpful but ... I didn't dare ask the other players for fear of revealing my ignorance. Eventually I just started watching what the other players were doing and tried copying them. However, the bottom line was that I was never able to fully exploit the uses of the OTB spaces as an offensive tool. More importantly, I never really understood them well enough to prevent the members of the RAT from using them against us. That was a fatal flaw. Conceptually and mechanically read <http://variantbank.org/results/rules/y/youngstown.htm> the discussion of OTB spaces and you'll see why I, among others, was confused.

Time and Labor Intensive: Because of the added spaces and supply centers, doubled in number, and having ten players instead of seven, a 40% increase or so, as well as the challenges of "playing" two countries instead of one, this game turned out to require far more time and labor than I expected. Not the double you might expect, but by a factor of six.

Communications: During this game I sent well over a thousand emails, perhaps as many as 2,000, and received close to a thousand. That may explain in part why my In Box now has some 10,000 emails in it and my Sent Box has some 6,000. Interestingly, during the entire game I can only recall one telephone call about it, from Walt, and one face-to-face meeting concerning it. I'll mention the face-to-face meeting because it did have an impact on the way the game played out --- at least for me. I knew Nathan Deily (Russia) was going to attend the last WACCon in Seattle and that was one reason I decided to go. I wanted to talk to him FTF and get an idea of his thinking regarding China and Japan (Remember, at this point I'm playing France and had had little contact with him except regarding England, which I wasn't going to stab, and Germany, which he

wasn't going to stab.). I approached him during one of the rounds, which was probably a mistake, and he said, "Sure. I'll talk to you later." and went back to his game. He never did. And there went the chance of a rapprochement between France (and Japan) and Russia. The effect on the war in Northeast Asia was considerable to say the least.

#The Puppet Master(s): Robert Heinlein's classic *The Puppet Masters* appeared in 1951 at the beginning of The Cold War. Not only did it spawn many imitations it also influenced other sci-fi, fantasy and alternative reality books like *The Manchurian Candidate* (both the original and the remake); and its influence is still with us, witness the Donald Sutherland 1994 version. Early Dippers were very much aware of the Heinlein book and the concept of "controlling" another player, whether it is on a friendly or adversarial basis. Even now you can find references to it online (See the *Play Diplomacy Online* web site.) and references to Vladimir Putin. Although the term and practice appeared in the hobby literature the usual term was "toady" for a player who did another player's bidding. It was much more common in FTF play and "toadies" and "puppets" were terms widely used in FTF play. However, I can't recall ever seeing a case of a true "Puppet Master/Puppet" relationship in a Diplomacy game, especially one lasting through an entire game, where one player deliberately and willingly surrendered all decision-making power over his country to another. However, that was the offer Walt made me in our game. I would handle negotiations, plot strategy, write the orders, create the press; and pass them to him; and he would forward them as needed; and pass the results back to me for further action. And that is basically how we worked. Walt told me that he was doing it for two reasons: 1) Because he was lazy and 2) Because he was playing in the game with me.

In practical terms it was challenging, especially for me, since I had to play for two countries that actually had little to do with each other. Only in the battle with India over the Indian Ocean did France and Japan actively work together. I gave up writing press for France in favor of working on the Buchanan Stories. It was fun working with Walt and worrying about whether anybody would guess what we were doing. Apparently that didn't happen.

I'll have more thoughts on this in the EOG Statement for Japan. Yes, I get to write that as well.

#The Big Picture I prefer not to focus on the details of the play-by-play of the 11 game years. That would be so boring for me to write and you to read. Instead I want to focus on "The Big Picture" which was, in fact, a motion picture made in 1989; and of course there's Norman Desmond's classic line from *Sunset Boulevard*.

"I am big, it's the pictures that got small!"

#Why is Diplomacy like a big picture? Remember when Cinemascope (wide angle lens, 2 mics for stereo and a curved screen) (not to be confused with 3-D) first arrived in theaters? Probably not, but it was in 1953 with *The Robe*. Also in 1955 came Todd AO, developed by Mike Todd which used 70 mm film. Todd was briefly married to Elizabeth Taylor and then died in a plane crash, but his process survived him and became a Hollywood fixture. Todd AO was something like Cinemascope only better and independent movie studios and producers loved it. Starting with *Oklahoma* and going through *Patton* in 1970 almost every major blockbuster movie was shot in Todd AO. In 2014 TODD AO filed for bankruptcy. Eventually the Todd AO method was eventually replaced by IMAX, which still exists.

Having written that bit of background, I should also note that part of the greatness and fascination of Diplomacy is its ability to change from its focus on the big picture (a continent, seven competing powers, and a multitude of armies and fleets struggling for victory to something as specific, intense and personal as two people acting as players going mano a mano over a single space for a single turn. It was that attention to detail, as well as the big picture, that made and makes Diplomacy special.

Strategy

The Story of the Game and *The Grand Strategy*: Reasonland is the story of a game which turned out not to be so grand. That story, for me, centers on two competing alliances, more or less, struggling with each other and trying to maintain their own integrity. EFJ vs. RAT, the elimination of Italy and China, leaving Germany and India in play (their big shifts came too late to have much effect on the game). The EFJ alliance was never really solid and never found a plan for its purpose. In contrast the RAT came together quickly and remained solid and quickly found a plan to achieve its purpose. Proposal for a 4 (England, France, China, Japan) + 2 (Germany, India) Power Grand Alliance. For better or worse the idea of A Grand Alliance was my idea. It was simple enough and seemed workable so I decided to propose it. The original idea was that the four outer powers (England, France, China and Japan) would form a strong alliance against the rest of the board. I quickly realized that wasn't going to be enough so I added Germany and India to the mix. I figured the six of us would have no problem dealing with the other four players who would, no doubt, also be fighting amongst themselves. Wrong.

My Manifesto approach with overtones of *The Tanaka Memorial* was based too much on history and not enough on inter-player game relationships. "I frightened them, but I didn't scare them." The plan looked good on paper but it was poorly planned and poorly executed.

Betrayal: One major game-changer happened when someone, using the Black Press provision of the game, published my proposal for the 4+2 Alliance. The cat was

out of the bag, so to speak. I was furious, although I shouldn't have been; and I assumed it was China (who was already proving to be a cantankerous ally) who had betrayed my confidence. I was wrong in making that assumption, at least according to the original Indian player who told me later it was he who had spilled the beans, but it was too late. Japan attacked China, although that might have happened anyway! The end result was that my plan for a 4+2 Alliance never really went anywhere. Eventually a far weaker Germany and Italy joined up with England, France and Japan; but it was too little too late to avoid the consequences of my initial error. For India, as I saw it, it was a defensive masterpiece which the replacement player eventually was able to take advantage of.

Response by the RAT : From the beginning the response to my 4+2 Grand Alliance was strong and united. I attributed this to Russia's skills and work but again I may have been wrong. Much later Austria informed me that it was he who led the formation of the RAT Alliance that was to prove so successful. If so, he also created and nurtured an offensive masterpiece.

Lack of any real Strategic Plan on the part of EFJ. From the beginning EFJ lacked any real comprehensive game play: they just improvised as they went along in responding to the RATGU coalition. In Europe England had to deal with Russia and Germany, France had to deal with Germany and later Austria and Turkey. In Southeast Asia the two had to deal with India and later Turkey, and even Austria and Russia. In the meantime Japan was focused on the conquest of China, holding off the Russians in Northwest Asia and helping EF against India in the Southeast.

Challenges of trying to play 2 Powers at once: Playing one power would be a challenge for a mediocre player. Playing two was even more so, but I gave it my best shot and technically I think it went well, mostly because of Walt's steadfast support and encouragement. Adding in the intrigue of the sub-plot of the Puppet Master/Puppet relationship and the element of betrayal only added to the excitement of the game.

#Now It Can Be Told: As most old-time Dippers will recall, I think, in 1962, at the height of The Cold War and only one year before the Cuban Missile Crisis, Gen. Leslie Groves, the co-father of the Manhattan Project and A Bomb, published his memoirs called "Now It Can Be Told," to the fascination of Americans interested in that topic; and there were a lot of them. In 1983 the book was republished as a paperback and eagerly read by a new generation. In 1991 a TV series by the same name appeared. And in 2014 WGN TV in Chicago produced a 13 part serial, now available on Hulu, to critical acclaim. I suggest watching it if you're not familiar with the story. I only mention it because it offers a real-life analogy to what Walt and I were going through in the game.

Winter 1900: The pre-play communications and diplomacy pretty much went as I expected as I worked to

make my Grand Strategy of 4+2 a reality. However, in doing so I made one of the cardinal mistakes any Diplomacy player can make, especially in Winter 1900 -- - I cut off some of the other players, a mistake that would prove costly later. As France I had no problems establishing and maintaining a good relationship with England, although it didn't do much for either of us in the long run. Germany was, as always, a bigger challenge; and we finally agreed to stand each off in Burgundy, not a good sign, and that would lead to a battle over Burgundy that lasted the entire game; and basically kept France pre-occupied with "The Burgundy Question" until the end of the game. I really wanted a non-aggression pact with Italy because of my fears of Germany, but Italy wasn't doing much to encourage it. That would have a profound impact on the way the game went. Russia tried to persuade me to attack England, of course, but I wasn't about to do that. Austria kept wanting to know what I knew about what was going on, but didn't tell me anything about what his plans were. That made me nervous. And Turkey and I agreed, as they often do in 1900, to keep each other informed. In Southeast Asia it was obvious that my Eurocentric Alliance with England would carry on. I had hopes that our two units and then four and then who knows, units would be able to survive and flourish. I also knew we needed to find a bigger protector fast. For obvious reasons I picked Japan as our "big brother" and so it happened. We ended up fighting China, and then India, and eventually the Russians, Austrians and Turks as they moved our way.

Spring 1901: I usually sit back the first year of a game and watch what's happening. I'm certainly no Edi Birsan in that regard. There were no real surprises in the first year of the game and I felt my over-all Grand Strategy was working. I'd basically written off Belgium and decided to focus on taking the Iberian and then North African supply centers while I waited to see what Germany did. In Southeast Asia I went for the easy first center, Cambodia, and thought about the next possible gain, one of the island dots. I'd done everything I could, diplomatically, to make sure Russia would have to be focus on China and Japan; and to keep India focused on the dangers of Russia and Turkey. That last idea didn't work too well and it would soon be obvious that India had eyes on Southeast Asia.

Challenges of trying to fight 2 Powers at once: For France fighting a two front war is especially challenging tactically and strategically and so it proved to be in Reasonland. Whether by design or by accident I found myself in a full-fledged war with Germany over Burgundy that went nowhere fast. In the South I had an Italy that seemed to be coming my way with no regard to what Austria was doing and a Turkey that seemed to feel Africa was his. Still, I didn't see what was coming. I don't think anybody else did either, but it would be a game-changer in its own right.

Tactics

Tactical Maneuvering : Tactics are not my strong suit in Diplomacy (But the on the other hand, I don't have any strong suits, do I?) and France's results prove it. In the north I did the best I could to deal with the Germans, even as the Russians and Austrians gobbled him up until it was too late for me; and I found myself facing an Austrian army in Burgundy, and an Austrian/Turkish armada in the Mediterranean and a determined Turkish land advance in Africa. The rest, as they say, is history. I decided to focus on protecting Burgundy as long as I could, even at the cost of losing the Mediterranean, Atlantic, Africa, Iberia, and even Marseilles. Had the game continued I'm sure France would have fallen within another game year or so. There was no way I could stop it without breaking up the RAT and that proved impossible.

Bogged down: Being bogged down in Burgundy first with Germany and then with Austria and Turkey coming through the backdoor proved to be an epic struggle. After all, what would it profit a Frenchman if he gained the whole world and lost his Burgundy? I would let the Mediterranean, Africa, Iberia and the Atlantic go, but I would not allow Burgundy to fall. And that was the basic of my play through 1911.

Wrong piece in the wrong place at the wrong time: I was criticized early on for putting a fleet instead of an army into Morocco. Perhaps it was a mistake but it was a choice that I made because I felt a fleet would be more useful in the sea wars raging in the area. Little did I see what Turkey had in mind.

The cobra strikes (hypnotized by ...): I lack the medical knowledge to say whether I was hypnotized or mesmerized by the RAT members but whichever it was it worked for them. Again, for that they deserved lauds both individually and collectively. The simple truth is that they played a far better game than I did. And that's why I voted for the concession. Particularly impressive was the slow Turkish advance across Africa and the Austrian advance through the Mediterranean and Germany, both of which gave new meaning to the expression "nibbling on your toes," or poco a poco a mono moso.

Dealing with three attackers at once: Not easy in the early game it only got harder as the balance turned in favor of the RATs. They gained spaces and supply centers at a quickening pace and there was little France could do about it. The choice that I wrestled with for several game years was: Do I try to fight all three, fight two and let one go, or try and break-up their three-way alliance? I tried all three approaches in conjunction with my allies, but none of them seemed to work. Again, that is why I eventually voted for the concession to the RAT. It had come to the point where the five of us: EFJGU, could hold them off, let alone win the war.

What about Asia? In a normal Youngstown IV game for England and France the addition of a supply center in Southeast Asia is a distraction not a strength. But, with the certainty of a EFJ alliance in the area it seemed

possible to make something good happen for us. And, in actuality it happened that way, once we flipped India. Initially we had to deal with a hostile India, a China who couldn't resist taking Vietnam, and a Russia coming our way. Southeast Asia was indeed a quagmire. The challenges of building the right units and then getting them into the right positions were great. In addition we were preoccupied with the looming threat in the Indian Ocean from Italy and then Turkey and Austria. That was an epic battle in the game. Another one was the struggle between Russia and China, and then Russia and Japan, in Northeast Asia, but that discussion belongs to Japan.

Diplomacy

For France England was a good ally, but not terribly useful. I'm sure England would say the same thing about France. We wanted to work together but it didn't really happen as we both had bigger worries. We communicated regularly throughout the game.

For France Japan was a good ally and "big brother" in Asia. How could it be otherwise? In reality the alliance didn't amount to much. At times I found myself in the awkward position of having to write emails to Walt about what I planned to do, waiting for his reply, and then writing responses, as France, to group emails. If I remember I only botched it twice and both times I recovered, I think.

For France India was of secondary importance. Just trying to keep him out of Southeast Asia and get him to cooperate against Russia and or China proved to be difficult. Later, when the player changed, it became a time-consuming effort to get him to flip to our side; and when he eventually did, it was difficult to get him to commit to an offensive campaign against Russia. In the meantime Turkey and Austria were moving into the Indian Ocean and eventually India's homeland. Originally I didn't anticipate any problems with India or the Indian player since he and I were playing in another game and getting along reasonably well. However, his personal issues prevented our relationship from going where I hoped it would and, of course, his betrayal of the Grand Alliance didn't help matter. Once he dropped out it took me a lot of effort to get the new Indian player to flip and join us. Even then it was touch-and-go and didn't amount to much as he faced an onslaught from all three of the RATs.

The first German player was a foe whether by design on his part or our inability to agree on what to do with Burgundy. The end result was war. Even the new replacement German player resisted our advances until he came under a Russian-Austrian attack, as we warned him would happen. Then he needed us. Unfortunately, we didn't have a lot to offer him, although eventually he and England came to an understanding in their war with Russia. As for the two of us, our chief gain from the

shifting balance was an agreement to leave each other alone, although by then it was too late to matter. Those two shifts came too late to effect the tide of the game although they were important. France spent a considerable effort on trying to work with both India and Germany and it eventually paid off, thanx in part to Japan's help in Southeast Asia, but it was, as I said, too little too late to matter.

With the RAT it was different. Despite the occasional exchange of polite, even friendly personal emails with AT, nothing seemed to work in our efforts to break up the RAT alliance and why should it --- they had a good thing going. That, and the fact that I wasn't going to betray my allies, pretty much precluded any successful diplomacy among us. We were going through the motions, at a minimum level, but we weren't communicating at, least not to the point that we were changing anybody's mind.

Playing 2 countries at once reprised: From a diplomacy angle having control of two powers on opposite sides of the board didn't help as much as one might expect. In fact, at times it was a nuisance. The weak Alliance I had created proved no match for the strong triple alliance we faced.

When you're on the defensive against a multi-player attack that has superior forces in play it becomes a guessing game and sooner or later you're going to guess wrong.

I should also mention the "playing for position or playing for dots" conundrum. Traditionally in the spring one plays for position, not supply centers; and in the fall one does the reserve. Good players learned quickly to do the opposite, leaving newbies and novices to wonder "what happened?" In this game I tried to anticipate what my foes would do and respond accordingly. Sometimes it worked: sometimes it didn't. Bottom line: see the above paragraph and apply it to France's dilemma in the Mediterranean and Africa; and the situation in the East Indian Ocean.

The "playing for position or playing for dots" conundrum

The Peeri-Psychotic

Edi Birsan is the first master of peeri-psychotic Diplomacy (e.g. the art of reading people) Others in this game that displayed the same talent to some degree included Austria and Turkey, and to a lesser degree Russia (Nathan, on the other hand, was the quintessential Molotov whose poker face made him a survivor in Kremlin politics for more than 30 years.) . On our side only England seemed to have much skill in it and that not much better than mine. Again, in this important and under-rated area of the game we were lacking.

Evaluations

The GM: Doug Kent was a competent games master that instilled the "fear of God" into the rest of us I suspect.

Rating the Players (0 to 5) in Strategy, Tactics, Diplomacy (Covered elsewhere): I would give the RAT members As and a few Bs across the board. I would give India and Japan Cs, even though, for a full game year, Japan was held the most supply centers of any of the players. I would give EFG Cs and Ds. And I would give China and Italy Ds and Fs. China irritated me enough that I decided to take him out, although that probably wasn't the smartest thing to do. I never did understand and still don't why Italy let kept coming my way and let Austria gobble up him up. I couldn't prevent it. I couldn't stop it. And eventually I couldn't deal with it. I'll be curious to see what Italy's explanation is for his play.

Evaluating the Press: The press game didn't go the way I had hoped or expected. The use of black press didn't seem to matter much, except in the case of the Indian betrayal. Some of the players wrote little or no press, while I'm sure I wrote too much. I had an idea for a French press line but after reading one of the commentators' comments about my press I decided the best response was to just stop writing it; and so I did. On the other hand, I'll write about the Buchanan Stories later. In general the press the game generated was disappointing in quantity and in quality. No real interactive press developed. Harold Reynolds was the sole exception to that. Otherwise I felt I was a "stranger in a strange land" writing in a vacuum.

Evaluating the Commentators: I plan to discuss the performance of the commentators elsewhere and later. Only once, so far, has it had any effect on my play and I discussed that already. Looking ahead, as I write this now I'll be curious to see what they have to say for the rest of the game as it is revealed to them. I do, completely, appreciate their efforts.

Conclusion

Conclusions, right or wrong, are mine and I accept full responsibility for them. In my statement I tried to focus on the big picture and no doubt I'm guilty of factual errors here and there. I accept full responsibility for those and apologize for them. However, in general I think my analysis is both fair and reasonable.

Things done right: The things done right in this game by France were few and far between. I have no regrets about my choice of allies, the quality of my opponents, and only a bewildered "Why?" for Italy and the original Indian player.

Things done wrong: The things done wrong in this game by France were many and frequent in all areas: Grand Strategy, Strategy, Tactics, Diplomacy, and Peeri-Psychotic. Such are the fortunes of war and this time they were not with me.

The Wacko Ending: When is a RAT not a RAT? When it's an ART! – the tide was with them. Finally, my thanks to my allies for sticking with me, my thanks to my foes

Germany – David Partridge – I joined as a sub for a missing Germany. At that time the ART vs EF conflict was already well formed. Based on the original diplomacy and my positioning, my initial decision was to go with EF and I thought we had a reasonable chance to make some headway. However, shortly after taking over the position real life got in the way and I had an NMR. The result of this was the EFG position changed from one that could make progress to one that could hold the line.

Faced with many years of holding the line with little to no prospect of actually making any gains, I decided to stir the pot a bit. Long slow stalemate battles are rather boring in my opinion, and opening the game up generally leads to more chances for actual diplomacy, which is after all the point of the game. So, I switched sides and stabbed EF.

Now, to be clear, from the beginning I never believed that Germany was ever any part of the AR end game planning. I did however have hopes that shifting things

India – Harold Reynolds - The end of the game has arrived.

I'm glad to be one who survived.
With some friends and some luck,
The game didn't suck
And my fortunes were soon revived.

Almost a year ago, Doug contacted me with an invitation to activate myself from standby and take on India. Not having played Diplomacy for a long time, and Youngstown for even longer, I agreed. Studying the F03 board, I saw that my predecessor had not followed Billy Crystal's advice in *The Princess Bride* and gotten involved in a land war in Asia. I looked carefully at the position and figured that England, France and Japan probably did not have my best interests at heart and decided to continue the knock-down, drag-out fight that was to turn South-East Asia into a bloodbath for the next several turns. I was able to slow their progress down to a crawl, long enough to enlist some much-needed aid from Turkey as the RAT continued to advance. Much heavy warfare was experienced in the southern oceans and we slowly made progress, which was helped by EF setbacks in Europe that ultimately caused England to disband his SEA units.

Then I started having doubts about the stability of my alliance with RAT. As they got stronger, I was not certain that I could ever be a major player in it, or even if I wouldn't be their next victim. Plus I started feeling really bad for France and Japan, even though we'd been mortal opponents all this time. I have a major "problem" in identifying with the underdog, and given my lack of

for teaching me a lot, and my thanks to Doug for keeping us on course.

around would lead to opportunities for large advantages for some members of the ART, and of course it was my hope to exploit those, and break apart the alliance. Unfortunately, ART had essentially formed a game long alliance from before I entered into the game. There were possibilities for some truly spectacular stabs, but none of the alliance members would budge from their pact. Eventually the expected stab came and then it was merely a question of whether or not the rest of the world could unit to stop them.

While there is certainly some fun in the tactical battles, I find such games rather disappointing. To me the fun of the game is in the diplomacy, and game long early formed alliance simply eliminate that from the game. That made it hard to be fully engaged in the game, and I fear made it a lot less interesting for those following along than I would have hoped for from a DW Demo game.

Thanks to you Doug for a good job keeping the game moving with quick and accurate reports.

security with RAT (despite Ernie's assurances), I started reconsidering. Russia's moves on Tibet didn't encourage me, either. I think Ernie picked up on my waffling. 8-) I looked at the board, and figured that if we were quick enough, there was a very good chance we could exploit the board's weird connectivities and set up a stalemate line and thus force an eventual RAT-JIF draw (Germany and England were doomed). It probably would have worked if Ernie hadn't gotten that fleet into the North Pacific and forced Walter to use most of his fleets to keep it contained. Once Japan had been wiped out of China, I knew that the end was unavoidable, and since it would be nothing more than an unproductive slugfest with inevitable results, I floated the RAT concession (for the second time...) and much to my relief, it passed.

I was a bit intimidated at first that I would be playing in a game with Larry and Walter, and a bit more so when I (regretfully) concluded that they were to be my adversaries, but didn't let it affect my determination to survive. I'm glad that I treated them as opponents rather than enemies, as there is little honour in that, and it paid off much later when I went over to the Dark Side. Ernie was gracious in accepting my apology for defecting, since it was with him that I did most of my plotting, though I think he could have waited a bit longer to start attacking me. 8-)

Despite my initial qualms, I am most definitely glad that I played. The skill and professionalism of the tactics, diplomacy and, of course, the GMing, were excellent. It also had the unexpected side-effect of awakening my long-dormant Muse, which produced all those silly

limericks, as well as the Bahbie Phlay story, and Diplomacy by the Letters (and now Diplomacy Powers by the Letters, coming soon to The Diplomatic Pouch near you). My only regret was not being able to do the round-the-world convoy. That would have been fun.

As for the Youngstown board itself, I think it could use some adjustments. The connectivities within China make it difficult to make progress, and Sikang and Tibet together are easy to hold from the south and form a very

Italy – Brad Wilson - Austria's brilliant diplomacy suckered me in and when he stabbed me I was toast. I thought I had a good strategy, but it failed miserably.

Japan – Walt Buchanan - From Tora! Tora! Tora! To Sayonara: Japan in Reasonland

In the beginning it was Tora! Tora! Tora! which means tiger and was used by a Japanese Navy pilot to signal the surprise attack on Pearl Harbor on December 7th, 1941 was successful. The significance of the word is based on a historical tale of hundreds of years ago, which said ancient Shotoku Taishi won a battle after he prayed before the god of war, in Tiger year, on Tiger day, at Tiger time (in ancient calendar). In the end it was Sayonara which is usually translated as "farewell or good-bye" but in Japanese literally means "if it is to be that way," from the word sayo "that way," + nara "if." This is the story of how Japan went from one to the other during Reasonland.

Seventy years ago today on March 10, 1945, another "day that will live in infamy," Japan marked the 70th anniversary of the firebombing of Tokyo by US forces that killed more than 100,000 during World War Two. On 10 March, 1945, American B-29 planes under the direction of Gen. Curtis LeMay rained down bombs destroying large parts of Tokyo. The death toll was higher than the 70,000 people that died in the Nagasaki atomic bomb blast the same year. The incident received relatively little attention in Japan, overshadowed by the atomic bombs in Hiroshima and Nagasaki.

Unlike Gen. Jimmy Dolittle, who led the first American air raid on Tokyo and received the Medal of Honor, America's highest military award, in recognition of it; Gen. Curtis Le May, who had developed the mass bombing technique over Dresden, Germany in February, 1945 (In comparison to the raid of Nagasaki the Dresden Raid took some 1,300 bombers flying over a four day period to kill approximately 25,000 people.), directed the fire-bombing of Tokyo and atomic bombings on Nagasaki and Hiroshima and went on to become "The Father of the Strategic Air Command," received the Distinguished Service Cross, America's second highest military award, and The Order of the Rising Sun (Japan's third highest award). Among LeMay's advisors was Robert Strange McNamara, who analyzed the effectiveness of the mass bombings in WWII and later

effective barrier to SEA (which I used to my advantage). Similarly, it's easy to block access to the East Indian Ocean. The Off-Board Boxes also have some weird connectivities - why does OBC connect to practically every one, while OBI doesn't connect to OBJ. Having the boxes clogged with Turkish fleets didn't help much, either. 8-)

All in all, a very positive experience. Thank you, everyone!

France sort-of helped me but all mistakes were mine. I didn't see the R/A/T until too late. Well done guys.

became U.S. Secretary of Defense during the Vietnam War. Only years later would McNamara admit that the mass bombings against Germany, Japan and Vietnam had been ineffective. Shortly before Pearl Harbor Walter Buchanan was born and one of his first memories was hearing of the end of WWII. Two years after the end of the War Larry Peery was born.

In 1957 the color film Sayonara appeared in American theaters. The film dealt with racial prejudice, interracial marriage, and the role of women in society; and won four Academy Awards, including best supporting actor and actress. Although I didn't understand all of its nuances at the time, I do remember it vividly and I've often wondered what the tens of thousands of Japanese war-brides brought home by American soldiers in the post-war period thought of it.

In 1968 as an AFROTC cadet I sat transfixed a few feet from the American Independence Party's vice-presidential candidate, Curtis Le May while he suggested we had the ability to bomb Vietnam back to the Stone Age and if China or Russia objected to that we had the ability to do the same to them. In 1969 Walter was serving as a lieutenant in the U.S. Navy aboard the nuclear weapons carrying aircraft carrier Ticonderoga off the coast of North Vietnam. At about that time Rod Walker was a captain in the USAF training launch officers for the Minuteman missile program. In 1970 a joint Japanese-American movie Tora! Tora! Tora! appeared offering the most objective look at the December, 1941 attack on Pearl Harbor yet seen. The movie received one Academy Award, for special effects, and did poorly at the U.S. box office. It was a popular and financial success in Japan. In 2003 Tom Cruise starred in The Last Samurai, which was a critical and financial success in both Japan and the United States; and in 2005 Stephen Spielberg's Memoirs of a Geisha appeared to mixed-reviews and limited financial success.

And then in 2013 came Reasonland.

Reasonland was a ten player Diplomacy variant designed by Rod Walker that doubled the number of supply centers in the original game, added three

countries: India, China and Japan; and added additional spaces in Africa, India and the Indian Ocean, and Asia. By luck of the draw Walter Buchanan was assigned to play Japan and Larry Peery was assigned France. By then Peery and Walker were both retired and Buchanan was a professor at Texas A&M University. Peery and Buchanan had been Diplomacy fans and friends since at least the beginning of Diplomacy World in 1974; and it was the prospect of re-uniting for a "Last Hurrah" together that brought them both to the game board in Reasonland. Each had agreed to play in the "demo" game only because the other had agreed to do so.

As soon as the player assignments were announced the two mutually agreed that Buchanan would play as Peery's puppet, acting only as a message conduit to and from the other participants; and that Peery would be responsible for planning, conducting negotiations with the other players, making orders and writing press for Japan --- all subject to Buchanan's review. In effect Peery would be playing both France and Japan in the game. And so it happened. As the game unfolded it soon became obvious to everyone that Peery was writing Japan's press, but no one seemed to realize, or at least suggested publicly, that he might also be writing Japan's orders. And, as far as we know that remained the case for the game's eleven years. For more about their Puppet and Puppet Master relationship and other "out-takes" from this EOG Statement read "Reasonland: The Outtakes." If you haven't already read the French EOG Statement you may want to do so before reading further here.

The comments there about rules, map, and OTB space issues apply equally here.

The game can be summarized fairly easily. Peery, using the two-hat and French-Japanese alliance base proposed a 4 + 2 alliance to England and China initially and Germany and India soon thereafter with the intent of eliminating the middle powers of Austria, Italy, Russia and Turkey. Was it a valid grand strategy? Perhaps the Commentators can tell us. Whether yes or no, the proposed alliance was to prove to be the decisive central strategic element of the game; even though it would eventually fail before the Russian, Austria and Turkish, or RAT, tactical alliance. The original proposal for the 4 + 2 alliance was soon made public by India and not by China as Peery suspected; which led Austria to organize

Russia – Nathan Deily - First and foremost, thanks to Douglas Kent for his excellent stewardship of this epic saga of a game. I very much enjoyed it.

To my Austrian and Turkish allies - You've been consummate pros throughout, and our amazing tripartite pact's triumphant - thanks to both of you for being such great partners.

(according to Austria) an alliance with Russia and Turkey; and which Germany and India initially joined. In one of the major breaks of the game for the RAT Italy allowed Austria to walk into its supply centers with little resistance. In the meantime India moved into Southeast Asia to put pressure on the English and France units in that area.

Japan took its easy builds, built mostly fleets and, after a testy relationship with China, which was embroiled in a struggle with Russia, launched a surprise attack on China that resulted in more builds of more fleets. After five game years Japan was the largest power on the board but the RAT has grown stronger and had the "force of destiny" behind it. In the West England, France and eventually Germany proved unable to stop the RAT advance. In the East, England, France, Japan and eventually India proved unable to stop the R advance in China, although it was more successful in holding off the AT advance in the Indian Ocean. Seeing the writing on the wall and resigned to an eventual, if time-consuming defeat, EFGJU agreed to a concession to the RAT. While not a strategic or diplomacy victory the RAT's lucky breaks with the changes of players and tactical skills won them the day.

Whether you consider them cases of bad judgment or poor choices; Japan definitely made some errors in the game: 1) Not building sufficient armies for use in China; 2) Not using the OTB spaces to take advantage of its surplus fleets; 3) Involving itself in a two front war in the North and South at the same time; and 4) Perhaps expending too much effort to defend its ownership of Vladivostok. That being said, it was the collapse of Italy and the "too little too late" flip-flops of Germany and India that brought the victory to the RAT. On the other hand, one side's RAT may be the other side's fine ART!

Reasonland was Peery's first attempt at a Puppet and Puppet Master relationship in a postal game; although Buchanan says he has seen them years ago in both postal and face-to-face games. After it was all over Peery admitted that playing in such a relationship and the effort required to play two countries in a 10-player game was a real challenge and time-user. And so you can see how Reasonland went from being a Tora! Tora! Tora! surprise to a story with a bitter-sweet Sayonara ending.

To the rest of the board - My apologies for the goof on the RTW convoy attempt. I'll admit I have been a little bit checked out on the game in the last few weeks of it, as much fun as I was having, I was also *very* ready for this draw vote to pass.

From an overview perspective - the RAT pact was proposed awfully early on in the game, though it took quite a bit of wrangling on all sides to sort it out. Russia occupies a particularly tricky place in this variant, and I

suspected that one of the keys to surviving or being part of any kind of a victory would be making sure that I did not ever abandon the Asian theatre of operations.

From the start, I tried hard to convince the Chinese that Japan was a major threat and that his growth path (sooner or later) ran through us both. For reasons that are still not entirely clear to me, I couldn't really land that point. I was willing to partner with the Japanese instead (under the right conditions) - whether it was unpersuasive diplomacy on my part, or perhaps better aligned interests between C/J than the geography of the board suggested to me - I don't know. Walt's a clear if not wordy communicator, so I knew quickly from the tone of the diplomacy (and the amount of it) that I was in for a long hard slog in Asia.

Siberia was for a very long time the stronghold I needed to keep a presence in Asia and have any hope of reclaiming my long lost home centers, so most of my strategy centered around that, and being able to put pressure on Japan with naval forces on his flank (however limited). The gains in China proper were hard won and a mix of good guessing, helpful allies and some calculated risks, but those paid off. I would have liked to fight it out all the way back to Vladivostok, but that was uncertain at best.

Losing India as an ally was a major setback, and for a while things were difficult as a result, but Turkey's inspired fleet play (and a little help from my armies) turned the tide.

In Europe, nearly my entire game was spent in a supporting role and "holding the line" against E/G, though Austrian progress also allowed me to grow. There was a long period where relations with Germany were very, very poor - even after the swap of players, so "flipping" him was a truly significant outcome - credit goes mostly to Andrew I think for his work there. Even after Germany switched sides, things were tense, and I was under enormous pressure to pull back my armies that threatened a stab. While it's true that they were there in large part to retain that option, I also truly believed that we could lose the titanic struggle in Europe (or that Germany would flip again under the "if they'll do

Turkey – Ernest Hakey III - Turkey, the glue in the ART work...

When I started this game, I hadn't played Diplomacy for quite a while, over a decade at least, maybe two decades or more -- I couldn't recall my last games, but I was pretty sure I had been in a couple zines that I just lost track of. Heh. Anyway, always wanted to play Youngstown IV, never had managed it. I decided I was going to take some chances during the game, that it wouldn't bother me if I ended up getting stabbed and knocked out early. As can be seen, that didn't happen. Yay! Anyway, this is all from memory (which as we

it for you, they'll do it to you" principle), and that I could not afford to pull the units back.

The RAT pact allowed for a series of moves in the Med, Middle East and Africa that sealed the lid on Italy early, and it was that which ultimately led to rapid growth and expansion in the Med, and the bitter fight for position that ultimately allowed us to chip away E/F's (particularly F's) southern flank/defenses, and turn the corner to allow for a breakthrough farther north.

Enemies and allies alike played quite well, and this was one of the more epic games I've had the privilege to be a part of. I've seen Perriblah and narrative press taken to an entirely new level, and enjoyed the withering sniping at the "RAT" all along.

Thanks to all for a great game, and to our observers for their pithy commentary and thoughts all along the way. Since I was not much of a press writer, I'll leave with the following offering from Patton:

Perhaps I stabbed our Savior
In His sacred helpless side.
Yet I've called His name in blessing
When in after times I died.

Through the travail of the ages
Midst the pomp and toil of war
Have I fought and strove and perished
Countless times upon this star.

I have sinned and I have suffered
Played the hero and the knave
Fought for belly, shame or country
And for each have found a grave.

So as through a glass and darkly
The age long strife I see
Where I fought in many guises,
Many names - but always me.

So forever in the future
Shall I battle as of yore,
Dying to be born a fighter
But to die again once more.

know can play tricks on a person and is unreliable) plus a review of the maps...the war from Turkey's perspective...

1901: Turkey wanted three builds, including Egypt which I saw as key to Africa, and Iran -- and the only way to get both was to get Russia not to freak over an army moving through Armenia, while convincing India not to go after Iran, so I could send the army from Baghdad west. Much diplomacy used to demilitarize the Black Sea and get the fleet heading west -- decent negotiations with Russia, Austria and India. No messages from Italy, though admittedly I didn't try to

contact Italy either. Success -- Russia's fleet took Rumania, mine made it out into the Aegean, three builds were mine. In the interests of harmony with all three of my direct neighbors -- and with an eye on Italy -- Turkey began its path to naval superiority, with three fleet builds. Austria built armies, Italy built a couple fleets, Russia and India did not build near my borders -- all seemed to be going okay, except that tensions between Austria and Russia seemed to be high and getting higher...

1902: The year of the leak. According to information provided by India, the outer powers of China, England, France, and Japan were apparently not satisfied with being the largest alliance in the world -- they wanted more powers to join them. Italy already seemed to be a bit of a wild card, apparently allied with Austria, Austria seemed to be on the verge of war with Russia, Germany and India were somewhat on the fence in various ways, and Turkey might have to choose between joining Russia facing off against Austria and Italy or else join Austria while being rather concerned about Italy -- and then the bombshell -- CEFJ were approaching India about joining them in a campaign to crush the "Central Powers" -- and perhaps approaching Germany and Italy with similar arguments. Interestingly, had they never made that proposal, it is quite possible they could indeed have crushed the nations in the center -- they could have let AI vs RT occur, war in the Balkans and the Med, while they worked against Germany in the West and India in the East. This information provided my diplomatic corps with the arguments it needed to approach both Austria and Russia about the possibility of working together. Both were wary, but both also saw the danger of getting consumed with a war against each other while the outer powers consolidated and advances inwards. Italy, meanwhile, left itself rather vulnerable -- and while Austria hated to take advantage of that, it was the only other direction he could go, and so the first stab of the game occurred -- Austria joined Turkey in war against Italy while Russia and Turkey pulled back a bit from Austrian borders. Germany seemed to be facing off against the EF forces, and in the East India fought CEF as well. Turkey pushed Italy out of the Ionian Sea - - no new builds for Turkey, but positional advantage was gained -- Italy was strung out and split up into different groups of units... Turkish diplomacy seemed to have prevailed, with Turkey facing only one real enemy, and that one enemy in a rather chaotic situation.

1903: The first of several combined operations in cooperation with Austria took place, as the Turkish fleet in the Ionian convoyed an Austrian army from Albania to Naples, while Austria walked into Rome, and the Italian peninsula fell. In Africa, Turkish tactics allowed Italy to move into Egypt in the Spring while forcing its own army into Pentopolis and bringing more forces to bear on the African coast -- Russia moves into a German center and also sails into Constantinople, by arrangement. In the Fall, Russia pulled back out of the German center (Germany had sporadic communications) and sailed out

into the Aegean, while Turkey convoyed an army into Egypt to avoid losing that and holding onto Pentopolis. India got a change of monarchs, and Italy, in fighting Turkey, had still failed to claim Ethiopia -- the only still-Neutral center on the map. Falling from 6 centers to 3, Italy was doomed. And in the far East, Japan, apparently done using its Chinese allies to fight Russia and India, lay claim to multiple Chinese provinces, and China fell from 7 to 4. Germany takes Sweden from Russia, apparently switching sides... Austria and Turkey grow, Russia shrinks. Another fleet in the booming shipyards of Baghdad! :) Russia removes its southern fleet, leaving the Med to AT.

1904: England and France finally put a significant presence in the Med, but too late for Italy. Turkey seizes and holds Tunis, and also takes Yemen, but Italy finally claims Ethiopia -- and by invitation, Russia takes Iran from Turkey -- I decided that as a team, we needed Russia to be stronger, and gave up a build to Russia. France is forced out of the Tyrrhenian Seas and the Austrian western line is secure. India, under new management, remains an ally but is still unsupported as Italy's demise needs to be assured. China tries to hold out against Japan as long as possible... Turkey at this point is not even worrying about the Northern Europe front, leaving AR to deal with that, and a German turn of anarchy combined with a lack of any French support for the Germans results in Austria claiming Munich.

1905: England ousts Austria from the Tyrrhenian in the Spring, only to be ousted by Turkey in the Fall. Repeating a ploy used against Italy before, Turkey allows Italy into Yemen in the spring, then pushes Italy back out in the Fall while also claiming Ethiopia. A Turkish fleet finally moves into position to assist India against Japan and the EF colonial forces. Italy is down to one fleet -- in the Arabian Sea, unable to save its African colony... Germany is trying to play both sides of the fence, but eventually comes down on the side of AR. Germany will go back and forth more, but as noted, Turkey is leaving that whole messy area to its allies, having provided Russia with an extra unit with which to do so.

1906: For amusement as well as tactical reasons, Turkey takes to the OBBs for the first time, and an Austrian army is convoyed to Africa, while Austrian fleets line the western coast of Italy. Turkey hands Tunis off to Austria while seizing Magusdisco, and in the East, Japan takes the last Chinese holdings, both Italy and China are out at the same time. An Austrian fleet dislodges a Turkish fleet from the Tyrrhenian in a special operation, and Russia makes some gains in the north. Austria builds 1 -- and the ART stand at 11/11/10 respectively. Thanks to Turkish generosity -- but Turkey has the lynchpin position and we need Russian forces in the North and East. The ART are working well together -- it is Turkey offering to support its allies when needed, rather than its allies demanding such support, that we

believe to be the glue holding the alliance solid, despite pleas from other nations that come in periodically. (Turkocentric view of the war, after all...) The center of the board is very demilitarized, ART are able to keep most of their units at the various fronts which provide definite local advantages.

1907: Turkey breaks out into the East! With Indian support, a Turkey navy crosses the line into the East Indian Ocean, and meanwhile in the Med, Turkey returns to the Tyrrhenian as the Austrians force their way into the Gulf of Lyons, thence into the Western Med as Turkey forces its way into Morocco -- all of North Africa is under AR control! Turkish fleets sail into the OBBs as well. Turkey catches up, ART are at 11 centers each. Japan uses the OBBs for the first time, sending a single fleet to assist EF in the Atlantic.

1908: Turkey gets fleets into OBBs in the far West and East both, swaps Morocco to Austria (as a way of getting more naval power next to the Atlantic) in return for reclaiming Tunis, and manages with Indian help to take Thailand! An Austrian fleet heads towards the Suez to eventually join Turkish naval forces in the southeast.

1909: The Indian betrayal! In order to attempt a stalemate, India changes sides and joins the EFJ alliance, first assisting Turkey into Joharra while following into Thailand but then with EFJ cooperation destroyed the Turkish fleet there. Austria enters the Midatlantic Ocean but is then ejected by the Japanese fleet sailing down from the North Atlantic with English help -- now there's something you don't see very often!

1910, 1911: With India changing sides, the question is whether India can get into position to hold back RT, and what will happen in the Atlantic and Pacific naval

campaigns. Through use of the OBBs, better coordination, superior firepower, and some luck (for example Turkey guessing right and taking Ceylon), though, eventually ART are hailed the victorious alliance. It is certainly possible that the game could have gone on for several more years -- Japan in particular had a strong position, but there were several areas where eventually a coin toss or two would go our way and we could make some ground, and in the Atlantic we were grinding away, Austria taking Marseilles, Spain and Portugal -- EFG were all doomed to fall sooner or later -- the writing was on the wall. There was talk of doing an around-the-world convoy of a Turkish army involving fleets of all surviving nations which would have been a lot of fun, but the coordination and cooperation wasn't quite there, so we just passed the draw.

Hopefully nobody got too bored with that Turkish view of the war. :-) There were lots of interesting communications from various players, with special thanks to my allies Austria and Russia, both of whom had detailed suggestions for my orders which I took into account, and who took my own suggestions into account, we all benefited from the back-and-forth tactical and strategic emails. My thanks also to both Indias -- the second India even giving me a heads up about the annihilation of the fleet in Joharra, which out of respect, I did not act to try to prevent or to move against India immediately, as he had waited a long time to make any progress and I was fine with being 'stabbed' in that manner -- hey, I had given up a center each to my other allies after all, and I respected his situation. Also thanks to France and Japan for their correspondence, I have great respect for such icons of the hobby, and France in particular sent some interesting indirectly related emails which I enjoyed. :)

PRESS

Larry Peery - 11/6/11 at 1100, The House of Commons, London

Mr. Halford Mackinder, Home Secretary, rises to speak:

"Mr. Speaker:

"Eight years ago I published a paper called "The Geographical Pivot of History." In that paper I suggested that the control of Eastern Europe was vital to the control of the world. I formulated my theory as:

Who rules East Europe commands the Heartland

Who rules the Heartland commands the World Island

Who rules the World Island commands the world.

I suggested then that the Heartland (also known as the Pivot Area) is the core area of Eurasia, and the World Island is all of Eurasia (both Europe and Asia).

As we look at the world today I suggest that the RATs have taken control of the Heartland; and are well on their way to ruling the World Island.

For the sake of our Empire and the world that must not happen."

Mackinder goes on to describe the world as he sees it: "And what of Germany? Enemy, ally, and now? Its indemnity is only 100,000,000 paper marks. Ours is 1,000,000,000 gold francs. India has gone from enemy to ally, but can we count on her in the future? But most of all, what of the United States and its neutrality? Would it be neutral in the next war, or will it sit on its hands again? And have no doubt, I am sure there will be a next war.

Although they are the momentary victors in this war, the Habsburg Empire, the Russian Empire and the Ottoman Empire internally are on the verge of collapse ---history will show that happening in our children's lifetime; while England, Germany, France and their allies remain strong. Italy is falling apart with the Habsburgs in the south, the Pope in the center, and an Austrian army of occupation in the north. They are waiting for a new Verdi and Victor Emmanuel to reunite them. And what of China? The dynasty has fallen. Russia controls much of

the country, but Japan controls the richest areas and the emperor.

From his bench seat Winston S. Churchill, MP, listens and slowly nods his head.

11/6/11 at 1900, Blenheim Palace, outside London
One by one the Rolls Royces arrive at Blenheim Palace after a drive from London or Windsor that takes no longer than three hours.

The host, the Duke of Marlborough, greets each guest as he arrives and escorts him to the Green Writing Room. Among those attending the Duke of Wellington and Duke of Westminster are early arrivals. Among the politicians are Winston Churchill and Halford Mackinder. Next to last to arrive is the Prince of Wales and finally The King. Within the hour the PM has proposed that England move full speed ahead to build a 100 capital-ship Navy consisting of the latest dreadnoughts and post-dreadnoughts; and in addition create a Royal Flying Corps equipped with the latest in aerial devices. Churchill and Makinder endorse the plan on behalf of the MPs. Everyone looks to The King for his reaction.

The King responds simply, "I pledge the Crown Lands (e.g. Duchy of Lancaster) to help cover the costs of this effort. The Prince of Wales adds, "I pledge the Duchy of Cornwall lands." The Duke of Westminster, head of the Roman Catholic Church in England and said to be the richest man in the country, pledges the lands of Westminster in London. The King nods and says, "We are agreed then." And leaves, followed one-by-one by the others.

Day One, 11/9/11, Thursday, early AM edition of Le Figaro, Paris

Anatole France's editorial in the conservative newspaper Le Figaro, controlled by Sergi Dassault, writes:

France is bankrupt but intact. She has lost the war militarily, politically and financially; but her territory, culture, government and soul are intact.

Our fleet may be destroyed, but our army remains intact. The Republic remains strong. Our resources are enough to pay the cost of The War and repair the damage to Burgundy and Provence. Our Asian empire is still intact and rumors that we may sell it to the Americans are just that, rumors. Already the Austrians and Turks are squabbling over who will get our former colonies in North Africa. Above all, Paris is still the cultural capital of Europe.

Our position at the moment may be bad but it is not hopeless. With allies like England, Japan, and hopefully India and the United States we will recover.

Day Two, 11/10/11, Friday

0900 --- Public meeting of the National Assembly to accept the Government's proposed concession to the RATs. The debate is long, loud and almost violent at times with the Left, Socialists and Communists supporting the proposal and the Right, Conservatives and Royalists opposing it. Finally, when the vote comes

the Center sides with the Left ; and the proposal passes by the narrowest of margins.

1300 --- At a secret meeting at the Quai d'Orsay in the Foreign Ministry Treaty Room or, as it would come to be known the Museum of Diplomacy, where France keeps its original, signed treaties, the various secret provisions of the concession agreement are hammered out by the representatives of EFUJ and the RAT; while the representatives Italy, China and the Papacy sit in the Diplomatic Reception Room twiddling their fingers or playing with their rosary.

2200 --- At a super-secret meeting at the President's pied a terre on the Ile St. Louis, provided by the Rothschilds, the Austrians demand the return of the monarchy to France and the restoration of the of the Bourbon-Hapsburgs, in the person of Alfonso XIII the King of Spain, to the throne. Russia and Turkey oppose this; and the French reject it out of hand with two arguments: 1) Doing so would strengthen France while keeping the Republic would keep it weak; and 2) Restoring the Bourbon-Hapsburgs would upset the Orleanists and Bonapartists.

Day Three 11/11/11, Saturday

0900 --- Across France people awoke to discover that every statue of Marianne, the symbol of The Republic, in public squares and city halls had been blindfolded during the night. Observers noted that of the 427 such statues that existed before The War, 120 had been removed during the war. In the place of each a bouquet of red, white and blue flowers had been placed.

1000 --- No one noticed the newly arrived 21-year-old Russian artist named Ossip Aronovich Tsadkin as he made his way to his small studio located near the Jardin du Luxembourg in the 6th arrondissement at 100 bis rue d'Assas.

The then home, workshop and studio and now Museum Zadkine, would be the center of his creative life for the next 55 years. Today he is working on a new 500 pound slab of high-quality clay. He starts with the vague intention of creating something simple, even primitive, perhaps a statue of a man. Having gotten that far he hears the bells of the local church solemnly tolling and realizes the concession agreement was being signed at that moment. Then, in a fit of rage or perhaps a burst of artistic creation he punches his fist through the heart of his newest work. Forty years later he would return to the same idea to create his most famous work, "The Destroyed City" for the City of Rotterdam.

1100 --- Meeting in near total isolation in the forest at Compiègne 35 miles outside Paris for security reasons, according to the French, and French shame, according to the RATs, at the 11th hour of the 11th day of the 11th month of the 11th year, the French representatives arrived first, followed by the representatives of the RATs , as both boarded Oriental Express wagon-lit 2419D to sign the concession documents. Both parties left immediately afterwards without exchanging words. The whole ceremony was over in fifteen minutes.

1400 --- Meeting again at the Quai d'Orsay in secret, the various representatives exchanged documents promising and guaranteeing the French indemnity to the RAT. A total of 1,000,000,000 French francs in gold would be paid over a period of ten years with money borrowed from the Rothschild Bank in Paris; which in turn had borrowed the money from the Rothschild Bank in Vienna at an interest rate of 1.5%. Unknown to most of those attending the French Government had pledged the entire contents of the Louvre to secure the loan; and the Paris Rothschilds had pledged their entire personal fortune to guarantee that guarantee.

1500 --- In Honfleur, a small port at the mouth of the Seine, workers worked carefully through the day to load their precious cargo aboard a non-descript Russian freighter. Contained within each of the thousand unmarked wooden crates were twelve bottles of the aged, premium vintage of Veuve Clicquot Ponsardin La Grande Dame Champagne, rumored to be the favorite at the Imperial Court in St. Petersburg, and today rated at 94 out of 100 points in quality. (Today's equivalent vintage in the same quantity would cost approximately \$1,600,000. If available today the vintage of that time in that quantity would cost \$34,416,000.). The ship would sail on the evening tide for St. Petersburg.

1700 --- At the Gare d'Est, Paris, the regular passengers boarded the Orient Express train for Vienna. Each passenger had paid today's equivalent of \$2,170 for the two day, one night trip. Few noticed the extra reserved car filled with members of the Austrian representatives to the concession signing and the carefully guarded documents they carried.

1900 --- Gare Reims, France. During the five-course dinner hour(s) on the Orient Express no one noticed the slight delay when the train stopped in Reims or the fact that another car had been added to the train. In that car, under the watchful eyes of Austrian security personnel, were a thousand unmarked crates, each filled with a dozen bottles of the most recent Veuve Clicquot La Grande Dame Champagne, today rated at 79 points out of 100. The vineyard workers made a big production of adding two extra crates of Champagne for the pleasure of the Austrian security personnel during the long trip to Vienna. And no one on the train, although those watching from the platform did, noticed that the wheels of the added car were wobbling and would continue to shake and vibrate as the train made its way to Vienna. Only a handful of experts from Veuve Clicquot realized that the trip would eventually ruin the cargo in that car by the time it got to Vienna.

Through the night the train leisurely made its way toward Munich, Salzburg and Wien.

Day Four 11/12/11, Sunday

1100 --- Services at Notre Dame in Paris and throughout France include a Requiem for the Dead and a Communal Service of Reconciliation. In Paris the Cardinal Arch-bishop conducted the service attended by the President, the Prime Minister and Cabinet members,

and other dignitaries. Outside, tens of thousands packed the Place de Notre Dame and silently watched the going-ons.

1400 --- From the Arc de Triomphe hundreds of thousands of Parisians led by The President and Prime Minister, began the walk to the Place de Concorde. Arrayed behind the most important officials of the day were Victor, Prince Napoleon, titular 4th Prince of Montford (Bonapartist claimant to the throne of France); Prince Philippe, Duke of Orleans (Orleans pretender); and Alfonso XIII, King of Spain, as heir presumptive of the Bourbons representing the Spanish and Austrian Bourbons.

Far back in the procession marched the officer cadets from St. Cyr, at least those who had survived their year as common soldiers in the war. At their head was their commanding officer, Captain Philippe Petain. Walking a few steps behind Petain, a position he would hold for the next 20 years, few took note of the 6/5 tall, 180 pound cadet who was known as Asparagus or Cyrano by his classmates, although not one denied his brilliance and future as a soldier.

On the corner of the Blvd. Kleber on the Arc ring road, no one paid any attention to the young 5/6 tall, 90 pound Vietnamese worker who went by the alias Van Ba as he impassively watched the marchers pass by.

As the hundreds of thousands marched, flocks of black ravens could be seen circling over Les Invalides, home to the French Army General Staff, 4,000 injured veterans from the last war, and Napoleon. Awaiting the marchers at the Place de la Concorde, thousands of gray pigeons on the ground and a few hundred white pigeons circled overhead.

Word circulated through the marching crowd that a similar-sized crowd was gathering in St. Peter's Square in Rome and singing the Prisoners Chorus from Verdi's Nabucco and the marchers began to sing Les Marseilles, first in a low, almost mournful voice but gradually louder and turning it into an affirmation of France and all things French.

1900 --- At the Paris Opera the Royalists, Rightists and Conservative elites gathered to hear a performance of the Berlioz Requiem, compete with four brass choirs in the balconies and a chorus of 400.

1900 --- At the Madeleine the Socialists, Leftists and Moderates gathered to hear a performance of the Faure Requiem, few realizing that the performance almost failed to take place due to the efforts of an Italian, Luigi Cherubini, the Italian composer and conductor who dominated the Parisian musical scene and who felt one of his requiems should have been performed.

Day Five, 11/14/11, Monday

1800 --- At a large table in the public dining room (After all, what was the purpose of having and spending large amounts of money if no one knew it?) of the Ritz Hotel the hostess, the most successful haute couture designer in Paris, Coco Chanel, welcomed her guests: Diaghilev, head of the newly arrived Ballets Russe; the hot young

dancer Michel Fokine, who it was rumored had already bedded Chanel; the prima ballerinas Pavlova and Karsavina, who it was rumored had already bedded each other; and the rising young composer, Igor Stravinsky who, it was rumored, had his eye on Diaghilev. Looking slightly uncomfortable, the future Nobel Prize winner and journalist Anatole France observed. During the dinner Cesar Ritz, owner of the Ritz Hotel, and rumored to be a patron of Coco and Auguste Escoffier, another reputed lover of the already legendary Coco, stopped by to make sure everything was well. None of them were aware of the young Vietnamese Van Ba, who history would remember as Ho Chi Minh, working as an assistant in the kitchen. After a seven-course dinner and much Veuve Clicquot Champagne, untouched by the dancers, and as her guests began to leave, Coco pushed an envelope across the table toward Diaghilev with the remark, "For your work." Later he would open it and find a check drawn on the Rothschild Paris Bank for 300,000 FF in gold. Ho Chi Minh worked as a kitchen helper on a French steamer, the *Amirale de Latouche-Tréville*, while using the alias "Vân Ba". The steamer departed on 5 June 1911 and arrived in Marseille, France in December. There he applied for the French Colonial Administrative School but his application was rejected. Instead, he decided to begin traveling the world by working on ships and visited many countries from 1911 to 1917
1919: Versailles, France

HO CHI MINH

It is one of those "what would have been if ..." footnotes of history.

In 1919 at Versailles, France, America's President Woodrow Wilson, armed with his Fourteen Points, arrived at the Paris Peace Conference that was to determine the new world order.

A young Vietnamese student, Ho Chi Minh, who was then living in Paris and working as a kitchen assistant at the Hotel Ritz, sent in a petition to the American delegation asking America for help.

Drafted according to Wilson's own doctrine of self-determination, Ho expressed the Vietnamese people's expectation of freedom and justice. He hoped for American assistance to end French rule.

But Ho Chi Minh – and Vietnam – were too obscure to even receive an answer. Ho Chi Minh, and with him Vietnam, were for the first time turned down by the Americans. This opened the door to sympathy with another powerful nation, Russia. Of course, seen at the time, nobody could possibly know (including himself) that Ho Chi Minh would become the leader of this important South East Asian nation. That they would defeat the French army in bloody battles before they gain independence. That his country would trigger the American phobia of the so-called "Domino effect", which eventually led to the devastating Vietnam which lasted until reunification and independence in 1975.

So a chance was wasted to a) solve the question of Vietnamese independence much earlier and b) to win an independent Vietnam as a Western ally.
Food for thoughts.

2200 --- The Theater de Champs Elysees was filled to capacity with the President of the Republic in his box, the Premier in the box at stage right, the various royals in the best first tier boxes, the richest of the French in the best second tier boxes, and various members of the National Assembly on the main floor, arranged from Left to Right according to their party. No one knew, because of a strategically placed screen, who was in the box at stage left, although the next day *Le Monde* would suggest that based on the giggles and laughter coming from the box during the intermissions it was probably a handful of ballerinas from the Corps de Ballet and the Duc de Peurigerx. Paris had already heard and seen the Diaghilev and Stravinsky Fireworks creation and everyone was anticipating their new joint effort, *The Firebird*. Still to come in the future were *Petrouska* and *The Rite of Spring*. This night Gabriele Pierre would conduct, Michel Fokine would dance his own choreography, and Tamara Karsavina would be the lead prima ballerina.

Only the true ballet aficionados in the audience observed that an additional dance had been added at the end of the first tableau, with a solo danced by Anna Pavlova entitled "The Dance of Sorrow" to music written the night before by Stravinsky and choreographed by Diaghilev and Pavlova that very day. Years later they told reporters that they had created the dance after observing events in Paris that weekend.

Things were getting back to normal in Paris.

Life would go on.

Footnote: Over the last quarter of a century I have personally visited every specific site mentioned in this story. You can visit them or hear the music mentioned on Google or You Tube.

THE BUCHANAN STORIES: EPILOGUE - By Larry Peery

History tells us that the Grand Duchess Anastasia Nikolaevna Romanov (: Великая Княжна Анастасия Николаевна Романова, Velikaya Knyazhna Anastasiya Nikolayevna Romanova) was the last and youngest daughter of Tsar Nicholas II, the last sovereign of Imperial Russia, and his wife, Tsarina Alexandra Fyodoovna, but what if...

DEATH

It's a clear, cold, sunny Saturday afternoon in early December, ten years since the death of Admiral Walter Buchanan, USN Ret.

Walter's widow, Esmeralda, is sitting on the front porch of "The Rest 2," the retirement home that she and Walter had built after his years of wandering the world as a Navy officer. When she and Walter would sit in the love seat together it seemed just the right size for the two of them, but now that she was sitting in it alone it seemed strangely empty and over-sized. Still, as she thought back and remembered their years together, she could feel Walter's warmth and presence next to her.

PAST

Earlier that morning she had walked alone down the short path behind the house to where Walter's grave was to spend a few minutes with him before going over the bridge to Annapolis to the Naval Academy's St. Andrews Chapel, a small, intimate chapel below the huge, 2,500 seat Main Chapel where Walter's funeral service had been held ten years earlier. Unlike the funeral, which had filled the Chapel to overflowing ten years earlier even without the Corps of Midshipmen, now the smaller, 100 seat St. Andrews Chapel was half-empty. This time there was no President, no flowers from "a grateful nation," etc. Still, as she looked around she saw faces she recognized: The President was represented by the Chief of Naval Operations, Admiral Ernest King; a variety of political and diplomatic figures, Joseph P. Kennedy and his young son who had dropped out of school and joined the Navy, and a few of Walter's colleagues from the Navy. The largest flower arrangement was a wreath of white mums with a card signed simply, Hirohito. Esmeralda thought to herself, "Impressive flowers but no representative, strange," but she did notice two Japanese observers at the back of the Chapel. Torii Shinjiro, one of Walter's business partners in the whisky business, was there, as was C.S. Forester, who had also been present at the Battle of Sontory Shots. One face she did not recognize was that of the young minister who spoke at the service. His name she learned from the program, was Peter Marshall, who was said to be one of the best preachers in the country and who would shortly leave Annapolis to move to Washington to serve as Chaplain to the Senate. Surprisingly, after the simple memorial service Admiral King and his group had barely paused to speak to her before rushing back to their cars. "Must be something going on in Washington," she thought.

Alone with her memories on the porch, Esmeralda remembered the days when she and Walter would sit on the porch of The Commandant's House located at 2 Buchanan Blvd. aboard the Naval Station at Pearl Harbor. When they arrived at the new base there was practically nothing to it and she knew that The President had given Walter orders to get a base for the Pacific Fleet (all four ships of it at that time) ready as quickly as possible. He had barely started on the task when he was ordered to Scotland, of all places, as the fighting in The First Great War grew worse. Only after Walter returned

from Washington did she learn the details of the Battle of Sontory Shots which had resulted in the destruction of the Russian and Turkish Fleets but had not been able to prevent the RATS from gaining a concession from the other side. Throughout the conflict the United States had officially remained neutral although it was clear where The President and Buchanan's sympathies lay.

Back in Pearl Harbor Walter had supervised the rapid expansion of the base as it added a second and third dry-dock, either one of which could handle a battleship fifty percent larger than anything in existence, a large hospital, the Punch Bowl Cemetery, a sub base for the Navy's growing fleet of submarines, and even a runway on Ford Island for the aircraft that were replacing Mr. Cody's man-carrying war kites. The work wasn't done and the base still lacked the fuel tanks and separate berths it needed for the new post-Dreadnought battleships that were being built, but it was a start.

True to his word the President had ordered Walter back to Washington to serve as his first Chief of Naval Operations (CNO), part of the President's plan to reorganize a Civil War Navy for the new World War he saw coming. During his two two-year terms as CNO Walter had successfully guided the Navy through what was already being called The Great War II.

Following the successful conclusion to the War Walter had fully expected to retire from the Navy, but he was surprised when the new President had asked him to take on a new assignment, that of Superintendent of the Naval Academy. The President explained to him that he wanted an officer of not only experience but also vision to train the country's future Navy officers. And so Walter and Esmeralda and the family packed up and moved from the house they had bought as a retirement home just down the hill from the Naval Observatory where the CNO traditionally lived up to Annapolis and the Academy, where they moved into Buchanan Hall, the home of the Academy Supervisor at 1 Buchanan Road; and named for Franklin Buchanan, Walter's grandfather and the first superintendent at Annapolis. During his four year assignment Walter had over-seen the changes at the school that paved the way for the Navy's move into a modern and more scientific era.

Again thinking about retirement Walter and Esmeralda began looking for a place in the country and finally found a few hundred acres across the Potomac from Annapolis where they proceeded to build their dream home, The Rest 2. It wasn't until they were signing the papers to buy the property that they found out they were, in a sense, coming home because the land had been part of the huge 41,000 acre Wye House plantation that Walter's grandfather, Franklin Buchanan, had briefly lived on as a child and where he had later built his own retirement home. In fact, Franklin Buchanan was buried in the Wye House Family Cemetery.

But once again politics had a way of up-setting the Buchanan's plans and yet another new president called on Walter to serve the country; this time as Hawaii's non-voting delegate to Congress. The President knew Buchanan was popular from his time in Hawaii as base commander at Pearl Harbor and he needed someone non-controversial to replace the immensely popular Jonah Kūhiō Kalaniana'ole, who had served in the position for twenty years and had been the only former royal ever elected to the U.S. House of Representatives.

After two years of representing Hawaii in Washington the President decided, as the situation in the Pacific grew increasingly tense, that having an immensely popular former Navy admiral on site would be useful; and so he asked Walter to return to Hawaii once again, only this time to serve as Territorial Governor. Pundits in Washington suggested that the appointment was to pave the way for Buchanan to find a place on the presidential ticket in the upcoming election, but Buchanan insisted he had no such plans or ambitions and that this really was going to be his last tour of service to the country.

Back in Honolulu Buchanan and Esmeralda both were amazed at the changes in the city, on the island and particularly at Pearl Harbor where a booming Navy base was obviously getting ready for yet another war in the Pacific. If Hawaii was a bastion for the American Empire, as Teddy Roosevelt Republicans liked to say, than Pearl Harbor was the Gibraltar of the Pacific as Franklin Roosevelt Democrats liked to say.

Even Esmeralda, who had resumed her active role at the University of Hawaii, which had grown to over a thousand students, never knew whether Walter was serious about finally retiring or if he might answer the nation's call once again. She'd gotten up that morning, made sure breakfast was ready, and gone upstairs to get ready to leave for the University. When she came back downstairs she noticed that Walter was not at his customary spot at the table and that nothing had been disturbed. She looked around and didn't see him in the house. Not really concerned because she knew he often enjoyed a morning walk before breakfast, she opened the front door just as Yamamoto prepared to enter the house. Yamamoto had stayed with the Admiral, as he still called him, and now served as a chief-aide, minder, and chauffeur --- since Walter hated cars and driving. Esmeralda greeted her husband's aide and friend and started to leave. Something inside her made her turn back..

Within a few minutes she and Yamamoto had searched the house and realized it was empty. Still not really concerned they walked down the path to the bluff overlooking Honolulu where Walter often walked. As they approached the bluff Yamamoto saw a figure dressed in white laying on the beach below the bluff. He knew at once who it was. As he moved to Esmeralda's side she looked down and saw the body below.

Although it had been ten years since Walter's passing it still seemed as if it was only yesterday that he had been beside her and the two had been planning on returning to The Rest 2.

Instead, there had been discussions with Walter Jr. and Yamamoto and a flurry of telegrams and calls back and forth to Pearl Harbor, Washington and Annapolis before it was agreed that Walter would not be buried at the Punch Bowl Cemetery that he had worked so hard to establish nor at Arlington or the Navy Academy Cemetery in Annapolis as many expected, but in the Wey Family Cemetery on the east bank of the Potomac near where his grandfather, Franklin Buchanan, was buried.

It was decided that Walter would lie in repose in Honolulu in the Iolani Palace for a day while arrangements were made at the base and then be taken to Pearl Harbor via Buchanan Blvd past the Commandant's House at 2 Buchanan Road. At the base a traditional ceremony, complete with 19 gun salute, would be held and Walter's casket would be loaded about the USS Maryland, BB-46, the Navy's most modern post-dreadnought. Then, with Esmeralda and Yamamoto aboard, the ship would leave for San Francisco.

Arriving in San Francisco, the Maryland would be met by a honor guard and Lt. Commander Walter Buchanan IV, USN, who had come from his duty station in Washington to meet his father and mother. The family would return to Washington in the same private Pullman car attached to a Union Pacific and then Baltimore & Ohio train that Walter and Esmeralda had ridden on years before.

After a 40-hour trip and arrival at Washington's Union Station, the casket was escorted by a Marine and Navy honor guard for another day of lying in response at the Commandant's House at the Washington Naval Yard before being transferred to the U.S. Capitol for a formal memorial service for the high and mighty of the nation and the world's representatives.

It was a traditional Navy service but what made it special was not only the attendance of the nation's political and military leaders but the large contingent of representatives from foreign countries. The first row was filled with the family, the President and Vice-President and Secretary of the Navy. The second row was filled with military officers of the highest rank. And the third row was filled with ambassadors and attaches from America's various allies in the battles and wars Buchanan had served in.

Interestingly, there were no representatives from the current Russian government, although a large number of Esmeralda's extended-family of assorted Russian royalty and nobility were scattered about the Rotunda. Nor were

there any representatives of the current Japanese government, although a large wreath from the Emperor of Japan and various Japanese businessmen were in attendance. Prominently displayed at the foot of the casket were Buchanan's various awards and honors from various countries. On top of the casket was his last decoration, a posthumous Medal of Honor awarded by the President shortly before the funeral.

After the service, which pundits said had been intended to impress America's allies and potential foes, the Navy took over in full. The casket was loaded into a hearse, with Esmeralda, Walter Jr. and Yamamoto in the car behind. A long convoy of cars followed the motorcade to Buchanan Hall (named For Walter's grandfather) at 1 Buchanan Road in Annapolis. There, as the Corps of Midshipmen lined the road and stood in formation across from the Main Chapel, Buchanan arrived.

As the casket was carried into the Chapel at the back, just inside the door, no one paid any attention to a young Navy Lieutenant who seemed strangely out of place. Had they heard him speak they would have been even more surprised since he still spoke with a strong Polish accent in spite of being raised in the United States. Born Chaim Godalia Rickover, Hyman G. Rickover, who had graduated from Annapolis, served on the battleship Nevada, done graduate training in Electrical Engineering and volunteered to serve on the S-2 and S-2 in the Navy's new submarine program, pondered Buchanan's past and his own future as he watched the proceedings..

After the singing of the Navy's Hymn Buchanan's casket was carried out of the Main Chapel, placed on a caisson for the short trip to the Academy pier and loaded on a launch for the brief trip across the Potomac to the landing at the Wye House dock where, fifty years earlier, slaves had loaded bales of cotton. This time the 19 gun salute came from the 12 inch guns of a Navy battleship anchored in the river. One reporter said there were calls from the German, Italian and Japanese embassies to the State Department wanting to know if Washington was being attacked.

Walter's interment in the Wye House Cemetery was simple with only members of his family, Yamamoto and some close friends. The grave was across from an equally simple one where his grandfather was buried. The simple marker said: "Admiral Franklin Buchanan, 1800-1874, First Superintendent of the Navy Academy, 1845, Commander of the Washington Naval Yard, 1861, Commander of the Confederate iron-clad Virginia, 1862, and Tennessee, 1864, and senior officer in the Confederate Navy."

She wondered what words they could find to describe Walter's service to his country that would fit on the simple marker he had insisted on?

PRESENT

After a simple lunch with Yamamoto she returned to her seat on the porch and resumed her solitary reverie, but this time her thoughts were not on the past but on the present.

She briefly recalled Buchanan's exploits in The Great War I, 1900-1911, the thankfully brief Great War II, 1914-1918, and the collapse of the Russian, Austrian and Turkish empires that Walter had predicted years earlier.

She could still remember the visit her father, The Tsar, had paid to Honolulu to visit her, Walter and perhaps most importantly meet their new son and his only grandson, Walter Nicholas Romanov Buchanan IV. It had been a one of the few happy memories of her family that she had. Since then the death of her family in Russia, the rise of the Bolsheviks, the Depression, the Rise of Fascism in Europe, the inevitable war with Germany, Italy and Japan she sensed was coming, and the Armaments Race that no one seemed to be able to stop all brought her to tears. Her family's fortune, if it still existed, was no longer available to her, except for her mother's (Alix of Hesse, Alexandra) modest account in Denmark. Walter had often expressed fear of another Japanese attack on Pearl Harbor and the Panama Canal attacks, but he assured her that the country would survive and their family would be safe. He'd never really discussed financial or business affairs with her, except to say that Yamamoto and Walter Jr. had instructions on what to do. She'd been surprised to learn that his service as a director of the boards of Buchanan Whisky, Seagram and Suntory had been so profitable.

She wondered what Walter would have thought if he'd known of her interest in the WCTU organization, a powerful force in the late 1920s, not only for the temperance movement but also for the women's voting rights cause.

When Walter had died she was still fairly young at 45, rich, titled (As Walter liked to remind her, "Once a Grand Duchess, always a Grand Duchess, even in America."), with a loving family --- what to do, she'd wondered?

She'd decided to keep At Rest 2, the home in Hawaii (where Yamamoto's family lived and which she's ready arranged to have transferred to them), and the fairly simple home on Edmunds St. in Washington across from the CNO's house at the US Naval Observatory at 1 Observatory Lane (which is now the official home of the Vice President). She liked the Edmunds St. house and it was across from the Orthodox Church of Saint Nicholas at 3523 Edmunds St. (which would turn out to be a hot-bed of Russian espionage during the Cold War), but more on that another time.

She had added a small pavilion and Russian Orthodox Chapel to At Rest 2 and she was fully prepared to spend the rest of her years there.

FUTURE

Esmeralda has vowed to stay out of Russian politics like most of her relatives but, although she was the only surviving direct descendent of the Tsar, she had actually done so. The question was: was her son, (Franklin) Walter Nicholas Romanov Buchanan IV a legitimate potential heir and successor? It seemed to her and she had been told by members of the family and Orthodox clergy that her claim and his claim was as valid as any other and better than most. Still, she knew that Russian dynastic rules and Orthodox laws of succession were complex and subject to different interpretations.

She had married Walter and had their son within the blessings of the Church (Who could forget the marriage on St. Lawrence Island in the middle of the Barents Sea?), if not exactly according to the traditions of either. The follow-up visit by the Tsar to Honolulu and his acceptance of Walter III and IV indicated his approval of the family.

However, according to Pauline Law, if Walter was below her class (e.g. a non-royal of high rank) their children were ineligible to inherit the titles of Grand Duke or Grand Duchess and certainly not the throne of All the Russians. On the other hand, if Walter was indeed from the line of the Kings of Ulster...

The Buchanan family claimed that its origins could be traced to the son of the king of Ulster who landed in Argyll around 1016 and was rewarded with land on the east side of Loch Lomond by King Malcom II, for service in fighting Nordic invaders. The area was known as "Buth chanain", Gaelic for "house of the canon" and may well have been connected with the ancient Celtic Church. The land was to remain in the possessions of the Buchanans until 1682 when the 22nd laird of Buchanan died and the estates had to be sold to repay debts. The lands may have gone but the bloodline continued.

More importantly, perhaps, in America the Buchanans were considered royalty or near royalty at least equal to the Roosevelts and Kennedys.

Dynastic politics aside, the most difficult problem was the requirement that the heir and tsar be of the Orthodox faith. That was an inviolate rule of succession. Still, she had done nothing to jeopardize his future claim to the throne, even if it no longer existed.

Only Esmeralda and Walter had known of the second visit of the Baroness Elena von Livenbaum to Hawaii (the first had been as part of the Tsar's entourage on his visit years before) after the passing of the Dowager

Empress Marie Feodorovna (mother of Nicholas II, last Tsar of Russia). The two women had met at the Royal Palace in Honolulu and von Livenbaum had acknowledged that the Dowager Empress had regarded Esmeralda as the Tsar's true last daughter and direct descendent and had delivered to her a package containing: a letter from the Dowager Empress, a signet ring that had belonged to the Tsar, another signet ring that had belonged to the Tsarina, the Empress's famous pearl neckless (said to be worth the price of a battleship), and the keys to four deposit boxes in London, Zurich, Monte Carlo and Copenhagen. She did not say what was in those boxes, but suggested the contents might prove useful in the future. Money, jewels, insignia, or even a letter the Tsar amending the rules of succession were all possibilities. Who knows, perhaps in light of what was to happen in Russia, the Tsar had anticipated the end of his family in St. Petersburg and was reaching out to Esmeralda as his only rightful heir?

It was late in the afternoon and although she expected the return from Washington of her son, Walter, who was now serving as a flag-officer to Admiral King, in time for dinner she made her way again to Walter's grave and then to the Chapel where she vowed to her husband and her father that she too was a fighter and would do so for her family and adopted country.

DIPLOMACY WORLD YOUNGSTOWN IV DEMO GAME (2013Cxm03) "REASONLAND" A TAKE-OUT OF OUT-TAKES IN REASONLAND By Larry Peery

Franklin Buchanan

Few historians will deny that Franklin Buchanan was a courageous man or even a hero, but he was also apparently not particularly well-liked or successful in business. Franklin Buchanan, an ancestor of Walter Buchanan, one of the players in Reasonland, was born in 1800 in Baltimore, Maryland, died in 1874 and was buried in across the Chesapeake River in Talbot County. From 1815 to 1861 he served in the U.S. Navy, eventually rising to the rank of captain. He commanded the Vincennes, Germantown and Susquehanna, served as the first superintendent of the U.S. Naval Academy in Annapolis and head of the Washington Navy Yard. At the outbreak of the Civil War he resigned his U.S. Naval commission, expecting Maryland to withdraw from the Union. When Maryland did not he asked to return to the U.S. Navy but was turned down by the Secretary of the Navy who commented "We don't want halfhearted patriots." Buchanan then joined the C.S.A. Navy, headed the James River Squadron, captained the iron-clads Virginia and Tennessee, and eventually became the C.S.A.'s only admiral. After the war he served as president of one of the precursors of the University of Maryland until he resigned for reasons of financial mismanagement. Later he returned to Mobile, Alabama,

site of one of his Civil War naval battles, and ran an unsuccessful insurance business. He returned to Maryland and built a retirement home, "At Rest" near Easton in Talbot County. On his demise he was buried in the Wye House (a 41,000 acre plantation) family plot nearby. Today the "At Rest" home site is a sub-division of houses that sell from \$600,000 to \$2,000,000. Franklin Buchanan, along with Walter Buchanan, C. S. Forester's Admiral Hornblower, and "Pug" Henry of Winds of War were all role-models used in various ways in The Buchanan Stories.

Anastasia Romanov

The well-known story of Anastasia Romanov, the last daughter of the last Tsar of Russia, Nicholas II was the take-off point for the character Esmeralda Buchanan in The Buchanan Stories. The story suggested that Esmeralda, not Anastasia, was the last daughter of the Tsar.

At least one musical and three movies were made about her life story but it was not the discovery of the family's bodies and DNA testing that it was finally proven that Anastasia had died; and she was eventually buried in the family crypt in St. Petersburg's Peter and Paul Fortress.

The Buchanans: Three Generations of Destroyers Over a span of 81 years the U.S. Navy had three different destroyers named for Franklin Buchanan. The first, DD 131, came into service just as WWI ended, was transferred to England as part of the "destroyers for bases agreement," given the name Campbelltown, and blown up in a raid on the St. Nazaire base in France in WWII. The DD 131 was built by Bath Irons Works in Maine and sponsored by a descendent of Franklin Buchanan. The second, DD 484, served in the US Navy from 1941 – 1949 and was built in Kearny, New Jersey and sponsored by Miss Hildreth Meiere, another of Franklin Buchanan's descendants and well-known artist in her own right. In 1949 DD 131 was transferred to the Turkish Navy as the Gelibolu until it was scrapped in 1976. The third, DDG 14, served during the Vietnam War and was visited in 1969 by Walter Buchanan, then serving on the USS CV-14 (See photos). Despite numerous hits during a live fire naval training exercise the Buchanan refused to sink and eventually had to be sunk by explosive charges; thus gaining a reputation in Navy lore as "the ship that could not be sunk."

Buchanan Videos and Photos

Many books and videos were drawn on in preparing for Reasonland and many of them can be found in Wikipedia, using Google or Yahoo searches, or on YouTube. Most of the people, locations and events described in The Buchanan Stories were pretty much as mentioned. A few liberties were taken with some scientific and military items to fit the plot timeline. The biggest challenge was assigning the right roman numerals to the right generations of (Franklin) Walter Buchanans.

Puppet and Puppet Master

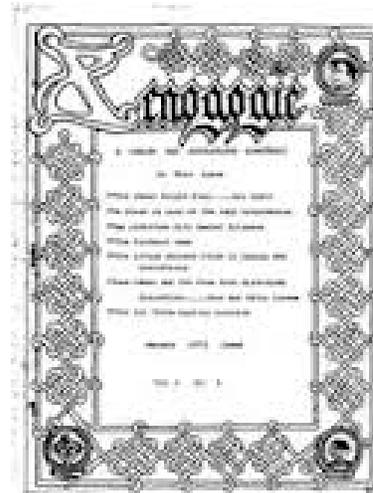
Rock and roll fans may enjoy Leslie Gore's #1 1963 hit "It's My Party (and I'll Cry If I Want to)", which served as the theme song of the 1989 DipCon in San Diego or the "It's My Party" cartoon sung by Alvin and the chipmunks. Those interested in the Puppet and Puppet Master relationship may want to read Robert Heinlein's 1951 sci-fi classic The Puppet Masters. Marvin Gaye wrote the lyrics to the song "I'm Your Puppet" which was a big hit for the Purify Brothers in 1966 and also successfully recorded by Elton John and Paul Young, as well as Donny Osmond among others. Additional information can be found online with a Puppet and Puppet Masters and Diplomacy search.

Photos:

Larry Peery circa 1968:



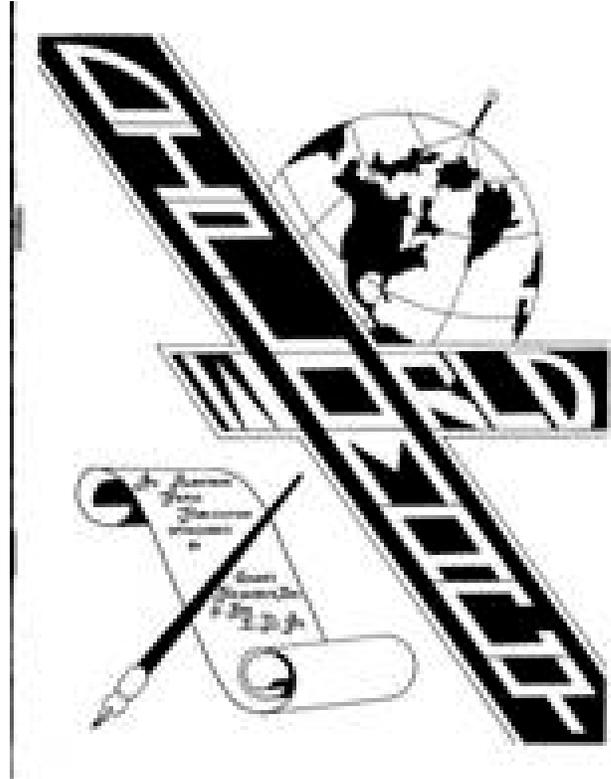
Xenogogic circa 1974



Walter Buchanan, recent:



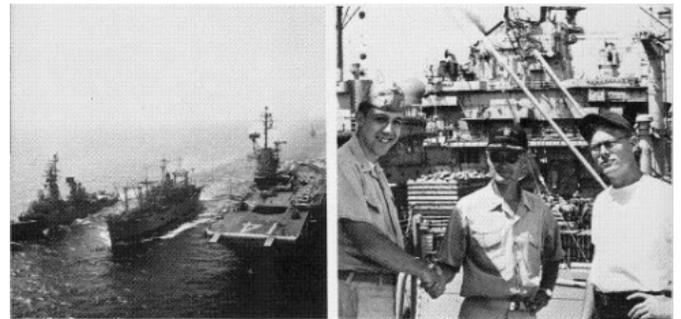
Diplomacy World #1, 1974:



Larry Peery, recent:



3 ships all numbered 14 including USS Buchanan (L) and USS Ticonderoga ®; and Walter Buchanan (L) with another Navy crew man named Buchanan aboard the USS Buchanan, circa 1969:



End of Game Commentary:

Rick Desper (Normal Arial)

Jim Burgess (Bold Arial)

Jack McHugh (Comic Sans MS)

No surprise here....about what I expected.

I haven't commented on the EOG statements because they have confirmed our game commentary and I also think the players should get the final word. It is, in the end, the players' game and this is their time to speak. We commentators have been speaking throughout the game, we have had plenty to speak our peace.

Let me say a few words about "big" variants like Youngstown at the beginning. There is a sense of the game like some players grow and not growing becomes a death sentence, and then eventually everyone else stops growing and someone wins. You want to stay ahead of the pack, and once you do, seldom does everyone gang up on you to stop you. It seems obvious, but it is the way these variants usually play out. Another aspect of that is the "long term alliance" effect. In order to keep growing, you usually team up with a small group that dominates any other alliances near you, and then keep growing. Stabbing tends to happen less than in seven player games. BUT, another problem is whether each of the players really wants to win, and plays the angles to go that way, or does it just collapse in a "big draw". Sometimes of course that happens around stalemate lines, but it also is possible that the alliances just play out until clear dominance is obtained and people get tired and vote a draw. As we stated all along the last few game years, that seemed to be the way this one was playing out, the boring way... and it ended with the three way draw. But note that starting in '08 Turkey stopped growing and Ernest should have paid for this. Rick and I are going to go through the powers and their endgame statements in alphabetical order, so I will lead toward Ernest at the end and see if we can figure out why he wasn't stabbed, which could easily have happened. At the end, it would have been easy for Austria and Russia to take Turkey down two each, putting him down to 8, and then they could have kept charging forward. Maybe that would have been a two way, or one of Andrew or Nathan could have won. I would have preferred to watch the excitement in that, instead of the last four game years of mostly boring and predictable play. Let's go to the Endgame tapes...

Looking at the EOG's to see what we learned.

Austria: the story of how Andrew decided to turn on Brad (Italy) is interesting, and matches our thinking at the

time. Not taking Posen was dreadful for Italy. I'm a bit disappointed to see that as early as 1903, everything had become purely tactical.

I'm surprised to see that the RAT was created _in response_ to a perceived E/F/J. One lesson about triples is that it's much better to keep them secret, lest they inspire counter-alliances.

I agree that the overall take on the endgame statements was **JUST** how boring the alliance structure became **SO** early. And if I were RAT, I can understand why they formed it since EFJ also formed so early. Austria in particular had to get **VERY** worried that he would be left behind and eventually overwhelmed if France beat Italy and took over the Med. Andrew played it really well in balancing the attack on Italy just right so that Larry didn't gain an advantage from France. This was one of the most deft moves of the game. Andrew also overcame the mistake of assuming that just like the RT juggernaut means death to Austria in standard Dip that it meant the same in Youngstown. As Andrew described it, I'm almost surprised that Ernest and Nathan were patient enough with him to make the RAT work. But this does happen. Paranoia actually makes you easier and more transparent to deal with. You can tell when people are calmed down and on board since hiding paranoia fully really doesn't happen (in life or Diplomacy). So, we will say more below about Germany's Endgame statement, but Andy Bate's real unwillingness to play the game fully should have led to him giving the position up to David Partridge earlier. If he had done that the dynamics that Andrew describes so well wouldn't have happened the way he stated it. Indeed, Dave worked a comeback after the initial '04 troubles.

Andrew sums it up right here (we almost could stop, but you know I won't do that!) with "The rest of the game was, with one exception, emailing over tactical decisions." And there I missed how the **OTHER** stab (which I think really makes it **TWO** exceptions) actually happened.... it was Harold Reynolds who flipped, not RAT that abandoned him. Three way and RAT is so much more cool than IRAT or TRAI or TARI, or pretty much anything else you can do with those four powers. But we thought that RAT started it, and at least according to Andrew, they didn't. This shows if anything even a greater level of boredom though...

But on to what Andrew thought the exception was, and that was how they picked up the German after Dave took over, but then eventually threw him under the bus. I thought they really were relying on Dave's tactical skill, but that perception of mine seems to have been mistaken. This makes it clear that Dave's inability to get along with Nathan (at least from Andrew's point of view) was what doomed Germany. I'll say more on this below, but I wonder about this since knowing both Nathan and Dave, maybe they were just TOO similar to ally? Andrew thanks everyone at the end and that seems really heartfelt, he really got into the people in the game, and that was the best part of the game.

China - Tim never seemed to have any allies. Looks like his EOG was written when he was eliminated. Doubtless the Japanese collapse pleased him.

Yes, I don't think Tim ever really was in the game, and with the French/English colonies working with Japan, and Russia's unwillingness to back him up, there was nothing China could do. Road kill in the big variants isn't any fun, but China was one of the first two out with little really to say. At least Brad was more in it for a time.

England - short EOG. Not much to add to it.

Well, that's true, but the key issue was that Graham INSTANTLY jumped in with Larry, but then let the Peeriblah flow without any feeling he needed to complement it. Maybe that WAS complementing it. Graham said he didn't understand why the initial EFJ was the first big alliance that needed to be stopped, but we all did. It really made complete sense. Japan would have been REALLY hard to wipe out, even from where the game stopped and with EF along for the ride, that really was scary to everyone else. Graham didn't talk to anyone enough to see it, it seemed.

France - can I invoke a Peeriblah-free zone? :)

No, sorry, but you really can't.

Larry gives us the opposite situation - his EOG is thorough and doesn't require much in terms of a response. Let's see what needs commentary...

I'm going to try though.

a) I agree with Larry about the OTB spaces. They're kind of annoying. I wish I'd known his issues. I could have explained what those boxes were up to pretty quickly.

The key paragraph from the Variant web page is "If you have a copy of Ken Lowe's map, the spaces adjacent to an off-board box are those listed within the box. It is

recommended that you have a copy of this map to play the game via the adjudicator."

The boxes are just extra provinces. All you need to do is know what's adjacent to what.

The "picture in one's head" about a game map is CRUCIAL to good play. I hate the OTB boxes too, but Rick is precisely right, you just need to think out the connections. And failure to use and see them until it was too late ensured that RAT beat EFJ.

I'm now going to jump in on the order and comment on Larry's playlist. There is a great tradition in Diplomacy players of respect and love for Classical Music. Conrad von Metzke and I lead that list, also each of us loves to sing (Conrad is a better classical singer than me...). In this game Larry and Brad Wilson also have deep and complex classical music tastes. Lots of people ignore Larry's classical comments within the Peeriblah, but this is a mistake. I personally am not a huge Beethoven symphony fan, if you make me pick, I probably like the 3rd and 4th ones best and can't avoid the hackneyed on the 5th and 9th. But this does depend on who's leading what orchestra, and there is great reason in reasonland in Larry's picks here. Georg Solti and the Chicago are often forgotten in the list of great teams. His Mahler's 8th is sublime and most people swear by his Dvorak's 9th (though I'm not so much a fan there). He also did the entire major orchestral repertoire, of course, including all nine Beethoven's. And I hadn't thought about it, but his Beethoven 1st is a standout. Daniel Barenboim is more well known for the Piano Sonatas, so I don't know his London 2nd, but if Larry says it's great, it probably is. The 3rd, as noted perhaps my favorite, is known as the Eroica and is playful, extravagant, and ambitiously expressive. I live on the classics by Wilhelm Furtwangler (perhaps my favorite conductor) or Otto Klemperer. The period version by recorder player turned conductor Frans Bruggen also is brilliant. But Larry chooses a Korean recording by Seoul and led by Chung that I've never heard, but want to look up later. The 4th is one that Furtwangler never got (he lost the playfulness and left it too much in the serious dumps), and I like Bruno Walter's perfect rendition best and Klemperer also nails this one; however, Larry identifies correctly that Christian Thielemann is the hot newer conductor with the Vienna who is maintaining the Walter/Klemperer traditional style with improved recording techniques. He also correctly identifies Thielemann's Beethoven 8th as a classic. I'm not going to go through all the rest of the "setting" music/food/drinks/etc. except for laughing at Toby's Diplomaticus Interruptus. Toby interrupts us ALL way too much!!! (no, don't stop, Toby!!!).

I think the key insight Larry had, in wanting to be Turning Japanese, but that the luck of the random draw put his paired pal Walt Buchanan (the light behind this rag!!!) in Japan, and Larry in France sort of ensured that we would have the FJ and bringing the "silent partner" in England in also was pretty well inevitable. And then the idea that people would rally with an alternative alliance also was pretty predictable, so the random draw determined QUITE a bit here. It always does.

So, now we get to what Larry actually said about the OTB spaces. Yes, that was MY Peeriblah digression. It was clear to me in commenting (I so stated) that the initial efforts were to IGNORE the Off-The-Board boxes. And Larry NEEDED to use them first, and didn't. And arguably that could be why RAT beat EFJ! It certainly determined how RAT finally cracked the Atlantic. And I know the Peeri-eyes are getting ancient, and maybe the rules are a little confusing, but as Rick says, hey it really is just about what spaces are connected to what spaces. And OTB spaces are crucial for breaking stalemate lines. Otherwise Larry could have kept the Med line clean. And this ended the game. So, when Larry got mad at us for dismissing his press, he really should have listened to us about paying attention to the OTB spaces.

b) "During this game I sent well over a thousand emails, perhaps as many as 2,000, and received close to a thousand"

Yikes!

This was clear. He and Walt exchanged that much, and had to in order to coordinate all that press. We need to take our hats off to Walt and Larry for this, and for all that classic press. After all that, the lost FTF meeting at WACCon was almost comical. How could you think you could negotiate about the Demo Game during the SPEED of a FTF game, you had to be there and do it afterward, preferably over beers... Opportunity lost? Maybe!!!

c) the story about Larry being the secret controlling power behind Japan is hilarious. Dubious, but hilarious. Apparently I've been bad-mouthing the wrong person for all the Japanese tactical blunders. :)

I didn't figure out the details of Larry wanting to play Japan, and the use of Heinlein's Puppet Masters as inspiration, but how could you miss that Larry was controlling much of the press and relationships?!?! That was clear to me from near the beginning. I wondered in fact in places if Walt wasn't even playing... or if Larry wrote all the press and negotiations and Walt did all the tactics? Or something else. We now have their statements. Let's start with Larry's take, since that's where we

are. Well, naturally Larry says that Walt offered, and then he did it all. And certainly he did a LOT. But then he says he wrote Walt's endgame statement too.... we'll come back to that. He also says no one "figured it out". Well, if they didn't get that at least SOME of that was happening they were pretty dense. I think it was really, really clear that FJ (and then adding E) were NEVER going to stab each other. Never. And as noted above, that led to RAT forming and initially having India and Germany on board as well. And then, well frankly Larry is not Tom Kobrin as a tactician. So, that's where things went.

d) Larry quickly realized that one key to Youngstown is building a Bigger Alliance than is typical for the 7-player game. Kind of funny that R/A/T stole that strategy and used it against him.

Yes, that is true, but he also says that the EFJ was "never really solid and never found a plan for its purpose". Really? After you've just started by telling us about the Puppet Master?? And Graham had very little to say at all, so he just went in and stayed too??? It does seem that these grand "big alliance structures" were all the rage in discussion at the beginning of the game. And once everything locked in, that was it. Surely no one was breaking FJ, and they got that. Larry does go on and on after this, but really the main point was that they needed a tactician, one who could and would use the OTB boxes, to help the EFJ alliance.

e) Yes, the E/F is really kind of weak in Youngstown. They can work together in both Europe and Asia, but they really cannot do all that much in either theater. A strong tactician in Germany can stop E/F cold: the extra home center that Germany has makes a huge difference. Also, Italy is typically much stronger in Youngstown. Ultimately both France and England are weak Youngstown powers. Quite possibly the weakest.

Yes, so amazing that Larry did as well as he did. This partly was because everything in this game moved SO slowly. I thought it was quite funny how Larry had to control "waiting" for responses ostensibly from Walt to come out. He alludes to messing up twice, presumably by telling England something responding to something that Walt hadn't sent yet. This sort of thing actually would just cement to England what he undoubtedly already got in spades -- that FJ was the primary alliance.

Let's end with some comments on Larry's conclusions. In which, of course, nothing is concluded, since he keeps coming back like a bad penny.... sorry, couldn't resist. Actually, I really, really, really appreciate Larry's efforts in this game and wish the others had upped their games in similar ways. I've been watching Larry for about 40

years, and this might be the best game I've ever seen him play in an all-around sense. Really.

First off, on the "why" about Brad Wilson... what Brad Wilson have you known for three or four decades, Larry? Brad didn't surprise me at all. Some players just do that. Then, Larry is way, way, way too hard on himself. EFJ had some things going for awhile. I think ultimately they needed India to stick with them as well. And of course if RA had stabbed Turkey, that would have been an opportunity. But Larry did a LOT right, it could be argued the only thing he did wrong was what Youngstown is all about the OTB boxes. He didn't figure them out and he didn't use them until way too late. And that meant that Japan didn't use them either.

Germany (Dave P) - I'm glad Dave joined the game and tried something interesting. I still think the game might have become more interesting had Dave's decision to join the RAT had inspired its eventual fracture. Austria, in particular, could have stabbed Turkey like crazy and gotten away with it. Any diversion from the 3-way balance can be exploited. Germany might well have sided with Austria as he stabbed.

Yes, yes, and yes, I wanted DESPERATELY to see this happen. I even (probably invented hopefully) thought that Dave's Germany was writing the whole alliance's orders. Dave makes it clear he had no illusions that he was part of RA's endgame planning. That certainly was correct. But Dave also was correct that his switch offered the chance of shaking the whole game up, but that meant stabbing Turkey. And I guess that just wasn't going to happen, even though Turkey was bottled up and not growing.

India (Harold) - I agree with Harold's criticism of the map. It certainly is a flawed map. Way too many mini-stalemate lines, where one power can hold a line against another with a minimum of force.

Yeah, while true though, you can work with them and keep things moving in other places, there really aren't any mass stalemate lines. But certainly Harold is right that it inhibited Indian play. He also notes that Turkey saved the RAT by clogging the OTB boxes, but there aren't any centers there, so note the potential irony had Turkey been stabbed. He used the OTB boxes really well, but if it led to him not gaining and getting stabbed, that would have been a bad result.

taly - Brad doesn't say much. I have nothing to add.

Yeah, and he doesn't answer Larry's question either....

Let's see...I made it to Japan.

Walt's participation in this game was apparently as little more than a forwarding service for Larry Peery. That's certainly an interesting way to play. But it didn't end up being as useful as it might have been. I wonder how obvious this was to the other players?

I think that the fact that Walt hasn't played in so long, it really was NOT clear to the other players. None of them made strong note of it. But England is the one who could have, and he didn't say much.

Is it a valid strategy to have 4+2 vs. 4? Certainly, though I wouldn't want to phrase it quite that way. In particular, the "2" are likely to feel like they will be the next targets for the "4". And then they might want to join the other side. As happened in this game.

Yeah, I think Larry ultimately had trouble seeing the subtext interpretations. You're dead right, Rick. Ultimately, the other players DID matter at least somewhat, so it wasn't JUST EFJ vs. RAT.

I've been critical of the Japanese strategy since he stabbed China. From a SC standpoint it netted almost nothing, and the Japan ended up having to devote more forces into defending the meager gains than they were worth. And the stab killed Japan's momentum. It left him without any useful ally, as India was at best skittish and the Western powers were just worth all that much in Asia. Had China stuck with Japan, Russia would have been rolled back to Omsk and a full-fledged invasion of India could have taken place.

I think Larry made it clear that the diplomatic breakdowns with China were insurmountable. And Tim Haffey is not the easiest person to negotiate with. But you have to deal the hand you're dealt. Still, if China had been in, and Japan's Pacific tactics were better, including the OTB boxes, the game really could have been different, so this issue was crucial.

Which brings us to the central flaw of EFCJ + GN vs. RAT + I: how does this work for Japan? It's very hard for Japan to ally with both India and China, and if you throw in the colonial powers, what growth path does Japan pursue? Korea + Vlad + some island dots, but that's not really all that much. Japan gets locked into the kind of position that England has in the original game when playing a E/F/G: what can he do after taking a couple dots from Russia? (With Russia playing the role of Russia.)

Yeah, but Japan was a puppet.... ;-) I think it didn't make sense, which is why it didn't happen. RAT did make sense, really make sense, just that Turkey was slow to grow. BUT RA let that go.

I've talked about the Vladivostok issue a lot. Tactically, Japan needed an army in Vladivostok and a fleet in Korea, not the other way around. If it takes a temporary loss of a dot to get the forces in the right places, do it! Russia cannot hold those provinces against a determined Japanese assault. And a fleet in Vladivostok is pretty much useless.

Yes, yes, yes. To Rick's credit, he saw this before me, but once it was published in issues that the players saw, one wonders why Larry didn't pick up on it? Well, it was PUBLIC, but Larry seemed to be against doing this.

So, since Larry wrote this, we can't see how Walt directly or indirectly influenced FJ play. Maybe Larry is being accurate, but EVEN if he was trying to be accurate, he probably can't be since his experience of it is so skewed. What did Walt comment on? We don't really know.

Russia

Not much surprising in Nathan's EOG. I think my question for him would be: why so many fleets? Russia had enough strength to push many armies into China or India, but instead he got bogged down trying to push fleets along his north coast towards the Pacific. At least in Asia, Russia needs to be a land power. I can see the need for fleets on the European side, where they keep E/F (+G?) from sealing off the A/T allies. But in Asia, locking out the Russian naval presence is really easy to do.

And of course if Japan played it better it would not have had any chance of succeeding at all. That was an interesting issue, but...

Anyway, that's a minor quibble. In a map this big, the tactical considerations are secondary to the alliance issues, and R/A/T won that aspect of the game.

The thing I found interesting (since Nathan didn't get that Larry was writing for both France and Japan) that he says that Walt was a "clear if not wordy communicator". How can this be? Does Larry know how to be clear and not wordy??? I am floored.

Turkey - Ernest

And now we come to Ernest... the key to the game here was him USING the OTB boxes and NOT getting stabbed by AR. I think his Endgame illustrates how that happened.

Very good information here about the early game.

Reading further - it feels like the 1909 switch by India was timed very poorly. He had already let Turkey too far to the East to hold him off after the betrayal. Good EOG

from Ernest which breaks down all of his actions year by year. Note to other players: this is what we're looking for in a demo game. Pulp for the masses!

Ernest starts out by calling himself the GLUE in the ARTwork, which seems to me precisely correct. I agree with Rick, that Ernest's detail is great. I'm going to skip to 1907 where the growth was about even, and then check out the "glue" in the last few game years. Turkey notes that EFJ finally start using the OTB boxes, and Turkey floods most of the rest of them himself. Clearly the Indian switch is a bit part of bogging Turkey down from gaining more centers, but interestingly we don't see ANY worry by Ernest. Maybe that was the secret, he wasn't worried because he really wasn't going to get stabbed, regardless of how slow his progress was. The game ended just as Turkey was about to start gaining again.

Forgive me, but I'm not going to comment on the last 12 pages of Peeriblah.

Now, I will point the interested reader toward what I think you should look at in these last twelve pages.... Note that Day 3, 11/11/11 is the 11's Veterans Day. :Larry set this up and I laughed, and cried. This is the importance of those first few pages, the victory, the end, but the funerals and the sadness of how war robs us of such energy of our young people. The pain is deep and it is sad. Then, I point you toward the interlude with Ho Chi Minh and Woodrow Wilson, which is factual. This summary of Ho Chi Minh puts it into context:

<http://www.workers.org/articles/2013/01/29/ho-chi-minh-and-the-vietnamese-struggle-for-liberation/>

I did read the Epilogue to the Buchanan Stories, and found it full of Peeriblah of course, but worth it. That is a fitting end to all of that press, and the real stories about the Buchanan family were fascinating to me, augmented by Peeriblah of course.

And then we were done....

