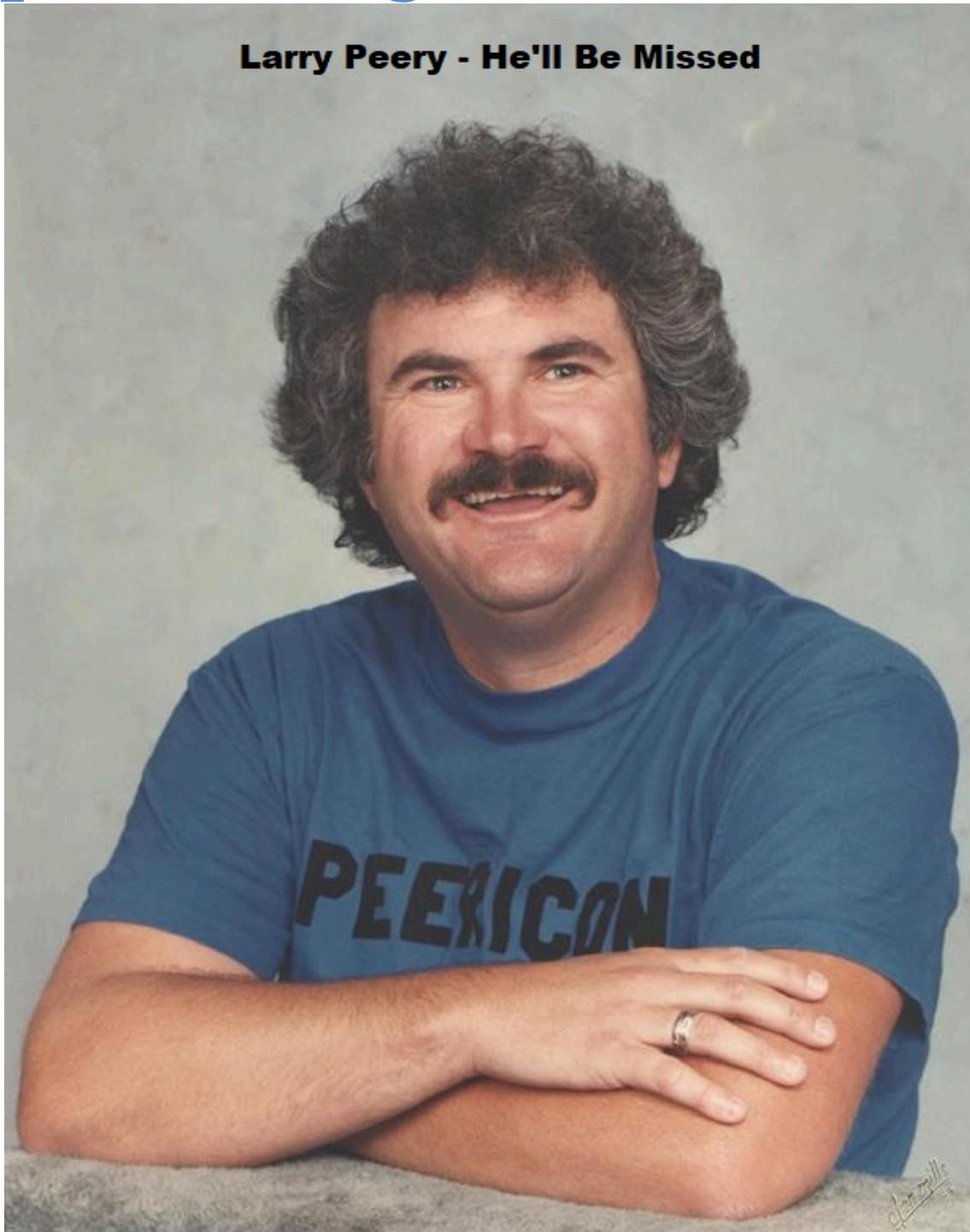


Diplomacy World #145

Larry Peery - He'll Be Missed



Spring 2019 Issue
www.diplomacyworld.net

Notes from the Editor

Welcome to the latest issue of **Diplomacy World**, the Spring 2019 issue. And as you've learned by the front cover – if you hadn't heard previously – Larry Peery chose to leave this world.

Larry was a long-time supporter of Diplomacy World, and had a successful tenure as Lead Editor. He has been a face in the Diplomacy hobby for just about as long as it existed, mixing his love of history and real-world diplomacy with his love of the game and the hobby.

Some of the newer players may only know him from his articles here and in the Diplomatic Pouch. His self-styled writing, dubbed "Peeriblah" at some point in the past, was unmistakable. Larry was never of the mind that "less is more," and he took great joy in writing at length on any topic that touched his fancy.

If there was one thing Larry never lacked (besides verbosity) is was enthusiasm. That's where he would often find himself butting heads with other people. When he hit upon a good idea – often one that nobody else would have thought of – he would pound the table until he had enough people joining him in the fight to make it a reality. But when he brought up something less deserving of survival, he would often become hurt and withdrawn if you gave him eleven reasons why it was best forgotten. To him, every idea was a great idea, and differing opinions were just attempts to rain on his parade.

There were occasions when I – or Jim Burgess when he was still with us – would have to approach Larry about some huge tome he'd submitted and explain that while the topic might be of minor connection to Diplomacy, it simply did not fit with the zine. Larry was a latecomer to the digital age, and sometimes he would decide to expand on whatever he was writing about by copying huge blocks from Wikipedia or elsewhere. I want to be clear that he was **not** trying to pass off such material as his own. But even so, when we had to explain that it didn't serve well to publish a lengthy article which was half written by other people, Larry would sulk. More than a few times Jim or I would say "that may be the last article Larry submits."

But it never was. He'd always bounce right back and return with something else. He loved to write, and to share his knowledge and enthusiasm. Sometimes I think that private communication with Larry was better than anything he wrote for publication. His endless and detailed knowledge on some subjects was amazing. As

an article it would be tedious and boring, but in back-and-forth conversation it made for wonderful discourse.

Still, if I had to choose one aspect of his personality that was the hardest to deal with, it was his inability to see many things from the other side. He knew people had opposite opinions, but he couldn't comprehend why he might be "wrong" or why they might disagree. His was a computeristic mind; he ran the program in his memory banks and the answer came out. The only sensible thing to do was to accept that answer and for everyone to follow his lead on how to implement it. And that's how Larry became a lightning rod: you were either on his side, or in the way.

Like all of us, Larry was a tangle of contradictions. He was forever trying to find new ways to monetize Diplomacy World, while at the same time he was outrageously generous in the midst of his grandiosity. He came up with idea after idea, but often needed others to grab the flag and run with it because he'd become distracted with his **next** idea. He loved to be in charge, but he also found such peace in just being one of the many. Above all, he just wanted to be accepted for who he was. Maybe that's why I got so much more out of our private conversations: because he was at ease and could just be Larry.

Sadly, Larry's enthusiasm and boundless energy was not enough to overcome depression, health issues, and difficult realities he found himself forced to deal with. He had been in the midst of downsizing some of his possessions, and it seemed he found it both bewildering and shockingly sad to discover that things he had treasured for years had little or no monetary value. It was just **stuff**, but to Larry every item held the memory of where and when he'd acquired it.

I've battled depression for most of my life, and in my darker moments I try to remember what my father told me about life. He was an atheist, or at least that's what he called himself. I think he was more of a doubter and a hoper; he doubted there was anything beyond this life, but hoped he was wrong. With that as his vantage point, his view was "a good book, a good movie, or a good meal is better than any alternative."

I'll close by reminding you the next deadline for Diplomacy World submissions is July 1, 2019.

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 winter, 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



Christopher Martin - Larry Peery was already a legend when I came into the hobby in the late 90s, mostly for his drive to organize and his shenanigans. Someone will have to tell the story about how a tie for first place at a tournament of his was decided by whomever could throw a brick the furthest?!? I heard that referenced over the years but never got the details. If Edi is the Grandfather of Diplomacy, Larry was the Crazy Uncle who always laughed and made sure the kids had a good time.

I have two Larry-related Diplomacy stories; he was Russia to my Turkey in a two-way draw in 1998 at WDC DixieCon - He hit it right off and steamrolled over Bruce Allen's Austria, David Norman's Italy, and Don Del Grande's Germany and were at about 12 centers each while Paul Gerwe in England and Ken Mathias in France were still fighting each other. I stabbed him - Ineffectively, I got to 13 and him at 11 or so - and we were going to fight, but the rest of the board was done and voted us a two-way draw. It was easy to underestimate Larry on the diplomacy board, he was much more interested in having fun than in winning - but that didn't mean he didn't know how to push the pieces.

The second story was for DipCon@Sea, which was in 2005. Larry convinced everyone that this would be a good idea, to take a week to cruise from Galveston down to Mexico & Belize, and play diplomacy on the days the ship was at sea. I don't remember how I got shanghaied to organize, but probably because I also thought it was a great idea, he talked me into helping - and then had an attack of gout, so that he couldn't attend! I had never run a tournament before or done any organizing of any kind really, but fourteen of us set sail and played four rounds of diplomacy: Rick Desper, Dan Schlick, Edi Birsan, Steve Cooley, Andrew Neumann, Yann Clouet, Thomas Pasko, Buz Eddy, Christopher Mann, Len Tennant, David Norman, Jamin Peterson, Andrea Cossutta, Dan Mathias. Some of us brought wives & families and we made some great memories. Rick won, which everyone appreciated, because he'd "earned" his way in by finishing last at the previous DipCon. Larry loved seeing the pictures and hearing the stories from the event.

And that was Larry, as I knew him - he loved to travel, to meet people, to hear their stories and tell his own (at



great length, occasionally). As far as I could tell he'd been everywhere in the world at some point, and could introduce you to Diplomacy players from China to South Africa to probably Kazakhstan. He had such a tremendous love for the game, the hobby, and the people in it. He will be missed.

There is a GoFundMe for his funeral expenses, the goal is \$4,000, we're at \$2800 now so it may be moot by the time you go to print: <https://www.gofundme.com/funeral-expenses-for-larry-peery>



Thaddeus Black - Decades ago, back before one had Ebay and the like, Larry found and mailed me a copy of Avalon Hill's 1971 rulebook, which I lacked. I didn't even really know Larry at the time. I believe that I mailed him something in return; don't remember what that was, but mostly, Larry was just trying to help, as usual.

I still have Larry's rulebook in a box somewhere, I think. It's a Quebec edition, printed in both English and French. That would be Games Research's 1971 rulebook, of course, wouldn't it? Not Avalon Hill's. At any rate, it was the North American edition with the French translation. Not sure why Larry would have that (he had never lived in Quebec that I heard), but somehow, he did. Too late to ask him now.

Larry was a good man and a fine mate in the hobby. He will be missed.



Melinda Holley – I'm sorry to hear of Larry's passing. I think what I will remember the most about him is that he introduced me to a wider range of classical music than I'd previously known. And he could always make me laugh.



Joshue Danker-Dake – I was surprised and saddened to hear of Larry Peery's passing. I always found him friendly, engaging, and quite a character. I've never known anyone who loved writing about (and around) the hobby as much as he did. The Diplomacy community is poorer for his loss.

Selected Upcoming Conventions

Find Conventions All Over the World at <http://diplomacy.world/> and at <http://petermc.net/diplomacy/>

I am trying to locate additional sources for Upcoming Conventions. PLEASE, if you have an event coming up, notify me, and why not make up a one-page flyer for inclusion in Diplomacy World?

Weasel Moot 13 – Saturday April 27th – Sunday April 28th – Chicago, Illinois -
http://windycityweasels.org/index.php?option=com_k2&view=item&id=1208

DixieCon 33 – Friday May 24th 2019 – Monday May 26th 2019 – Chapel Hill, North Carolina – www.dixiecon.com

Boston Massacre – Friday June 21st 2019 – Sunday June 23rd 2019 – Newton, Massachusetts –
www.bostonmassacrediplomacy.com

SkyCon1 – Thursday July 11th 2019 – Sunday July 14th 2019 – Big Sky Resort, Montana - Craig.Mayr@gmail.com

2019 Liberty Cup – Friday August 2nd – Sunday August 4th – Philadelphia, Pennsylvania - <https://liberty-cup.com/2019-liberty-cup/>

World Dipcon 2019 – Friday August 30th 2019 – Sunday September 1st 2019 - Frioul Islands, Marseille, France –
www.worlddipcon.com

DipCon 2019 – Friday September 6th – Sunday September 8th – Seattle, Washington – www.dipcon2019.com

Ask the GM

By The GM

Dear GM,

I have many Diplomacy friends who no longer want to play Diplomacy accept online and I'm having trouble generating a good face to face game.

What can I do to get people to play more face to face games?

Sincerely,
A Face to face Gamer

Dear Gamer,

What you need to do is generate more buzz about your games. I suggest you start offering people free booze and drugs to get them to get excited about spending time playing Diplomacy. If that doesn't work you fan also try and invite strippers as I've found a well-motivated stripper can make any social gathering better (or at least more talked about.)

Your Pal,
The GM

Dear GM:

I am concerned that we have too many foreigners in our beloved hobby. Can we build a wall around our hobby like our beloved President Trump is doing with our physical border?

Sincerely,
A Concerned American

Dear American,

While my patriotism takes a back seat to no man—I want to play the best and the best means everyone in the world not just Americans. Only a coward would hide behind a wall, afraid to play the best players in the world, so my answer is no, we cannot, nor should we, build a wall around our hobby.

So, put on your big boy pants and face those foreigners fearlessly or get out of my hobby.

Your Pal,
The GM

Lawrence William Peery: 29 July 1947 – 8 March 2019 (Obituary provided by Michael P. Maston)

Larry - a native of San Diego, California who spent almost his entire life in San Diego - has passed away. He attended Crawford High School and graduated in 1965. He attended San Diego State University majoring in political science. During his collage studies he encountered a recently invented board game called "Diplomacy" and made it the love of his life. He created and edited his "zine" with play by mail games and articles regarding the play of the game. First printed by mimeograph he learned how to operate a commodore 64 and 128 computer to produce his magazine. His magazine was called "Xenogogic." At one time he also edited the national Diplomacy magazine called "Diplomacy World" as well as the "Diplomatic Pouch." He also attended numerous Diplomacy conventions throughout the country and the world. His "Peerycon" was locally staged and amounted to a house party before it got so large that a hall or hotel had to be rented in order to accommodate the players. The national conventions where small affairs in the beginning but soon ballooned into mega affairs.

Diplomacy does not rely on cards or dice or any element of chance to play. Also, a regular Diplomacy game requires seven players each of whom are representing seven major European powers prior to World War I. Each move is preceded by a Diplomacy phase. During this phase each of the players negotiates with other regarding their intentions and possibly forming alliances. After the moves are made, then there is another diplomacy phase before each move. The object of the game is to gain eighteen "supply centers" which are major regions in each of the countries on the board. A game could last several hours. Larry excelled in the give-and-take of the negotiation sessions during the game won several tournaments both in the United States and abroad. He attended his first international convention in Birmingham UK in 1986. In all he spent 53 years traveling the world attending conventions, writing articles about the play of the game and world affairs. He invented a writing style that came to be known as "peerryblah" which offered long-winded discussions regarding the minutiae of the game. Peerryblahs could go on for several pages. His writing was precise and insightful and humorous. It would be impossible in this short discourse to describe all of the honors, achievements and awards that he received along the way. His perspective on foreign affairs was uncanny.

He suffered a heart attack in 2005 which slowed him down considerably. While he still wrote an occasional article, his health declined steadily.

There are now many new and younger players on the Diplomacy scene but none of which will match the sheer genius of Larry. We have truly lost a pioneer and one of the brightest stars to grace this planet. Larry, you will be missed.

White Nights, Cold City - A Report from Cascadia Open 2019

By Chris Brand

The last weekend of January doesn't sound like the most likely time to find people trekking north to Canada, unless they happen to be heading for the ski slopes. And yet, about half of the 18 people (well, 19 including me) who played at this year's Cascadia Open tournament did indeed cross the border to do so. The weather was kind to them – it's difficult to know what to expect in January in southern BC. The venue this year was the back room of the Heritage Grill, where 8 games were played over three rounds.



Back Room at Heritage Grill

Most of the travelers met up on the Friday night at a pub for a meal and to scope out the competition. Some made sure to get a good night's sleep, while others found a quiet corner to terraform Mars.

Saturday morning at 10am saw the fun commence. As in previous years, I had a screen displaying the situation on each individual board as well as the "if all games ended now" overall scores. This year, though, because we were playing in a bar, there was food and drink available to anyone who could spare the time to track down a server. 16 players were there for the first round, but Mario Huys and Matt Shields kindly volunteered to explore Vancouver rather than play.

Game 1 saw an early exit for Brian Klenk as Austria after losing Vienna to Kyra Olson's Russia in 1901, with the other 6 all surviving to the end in 1906. Craig Mayr took the most points with 33.5 for his 9-centre France, with Matthew Crill's Germany and Mark Philp's Turkey both earning 26.4 points for 8 centres.



Round 1 Negotiations

Game 2 ended in 1904 with 45.8 points for Jason Mastbaum's 11-centre Russia, followed by Edi Birsan's 24.2 for his 8-centre Austria. Holland was neutral until 1903.

Round 2 there were again 16 players, and this time Heather Jamieson and Brian Klenk generously volunteered not to play.

Game 1 ended in 1904 with all seven players still alive. Mark Philps topped with his 8-centre Germany netting 31.7 points, followed by Racan Souiedan with 24.3 points for his 7-centre France.

Game 2 ran to 1905, with 5 survivors. Leading the pack was Adam Silverman with 33.5 points for his 9-centre France, followed by Edi Birsan, who scored 26.4 with 8 centres for Russia. This game, Greece stayed neutral until 1903.

A few diehards did try to terraform Mars into the early hours, but closing time arrived before the end of the game. There was definitely some Avalon played at some point during the weekend, but I don't remember exactly when.

Sunday morning there were 18 players, just to make life really interesting for me. So Kyra Olson, Matt Shields, and I all played two games (five of those six positions survived). Because we had to vacate the room, Sunday games were mandated to end no later than 1909.

Game 1 ended in 1905 with 5 survivors. Craig Mayr in England and Racan Souiedan in Russia both earned 35.2 points for their 10 centres.

Game 2 was the marathon, running to 1908, with Mario Huys managing to grow his Russia to 13 centres in that time, scoring 56.0 points. Second place was Kyra Olson with 21.2 points for 8 centres in France.



Mario's Russia (white and yellow)

Game 3 played more game years, playing all the way to 1909, but in less time than game 2. A calculated final year stab of Edi Birsan in England by Adam Silverman took his Germany to 12 centres and 45.9 points, with Riaz Virani's 9-centre Italy taking second with 25.8 points.

That betrayal by Adam in game 3 of the final round determined the top three of the tournament, with Edi Birsan ending in 3rd place with 71.07 points, Craig Mayr in second with 83.56, and Adam Silverman winning with 89.66.

Best country awards went to Edi Brisson for Austria, Craig Mayr for England, a tie between Adam Silverman and Craig Mayr for France, Adam Silverman for Germany, Riaz Virani for Italy, Mario Huys for Russia, and Mark Philips for Turkey. People played Austria a little better this year than last, although there were still only two survivors, both were better than the two from last year. The draw for best France was intriguing because we learned that topping the board with 9 in both a 0/5/9/8/2/2/8 and a 0/0/9/6/5/8/6 give exactly the same score under sun-of-squares.



Prizes!

And with that, it was over for another year. I imagine I'll probably run it again in 2020, though, so if you're interested email Cascadia.open@gmail.com for the details.

The full details (including supply centre ownership for the first two rounds) are available at <https://diplomacytv.com/tournaments/> for the curious.

I'd like to thank Mike Moore, in particular, for his help.



To the Victor Belong the Spoils

Come to Dixiecon!

By David Hood

So, the Tar Heels lost in March Madness already this year – but that just means the focus at the University of North Carolina is now on MAY MAGIC!

Dixiecon will be held over Memorial Day weekend again this year, for its 33rd annual event! The location is Granville Towers in Chapel Hill, NC, and the dates of May 24-26 for the Diplomacy tournament itself. Open gaming actually begins on Thursday night the 23rd and finishes up early in the morning of Monday, May 27.

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

The Diplomacy tournament itself will begin on Friday evening at 6pm, with one round each on Saturday morning and Sunday morning (which is the only round with a time limit.) The Saturday morning round also doubles as the Team Tournament, in which teams of 3 total their scores to determine which team will take home the championship medals, and which ones will just be made fun of by the tournament director.

The event now has about as much non-Dip gaming as it does actual Dip games, which just means more fun for everyone in general. We have the Iron Man tournament, which scores results from all the non-Dip gaming throughout the weekend, with first through three places awarded during the Sunday afternoon awards ceremony. One great thing about this event is that it allows players who are eliminated from Dip games the option of playing in other tournament games right away instead of waiting around for the next Dip round.

In addition, this year we will inaugurate a standalone Terraforming Mars event as well – which we are calling Terradipping Mars. The scoring system will be announced at the con, but the basic idea is that folk can play preliminary rounds starting on Thursday night, with the top four finishers to advance to a final board on

Saturday night for the crowning of the champion. In addition, the individual game results will stay with you in a form of a rating system so that we can coordinate with other events expected at other Diplomacy tournaments (Liberty in Philly during August 2019 is already on board) which we hope will make the thing even more fun. Given the popularity of the game among current Dippers as well as the many former-Dipper-hangers-on who slither around Dip events, we thought this would be a fun sideline for everyone.



Hey, if it works great, and if doesn't...I'll find someone else to blame for it.

Early registrations for 2019 already include three players completely new to tournament Diplomacy as well as, wait for it, the triumphant return of a longtime Diplomacy hobbyist from Missouri – Vince Lutterbie! Vince ran his own housecon back in the 80s and early 90s called Poolcon, and helped to organize the 1992 Dipcon in Kansas City. It will be a blast to welcome Vince back to the hobby. He did appear at a Weaselmoor in 2009 but otherwise has largely been retired from Diplomacy. What cooler place to get back in than Dixiecon, the granddaddy of em all (at this point anyway.)

Also threatening return to Dixiecon this year is another hobby legend, Manus Hand. How could you possibly miss this?

To find out more information, visit www.dixiecon.com where players can also register for the event online. The costs are low - \$35 registration fee and \$35 per night to rent rooms at the college dorm where the event takes place. Other housing options are available, feel free to contact the tournament director David Hood at davidhood@dixiecon.com!

Xenogogic: My Last Column Part 1 - My Farewell Playlist

By Larry Peery

When I created XENOGOGIC in the spring of 1964 I never anticipated it would become what it did and go on to take on a life of its own. Now, fifty-five years later it is time to bring down the curtain on XENO and write my last column. And this being peeriblah, of course, that last column was long enough to take up a bit of space in both DIPLOMACY WORLD and THE DIPLOMATIC POUCH.

If you're interested in my dip&DIP history you'll need to look at the back issues of XENO, DIPLOMACY WORLD, THE DIPLOMATIC POUCH and many of the premier hobby publications from the First and Second Golden Ages of Diplomacy. In this last column I'm writing about things that are even more important to me than Diplomacy. Can you guess what they are?

Music is one of the few things in life that is more important to me than Diplomacy, so it seems appropriate to devote this first part of my last column to some of the music that has provided inspiration, guidance and comfort to me during my Diplomacy years. I picked these seven pieces because, taken together, they pretty much summarize my Diplomacy career. There's nothing complicated here, just the simple progression from the happiness of being present at a new creation to a realization that sooner or later everything comes to an end: good, bad or indifferent.

The joy, happiness, and growth of life, in and out of Diplomacy, for me is expressed in the Mozart and Beethoven pieces, particularly in the Beethoven work known as the "Apotheosis of the Dance" his 7th Symphony.

Mozart's Exultate, Jubilate was originally written for his favorite castrato, Venancio Rauzzini, Mozart's favorite male singer for his high note operas; and then was adopted by rising young sopranos on the way up (compared to the Strauss work which was written for those who had made it to the top and might even be on the way down in their vocal abilities). Wiki, Amazon and YouTube offer dozens of recordings of the Mozart but I have particularly enjoyed those of Popp, Kirkby, Ameling, Battle, Lezhneva, Schafer, Bartoli, Damrau, Baker, Auger and the Schwartzkopf ; which has never been surpassed in my hearing. There's even a Karaoke version if you want to give it a try. Conrad, are you listening?

Among the recordings of Beethoven's 7th my favorite remains the Bernstein. Watching him in his youth bounce up and down in time to the music as he

conducted and then later with a slowing body and music tempi always gave me pleasure. Bernstein's library of recordings of the 7th spans some forty years (from 1958 to 1999) and includes multiple recordings with various orchestras for different recording companies (Columbia in the early years and DG in the later ones primarily.) They are all good and all different. There is also an excellent video on YouTube of his performing and commenting on the symphony.



The Jerry Lee Lewis "Great Balls of Fire" expresses the exuberance of youth as it matures and all those hormones finally break loose. But even as I experienced that feeling, I couldn't help but remember something my step-father told me when I graduated from school. "Don't ever forget that you can't set the world on fire with wet matches." Sound words of wisdom from a retired fire captain.

The trials and tribulations of Vietnam and Watergate in diplomacy and the Great Feud and Little Feud in Diplomacy marked the transition to maturity for me and the battles of a real life in a real world, whether it was dip&DIP or something else.

My choices of music reflect this with songs like the Sinatra and Piaf which were favorites of mine in the '60s and still are today. It is no surprise that I still have my original long-play vinyl recordings of both of these and have played them many times over the years.

Francis Albert Sinatra was a/k/a "The Voice" (in his younger days) and "Ol' Blue Eyes" (in his prime), and "Chairman of the Board" (in his later years). Edith Piaf, born Edith Giovanna Gassion was a/k/a "The Sparrow" (named for Edith Cavell, Piaf was a nickname given her 20 years later), or the Waif Sparrow, the Little Sparrow".

It took me a long time to appreciate the music of Richard Strauss and I was surprised when I found out that he was composing "Four Last Songs" at about the same time I was being conceived. This is not a piece I listen to often but it is one that I have three recordings of by Fleming, Norman and Schwartzkopf (still my favorite after nearly 60 years). Every soprano with aspirations of greatness sooner or later tackles this work. Few master it. I remember reading something George Szell wrote years ago, "To appreciate the Four Last Songs is an indication that one is ready to meet your Divine Creator."

Among the other YouTube videos of the work are: Elly Ameling, Kirsten Flagstad (with Furtwangler in 1950, the first recording), Gundula Janowitz, Margaret Price, Lucia Popp, Anja Harteros (Spanish).

I've been a fan of Roger Whittaker for many years and one of my favorites of his songs is "The Last Farewell" which, I suppose, you could interpret as a metaphor for the game and hobby of Diplomacy. Just a thought. I'll leave it to you to listen to the song, read the words, and decide for yourself.

Elvis Presley and Matt Monro, among others, also recorded the popular favorite (both lacked that "rough edge" that made Whittaker's version the definitive one).

So there you have it --- some of my favorite musical pieces to go with some of my favorite Diplomacy pieces. I hope you enjoy listening to them and they help you to move your pieces more successfully in your next Diplomacy game.

MOZART, Exultate Jubilante, 1773
https://en.wikipedia.org/wiki/Exsultate,_jubilate
https://www.youtube.com/watch?v=YP1HS1_ZCLK
(Rene Fleming)

BEETHOVEN, Seventh Symphony, 1811 – 1812
[https://en.wikipedia.org/wiki/Symphony_No._7_\(Beethoven\)](https://en.wikipedia.org/wiki/Symphony_No._7_(Beethoven))
<https://www.youtube.com/watch?v=UYSooMonRv8>
(Leonard Bernstein, Vienna Philharmonic)

Jerry Lee Lewis, "Great Balls of Fire", 1957

https://en.wikipedia.org/wiki/Great_Balls_of_Fire
<https://www.google.com/search?client=firefox-b-1-d&q=jerry+lee+lewis+great+balls+of+fire>

Frank Sinatra, "My Way", 1969
https://en.wikipedia.org/wiki/My_Way
<https://www.youtube.com/watch?v=6E2hYDIFDIU>



Edith Piaf, "No Regrets". 1960
https://en.wikipedia.org/wiki/Non,_je_ne_regrette_rien
<https://www.youtube.com/watch?v=YLjJgl92f8w> (Edith Piaf, in English)
<https://www.youtube.com/watch?v=5jQeMWlplal>
(Mireille Mathieu - on Je Ne Regrette Rien, 1990)

STRAUSS, "Four Last Songs", 1948
https://en.wikipedia.org/wiki/Four_Last_Songs
<https://www.youtube.com/watch?v=zaAoraR0ICk>
(Jessye Norman)

Roger Whittaker, "The Last Farewell", 1971
https://en.wikipedia.org/wiki/The_Last_Farewell
<https://www.youtube.com/watch?v=sGWs1HK8iDU>

Fogbound on Airstrip One

By Jon Hills

Hello and welcome back to Airstrip One.

Unsurprisingly, there has been little in the UK news over the last quarter that has not been Brexit related. Having hung on until the last minute in case of developments – a little like current Government policy – I started writing this on what had been dubbed by some as “UK Independence Day”, 29 March 2019.

Frankly, only a politician could present ‘independence’ as the rejection of membership of a democratic body governed by a formal written constitution in favour of subservience to a monarch and the strictures of tradition. Indeed, I think we fought a war with you about that some 250 years ago! However, it has been interesting to watch the debacle that Brexit has become. This is proper history being made before our eyes and for the devoted Dipper, to see real diplomacy in action is educational. Indeed, it is a testament to the genius of ABC’s game design that Brexit has often felt like a gigantic game of *Diplomacy*.

With that in mind, I thought that I would try to explain the Brexit negotiation process and see if there are any lessons that we can learn from how this has been handled that might help us in our own play.

Also, although I never met the late, great Larry Peery – is it too soon to give him that epithet? – this feels like the kind of thing that he might have enjoyed. So, since our esteemed editor has requested tributes, I’m dedicating this one to Larry.

In 2016, the UK voted, by a narrow majority, to leave the European Union. In that sense we were just like every player at the start of a game; dreaming of a solo. However, as the players sat around the metaphorical board, England (i.e. the UK) already knew that she faced a solid Franco-German alliance (the EU). Although remaining on friendly terms, both had made it quite clear that they had shared interests.

The EU did, however, set out a road map for how the Brexit process would run. Their insistence was that first, we should agree the UK’s contribution to the future EU budget – what was termed the ‘Divorce Bill’. Only once that was agreed would they discuss a Withdrawal Agreement – essentially setting out the terms of what the UK’s relationship with the EU would be until such time that a new formal trade agreement could be negotiated. Then, once this Agreement was in place and the UK had actually left the EU, trade negotiations could start.

This brings me to the first lesson: the importance of having a clear strategy before entering into negotiations. The EU’s move was calculated and deliberately intended to give them the whip hand later on. The key strength that the UK had in negotiations was the contribution made by our economy to that of Europe. The EU represents about 48% of our Export market with a similar flow of trade in the opposite direction. The EU’s approach effectively rendered this trump card null and void until after the Withdrawal Agreement had been brokered.

In *Dip* terms, this was akin to France and Germany allowing England to have both Norway & Belgium, in exchange for waiving any further fleet builds!



In January 2017, the UK Prime Minister, Theresa May, set out a number of ‘red lines’ – identifying certain principles on which she would not compromise. I won’t list them all here but the three most significant were to retain full control of the UK’s borders, withdraw from the Single Market, and not to join into a Customs Union with the EU. However, the EU also had their own set of red lines, the most key one being that the four ‘pillars’ of EU membership – freedom of movement for goods, capital services and labour were indivisible.

The difficulty with Brexit, and the reason that it has dragged on so, is that these sets of red lines are incompatible. The close, frictionless economic relationship that Theresa May wished to agree with Europe relied upon the free movement of goods - and, to a lesser extent, capital and services - but not people. This was not something that the EU could ever agree.

This brings me to my second lesson: when negotiating, always be realistic and keep in mind what is achievable. Again, to put it in *Dip* terms, having placed your fleets in Belgium and Norway, you can’t offer to support Russia into Denmark or Germany into Burgundy. It is physically

impossible. Likewise, although you might want Russian help to get you out of the hole that you've created for yourself, unless you have some diplomatic death wish, it would be lunacy to upset France and Germany when in such a vulnerable position.

The third lesson is harder to demonstrate on a board but is true nonetheless. *Diplomacy* is a game that requires active communication.

One positive aspect of Theresa May's negotiations is that she did speak to various European Heads of Government and attempt to persuade them to support her position, even though this was ultimately fruitless. Sadly, though this was the only bright spot. That communication was conspicuously absent from her dealings with her Parliamentary opponents, whether these were within her own party or across the House of Commons. The lack of cross-party involvement on a matter of the utmost national importance was perhaps the single biggest mistake that the Prime Minister made across the whole process.

That failure has meant that relatively few of her own party actively support the Withdrawal Deal that she negotiated. Many others do not trust her to negotiate the wider trade agreement that would permanently replace the UK's EU Membership. The most support that she has gained – and that at the third time of asking – was only achieved by her promising to resign if it was passed. It didn't. The reason for this is that this lack of trust was only amplified amongst the other political parties. Theresa May's agreement did not adequately address or reflect their priorities and concerns – which are many and varied. It is telling that in a series of recent 'Indicative Votes' – when MPs were given free votes on a number of possible outcomes - not one of the eight options proposed was able to achieve a majority.

The takeaway point, therefore, is that to be successful in negotiation, you have to fully understand the interests of all concerned, and to at least pay lip-service to them. You will only know what these interests are by talking to everyone; your friends and your enemies.



So, where do we go from here? Well for the UK, the position is far from clear, hence the title of this piece. Players of Sid Meier's 'Civilization' series of games will be familiar with 'Fog of War' obscuring much of the map. That is very much how it feels at the moment. The UK faces the very real prospect of leaving the EU without a Withdrawal Agreement, which will undoubtedly have a detrimental economic impact. However, it is perhaps equally likely that a new Government may be formed, in which case it is possible that Brexit may be abandoned or postponed. The third alternative, which is perhaps the least likely, is that Parliament will finally approve the Withdrawal Agreement at a fourth time of asking. However, in that event, there will certainly be a change in Prime Minister and possibly of Government shortly after.

Perhaps what is needed is some way of teaching our elected representatives how to negotiate, and of course, we have the perfect tool available- *Diplomacy*. If only we could get them to play.

Well, a significant step in that direction was made recently when Marvin Fried of the London Diplomacy Club, hosted a 'limited overs' game in the Palace of Westminster itself. I won't steal Marvin's thunder by saying much about it here as I hope there will be a full report elsewhere in *Diplomacy World*.

However, ironically, and perhaps presciently, the game was won by Turkey - a non-EU country!

Happy Stabbing!

You Owe Me A Farewell

By Fang Zhang

Hi Larry,

Haven't heard from you for a while. Doug told us you just started a new long journey recently and I hope you will enjoy it.

It's spring time of the year in Shanghai. We have lovely sunshine today and I am going to take my son to the Dripping Lake for hiking. The little boy just had his third birthday party in January and he will go to kindergarten this September. You know nowadays most little boys and little girls in Shanghai have an English name. I have been indecisive on that for a long time. Now I have made up my mind to call him Larry and don't expect me to tell you why.

Larry, do you still remember I said I would like to have an online interview with you with the same questions I asked Edi? You leave me no chance to do that. I know you are ready for it. I thought no need to hurry, there was a lot of time for us to do that. I'm so sorry. I really do. I don't know if you, in another world, will read Diplomacy World or not, but here are the questions through which I wanted you to share your ideas with us:

1. As an all-star player with experience of over 50 years, what on earth is the magic in the game (and in yourself) to keep you in the hobby and contributing for such a long time?
2. What is the most important/valuable thing(s) you have gotten/realized from so many years of hobby experience?
3. How much does Diplomacy count in your life? Do you take it as a hobby, or as a way of life?
4. What do you do for a living? Were there times when your work did not allow you to spend time (or enough time) on Diplomacy? How did you manage to get through all of those "conflicts"?
5. Do you remember about how many Diplomacy games have you played in the past half century? Which way of playing do you enjoy most: FTF, PBM, PBEM or tournaments? And why?
6. There are countless Diplomacy players out there, but only a limited number of them can be remembered as great ones. What are the qualities that make for a great Diplomacy player?
7. There are tons of Dip zines, many of which are very much readable and enjoyable. What kind of stuff do you think should be included in an excellent Dip zine? What's the best way to grab readers' eyes and attract/increase their interest?
8. Do you think personalities and characters will influence a player's playing and their chance of winning? Do you think we can judge the qualities of a person by his method of playing?
9. Which power do you like playing most in a standard game and why? Which is your favorite variant game?
10. Any thoughts or advice you want to share with Chinese Diplomacy players?

Even though we've only known each other for only a few years, I feel so empty and lost when thinking of your absence in my life. The most sad and regretful thing for me is I have no chance to tell you that. I don't have your photos but I have all your emails in my mailbox. Every time I reread them, I feel you are still out there.



Larry, I owe you too much. And if there were something you owe me, it would be a farewell in Larry's style.

Have a safe trip home.
Have a new life, make new friends and be happy.
I will always miss you.

Fang

The Skagerrak Sentry

By Erik van Mechelen

The Situation

You were lucky and drew Germany in the final game of a 3-game tournament.

How will you open?

Consider:

England is a strong player. Russia, too. You'd prefer not to ally with either, however, as you need a 9 or 10 center result to have a chance at winning the tournament. You happen to know France needs a big result, too.

France's desire to quickly gain centers makes him a natural early game ally in the carving up of England. But you need to ensure you get a bigger piece of England than France does. After England's dismantling, you will have the opportunity to maintain your alliance with France to move on Russia OR to break through into the English Channel or Burgundy in an attack on France.

(You've opted out of the Sealion since you don't want to be too friendly with Russia and you'd prefer the edge over France in England's spoils.)

Early diplomacy suggests Russia will have his hands full with a possible Austrian-Turkish alliance.

Maybe you can offer Russia Sweden in 1901 in exchange for building in the south (where he will need defenses against AT anyway).

Now, you're left with a decision on your opening.

A creative approach in keeping with your diplomatic agreements and suggestions might be the **Skagerrak Sentry**. (This opening is a situational variant of The Jutland Gambit.)

In Spring 1901, begin with the Blitzkrieg Opening, Danish Variant.

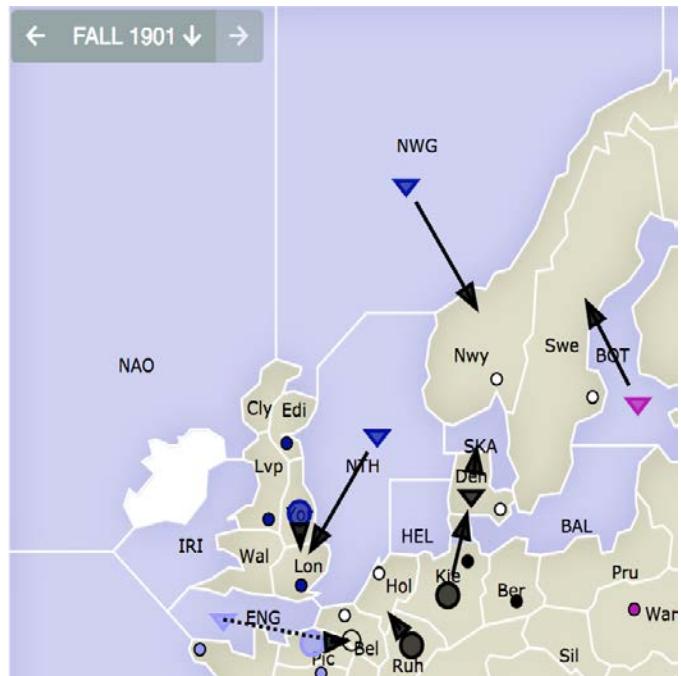
F Kie-Den
A Ber-Kie
A Mun-Ruh

Proceed, in Fall, with the Jutland Gambit:

F Den-SKA
A Kie-Den
A Ruh-Hol

In this situation, I am proposing to refer to the Jutland Gambit as the **Skagerrak Sentry**.

In my understanding, the point of the Jutland Gambit is to delay the choice of a victim. However, in the current scenario, you as Germany have a pre-arranged alliance with France and a planned attack on England. The point of the move F Den-SKA provides diplomatic and tactical influence to dissuade England of your intentions.



In this game, England self-bounces in London to keep it open for a build.

England will have to continue to play very well to remain in the game.

Even if England has begun to sniff out your intended antagonism, you as Germany are still in a very good position to work with France to pick apart England.

You will likely be building 2 as Germany: a fleet in Kiel and an army of your choosing. (Occasionally, with your second build you can construct a third fleet in Berlin.)

In this scenario, your ally France has picked up 2 builds.

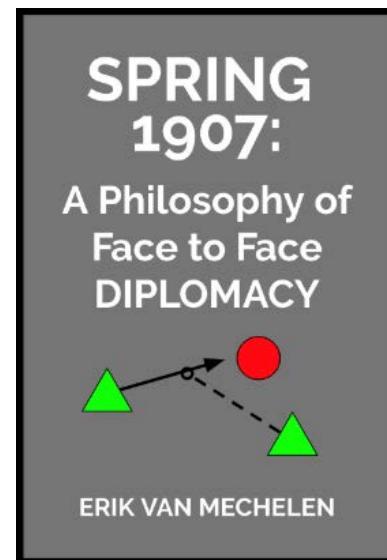
← SPRING 1902 ↓ →



occupied long enough for you to carve England and prepare for your middle game.

[[Erik is also working on a book for face to face diplomacy players. The book has sections on Morality and Philosophy in addition to what you would expect in Strategy and Negotiation. The book is 57% complete for now. The table of contents are listed as below. You can access it for free here, <https://leanpub.com/diplomacy> and you are encouraged to send him feedback at erik.vanmechelen@gmail.com

Ertik has also made a completely free web-version available here: <http://diplomacybook.com>



From here, with or without French support from ENG, you can aim for a fleet in NTH by Spring or Fall 1902.

(Even if the English manage to hold NTH, your F SKA is an excellent positional diplomatic tool with both England and Russia.)

Once your German fleets command the North Sea, the wind is most certainly at your back!

Congratulations, you've succeeded in implementing the **Skagerrak Sentry**.

Just don't be too proud of yourself until you wrap up the board top.

Remember to advertise your move to SKA as beneficial to both England and Russia. England probably has a right to skepticism (you've allowed Russia into Sweden), but you can point out that you do now have two units bordering Sweden (to be used at the right time). Keep Turkey and Austria active as you will need Russia to be

- The Adventure Begins
- Chapter 1: Philosophy
- Chapter 2: Inequality
- Chapter 3: Psychology
- Chapter 4: Morality
- Chapter 5: Negotiation
- Chapter 6: Strategy
- Chapter 7: Exploration
- Begin Again: Becoming a Lifelong Diplomacy Player
- Appendix: 75 Territories
- Appendix: Your First Game
- Appendix: Terminology
- Notes]]

Ask the Hobby Historian

By David Hood

In the Fall 2018 issue I submitted the first of what I hope will be a series of articles for DW focusing on Hobby history. As I said in that piece, there was a famous series with the same name by prolific writer Mark Berch back in the early to mid-80s under that same title. The goal at that time was to explain about the origins of the hobby in the 60s and its growth in the 70s.

While I had intended to focus on the infamous "Buddy Tretick" story for this issue's installment, I can't do that now. Because Larry Peery has died. And Larry Peery IS hobby history.

So, let me just join in what I am sure will be a chorus of voices singing in this issue about the loss of one of our great luminaries. When I first joined the hobby in 1985, the first person, I believe, that I communicated with by letter was a fellow named Pete Gaughan. I was asking about info regarding the next Dipcon, which was scheduled to take place in 1986 in Fredricksburg, VA at Mary Washington College. Pete was helpful, and he is pretty awesome in general, but I got even more info from a quirky, energetic, dynamo of a guy from San Diego named Larry Peery. We had about six or seven of us from North Carolina attend the 1986 event, and Larry overwhelmed us with enthusiasm. When we met him face-to-face, Larry told us everything about the hobby we needed to know – and more!

He was the one, at that tournament, who suggested that I start a Dip event in Chapel Hill because the hobby needed a tournament in the South. There had been one-offs before in Atlanta, but really nothing else. I suggested we call it Dixiecon, to which Larry then suggested it be "Dixie Cup Con". Last time that was ever said out loud (I hope.) No one would ever claim that Larry's ideas were uniformly good. They weren't. But his ideas were uniformly from the heart, with the best of intentions, and just plain fun to hear.

After Dixiecon got going in 1987 Larry decided to recruit me into more stuff. He and Ken Peel and, I believe, Richard Walkerdine all contacted me in 1988 sometime to say that there was going to be a world championship to be called "World Dipcon" which would start in the UK that year, and then would be held in 1990 in North

America – at Dixiecon. Sort of whether I liked it or not. Then Larry convinced me to come to the 1989 San Diego Dipcon to pitch that bid to the hobby assembled there.

Yes, THAT Dipcon. Where Edi Birsan won the event even though Hohn Cho won the actual Diplomacy tournament. Where folk got event points for how far they could throw color-coded bricks down the hill from Larry's house. And could get points by answering hobby trivia questions correctly. THAT Dipcon. As I said before, Larry's ideas were not always spot on, but hell they were certainly on... something. As weird at the whole thing was, I don't think anyone could say it was not fun. And Larry, in his Rip Taylor kind of way, was right there in the middle of everything just having a blast.

After I finally finished up hosting World Dipcon II in June 1990, thinking I had done what Larry wanted me to do and thus I could take a little break, then he hits me with his next one – he was going to step down as Diplomacy World editor and he wanted me to take the bloody thing over. Showing that I had very little sense at that age, I said yes. The publication had sort of fallen on hard times, a little too dependent on Peeribleah (yes, that was the term of art used to describe his articles – by Larry himself!) I revamped the thing, published it using new software and Macintosh machines, and had it run on newsprint by the same folk who were publishing a campus magazine that my brother and I were doing at the time. Then I sent it out to EVERYONE in the hobby for free whose address I could find. It was quite a thing, but as I said, no sense.

That was how I ended up publishing issues 60 -71, which can be found on the Diplomacy World website. It was awesome, but loads of work. Guess who helped a lot – yep, Larry. After I stepped away from that, my dealings with Larry became less frequent, although I continued to see him at lots of Diplomacy tournaments. He came to Dixiecon as often as he could, and helped to publicize it and the hobby in general until he tragically left us earlier this Spring.

I will miss Larry. The hobby will miss Larry. And the world today is a little less zany because of his passing.

MacCon 2019 Report

By Garry Sturley

Following a fun, albeit not well-attended, Diplomacy session last November at MidCon in Derby, UK, it was agreed that the community needed to offer more face to face options for UK players and to attempt to grow the hobby.

Together a number of very experienced online players from playdiplomacy.com, as well as a couple of other enthusiasts at MidCon all embraced the idea of a new six-monthly event to be held in Macclesfield, Cheshire, with the inaugural weekend on 2nd and 3rd March 2019.

The format would be to play standard boards on Saturday, and then include at least one variant on Sunday for those who enjoy something a little different.



The event was advertised on playdiplomacy.com, we18ebDiplomacyom and after some last-minute begging and arm-twisting we managed to get 15 committed players together and the scene was set for a weekend of food, drink, laughter and, of course, great Diplomacy!

As most players were staying in the same hotel, we arranged to get to know each other on the Friday night with a few games of pool in a local pub, followed by a delicious meal at a local Italian restaurant, and a fine time was had by all who could attend (although there may have been a couple of sore heads the next morning!)

Day 1:

The next morning, we met at 10 o'clock in the beautiful Copper Room within the historic Charles Roe House,

and drew random countries and boards, with host Garry Sturley acting as invigilator and timekeeper.

The line-ups were:

Board 1:

Austria – Greg M
England – The Tibetan Blackbird
France – Brumark
Germany – Andrew H
Italy – Jack007
Russia – Markus Z
Turkey – Pootleflump

Board 2:

Austria – Dib
England – Leon M
France – Simon F
Germany – Andy H
Italy – Gunther B
Russia – Adam S
Turkey – Strategus

Board 1 started with immediate controversy as both France and England, experienced online players, unintentionally mis-ordered in Fall 1901. This would not be the last time this game for either of them. After considerable debate and a check of the rules it was agreed that neither of the orders in question could stand, and Germany breathed a sigh of relief!

Meanwhile over on Board 2 the novice players of England and Russia, and the self-confessed rusty France all made a promising start and demonstrated a good grasp of the fundamentals, keeping the veterans on their toes. Russia gained two builds in 1901, France a tidy three, and England made a statement of intent by bouncing Germany out of Holland and generating a frisson of excitement around the board!

Board 1 developed nicely over the next few years with the central powers being slowly squeezed out by alliances of E/F and a slightly shaky Juggernaut.

Light relief was provided by an unforeseen (by England) retreat of Germany's fleet from Belgium to the English Channel, from where it went on a fine adventure, making it as far as the Ionian before forced to disband at the end of '04.

Part of that jolly expedition coincided with a neat talking point in 1903. With Germany's fleet in Western Med

certain to cut Turkey's Ionian support for the embattled Naples unit, Italy ordered:

Apu-Nap
Rom support Apu-Nap

Only to see Turkey escape with the inspired gamble:

Nap-Apu
ION convoy Nap-Apu!

The look of fury on Italy's face was a thing to behold, as Turkey grinned with deserved satisfaction.

This game also gave us the astonishing order set of:

NTH convoy Yor-Norway
NWG support Yor-Norway
SKA support Yor-Norway
Yor move to.....Sweden!!

A bad day at the office for England, and hilarity all round for everyone else!

Eventually, after some fantastic Diplomacy by Turkey to rebuild the juggernaut after Russia's unwise Sev-BLA, the game was ended at the end of '08.

Final scores for Board 1:

England, France, Russia and Turkey on 8, Italy hanging on with 2, and Austria and Germany eliminated at the end of 1905 and 1906 respectively.

Board 2 also ended on a high for Turkey, the clear leader on 12 after successfully navigating a shaky Italo-Austro-Turkish alliance in the later game. A real highlight of this board was the incredible recovery from Germany who, having been knocked down to a single army in Berlin in 1903, managed with fine diplomacy to rebuild to a very respectable 5 by the end.

Further unlikely naval maneuvers on this board too, with an Austrian fleet ending the game in Portugal of all places – certainly a new one for me!

Final scores on Board 2 were:

Turkey on 12, Italy, Germany and England on 5, Austria on 4, France 2 and Russia just clinging on with an army in St Petersburg, meaning nobody was eliminated.

After the action the exhausted combatants urgently needed to recharge their batteries, so after a little light refreshment in the venue's private bar and the nearby (and reputedly haunted) Bate Hall pub, the majority reconvened for a curry and post-match analysis until late in the evening.

Day 2:

After a swift breakfast in the nearby Wetherspoons everyone came back together at the Copper Room for the final day. With Adam S unable to attend Garry was able to shake off the mantle of host and get stuck into a game.



The format on the Sunday was of one variant table and one standard. Fortunately, there was an even split of interested parties, and after some discussion Versailles was chosen above Colonial and Heptarchy for the day's entertainment on Board 2.

On Board 1 (Standard Dip), the draw was as follows:

Austria – Andy H
England – The Tibetan Blackbird
France – Simon F
Germany – Pootleflump
Italy – Andrew H
Russia – Jack007
Turkey – Dib

Due to time constraints this game only ran until the end of 1905, but in keeping with the themes of the weekend Austria was hammered again (bravely hanging on against all odds, but eventually eliminated – no spectacular comeback from Andy H this game), Turkey did well again, and another fleet ended up in a bizarre place – this time a Russian excursion from St Petersburg to Portugal, much to France's annoyance!

The observant observer will note that France and England were played by the same names as on day 1. An oversight by the organizer that went unchallenged, but will be corrected on future occasions.

Meanwhile on Board 2 the Versailles draw was as follows:

Garry S – Britain + Spain
 Brumark – France + Yugoslavia
 Greg M – Germany + Czechoslovakia
 Strategus – Italy + Egypt
 Gunther B – Poland + Greece
 Leon M – Russia + Rumania
 Markus Z – Turkey + Sweden

France immediately opened negotiations with Britain to avoid being crushed between major and minor, which proved successful. A pseudo-Western Triple began to emerge as the game progressed, while in the east Poland and Turkey aggressively pushed Russia back.



Germany's rapid growth should have been welcomed in the west as, once Russia was crippled, Poland plus Turkey formed an obvious juggernaut. However, under the pressure of tight deadlines and two German fleet

builds, Britain and France instead panicked and turned on their erstwhile ally – much to the disgust of Greg and the delight of Gunther and Markus!

Under extreme pressure from the west Germany threw his lot in with Poland and Turkey and from that moment the die was cast. The juggernaut rolled westwards inexorably and when time ran out at the end of year 5 it was clear they were unstoppable.

The final result:

Britain + Spain = 4+1
 France + Yugo = 7+0
 Germany + Czech = 3+0
 Italy + Egypt = 5+1
 Poland + Greece = 10+0
 Russia + Rumania = 1+0
 Turkey + Sweden = 11+0

After the boards were packed away there was time for a quick ceremony for awards and thank yous (and a big thank you now to Gunther for making and bringing the awards) and an improvised four-player Age-of-Empires Gunboat on the Ancient Med board (beautifully designed and built by Jack007, a real master board-builder!), a game easily dominated by Andy H and Brumark.



Finally, time was up, the bar was closing, and everyone parted company in fine spirits, full of praise for the venue and organization, and looking forwards to doing it all again in six months' time!

In Praise of Peery

By Steve Cooley

"Steve, this is Edi . . ." I was sitting in a restaurant in California, having dinner with a brilliant young man I'd dissuaded from going into law enforcement a few years ago. Edi is a wonderful friend, but we don't speak all that often on the phone. What could he possibly want?

Sadly, it was to tell me about Larry taking his life. This was a real punch in the gut. Larry was a long-time acquaintance. I guess I might qualify as "friend." He would email me from time to time with questions about the hobby or concerns about it.

I met Larry probably about '84 or '85. I was new to the Diplomacy hobby. My friend, Ronald Spitzer, was in touch with all the hobby activity in Southern California. We'd go to housecons in Santa Barbara—and even all the way down to San Diego. Ronald introduced Larry as "Uncle Larry." As I recall, we played a few games that weekend, and I crashed on Larry's sofa.

I'm here to praise Larry and not to bury him, so I won't talk about his playing much (although he did contribute to my solo at the 2014 Dipcon in Seattle. Ironically, Edi was my surprised "you won?" ally). Here's what Larry did for our hobby that will be missed: he was a dreamer. Sometimes his ideas were dopey, or worse. For example, he organized the most amazing Dipcon I've ever been to. The event in San Diego (1989) was mind-boggling. He had great prizes and an awards banquet that was really something. The whole weekend was superb . . . until the results were announced.

I may have the order mixed up, but if I recall correctly, Hohn Cho was announced as 7th place. That was a farce. Hohn had clearly won the weekend. But, it got worse . . . I was 6th. I'd had a really humbling tournament, including the team round. I regularly won our tournaments in Los Angeles (I think this was toward the end of my three-year run of wins). I was our team "captain" and had taken Germany since it was my strongest country. What I didn't reckon on was Gary Behnen organizing a 1901 takedown with EFRIA all moving against me. Anyway, I did not deserve anything like the top board. Edi was "the winner" and was completely embarrassed. We all knew Hohn had won, but Larry's scoring system involved everything but a hot dog eating contest.

Sure, that was a black mark, but Larry also came up with the most fun Dipcon idea of all-time: Dip at Sea. Sure, few went. Well, shame on them. It was a blast! Anyone who went (including my wife) would tell you that was fun! When Larry first brought it up, I thought it was daft. As

he began to explain the cost breakdown and the benefits, I thought, "You know what? This is really a good idea!"

I think Larry's greatest asset was his optimism. He always looked at things and asked "Why can't we do this?" Now, sometimes his ideas really were daft, but that optimism and thinking about possibilities will be missed. He didn't just think "outside the box," but "outside the warehouse."

It makes me sick to think that the circumstances of life led him to let go of that optimism and give into the creeping pessimism of feeling that life was getting away from him. I don't know what pushed him over the edge, but I wish with all my heart that he'd written me one last time to ask for help.

Maybe I should have seen it coming. I did notice he was getting rid of his vast collection of Dip publications. I just put it down to common sense downsizing. Maybe I should have asked. I'm sure many of us have "maybe I should have" thoughts right now. It's not our fault, but we want to own it. We want to make sense of the senseless. We miss our friend and don't understand how this could have happened. I'm right there with you. I'm as confused as anyone.

I would urge/beg anyone thinking like Larry was to reach out. I'm on Facebook. Shoot me a note and I'll give you my number. You can call me 24/7. Let's not let this happen again.

Our hobby did not lose a great player. No, he was no threat to win Dipcon. Even so, we lost a hobby legend. As I reflect on what he contributed to the hobby, he's a giant. It's a good reminder that you don't have to be even a good player to have a huge impact on the hobby at large. Would Diplomacy World have lived as long as it has if not for Larry? I don't think so.

The shame of this is that I intended to write something like this a few years ago. Now, I write of Larry in the past tense. That's more than sad.

I miss Larry. I miss the personality of Larry. I miss the ideas of Larry. I hope his optimism will take root in us. We need that—a lot of it. His death is a good reminder that the game, as great as it is, is never bigger than the people we meet playing it. This was as true of Larry as it was Nate Cockerill, Don Williams or Jim-Bob Burgess. We have lost some giants, and none was bigger than Larry Peery.

NADF Discipline Statement for Public Record

From Chris Martin and Siobhan Nolen

A Statement from Chris Martin (outgoing President) and Siobhan Nolen (incoming President) of the North American Diplomacy Federation (NADF) on disciplinary proceedings following allegations of misconduct against Mr. Eric Grinnell at the most recent WDC, October 4-6 2018, hosted by the Potomac Tea and Knife Society.*

In October 2018 Mr. Grinnell was ejected from the tournament by its director, Peter Yeargin. Subsequently, Mr. Grinnell's conduct was reviewed by the board of the NADF, and deemed to merit referral to the NADF Community Standards Committee. Per Section C, (1), of [NADF Code of Conduct and Disciplinary Proceedings](#), "Community Standards Protocol," such a committee was formed.

This Conduct Committee, consisting of volunteers Randall Lawrence-Hurt, Siobhan Nolen, and Jorge Zhang, was charged by the NADF with the purpose of reviewing allegations of misconduct against Mr. Grinnell and, if such misconduct was confirmed, determining whether additional sanctions were appropriate in accordance with the NADF Code of Conduct and the good of the Hobby at large.

After an extensive review, On February 11, 2019, the committee concluded:

Eric Grinnell did violate the NADF Code of Conduct at the most recent WDC in Tempest. Specifically, he violated provisions 1 and 2 of the CoC; he failed to treat other participants with respect, and he disrupted the ability of other participants to enjoy themselves.

Mr. Grinnell has expressed no remorse or intention of changing his behavior in the future. He has variously denied his behavior occurred, denied that it was as bad as it has been characterized, alleged that other players have behaved in similar fashion in the past and not faced consequences, and alleged the existence of a conspiracy against him. It is the hope of this Committee that this investigation has been impartial enough to persuade him that it was not the result of a conspiracy, and that facing consequences for his actions will convince Mr. Grinnell that certain types of behavior are not appropriate at NADF-sanctioned events. We believe Mr. Grinnell can be a valuable and welcome member of the NADF community; we also believe, however, that before that happens, he will need to address his past behavior, think carefully about his effect on others, and resolve to change his behavior in the future.

Based on our review, we recommend Mr. Grinnell's NADF tournament-going privileges be revoked for one year, to be reinstated effective January 1st, 2020. The suspension, if enacted, should bar Mr. Grinnell from any Diplomacy-related NADF activities for the year. That includes participating and helping, but also attending.

After the review and recommendation of the Code of Conduct Committee, Section D of the NADF Code of Conduct and Disciplinary Proceedings calls for a review of the findings by a Tournament Committee consisting of a representative from each NADF-recognized event which has taken place within the past 24 months.

The following Tournament Directors (in place in 2018) reviewed the committee's findings & recommendation:

Adam Silverman (Whipping)
Alan Levin (Massacre, TotalCon)
Bill Hackenbracht (Liberty)
Bryan Pravel (WeaselMoot, CodCon)
Chris Brand (Cascadia)
David Hood (DixieCon)
David Maletsky (Carnage)
Peter Yeargin (Tempest)

On February 14th, more than $\frac{2}{3}$ of the TD's above ratified the committee's recommendation.

Accordingly, Mr. Grinnell is not permitted to attend any NADF-sanctioned tournaments until January 1, 2020.

What I Have Learned from the Game (Part One)

By Fang Zhang

1. You are not able to bring sunshine to the others if you don't have sunshine. You are not able to influence others if you do not devote yourself wholeheartedly.
2. Players have different senses of worth about the game, different ways of playing, and different points of view on what is right and what is wrong.
3. If your enemy is making a mistake, do not disturb him. If he is doing the right thing, try to mislead him or his ally.
4. Ordinary players focus on the tactics, aiming at one dot or two. Good players pay more attention to the strategy, looking forward to the future. Great players know the power of virtues and emotions, winning using modesty, honesty and tolerance.
5. Give your enemy no tactical advantages, neither in forces nor in position.
6. There are two kinds of tactical advantages: superior forces or better position.
7. Whatever the opening looks like, you can always make the best result out of it. The only failure is to give up when the situation becomes rough.
8. You don't need to tell all the truth to anyone, including your ally. It's often better to shut the mouth or just say no than to lie.
9. It is always your recklessness, conceit, and pride rather than the lack of abilities that make you lose the game.
10. If you get stabbed by your ally, better not to react until you calm down.
11. You'd better give a hand to someone who is under attack, if you are likely the next target. Just like the saying goes, if the lips are gone, the teeth will be cold.
12. You have a solid alliance if you can manage to make your better half believe that you are doing great, he/she benefits a bit more than you, and you are the only one he/she has.
13. Evaluate your risk and benefit each turn before you write your orders. Your only task is to improve your benefit/risk ratio through military or diplomatic actions.
14. Do not give up easily; the outcome of rolling the dice may be beyond your expectations.
15. Apart from wining, there always are other goals of playing which are all reasonable.
16. It's very hard to please everyone. The only time I made everyone happy was when I promised the rest of the board a nice dinner later.
17. If you can deal well with your anger, greed, and prejudice when playing, you are the winner in real life even though you may lose the game.
18. It's an important part of your big plan to help others achieve their small success.
19. It can be more believable to have lies or rumors told by a third party.
20. Don't panic or get mad when you have not heard from someone within the time you expected. Send one more message and wait patiently.
21. Each game is different, while humanity is always the same.



The Bourse—An Easy, SEC-Free Way to Spice Up Your Diplomacy Zine

By Bob Durf

I meant to have another article on variant design ready, inspired in part by several much-appreciated responses and critiques from my first article on design this winter. Because it is likely going to be a bigger endeavor than I initially planned for before I had those responses, I'll take a step back and return to that topic in full force next issue.

There are a lot of Diplomacy variants out there, and before I get back to a meatier topic next issue, I'd like to bring up a variant that is quite old, created apparently by Don Miller around fifty years ago, old enough that I caught a mention of it in Richard Sharp's Game of Diplomacy book from the seventies. The variant is not strictly a variant in my opinion, but more of a side game to be played alongside an existing Diplomacy game. The rules are not terribly complex; basically players buy and sell currency in the seven denominations of the powers on the Diplomacy board. The Bourse was actually brought up in this publication as recently as 2010—recent enough for yours truly to be reading the issue in question as a junior in high school. However, 2010 was, yes, nine years ago, so in my opinion there has been plenty of time between now and then to bring it back up. The article in question took the particular ruleset from a zine called "Mad Policy" in 1975, and as it is the ruleset listed on the online DipWiki, I have no reason not to assume the ruleset is not the standard old rules for the Bourse. 1 I will quote in relevant part the purported original rules from 1975, quoted from said 2010 Diplomacy World article:

"Each player starts with 1000 units of each currency of the nations in the Diplomacy game: Crowns, Pounds, Francs, Marks, Lira, Roubles, Piastres. All are equal in value at the start of the game."

The deadline for Bourse orders is the same as for the Diplomacy game. The orders are in two parts; SELLING and BUYING. You must always buy as much as you sell every turn. This is most important – see below.

At the start of the Diplomacy game one unit of each currency is worth one US Dollar. However, each time 100 units of a currency are sold its value in relation to the Dollar drops by

one Cent. Each time 100 units of a currency are bought its value in relation to the Dollar increases by one Cent. So if in the first season the total of all players' orders results in 500 more Marks being sold than bought then the Mark would have a value of only 95 Cents the following season. If the total of all players' orders results in 1000 more Lira being bought than sold then the Lira would be worth \$1.10 the following season.

If only a net 999 units of a currency are bought or sold then the Dollar value only changes by 9 Cents – all fractions are lost.

Each player must buy as much as they sell IN RELATION TO DOLLARS. For example on the second turn, using the values quoted at rule 3 above, a player could sell 100 Lira (worth \$110) and then buy 115 Marks (costing \$109.25 – again fractions are LOST). If a player makes an error the GM will simply buy as many units of currency as can be afforded.

A player may never sell more than 500 units of any one currency in a single turn. You may however buy as much as you can afford.

Each season the GM will list all transactions by each player, holdings in each currency and old value and new value of each currency.

If a country is eliminated from the Diplomacy game its currency loses all value and any holdings of that currency are worthless. If a country is not eliminated however its currency can never drop below a value of 1 Cent. The value of a currency has no upper limit. Anyone may join the Bourse at any time and will receive 1000 units of each currency still available.

At the end of the Diplomacy game each Bourse players 'credits' will be calculated by multiplying the number of supply centres held by each country by the number of blocks of 100 units of that country's currency held (fractions will be carried). The winner of the Bourse is the player with the greatest 'credits'.

Players in the Bourse will usually play under a pseudonym, which allows the players in

1 For those curious, yes, Bourse seems to be a French word for exchange that originated from an inn owned by Van der Beurze in Belgium, where merchants conducted business with

each other. It is certainly a more elegantly European name for the variant than "Stock Market Game."

the Diplomacy game to also take part without giving away any clues as to their future strategy.”

I deeply appreciate the ruleset published in 2010 in Diplomacy World, and I think the comments at the very bottom of the article regarding variation are probably the most important and inventive for gamemasters who are looking to add some more interactions in their zines without a tremendous amount of effort. I will discuss two branching paths of variations one can take when setting up a Diplomacy Bourse: (1) simplifying the base rules for a gamemaster’s ease or alternatively (2) adding more wrinkles on the variant to potentially increase interest.



Technology has come a long way, even in nine years, and setting up a spreadsheet on the free to use Google Drive for a Diplomacy Bourse is easier than ever. For one to be used in my zine games, it took just a half hour to come up with a spreadsheet that kept track of all the changes in currency value and end game payoffs without any further calculations. Once you create a system to remove all the calculation from your variant, a computer-based spreadsheet version can be made more complex than the base Bourse without sacrificing ease of access. To reduce the amount of energy needed to expend on this extra part of a zine, Google sheets can be shared or made public to allow any player to check on the current status of the Bourse without needed to transcribe the spreadsheet every time you issue moves. Additionally, a modern spreadsheet system can also allow the gamemaster to remove some of the base rules that seem to be in place for his own good during the days of paper and pencil. For instance, the base rules force each player to buy as much as they sell, with

fractions in any transaction being lost. This can be done away with, reducing the burdensome calculations incentivized by such a rule. This helps both players and gamemasters by reducing the number crunching needed at the margins of the Bourse for relatively little game payoff.

For people who run email-based zines, the Bourse can be further adjusted to serve your particular needs or desired (variants of a variant!). The first and most obvious adjustment, suggested in the 2010 Diplomacy World article, is to allow a cash surplus to be held, with the caveat that such a surplus will be useless at the end of the game. This is a key adjustment in making the effort cost of adding a Bourse to your zine games much more reasonable, rather than having to police your players to ensure they are maintaining an even balance sheet throughout the game. Another one of the original rules, disallowing sales of more than 500 units of any one currency in a single turn can be amended or eliminated if you desire a market with a lot more volatility.²

If you want to add some more wrinkles, the options are only limited by your imagination. Depending on how games are run in your zine, multiple games can be combined on the same Bourse. This can create a lot more moving factors, with each currency having multiple leaders and game-states affecting its potential value and payoff. It also can lead to players being interested and keeping track of other games going on, undeniably good for any Diplomacy community. It should be noted that you should only combine games with identical or similar rulesets (i.e. Diplomacy and 1900 can work if you want to combine them, Machiavelli and Canton would certainly not). A critique of combining games? It can make investing in various currencies less risky, with multiple chances for said countries to survive and thrive. Yet on the margins, the risk of a country being eliminated in both games will be a greater risk to investors. Overall, I think it is a great way to make your Bourse and zine more inclusive and exciting.

Want another wrinkle that will certainly create more complexity? Allow players to short sell currencies, that is, sell currency they don’t have, and pocket (or pay) the dollar difference a set amount of turns later. This, of course, can create a couple problems. First, it does create a lot more administration for the game master to keep track of. Secondly, it can lead to players going into dollar debt, which is of course against the base rules. The dollar debt can be circumvented to some extent by imposing an end game penalty to those in debt. Because

unnecessary, as the insiders in Diplomacy are the ones least likely to bet against their own countries, and the most likely to be already caught off guard by stabs to their countries.

2 Or for instance, it can be adjusted so ‘insiders’ (the player controlling a power) cannot dump too much of their own stock in one turn, but others can. This of course, is arguably

of how credits are calculated, you can harshly penalize debt by simply subtracting a player's debt from his total credits at the end of the game. Short selling, by the manner of how end game credits work, can operate as a boon for the shorters by potentially giving them cash and downgrading opponents' currencies, but can help those who hold onto a lesser valued currency at the end of a game if less own it (not to mention the shorters can be burned by others pumping up the shorted currency). A caveat should probably be included for this optional rule system—game masters must impart some sort of standard on how many turns out a short may run to.

A final benefit that the Bourse may offer any game master looking to add interest to his games—it can attract players who may not be terribly interested in playing Diplomacy alone. I have several potential players who like the idea of following along with the zine but are not big fans of Diplomacy, either because they are more 'Eurogamery' in nature, or because they don't care to step into the ring of sharks that have been playing Diplomacy for years. The Bourse is a relatively conflict free way for them to participate. Finally, for those modern gamers who complain about player elimination, the Bourse keeps them in the game until it concludes, and perhaps gives even a Diplomacy loser some bragging rights when all the chips get called in.

Canton: Chinese Strategy

By Luiz L.S. Neto

After making an article on Turkish strategy for Canton published in the last issue (<http://www.diplomacyworld.net/pdf/dw144.pdf>), China seemed like a natural country to follow up. It's diametrically opposed to Turkey in many aspects: wide flanks, a central position, the easiest access to supply centers on the board and one extra unit to boot - it can hardly be more different to talk about! Before going on, I recommend a previous article of mine introducing Canton, published in Diplomacy World #143 (<http://www.diplomacyworld.net/pdf/dw143.pdf>).



It's important to state that the extra unit provides a massively expanded range of starting possibilities for the yellow units, always looking for the elusive 19 centers required to win. China has three armies at start (more than anybody else!), one at Shanghai, another at Chungking and a third one at Tibet. It also has a fleet in Peking.

Although very exposed in 1901 - all six powers can annoy China in one way or another, some more than others - China has the swiftest route to victory on the board, requiring a minimum of 32 tempi in order to reach 19 SCs. For the purposes of this article, I will separate Chinese opening strategy into two major areas: a **Northern Opening** and a **Southern Opening**. The former focuses on Manchuria/Korea and in the Northern Triangle with Japan and Russia; the latter has Chinese forces attempting to establish hegemony in Southeast Asia, Central Asia and beyond.

The key move here comes from Army Shanghai. Moving it to Peking signals greater Chinese interest in the north, as it may be convoyed to Korea, forced into Manchuria, or move against Russia in Mongolia. Moving it south - most likely to Canton - is indicative of the Emperor's eyes being set upon Hong Kong and Southeast Asia.

Despite its initial defensive weakness, China has wonderful options for early expansion. Manchuria is an assured neutral to take, and Canton can be forced by working A Chungking and A Peking together - thus opening the way to Hong Kong. From then on it's a matter of diplomatic work in order to ensure Turkish or British support to Afghanistan, possibly netting China with 7 units in 1902.

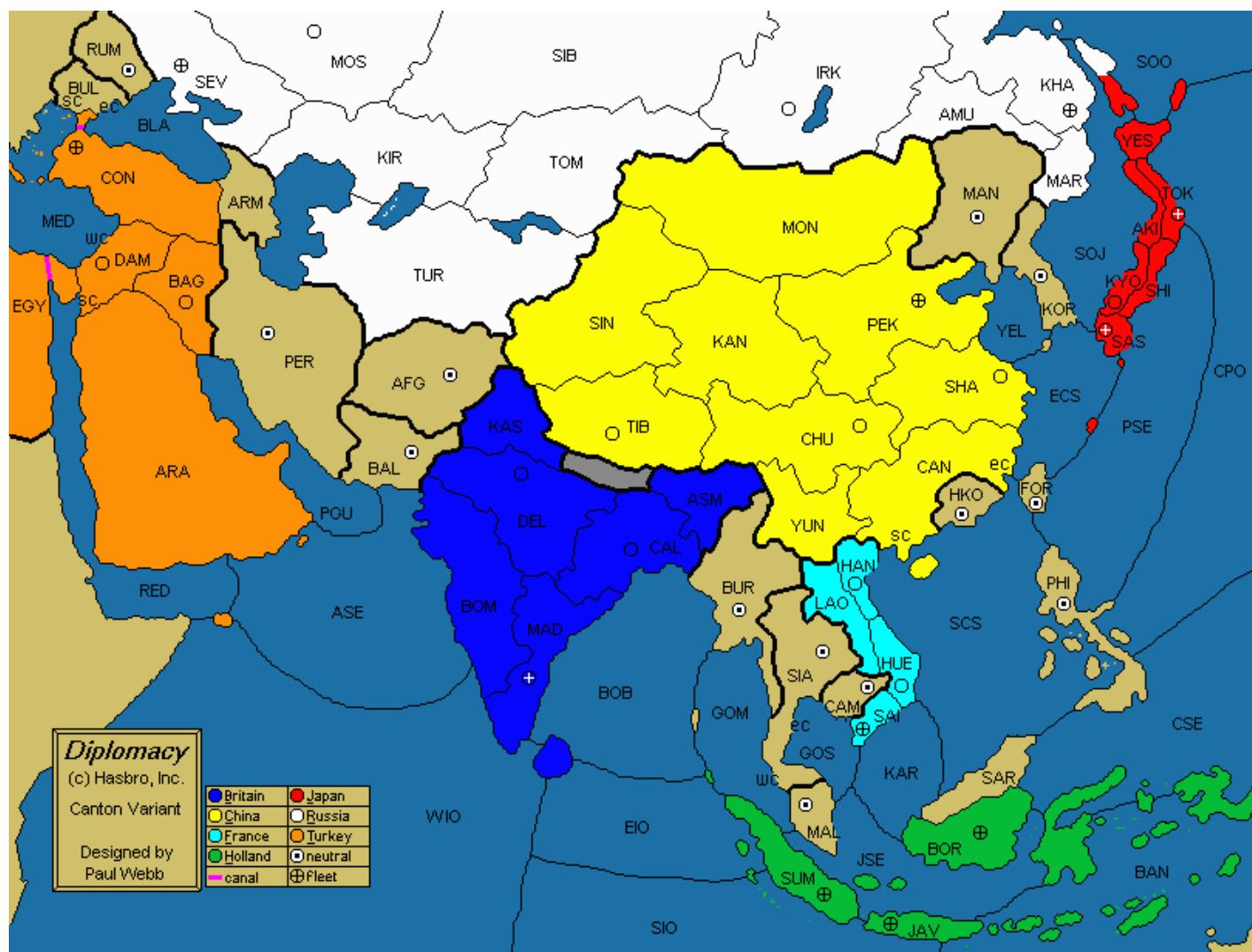
The fleet in Peking can move to Manchuria, and it nets two advantages. First, it allows Manchuria to be taken for sure. Second, it allows China to move into Korea (with A Shanghai-Peking following along) or support someone else there. The fleet can also move to Yellow Sea, enabling a supported attack on Manchuria, leverage on Korea, or a self-bounce in Shanghai in case Japan moved a fleet to East China Sea.

The army in Tibet is the kingmaker of the Western Quadrangle. While taking Afghanistan gives you a build (a worthy goal by itself), the army can also work alongside Russia or Britain against Turkey, or move on to Kashmir in a concerted anti-British attack (with A Chungking moving to Assam).

The army in Chungking can move to Assam (either as a matter of pro-Dutch/French policy or for a pro-British bounce), Canton (for Hong Kong) or Yunnan (either bouncing with France, or for a supported attack on Hanoi with A Peking helping out). A Chungking is the bridge that links China's ends, so moving it either way will help settle the tone of imperial strategy.

The army in Peking however is of greater importance. It can be used against Japan (on Korea or for future convoys), Russia (on Mongolia), France (by moving to Canton) or even act as a stepping stone for future conquests, grabbing a build on the way. Keeping it for garrison duty on Shanghai is not a crazy idea either, given how likely it is for Japan to move for East China Sea.

China's tactical possibilities are massive, and this article seeks to only lightly address the major routes available - each of them worth of an article on its own! So now that we have an idea of Chinese options, let's see how the diplomatic field influences the game:



Britain can be China's best friend, acting as a deterrent to Turkish, Dutch and French expansion. Central powers can go a long way by covering each other's backs, and impassable Nepal ensures both powers have a degree of protection from one another. However both countries

will ultimately battle for the same centers in Southeast Asia; the possibility of a stab is likely a matter of time.

France and China have some initial border tension, but if they can work out their differences it can be a fruitful partnership. France can keep British, Dutch and

Japanese forces stuck for a while, but also provide an early source for Chinese growth. One of you will have to build fleets in order to counter Japan and Holland, which might leave the fleet-going power exposed to a land-based stab.

Holland looks somewhat afar, but that's an optical illusion - cooperation can happen right away on Burma or in concerted attacks against the British, French and Japanese spheres of influence. A naturally naval power, Holland can also be a strong partner while China builds armies - reducing eventual tensions in the long run. The Dutch can become an annoyance as their fleets can get everywhere, so time your strike well.

Japan looks like a dangerous threat - and make no mistake, it might as well be - but both powers can also cooperate against Canton's king - mighty Russia - so don't rule out a Sino-Japanese alliance if you can. Once the issue of Korea is sorted out, the sky is the limit. As long as you are aware that Japan will need your centers sooner or later, this alliance can rock the East fairly easily.

Russia seems blocked by China, and many Tsars can feel that way through the course of the game. Although both countries have a hot border on Mongolia, they also have many reasons to help each other - Turkey and Japan are dangerous powers sitting on the corner, and a 8-unit alliance can truly rock the board in 1901. Russia is a very dangerous foe to take on, and careful placement of units is required to avoid nasty stabs.

Turkey might be China's perfect partner - busy as they usually are with Britain or Russia, they are not much of a threat for a long while. Turkish units can also help sweep on against Holland and France, although these units can just as easily swing towards Tibet while China is busy battling out enemy forces across the Pacific. If you are to ally, take care of your western flank all the same!

I hope you appreciated this quick rundown of China in Canton. Feel free to explore further options for this interesting nation. See you in Asia!

From Great Speeches of WWI to Shells and Words: The Weapons and Tools of WWI – Part 2

By Larry Peery

The Essential Wilson

Wilson's quotes reflect the spirit of his progressive idealism during the various phases of the Great War. These are from his presidential papers and his archives at Princeton University.

There is such a thing as a man being too proud to fight.
Address at Philadelphia, 10 May 1915

We have stood apart, studiously neutral.
Message to Congress, 7 December, 1915

Armed Neutrality.
Ib. 26 Feb., 1917

A little group of willful men reflecting no opinion but their own have rendered the great Government of the United States helpless and contemptible.
Statement made on 4 March, 1917 after a successful filibuster against his bill to arm American merchant ships against German submarine attack.

The world must be made safe for democracy.
Address to Congress, 8 April, 1917

It is indispensable that the governments associated against Germany should know beyond a paraventure with whom they are dealing.

Note to Germany, 14 Oct., 1918

Sometimes people call me an idealist. Well, that is the way I know that I am an American. America is the only idealistic nation in the world.

Address at Sioux Falls, 8 Sept., 1919.

U.S. Declaration of War with Germany, 2 April 1917



Speech to Congress, 2 April 1917

I have called the Congress into extraordinary session because there are serious, very serious, choices of policy to be made, and made immediately, which it was neither right nor constitutionally permissible that I should assume the responsibility of making.

On the third of February last I officially laid before you the extraordinary announcement of the Imperial German Government that on and after the first day of February it was its purpose to put aside all restraints of law or of humanity and use its submarines to sink every vessel that sought to approach either the ports of Great Britain and Ireland or the western coasts of Europe or any of the ports controlled by the enemies of Germany within the Mediterranean.

That had seemed to be the object of the German submarine warfare earlier in the war, but since April of last year the Imperial Government had somewhat restrained the commanders of its undersea craft in conformity with its promise then given to us that passenger boats should not be sunk and that due warning would be given to all other vessels which its submarines might seek to destroy, when no resistance was offered or escape attempted, and care taken that their crews were given at least a fair chance to save their lives in their open boats.

The precautions taken were meagre and haphazard enough, as was proved in distressing instance after instance in the progress of the cruel and unmanly business, but a certain degree of restraint was observed. The new policy has swept every restriction aside. Vessels of every kind, whatever their flag, their character, their cargo, their destination, their errand, have been ruthlessly sent to the bottom without warning and without thought of help or mercy for those on board, the vessels of friendly neutrals along with those of belligerents.

Even hospital ships and ships carrying relief to the sorely bereaved and stricken people of Belgium, though the latter were provided with safe conduct through the proscribed areas by the German Government itself and were distinguished by unmistakable marks of identity, have been sunk with the same reckless lack of compassion or of principle.

I was for a little while unable to believe that such things would in fact be done by any government that had hitherto subscribed to the humane practices of civilized nations. International law had its origin in the attempt to set up some law which would be respected and observed upon the seas, where no nation had right of dominion and where lay the free highways of the world.

This minimum of right the German Government has swept aside under the plea of retaliation and necessity

and because it had no weapons which it could use at sea except these which it is impossible to employ as it is employing them without throwing to the winds all scruples of humanity or of respect for the understandings that were supposed to underlie the intercourse of the world.

I am not now thinking of the loss of property involved, immense and serious as that is, but only of the wanton and wholesale destruction of the lives of non-combatants, men, women, and children, engaged in pursuits which have always, even in the darkest periods of modern history, been deemed innocent and legitimate. Property can be paid for; the lives of peaceful and innocent people cannot be. The present German submarine warfare against commerce is a warfare against mankind.

It is a war against all nations. American ships have been sunk, American lives taken, in ways which it has stirred us very deeply to learn of, but the ships and people of other neutral and friendly nations have been sunk and overwhelmed in the waters in the same way. There has been no discrimination.

The challenge is to all mankind. Each nation must decide for itself how it will meet it. The choice we make for ourselves must be made with a moderation of counsel and a temperateness for judgement befitting our character and our motives as a nation. We must put excited feeling away. Our motive will not be revenge or the victorious assertion of the physical might of the nation, but only the vindication of right, of human right, of which we are only a single champion.

When I addressed the Congress on the twenty-sixth of February last I thought that it would suffice to assert our neutral rights with arms, our right to use the seas against unlawful interference, our right to keep our people safe against unlawful violence.

But armed neutrality, it now appears, is impracticable. Because submarines are in effect outlaws when used as the German submarines have been used against merchant shipping, it is impossible to defend ships against their attacks as the law of nations has assumed that merchantmen would defend themselves against privateers or cruisers, visible craft giving chase upon the open sea. It is common prudence in such circumstances, grim necessity indeed, to endeavour to destroy them before they have shown their own intention.

They must be dealt with upon sight, if dealt with at all. The German Government denies the right of neutrals to use arms at all within the areas of the sea which it has proscribed, even in the defence of rights

which no modern publicist has ever before questioned their right to defend.

The intimation is conveyed that the armed guards which we have placed on our merchant ships will be treated as beyond the pale of law and subject to be dealt with as pirates would be. Armed neutrality is ineffectual enough at best; in such circumstances and in the face of such pretensions it is worse than ineffectual: it is likely only to produce what it was meant to prevent; it is practically certain to draw us into the war without either the rights or the effectiveness of belligerents.

There is one choice we cannot make, we are incapable of making: we will not choose the path of submission and suffer the most sacred rights of our Nation and our people to be ignored or violated. The wrongs against which we now array ourselves are no common wrongs; they cut to the very roots of human life.

With a profound sense of the solemn and even tragical character of the step I am taking and of the grave responsibilities which it involves, but in unhesitating obedience to what I deem my constitutional duty, I advise that the Congress declare the recent course of the Imperial German Government to be in fact nothing less than war against the government and people of the United States; that it formally accept the status of belligerent which has thus been thrust upon it; and that it take immediate steps not only to put the country in a more thorough state of defence but also to exert all its power and employ all its resources to bring the Government of the German Empire to terms and end the war.

What this will involve is clear. It will involve the utmost practicable cooperation in counsel and action with the governments now at war with Germany, and, as incident to that, the extension to those governments of the most liberal financial credits, in order that our resources may so far as possible be added to theirs.

It will involve the organization and mobilization of all the material resources of the country to supply the materials of war and serve the incidental needs of the Nation in the most abundant and yet the most economical and efficient way possible. It will involve the immediate full equipment of the navy in all respects but particularly in supplying it with the best means of dealing with the enemy's submarines.

It will involve the immediate addition to the armed forces of the United States already provided for by law in case of war at least five hundred thousand men, who should, in my opinion, be chosen upon the principle of universal liability to service, and also the authorization of subsequent additional increments of equal force so soon as they may be needed and can be handled in training.

It will involve also, of course, the granting of adequate credits to the Government, sustained, I hope, so far as they can equitably be sustained by the present generation, by well conceived taxation.

While we do these things, these deeply momentous things, let us be very clear, and make very clear to all the world what our motives and our objectives are. My own thought has not been driven from its habitual and normal course by the unhappy events of the last two months, and I do not believe that the thought of the Nation has been altered or clouded by them.

I have exactly the same things in mind now that I had in mind when I addressed the Senate on the twenty-second of January last; the same that I had in mind when I addressed the Congress on the third of February and on the twenty-sixth of February.

Our object now, as then, is to vindicate the principles of peace and justice in the life of the world as against selfish and autocratic power and to set up amongst the really free and self-governed peoples of the world such a concert of purpose and of action as will henceforth insure the observance of those principles.

Neutrality is no longer feasible or desirable where the peace of the world is involved and the freedom of its people, and the menace to that peace and freedom lies in the existence of autocratic governments backed by organized force which is controlled wholly by their will, not by the will of their people.

We have seen the last of neutrality in such circumstances. We are at the beginning of an age in which it will be insisted that the same standards of conduct and of responsibility for wrong done shall be observed among nations and their governments that are observed among the individual citizens of civilized states.

We have no quarrel with the German people. We have no feeling towards them but one of sympathy and friendship. It was not upon their impulse that their government acted in entering this war. It was not with their previous knowledge or approval.

It was a war determined upon as wars used to be determined upon in the old, unhappy days when peoples were nowhere consulted by their rulers and wars were provoked and waged in the interest of dynasties or of little groups of ambitious men who were accustomed to use their fellow men as pawns and tools.

We are accepting this challenge of hostile purpose because we know that in such a Government, following such methods, we can never have a friend; and that in the presence of its organized power, always lying in wait

to accomplish we know not what purpose, there can be no assured security for the democratic Governments of the world.

We are now about to accept gauge of battle with this natural foe to liberty and shall, if necessary, spend the whole force of the nation to check and nullify its pretensions and its power. We are glad, now that we see the facts with no veil of false pretence about them, to fight thus for the ultimate peace of the world and for the liberation of its peoples, the German peoples included: for the rights of nations great and small and the privilege of men everywhere to choose their way of life and of obedience.

The world must be made safe for democracy. Its peace must be planted upon the tested foundations of political liberty. We have no selfish ends to serve. We desire no conquest, no dominion. We seek no indemnities for ourselves, no material compensation for the sacrifices we shall freely make. We are but one of the champions of the rights of mankind. We shall be satisfied when those rights have been made as secure as the faith and the freedom of nations can make them.

Just because we fight without rancour and without selfish object, seeking nothing for ourselves but what we shall wish to share with all free peoples, we shall, I feel confident, conduct our operations as belligerents without passion and ourselves observe with proud punctilio the principles of right and of fair play we profess to be fighting for.

I have said nothing of the Governments allied with the Imperial Government of Germany because they have not made war upon us or challenged us to defend our right and our honour. The Austro-Hungarian Government has, indeed, avowed its unqualified endorsement and acceptance of the reckless and lawless submarine warfare adopted now without disguise by the Imperial German Government, and it has therefore not been possible for this Government to receive Count Tarnowski, the Ambassador recently accredited to this Government by the Imperial and Royal Government of Austria-Hungary; but that Government has not actually engaged in warfare against citizens of the United States on the seas, and I take the liberty, for the present at least, of postponing a discussion of our relations with the authorities at Vienna. We enter this war only where we are clearly forced into it because there are not other means of defending our rights.

It will be all the easier for us to conduct ourselves as belligerents in a high spirit of right and fairness because we act without animus, not in enmity towards a people or with the desire to bring any injury or disadvantage upon them, but only in armed opposition to an irresponsible

government which has thrown aside all considerations of humanity and of right and is running amuck.

We are, let me say again, the sincerer friends of the German people, and shall desire nothing so much as the early reestablishment of intimate relations of mutual advantage between us - however hard it may be for them, for the time being, to believe that this is spoken from our hearts. We have borne with their present Government through all these bitter months because of that friendship - exercising a patience and forbearance which would otherwise have been impossible.

We shall, happily, still have an opportunity to prove that friendship in our daily attitude and actions towards the millions of men and women of German birth and native sympathy who live amongst us and share our life, and we shall be proud to prove it towards all who are in fact loyal to their neighbours and to the Government in the hour of test.

They are, most of them, as true and loyal Americans as if they had never known any other fealty or allegiance. They will be prompt to stand with us in rebuking and restraining the few who may be of a different mind and purpose. If there should be disloyalty, it will be dealt with a firm hand of stern repression; but, if it lifts its head at all, it will lift it only here and there and without countenance except from a lawless and malignant few.

It is a distressing and oppressive duty, Gentlemen of the Congress, which I have performed in thus addressing you. There are, it may be, many months of fiery trial and sacrifice ahead of us. It is a fearful thing to lead this great peaceful people into war, into the most terrible and disastrous of all wars, civilization itself seeming to be in the balance.

But the right is more precious than peace, and we shall fight for the things which we have always carried nearest our hearts - for democracy, for the right of those who submit to authority to have a voice in their own Governments, for the rights and liberties of small nations, for a universal dominion of right by such a concert of free peoples as shall bring peace and safety to all nations and make the world itself at last free.

To such a task we can dedicate our lives and our fortunes, everything that we are and everything that we have, with the pride of those who know that the day has come when America is privileged to spend her blood and her might for the principles that gave her birth and happiness and the peace which she has treasured. God helping her, she can do no other.

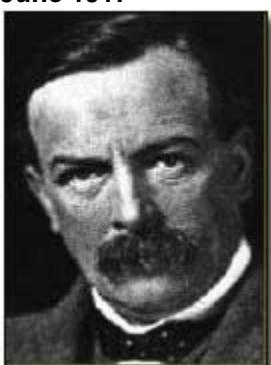
Source: *Source Records of the Great War, Vol. V*, ed. Charles F. Horne, *National Alumni 1923*
No use of the word diplomacy.

Four Minute Men: Volunteer Speeches During WWI

During World War I, the United States fought a war of ideas with unprecedented ingenuity and organization. President Woodrow Wilson established the Committee on Public Information (CPI) to manage news and solicit widespread support for the war at home and abroad. Under the energetic direction of Mississippi newspaper editor George Creel, the CPI churned out national propaganda through diverse media. Creel organized the "Four Minute Men," a virtual army of volunteers who gave brief speeches wherever they could get an audience—in movie theaters, churches, synagogues, and labor union, lodge, and grange halls. Creel claimed that his 75,000 amateur orators had delivered over 7.5 million speeches to more than 314 million people. CPI publications from the Four Minute Man crusade offered tips on developing and delivering a brief, effective speech—the predecessor to today's "sound bite." They also recognized diverse audiences, with reports of Yiddish speakers in theaters and workplaces, a Sioux Four Minute

No mention of the word diplomacy.
<http://historymatters.gmu.edu/d/4970/>

Speech by David Lloyd George on War's Origins, June 1917



Reproduced below is the text of a speech given by British Prime Minister David Lloyd George in 1917 in which he rebutted arguments that Britain bore much responsibility for the outbreak of war in 1914.

To the contrary, argued Lloyd George, Britain strove harder than any nation to achieve peace - efforts which broke down in the face of German determination to ensure war.

Speech by British Prime Minister David Lloyd George, June 1917

It is a satisfaction for Britain in these terrible times that no share of the responsibility for these events rests on her.

She is not the Jonah in this storm. The part taken by our country in this conflict, in its origin, and in its conduct,

has been as honourable and chivalrous as any part ever taken in any country in any operation.

We might imagine from declarations which were made by the Germans, aye! and even by a few people in this country, who are constantly referring to our German comrades, that this terrible war was wantonly and wickedly provoked by England - never Scotland - never Wales - and never Ireland.

Wantonly provoked by England to increase her possessions, and to destroy the influence, the power, and the prosperity of a dangerous rival.

There never was a more foolish travesty of the actual facts. It happened three years ago, or less, but there have been so many bewildering events crowded into those intervening years that some people might have forgotten, perhaps, some of the essential facts, and it is essential that we should now and again restate them, not merely to refute the calumniators of our native land, but in order to sustain the hearts of her people by the unswerving conviction that no part of the guilt of this terrible bloodshed rests on the conscience of their native land.

What are the main facts? There were six countries which entered the war at the beginning. Britain was last, and not the first.

Before she entered the war Britain made every effort to avoid it; begged, supplicated, and entreated that there should be no conflict.

I was a member of the Cabinet at the time, and I remember the earnest endeavours we made to persuade Germany and Austria not to precipitate Europe into this welter of blood. We begged them to summon a European conference to consider.

Had that conference met arguments against provoking such a catastrophe were so overwhelming that there would never have been a war. Germany knew that, so she rejected the conference, although Austria was prepared to accept it. She suddenly declared war, and yet we are the people who wantonly provoked this war, in order to attack Germany.

We begged Germany not to attack Belgium, and produced a treaty, signed by the King of Prussia, as well as the King of England, pledging himself to protect Belgium against an invader, and we said, "If you invade Belgium we shall have no alternative but to defend it."

The enemy invaded Belgium, and now they say, "Why, forsooth, you, England, provoked this war."

It is not quite the story of the wolf and the lamb. I will tell you why - because Germany expected to find a lamb and found a lion.

Source: *Source Records of the Great War, Vol. I*, ed. Charles F. Horne, National Alumni 192

No mention of the word diplomacy.

Wilson's Fourteen Points Speech, January 1918

In January 1918, some ten months before the end of World War I, President Woodrow Wilson appeared before a joint session of Congress and gave this address suggesting possible peace terms to end the four-year-old European conflict.

By now, soldiers from England, France, Germany, Russia and many other nations had died by the millions.

The United States had been kept out of the war by Wilson until 1917.

Wilson sincerely hoped the Fourteen Points outlined in his speech would form the basis of a better post-war world at upon the conclusion of "the culminating and final war for human liberty."

Note: Credit is given to Wilson but not his diplomacy.

Once more, as repeatedly before, the spokesmen of the Central Empires have indicated their desire to discuss the objects of the war and the possible basis of a general peace. Parleys have been in progress at Brest-Litovsk between Russian representatives and representatives of the Central Powers to which the attention of all the belligerents has been invited for the purpose of ascertaining whether it may be possible to extend these parleys into a general conference with regard to terms of peace and settlement.

The Russian representatives presented not only a perfectly definite statement of the principles upon which they would be willing to conclude peace, but also an equally definite program of the concrete application of those principles. The representatives of the Central Powers, on their part, presented an outline of settlement which, if much less definite, seemed susceptible of liberal interpretation until their specific program of practical terms was added. That program proposed no concessions at all, either to the sovereignty of Russia or to the preferences of the populations with whose fortunes it dealt, but meant, in a word, that the Central Empires were to keep every foot of territory their armed forces had occupied--every province, every city, every point of vantage as a permanent addition to their territories and their power.

It is a reasonable conjecture that the general principles of settlement which they at first suggested originated with the more liberal statesmen of Germany and Austria,

the men who have begun to feel the force of their own peoples' thought and purpose, while the concrete terms of actual settlement came from the military leaders who have no thought but to keep what they have got. The negotiations have been broken off. The Russian representatives were sincere and in earnest. They cannot entertain such proposals of conquest and domination.

The whole incident is full of significance. It is also full of perplexity. With whom are the Russian representatives dealing? For whom are the representatives of the Central Empires speaking? Are they speaking for the majorities of their respective parliaments or for the minority parties, that military and imperialistic minority which has so far dominated their whole policy and controlled the affairs of Turkey and of the Balkan States which have felt obliged to become their associates in this war?

The Russian representatives have insisted, very justly, very wisely, and in the true spirit of modern democracy, that the conferences they have been holding with the Teutonic and Turkish statesmen should be held within open, not closed, doors, and all the world lies been audience, as was desired. To whom have we been listening, then? To those who speak the spirit and intention of the resolutions of the German Reichstag of the 9th of July last, the spirit and intention of the liberal leaders and parties of Germany, or to those who resist and defy that spirit and intention and insist upon conquest and subjugation? Or are we listening, in fact, to both, unreconciled and in open and hopeless contradiction? These are very serious and pregnant questions. Upon the answer to them depends the peace of the world.

But whatever the results of the parleys at Brest-Litovsk, whatever the confusions of counsel and of purpose in the utterances of the spokesmen of the Central Empires, they have again attempted to acquaint the world with their objects in the war and have again challenged their adversaries to say what their objects are and what sort of settlement they would deem just and satisfactory. There is no good reason why that challenge should not be responded to, and responded to with the utmost candor. We did not wait for it. Not once, but again and again we have laid our whole thought and purpose before the world, not in general terms only, but each time with sufficient definition to make it clear what sort of definite terms of settlement must necessarily spring out of them. Within the last week Mr. Lloyd George has spoken with admirable candor and in admirable spirit for the people and Government of Great Britain.

There is no confusion of counsel among the adversaries of the Central Powers, no uncertainty of principle, no vagueness of detail. The only secrecy of counsel,

only lack of fearless frankness, the only failure to make definite statement of the objects of the war, lies with Germany and her allies. The issues of life and death hang upon these definitions. No statesman who has the least conception of his responsibility ought for a moment to permit himself to continue this tragical and appalling outpouring of blood and treasure unless he is sure beyond a peradventure that the objects of the vital sacrifice are part and parcel of the very life of society and that the people for whom he speaks think them right and imperative as he does.

There is, moreover, a voice calling for these definitions of principle and of purpose which is, it seems to me, more thrilling and more compelling than any of the many moving voices with which the troubled air of the world is filled. It is the voice of the Russian people. They are prostrate and all but helpless, it would seem, before the grim power of Germany, which has hitherto known no relenting and no pity. Their power, apparently, is shattered. And yet their soul is not subservient. They will not yield either in principle or in action. Their conception of what is right, of what is humane and honorable for them to accept, has been stated with a frankness, a largeness of view, a generosity of spirit, and a universal human sympathy which must challenge the admiration of every friend of mankind; and they have refused to compound their ideals or desert others that they themselves may be safe.

They call to us to say what it is that we desire, in what, if in anything, our purpose and our spirit differ from theirs; and I believe that the people of the United States would wish me to respond, with utter simplicity and frankness. Whether their present leaders believe it or not, it is our heartfelt desire and hope that some way may be opened whereby we may be privileged to assist the people of Russia to attain their utmost hope of liberty and ordered peace.

It will be our wish and purpose that the processes of peace, when they are begun, shall be absolutely open and that they shall involve and permit henceforth no secret understandings of any kind. The day of conquest and aggrandizement is gone by; so is also the day of secret covenants entered into in the interest of particular governments and likely at some unlooked-for moment to upset the peace of the world. It is this happy fact, now clear to the view of every public man whose thoughts do not still linger in an age that is dead and gone, which makes it possible for every nation whose purposes are consistent with justice and the peace of the world to avow now or at any other time the objects it has in view. We entered this war because violations of right had occurred which touched us to the quick and made the life of our own people impossible unless they were corrected and the world secured once for all against their recurrence.

What we demand in this war, therefore, is nothing peculiar to ourselves. It is that the world be made fit and safe to live in; and particularly that it be made safe for every peace-loving nation which, like our own, wishes to live its own life, determine its own institutions, be assured of justice and fair dealing by the other peoples of the world, as against force and selfish aggression.

All the peoples of the world are in effect partners in this interest, and for our own part we see very clearly that unless justice be done to others it will not be done to us.

The program of the world's peace, therefore, is our program; and that program, the only possible program, all we see it, is this:

1. Open covenants of peace must be arrived at, after which there will surely be no private international action or rulings of any kind, but diplomacy shall proceed always frankly and in the public view.
2. Absolute freedom of navigation upon the seas, outside territorial waters, alike in peace and in war, except as the seas may be closed in whole or in part by international action for the enforcement of international covenants.
3. The removal, so far as possible, of all economic barriers and the establishment of an equality of trade conditions among all the nations consenting to the peace and associating themselves for its maintenance.
4. Adequate guarantees given and taken that national armaments will be reduced to the lowest points consistent with domestic safety.
5. A free, open-minded, and absolutely impartial adjustment of all colonial claims, based upon a strict observance of the principle that in determining all such questions of sovereignty the interests of the population concerned must have equal weight with the equitable claims of the government whose title is to be determined.
6. The evacuation of all Russian territory and such a settlement of all questions affecting Russia as will secure the best and freest cooperation of the other nations of the world in obtaining for her an unhampered and unembarrassed opportunity for the independent determination of her own political development and national policy, and assure her of a sincere welcome into the society of free nations under institutions of her own choosing; and, more than a welcome, assistance also of every kind that she may need and may herself desire. The treatment accorded Russia by her sister nations in

the months to come will be the acid test of their good will, of their comprehension of her needs as distinguished from their own interests, and of their intelligent and unselfish sympathy.

7. Belgium, the whole world will agree, must be evacuated and restored, without any attempt to limit the sovereignty which she enjoys in common with all other free nations. No other single act will serve as this will serve to restore confidence among the nations in the laws which they have themselves set and determined for the government of their relations with one another. Without this healing act the whole structure and validity of international law is forever impaired.
8. All French territory should be freed and the invaded portions restored, and the wrong done to France by Prussia in 1871 in the matter of Alsace-Lorraine, which has unsettled the peace of the world for nearly fifty years, should be righted, in order that peace may once more be made secure in the interest of all.
9. A re-adjustment of the frontiers of Italy should be effected along clearly recognizable lines of nationality.
10. The peoples of Austria-Hungary, whose place among the nations we wish to see safeguarded and assured, should be accorded the freest opportunity of autonomous development.
11. Romania, Serbia, and Montenegro should be evacuated; occupied territories restored; Serbia accorded free and secure access to the sea; and the relations of the several Balkan states to one another determined by friendly counsel along historically established lines of allegiance and nationality; and international guarantees of the political and economic independence and territorial integrity of the several Balkan states should be entered into.
12. The Turkish portions of the present Ottoman Empire should be assured a secure sovereignty, but the other nationalities which are now under Turkish rule should be assured an undoubted security of life and an absolutely unmolested opportunity of autonomous development, and the Dardanelles should be permanently opened as a free passage to the ships and commerce of all nations under international guarantees.
13. An independent Polish state should be erected which should include the territories inhabited by indisputably Polish populations, which should be assured a free and secure access to the sea, and whose political and economic independence and

territorial integrity should be guaranteed by international covenant.

14. A general association of nations must be formed under specific covenants for the purpose of affording mutual guarantees of political independence and territorial integrity to great and small states alike.

In regard to these essential rectifications of wrong and assertions of right, we feel ourselves to be intimate partners of all the governments and peoples associated together against the imperialists. We cannot be separated in interest or divided in purpose. We stand together until the end.

For such arrangements and covenants we are willing to fight and to continue to fight until they are achieved; but only because we wish the right to prevail and desire a just and stable peace such as can be secured only by removing the chief provocations to war, which this program does remove.

We have no jealousy of German greatness, and there is nothing in this program that impairs it. We grudge her no achievement or distinction of learning or of pacific enterprise such as have made her record very bright and very enviable. We do not wish to injure her or to block in any way her legitimate influence or power. We do not wish to fight her either with arms or with hostile arrangements of trade, if she is willing to associate herself with us and the other peace-loving nations of the world in covenants of justice and law and fair dealing.

We wish her only to accept a place of equality among the peoples of the world--the new world in which we now live--instead of a place of mastery.

Neither do we presume to suggest to her any alteration or modification of her institutions. But it is necessary, we must frankly say, and necessary as a preliminary to any intelligent dealings with her on our part, that we should know whom her spokesmen speak for when they speak to us, whether for the Reichstag majority or for the military party and the men whose creed is imperial domination.

We have spoken now, surely, in terms too concrete to admit of any further doubt or question. An evident principle runs through the whole program I have outlined. It is the principle of justice to all peoples and nationalities, and their right to live on equal terms of liberty and safety with one another, whether they be strong or weak.

Unless this principle be made its foundation, no part of the structure of international justice can stand. The people of the United States could act upon no other principle, and to the vindication of this principle they are

ready to devote their lives, their honor, and everything that they possess. The moral climax of this, the culminating and final war for human liberty has come, and they are ready to put their own strength, their own highest purpose, their own integrity and devotion to the test.

President Woodrow Wilson - January 8, 1918

One use of the word diplomacy in the first clause, 14 Points. From Wilson's presidential papers and the Wilson archives at Princeton University.

Georges Clemenceau: One Aim: Victory, 4 June, 1918

"The Tiger," as Georges Clemenceau [1841-1929] was known, was made Premier of France when the fortunes of the World War were going against the republic. His will and energy helped to turn the tide against the Germans. This militant speech was delivered by Clemenceau in the Chamber of Deputies on June 4, 1918, in reply to opposition socialists.

When I accepted the premiership offered to me by the President of the Republic, I could not ignore the fact that we were at the most critical period of the war. I remember that I told you we should pass together through difficult and exacting times; I remember I spoke of "cruel hours." No one protested when I announced that they would come. They are coming and the only question is whether we can stand them. [Applause and interruptions.]

When Russia's desertion occurred, when men who believed that it was only necessary to will a democratic peace to obtain it from William II, had given up their country, unwittingly I prefer to think, to the army of the invader, what one of you here could believe that the million German soldiers who were thus liberated would not be turned against us? This and more is what happened. For four years our forces have been wearing themselves out. Our front was guarded by a line of soldiers which was becoming thinner and thinner, with our allies who had themselves suffered enormous losses. And at that moment you saw arrive against you a fresh mass of German divisions in good condition when you were far from your best strength.

Is there any one of you who did not realize that under the shock of this enormous mass our lines had to give way at some points? Certainly not, for in all the conversations which I had with members of this assembly, the question asked me was, how much we had to give way.

The recoil was very serious for the English army, which had suffered formidable losses. It was grave and dangerous for the French army. I said dangerous, serious, but nothing more, and there is nothing in that to

shake the confidence we should have in our soldiers. [Applause and interruptions.]

Our men are engaged in the battle, a terrible one. They fought one against five without sleep for three and four days together. [Applause and interruptions.] These soldiers, these great soldiers, have good and great leaders: worthy of them in every way. [Applause and interruptions.] I have seen these leaders at work and some of them against whom I will not deny that I was prejudiced, struck me with admiration. [Applause.]

Is that saying that there are nowhere mistakes? I cannot maintain that. I know it too well; my duty is to discover these mistakes and correct them. In this I am supported by two great soldiers,—General Foch and General Pétain. [Applause.] General Foch enjoys the confidence of our allies to such a degree that yesterday at the conference of Versailles they wished to have their unanimous confidence in him expressed in the communiqué given to the press. [Applause and interruptions.]

These men are at this moment fighting in the hardest battle of the war, fighting it with a heroism which I can find no phrase worthy to express. [Applause.] And it is we who for a mistake made in such and such a place, or which may not even have been made, demand explanations, on the field of battle of a man worn with fatigue. It is of this man that we demand to know whether on such and such a day he did such and such a thing! Drive me from this place if that is what you ask, for I will not do it. [Applause.]

I came here with the desire to find simple, brief and measured words to express the sentiment of the French people at the front and at the rear, to show the world a state of mind which cannot be analyzed, but which at this moment is the admiration of all civilized people. [Applause.]

I accuse no one. I am the leader of these men and it is my duty to punish them if I consider it of general benefit to do so; but it is also my greater duty to protect them if they have been unjustly attacked. [Applause.] The army is better than we could ever have expected and when I say "the army" I mean men of all ranks who are under fire. That is one of the elements of our confidence, the main element. Although faith in a cause is an admirable thing, it will not bring victory; men must die for their faith to assure victory and our men are dying. We have an army made up of our children and our brothers—what can we say against it? Their leaders too have come from among us; they too are our brothers, they too are good soldiers. They come back covered with wounds when they are not left on the field of battle. What can you say against them? [Applause.] We have yielded ground, much more ground than either you or I should have

wished. There are men without number who have paid for this with their blood, without reproach. I know of the deeds of a group of lost men, Bretons, surrounded in a wood all night. The next day, still resisting, they sent a carrier pigeon to their corps to say "We are here. We have promised not to yield. We shall fight to the end. If you can come to find us, come; we can hold out half a day longer." [Applause.]

Those men make and safeguard the country of which you are so proud. They die for the greatest and most noble ideal—to continue a history which shall be the foremost among all the histories of civilized peoples.

Our own duty is very simple, very tame. We run no danger. We are at our posts, you here, I with my cabinet—posts which are not dangerous as are those of the soldiers, but which are nevertheless where the capital interests of the country are decided.

As long as you remain calm, confident in yourself, determined to hold out to the end of this hard struggle, victory is yours. It is yours because our enemies, who are not as intelligent as they are said to be, have only one method—to throw their whole force into the venture and risk everything. They tried it at Verdun and on the Yser, at Dunkirk and at Calais. They were checked—by whom? First by the English and then by the French. After that they appeared in Champagne; they advanced. Do you think it possible to make a war in which you never have to retreat? There is only one thing that matters, the victorious issue, the final success. Our men can only give their lives; but you through patience, firmness and determination can give them what they deserve—victory. [Applause.]

You have before you a government, which, as it told you at the very beginning, never conceived of the possibility of negotiating without victory. [Applause.] You know what you are doing. You can keep us in power or send us away; but as long as you keep us, whatever may happen, you can be sure that the country will be defended to the death and that no force will be spared to obtain success. [Applause.] We will never consent to anything but peace with victory. That is the watchword of our government. [Applause and interruptions.]

The Germans are once more staking all. The "coup" which they are attempting is to terrorize you, to frighten you so that you will abandon the struggle. [Applause.] One must be ignorant of German tactics to doubt this. Why did they suddenly throw all their forces on the Yser? It was to gain Calais, to separate us from England and force us to surrender. For what was the dreadful march on Paris? To take Paris and through terror force us to surrender. Why are they beginning again to-day? To secure this effect of terror which they have never yet achieved.

The decision is in your hands for the simple reason that it is not a matter of mere reasoning but a question of action. The Americans are coming. The forces of the English and the French, as well as of our enemies, are worn out; but we have allies who are coming as a decisive factor. I have said from the beginning that American cooperation would decide the issue of the war. The point is this: events in Russia have allowed a million of the enemy's men to appear on the Franco-British front. We have allies, whom we did not have in 1870, when we yielded because we were alone. We have allies, who represent the foremost nations of the world, who have pledged themselves to continue the war to the end, to the success which we hold in our grasp, which we are on the point of achieving if we have the necessary tenacity. [Applause.]

I declare, and it must be my last word, that victory depends upon us. The civil forces must rise to the height of their duty; it is not necessary to make this demand of the soldiers. Send me away if I have been an unworthy servant; drive me out, condemn me, but at least take the trouble to formulate criticisms. As for me, I assert that the French people have in all ways done their full duty. Those who have fallen have not fallen in vain, for they have made French history great. It remains for the living to complete the magnificent work of the dead. [Applause.]

No use of the word diplomacy but two quotables.

<http://www.greatspeeches.net/2018/08/georges-clemenceau-one-aim-victory.html>, the Clemenceau memoirs and the Clemenceau museums.

Diplomacy World Demo Game

“Eclipse” – 2017A

The Players:

Austria: Nicolas Sahuguet

England: Edi Birsan

France: Andrew Goff

Germany: Conrad Woodring

Italy: Chris Brand

Russia: Doug Moore

Turkey: Tanya Gill

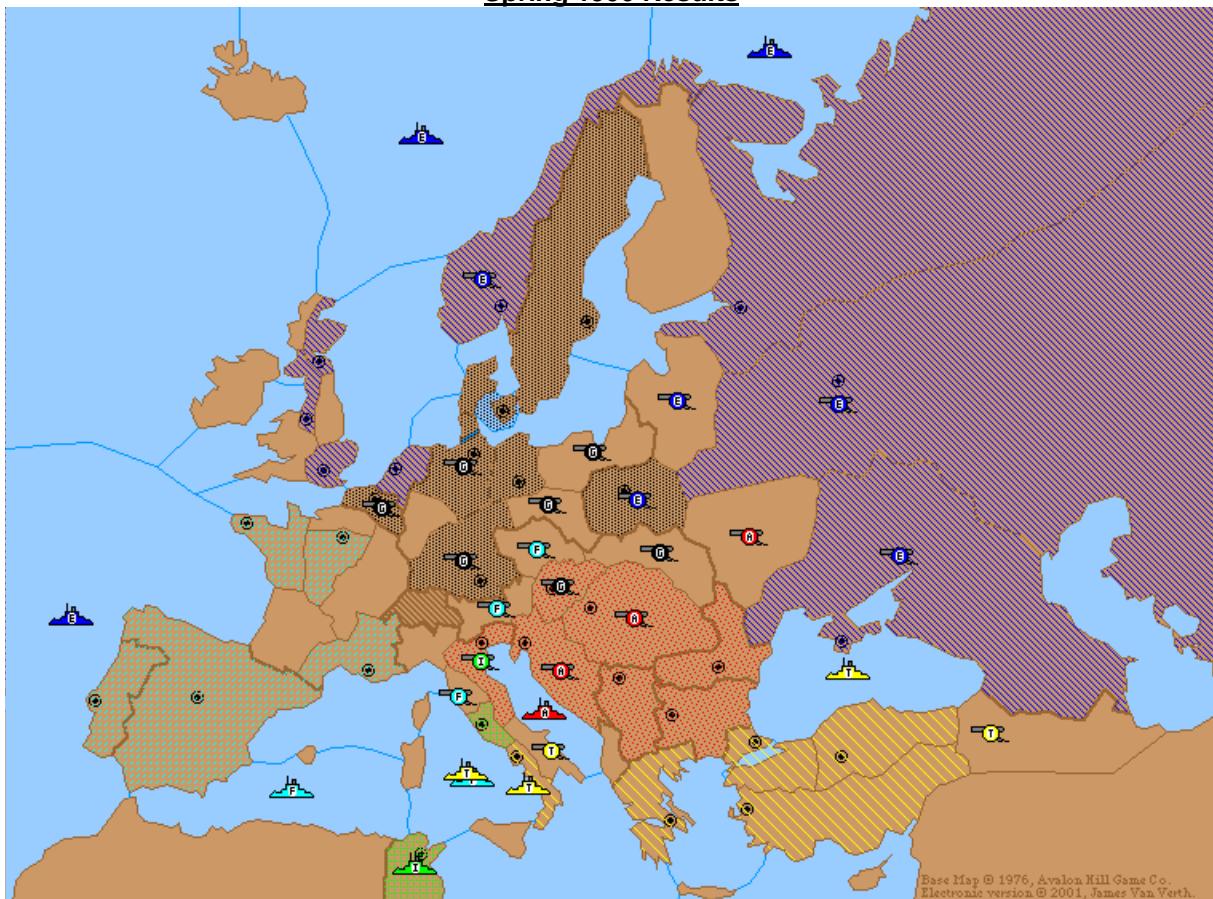
Commentators by Typeface:

Rick Desper

Christopher Martin

Jack McHugh

Spring 1906 Results



Austria: A Budapest - Galicia (*Fails*), A Rumania – Ukraine, A Trieste Supports A Vienna,

F Venice - Adriatic Sea, A Vienna Supports A Budapest - Galicia (*Disbanded*).

England: A Edinburgh – Norway, F English Channel - Mid-Atlantic Ocean, A Livonia – Warsaw,

A Moscow Supports A Sevastopol, F Norway - Barents Sea, F Norwegian Sea Convoys A Edinburgh – Norway,

A Sevastopol Supports A Galicia - Rumania (*Void*), A St Petersburg - Livonia.

France: A Bohemia Supports A Galicia – Vienna, A Tuscany Supports A Rome (*Ordered to Move*),

A Tyrolia Supports A Galicia – Vienna, F Tyrrhenian Sea Supports F Tunis - Ionian Sea

(*Dislodged*, retreat to Rome or Gulf of Lyon or OTB), F Western Mediterranean Supports F Tyrrhenian Sea.

Germany: A Belgium Supports A Kiel - Munich (*Fails*), A Berlin – Prussia, A Galicia – Vienna,

A Kiel Supports A Munich, A Munich Supports A Tyrolia, A Silesia Supports A Warsaw – Galicia, A Warsaw - Galicia.

Italy: A Rome – Venice, F Tunis Supports F Ionian Sea - Tyrrhenian Sea.

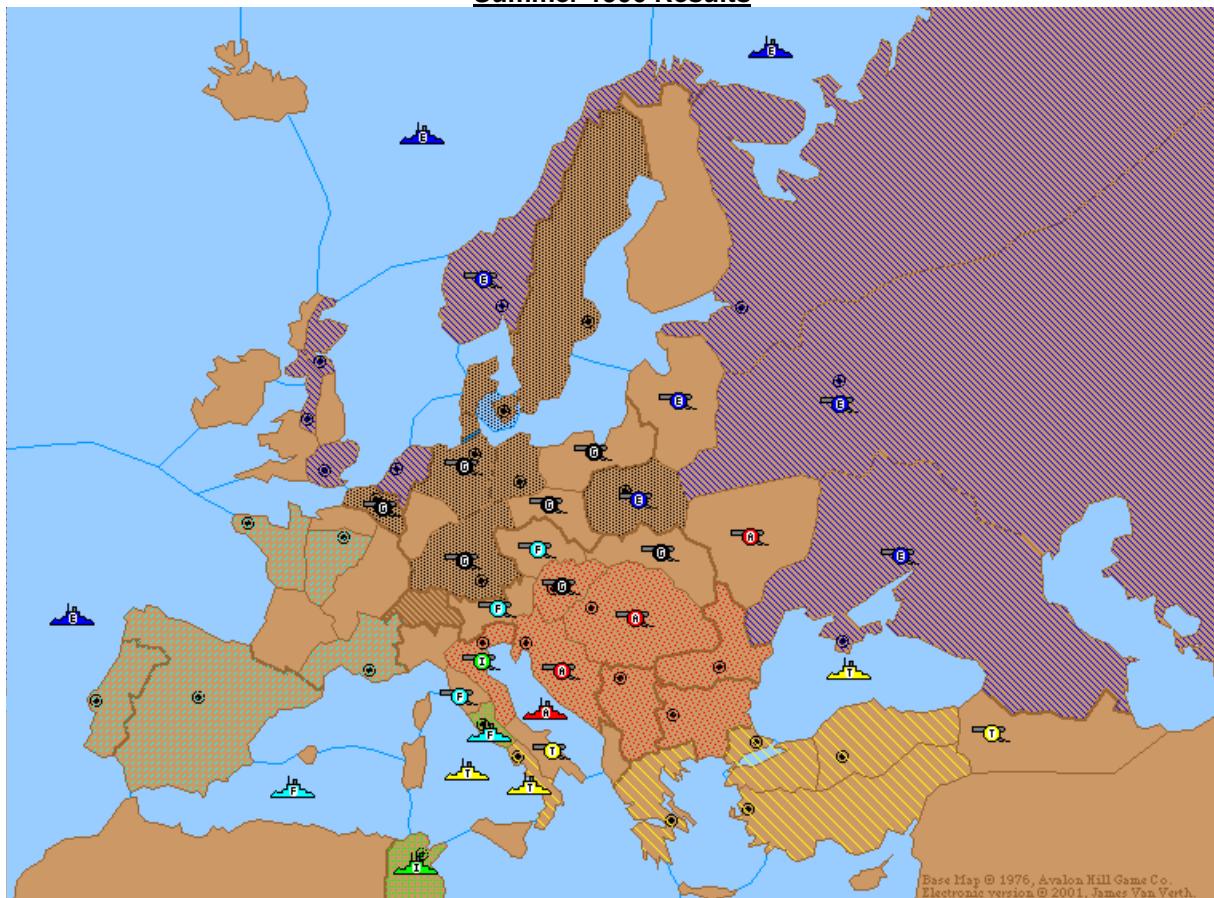
Turkey: A Apulia Supports A Rome – Venice, A Armenia - Sevastopol (*Fails*),

F Black Sea Supports A Armenia – Sevastopol, F Ionian Sea - Tyrrhenian Sea,

F Naples Supports F Ionian Sea - Tyrrhenian Sea.

Now Proposed – E/F/G. Please vote with Fall orders. NVR=No.

Summer 1906 Results



Base Map © 1976, Avalon Hill Game Co.
Electronic version © 2001, James Van Verth.

Austria: Has F Adriatic Sea, A Budapest, A Trieste, A Ukraine.

England: Has F Barents Sea, A Livonia, F Mid-Atlantic Ocean, A Moscow, A Norway,
F Norwegian Sea, A Sevastopol, A Warsaw.

France: Retreat F Tyrrhenian Sea - Rome.. Has A Bohemia, F Rome, A Tuscany, A Tyrolia, F Western Mediterranean.

Germany: Has A Belgium, A Galicia, A Kiel, A Munich, A Prussia, A Silesia, A Vienna.

Italy: Has F Tunis, A Venice.

Turkey: Has A Apulia, A Armenia, F Black Sea, F Naples, F Tyrrhenian Sea.

Now Proposed – E/F/G. Please vote with Fall orders. NVR=No.

Spring/Summer 1906 Commentary:

Commentators by Typeface:

Rick Desper

Christopher Martin

Jack McHugh

The Western Triple keeps grinding away. Italy seems to have thrown in with A & T, but it won't matter. Losing Vienna will only accelerate the inevitable.

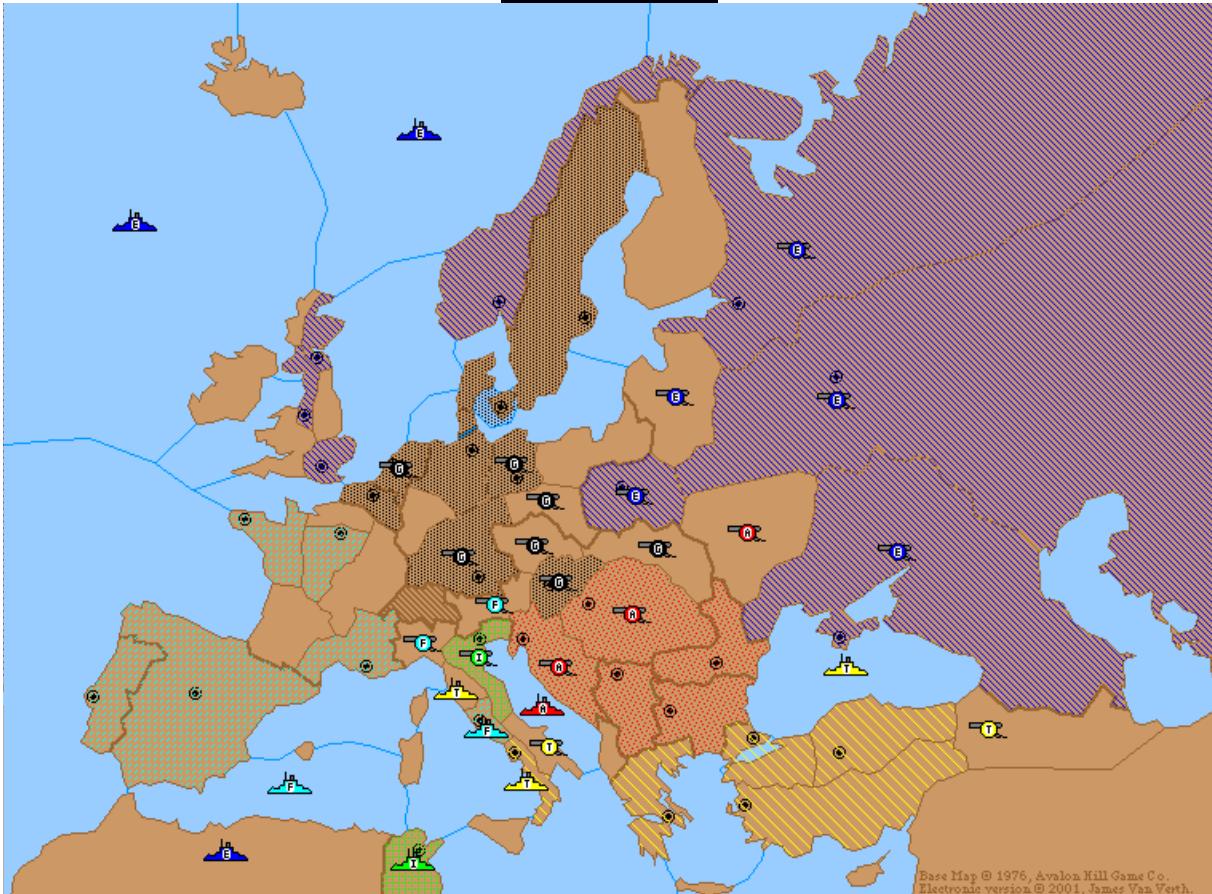
Only notable moves here are Vienna and TYS. Vienna will never be re-captured by A/I/T; in the Med, Goff retreats to GOL, while in the fall Edi will move to North Africa.

Some interesting gamesmanship around Bud/Rum/Ukr/Sev, as the English Army there could be destroyed - but the cost is probably losing Budapest.

And hey, maybe Italy gets a build! ☺

I agree with Rick that the Western Triple is inexorably grinding its way to victory and unless something changes on the diplomatic front, their victory is a foregone conclusion.

Fall 1906 Results



Austria: F Adriatic Sea Supports A Venice, A Budapest - Vienna (*Bounce*), A Trieste - Vienna (*Bounce*), A Ukraine - Galicia (*Fails*).

England: F Barents Sea - Norwegian Sea, A Livonia - Warsaw (*Fails*), F Mid-Atlantic Ocean - North Africa, A Moscow Supports A Ukraine - Warsaw (*Void*), A Norway - St Petersburg, F Norwegian Sea - North Atlantic Ocean, A Sevastopol - Rumania (*Bounce*), A Warsaw - Ukraine (*Fails*).

France: : A Bohemia Hold (*Disbanded*), F Rome Hold, A Tuscany – Piedmont, A Tyrolia - Trieste (*Fails*), F Western Mediterranean Supports F Mid-Atlantic Ocean - North Africa.

Germany: A Belgium – Holland, A Galicia - Budapest (*Fails*), A Kiel – Berlin, A Munich Supports A Silesia – Bohemia, A Prussia – Silesia, A Silesia – Bohemia, A Vienna Supports A Galicia - Budapest (*Cut*).

Italy: F Tunis Supports F Western Mediterranean - Tyrrenian Sea (*Void*), A Venice Supports F Rome.

Turkey: A Apulia - Rome (*Fails*), A Armenia - Rumania (*Bounce*),

F Black Sea Convoys A Armenia – Rumania, F Naples Supports A Apulia – Rome, F Tyrrhenian Sea - Tuscany.

E/F/G Draw Proposal Fails

Supply Center Chart

Austria:	Budapest, Bulgaria, Rumania, Serbia, Trieste=5, Even
England:	Edinburgh, Liverpool, London, Moscow, Norway, Sevastopol, St Petersburg, Warsaw=8, Even
France:	Brest, Marseilles, Paris, Portugal, Rome, Spain=6, Build 2
Germany:	Belgium, Berlin, Denmark, Holland, Kiel, Munich, Sweden, Vienna=8, Build 1
Italy:	Tunis, Venice=2, Even
Turkey:	Ankara, Constantinople, Greece, Naples, Smyrna=5, Even

Fall 1906 Commentary:

Commentators by Typeface:

Rick Desper
Christopher Martin
Jack McHugh

This game is so bad (in terms of dynamics and individual potential) that it is almost interesting as a case study, because good players find themselves in this exact game again and again, knowing that if they are the ones who break the chain of actions that keeps the cycle going, it will end badly for them. They are left with the hope that someone else will make the mistake of turning on their partner, thus affording them the opportunity to profit. This is a trap that good players can find themselves in - the cost of changing course is much higher than the opportunity afforded.

Well, I'm interested to hear why the Italians supported the French in Rome. No doubt this relates to, um, I've got no clue here. France will build F Bre and go after England? In any case it's good to see the Easterners continue to muck about. Austria still has more dots than units and cannot build. Turkey could have taken either Sev or Rum but didn't. Edi missed a chance to forceable disband an irreplaceable Austrian army because he wrote "S Ukr - War" instead of "S War - Ukr"?

This is a demo game?

I'm sure all of these things are placed and will result in somebody's glorious solo.

This year sees the Western Triple become more stable as France picks up two builds to six and Germany one to eight while England remains at eight centers.

Italy and Austria continue to be ground under the attack from the West as Turkey continues to bid her time in corner of the board. I don't expect Italy to last the year but Austria and Turkey still might have some life in them yet. Depends on if the western powers will play this game as it was meant to be played to the end or just let inertia and their alliance carry them through to the end.

Winter 1906 Results

Austria: Has F Adriatic Sea, A Budapest, A Trieste, A Ukraine.

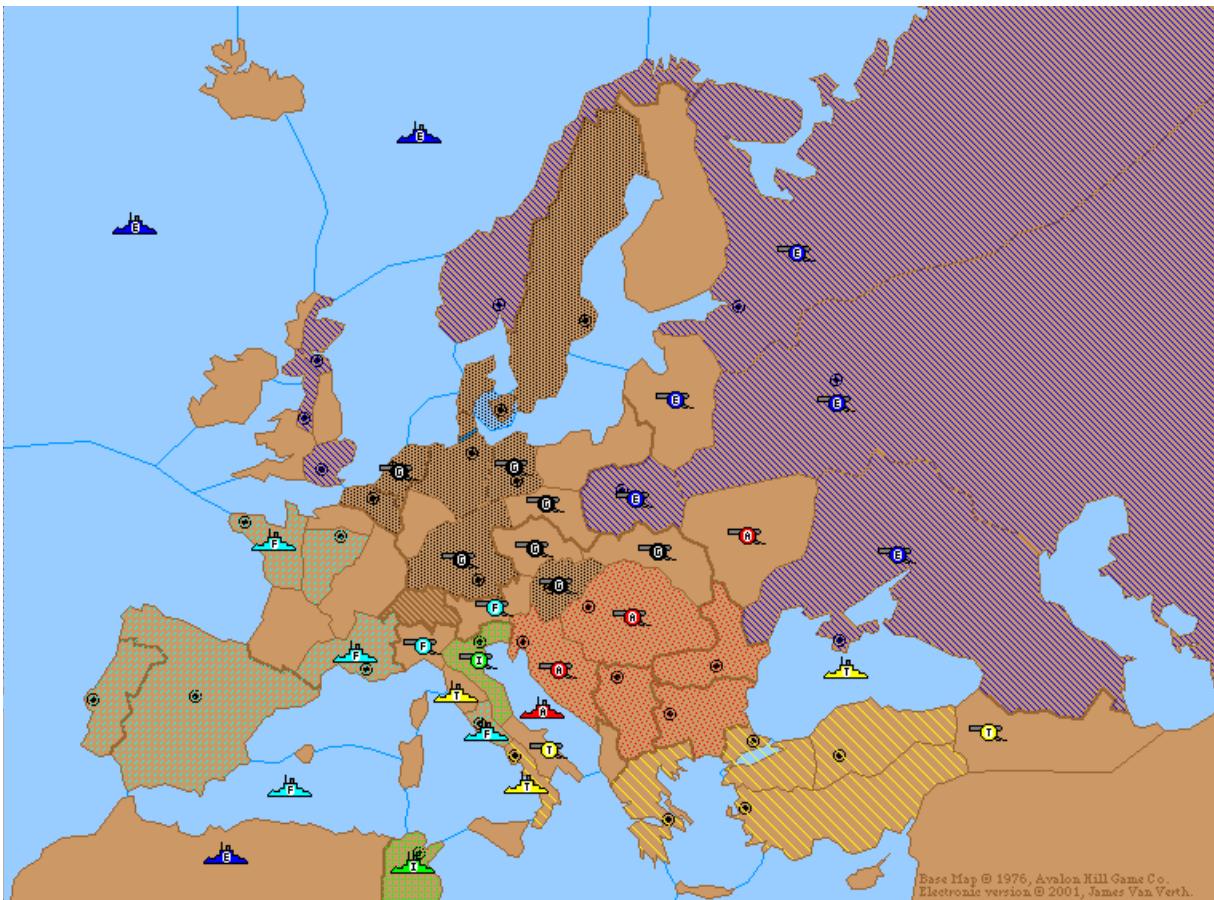
England: Has A Livonia, A Moscow, F North Atlantic Ocean, F North Africa, F Norwegian Sea, A Sevastopol, A St Petersburg, A Warsaw.

France: Build F Brest, F Marseilles..Has F Brest, F Marseilles, A Piedmont, F Rome, A Tyrolia, F Western Mediterranean.

Germany: Waives build, plays one short..Has A Berlin, A Bohemia, A Galicia, A Holland, A Munich, A Silesia, A Vienna.

Italy: /has F Tunis, A Venice.

Turkey: Has A Apulia, A Armenia, F Black Sea, F Naples, F Tuscany.



Now Proposed – E/F/G Draw. Please vote with Spring. NVR=No

PRESS

Russia: Why am I dead? This game. This game. It is a zombie gaaaaaaaaame.

Winter 1906 Commentary:

Commentators by Typeface:

Rick Desper

Christopher Martin

Jack McHugh

Well these builds are a bit of surprise. One would have thought France needs no more than one fleet but Andrew builds two. Maybe there is some life in this game still?

Conrad waived his build as an army would not be of much help and fleet build would probably annoy Edi so that was the safe play.

Let's see if these fleets translate into anything on the board this year.

Unfortunately, I think those builds indicate an intention to continue business as usual. Goffy doesn't need to build any armies if he isn't worried about being attacked.

More of the same.

I really want to see Turkey sink the French fleet in Rome. But I often wish for things that do not come to pass.