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Diplomacy World

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From the Editor's Desk

As you have already heard, David Hood has decided to pass me, Jack McHugh, the editorship of Diplomacy World. First of all let me thank David for allowing me this opportunity. I also want to apologize for taking so long to get this issue out. I didn't realize how long it would take me to lay out a whole issue! I anticipated that the input, e.g. the typing, would take longer than the layout. It takes as long to layout the first issue as the input, as I have found out the hard way.

Let me also take this opportunity to thank our publisher Doug Kent, for donating his time and energy as well. Doug will also be handling all the money as well. You can send subscriptions to me, but I will simply forward them to Doug so it is easier if you simply write to Doug. His address will be listed in the staff section below this editorial.

First of all I would like to keep most of the innovations that David has put into this zine. All of David's staff, with one exception, will remain on staff, including David himself as the Senior Writer. The only change will be that of Mark Nelson moving from International editor, now vacant, to that of electronic mail editor to replace Eric Klein. I assume Eric isn't interested in the position as he has published nothing in DW in over a year.

Second, I will continue David's policy regarding subscription credit. That is, all contributors will receive one free issue per article submitted. There will be exceptions to this rule, but not many. I would like to see DW remain as financially solvent as possible and keep the cost per issue as low as possible. This means that I won't be trading DW at all. (Although I will consider getting mutual subs from overseas readers to help avoid any currency problems.)

I consider this to be important because, unlike a personal zine, I don't consider DW to belong to me. It belongs to the hobby as a whole. I am merely the custodian of this zine for everyone who plays Dip, and it isn't my place to give it away for free except to those who contribute. (When I was on staff I had a sub myself and considered the free issues a great incentive to write articles.)

Third, I would like to add columnists. What is the difference between senior writers and columnists? Senior writers are more staff oriented positions. Senior writers take articles on assignment and help set editorial policy. Senior writers also come up with ideas the we bounce ideas off each other.

Columnists, on the other hand, will agree to write a number of articles per year, say one every issue or once a year. They also write about whatever strikes their fancy. They don't get assignments from me but simply come up with ideas on their own. There is no set agenda for a columnist. The idea being that columnists are more likely to come up with something that, even if you're uninterested in the rest of the articles, you will want to read. They will help balance the novice bend, which can't be helped, of DW and write something for the novice and the experienced player. Perhaps, even just the experienced player, at times.

I also would like to open DW to writing about other multi-player games as well as Diplomacy. Before any purists out there get upset--Diplomacy and its hobbies (mail, face-to-face, e-mail) is and will always remain the primary focus of DW, but most Diplomacy players do play other games. Why not try and expand the hobby as well as territory for our writers? Let's not limit ourselves to simply writing articles on only Diplomacy.

I guess that's enough philosophy for now. Let me give you my deadlines. My plan is to run on three months from issue. The next deadline will be April 1. That gives me three weeks to put it together and Doug a week to get it copied and mail it out by May 1. If this is a problem for either Doug or myself, we'll simply change the deadlines. As we've never done something this large before we won't know if we can do it till we try.

On the technical side, this zine is done on WordPerfect for DOS 6.0 on an IBM 386DX/20MHz. I send the file to Doug via Compuserve and he prints it out on an HP Laserjet Series II. Doug takes it to be copied and collated and then mails it out. Including one to me as I don't see the finished issue till he mails me a copy. However WordPerfect has extensive

print preview options that allow me some idea of what it will look like.

Remember I am looking for new writers and columnists. If you'd like to become either one drop me a note. You can also feel free to

contact any of the department heads listed in the staff section if you'd like to write something on their area.

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Subscriptions are four issues for \$10.00 in the US, \$15.00 in the Canada or overseas surface and \$20.00 via overseas air mail. The last issue will appear on your label. All overseas subscribers are urged to use the International Subscription Exchange listed elsewhere in this issue. All subscriptions and address changes should be sent to the publisher listed above. Make checks and money orders payable to Douglas Kent in US currency.

Contributions are welcomed and will earn you one free issue per submission published unless otherwise stated. Persons interested in the vacant 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.

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Passing the DW Torch an editorial by David Hood

Well, its official. Jack McHugh is the new editor of Diplomacy World, with Doug Kent taking on much of the publishing duties. Any way you slice it, DW is about to undergo yet another change as its seventh editor takes the helm. It might be instructive, or at least cathartic for me, to retrace my own steps with Diplomacy World even as I fade into its historical legacy.

I took on the DW job with one major purpose--to produce a product that every hobbyist would need or want for one reason or another. I'm not sure I ever achieved this goal. In

the beginning there was a lot of enthusiasm over my DW, but as the hobby waned in numbers over the past couple of years its support of DW has flagged as well.

I'll get to that latter. I inherited a DW that was not what many hobbyists wanted in that it was becoming less and less Dip-related. Of course, this was due to a lack of contributions from the hobby at large and Larry Peery has largely shouldered most of the blame for that problem. At any rate, I decided to focus exclusively on the game and hobby, without so much

of a hint of real world or feudish concerns. I recruited some very fine writers, including Mark Fassio, Dave McCrumb, Joel Klein, Jack McHugh and Michael Lowrey, who each contributed greatly as my twelve issues of the zine unfolded.

I am particularly proud of several articles that appeared, many of which have been put in the Best of Hood DW Anthology now available from Larry Peery (for \$10 at P.O. Box 620399, San Diego, CA 92162). The ones that stand out in my mind are "Who Really Ran the First Postal Diplomacy Game" by Jim Meinel in issue #65, "Counterfeit Publishing" by Conrad von Metzke in issue #67, and Mark Fassio's "One-Dot Grab" from issue #69.

Jim's piece is a wonderful look at the hobby infancy and it sprang from Jim's project that developed into the excellent Encyclopedia of Zines.

Conrad wrote about the various classic fake issues that have been done of certain zines during the history of the hobby. This tradition is largely ignored today. (Although now that I have no more DW to worry about, one never knows what might happen...)

Mark's piece deserves further comment. His "One-Dot Grab" was a clever look at a clever play, and it was inspired by a throw-away comment of mine about how stabs for one center are generally a bad idea. But this article is just representative of Mark's strategy and tactics writing throughout my tenure at DW. He was probably the most prolific and terrific writer we had during the time.

I am also pleased by the quality of the variants I published over the three years I was in charge. Faced with the waning interest in variants, I decided I would try to put at least a variant in every issue. Some changed the rules, others the map, but I don't think any complete duds were published (and there are a lot of them out there). I particularly liked the thought-provoking "Napoleonic Wars" submitted by DW variants editor James Nelson. Somebody ought to get out issue #67 and GM that variant-I'll sign up.

What have I not liked about my DW? It was, perhaps, a little too dry for some big-time hobbyists. Of course, I was aiming primarily at

novices. I still think there was something lacking for old timers because my subbers were almost always people you wouldn't recognize right away. Few experienced hobbyists felt the need to keep up their subscriptions.

I also was disappointed with my timeliness. I had tried to stay on a 3 month deadline, but long deadlines begat long delays in my case. I would go 4 months then 2 1/2, then 3 1/2, then 2 and so forth. It made it difficult to report hobby news in a timely fashion, and to keep my writers on top of their deadlines.

I am not really that good at forecasting the future. I guess I don't think grandiose enough. I'm frankly worried that our hobby isn't interested in supporting a flagship zine like DW anymore. However, I certainly hope that Jack can turn things around. If anyone can inject a little spice into this rag, Jack McHugh is the one.

I'd like to apologize for everyone for the long delay in the transfer of the zine. I had planned to publish DW issue #72 myself and then turn it over, but a combination of real world pressures and DW brownout prevented that from happening. I hope everyone can live with the delay.

Let's all get behind Jack in his efforts. I can tell you that DW is an awful lot of work. If it is to succeed, Jack must get a lot of help from all of us. What does that mean? Subscribe to the damn thing! Write articles. Plug DW in your own zine. Lend a copy to a friend and encourage him to get involved. If you don't like what you read, send in comments. (I never had trouble getting positive feedback.)

Most importantly, give Jack a chance to show us what he can do, without prejudice or preconceived notions. His energy for the hobby is unmatched in the current ranks of Dip bigwigs. Let's see what that energy can do to revitalize the flagship of the Diplomacy hobby.

[New Editor's note: While David did assemble this issue's materials, any errors are my responsibility. Also note that I took over a two months to get this issue out as well.]

David Hood, as you probably already have guessed, was the editor of DW for the last 12 issues and is running this year's DipCon/DixieCon.

DIPLOMACY AND NETWORKS: PART I

BY MARK NELSON

There are a number of ways to use a computer in the context of a diplomacy game beyond using it to publish a zine. They can run as GMs to ensure errorless adjudications, in which case they are known as adjudicators. Computers can also act as a player, in which case they are known as diplomats. Computer networks can even be used as a medium to play diplomacy through electronic mail. This is generically referred to as email.

The first known attempts at writing an adjudicator occurred some ten years after the first commercial release of the game. The first diplomat is rumored to have been written by Dave McDaniel and used in the very first postal game in 1963.

The first known electronic zine is Steve Knight's Mad As Hell. Nine issues of Mad As Hell were distributed over USENET in 1982 and the zine ran the first electronic game to be given a Boardman Number --- 1982CK.

Details for other games started before 1988 have been lost but it is known that there waiting list announcements appeared on the USENET group rec.games.board and that theses waiting lists filled quickly. Most of these games were run very informally. Adjudications were not usually posted to the net but were only sent to the players. The only attempt to produce a set of house rules was by Steve Bourgeros.

The development of the Internet diplomacy hobby has been strengthened by the existence, and widespread use, of USENET. The USENET software was written in 1978 and carried two sites at Duke and University of North Carolina. By April 1981 USENET was carried by 35 sites in Canada and North American and since then it has exploded to cover sites all over the world.

The structure of USENET has provided a central place for diplomacy fans to contact each other and provide reports of their games. Although a special group for diplomacy fans, rec.games.diplomacy (r.g.d.), was not formed until 1992 there were regular postings about diplomacy in the mid and late 1980's to the

groups rec.games.pbm (r.g.p) and rec.games.board (r.g.b.). Details of these games have been lost.

The oldest complete records are for three games started in 1988. Two of these were run by Eric Klien by hand and the third, game "Delta", was started by Ken Lowe in June 1988.

ELECTRONIC PROTOCOL & ERIC KLIEN

USENET allowed diplomacy fans to contact one another, but diplomacy over Internet remained low key and very anarchic. Until Eric Klien started to post his zine Electronic Protocol (EP) there.

EP was launched in October 1988 on the small Portal BBS. In spring 1990 Eric discovered a free connection from Portal to USENET and the zine expanded quickly as it attracted USENET players into its ranks. Most of the games run through EP did not appear in the main zine.

They (the bigger of which were called EP Chapters) were mailed as flyers direct to the players. The main zine mailings of EP consisted of diplomacy articles, letters and anything that caught Eric's interest from the real world.

Before the advent of EP, NMRs and dropouts plagued Internet games and many games were abandoned due to either the players (or GM) losing interest. Eric's innovation was not to allow NMRs in his games. Should a player NMR, the game was held over and a standby found.

In theory the time lost in finding a standby player is insignificant for email games. In order to ensure a rapid supply of replacement players Eric maintained a large standby list. While this no NMR approach did not work well with Eric's postal mail zine Protocol, the ease of communication offered by email made this approach workable.

Eventually almost all USENET GMs signed up to Eric's list of GMs and ran their games through EP. Running games through EP

eliminated the hassle in finding players and standbys, leaving GMs to concentrate on running their games.

Eric regularly posted openings, both for standbys and for new games, to USENET. As the EP umbrella increased, the Internet diplomacy community benefited from things other than smooth running no-NMR games. The wide-distribution of EP ensured that there was an Internet diplomacy community with EP as its focal point. The EP houserules became the Internet standard. Although Eric's house rules were idiosyncratic in places, the existence of a uniform set of house-rules across Internet made things easier for players.

Prior to EP, games run through Internet were usually not reported and no details on finished games were available. Eric kept supply center charts and complete player records for all games run through EP, helping the creation of email ratings and details for completed games to be recorded for posterity.

Every game run through EP (including variants) was given an EP Number. Later any game run over Internet complying with the EP Houserules would be given a number. By August 1992 the center of activity for players moved from human moderated games to games run by the Washington Judge.

Eric split the position of Electronic Protocol Number Custodian (EPNC, sometimes called the Judge EP# Master) into two parts. Eric continued to give numbers to those games that had a human GM while Nick Fitzpatrick kept track of games running on Judges. By September 1993 it became clear that Eric no longer had the enthusiasm to continue as EP Custodian for human-moderated games.

Several GMs complained over r.g.d. that there was a considerable delay in obtaining an EP number while others commented that they didn't even know that they were supposed to contact him for a number. Several people suggested that there should only be one person responsible for allocating EP numbers to Internet games and Sean Starkey offered to recombine both halves of the EPNC.

THE WASHINGTON JUDGE

In the Spring of 1988 Ken Lowe wrote the JUDGE program and ran several local games at the University of Washington. The JUDGE program is an adjudicator which not only adjudicates games. It can also set deadlines and forward diplomacy letters/press releases to the appropriate player. It even checks all orders to see that they are written correctly; notifying the players if there are any mistakes. The program has also been revised to run several variants.

The first games run on the Judge suffered from NMRs and dropouts. After Eric Klien established himself on USENET the Judge code was rewritten to allow games to be run according to the EP Houserules. While it is still possible to run games that allow NMRs, the majority of games ran subsequently have been NMR free.

There are a number of different options (known as 'flags') that can be set before the start of a game. For example, how long the deadlines are and what kind of press is allowed. Most of the flags can be reset during the game and the most common reset is to extend the deadline flag.

Changing flags other than the deadline flag once a game has started without the permission of all players has started is considered to be 'poor gming'. If the game is EP then changing flags, even with the permission of the players, can cause the game to become 'irregular'.

The main advantages of the Judge program are: The production of instantaneous error-free reports, the immediate publication of all kinds of press (black, white, grey), no need to wait until the next set of results come out. It could also be programmed to remember complicated addresses and automatically do the game archives. The source code for the Judge has always been available in C language. This gives people the opportunity to set up their own Judge, since installation is straight forward, and to modify the code.

Although the Judge program does not require human GMs, games run more smoothly if there is a human moderator. The moderator can answer questions, reset deadlines, hassle players for orders when late and find replacement players.

The Washington Judge had an open waiting list. If you wanted to play in a game you

created a game and signed up to play in it. When seven players signed up the game started automatically.

If the game had no moderator Ken became default moderator. When the number of unmoderated games exploded Ken was unable to cope with the demand. The number of games

being run was so high that there were significant delays in the turnaround of the games, the Judge was saturated.

The expansion in numbers is illustrated by the following data which was published in The Internet Guide To Diplomacy #7, November 11, 1992. This was Ken's last issue (see below):

	5/23	6/20	7/16	8/17	9/15	10/15	11/11
Registered Players	650	675	713	776	858	956	1096
Standard Games	70	70	69	74	85	88	100
Youngstown Games	20	20	20	22	26	23	22
Other Games	0	17	17	15	15	18	25
Total Games	90	107	106	111	126	129	147

Notes: Players are registered even if inactive. Non-listed games not included.

On 17th November 1992, Ken Lowe announced that he was running the Washington Judge down due to burnout. After this announcement the EFF JUDGE was set up as the replacement North American Judge. David Kovar replaced Ken Lowe as the person with the responsibility of maintaining the official version of the Judge code.

In December 1992, following Ken's burnout and Eric Klien's diminishing activity, there was discussion about setting up an organization. This association was to oversee the evolution of the judge program, to maintain the EP Houserules and to act as Email Ombudsmen. As a consequence the Electronic Protocol Coordinating Council (EPCC) was set up in January 1993. (See Part II, section on the EPCC for the gory details on this organization.)

DIPL-L AND R.G.D.

DIPL-L was not pushed over USENET as the place for diplomacy fans to go, and the posting rate remained low until the list was rediscovered in 1991. Danny was no longer at MIT and experienced difficulty maintaining the list, so this job was passed to Nick Fitzpatrick in March 1992.

Although interest in this list increased, only a small fraction of the total email diplomacy community became readers of the list. Despite the low volume the standard of postings was high and the discussion intelligent.

From 1992 to early 1993 dipl-l was distributed over USENET as the group bit.listserv.dipl-l, but it suffered from low propagation. There had been several attempts in the late 1980s and early 1990s to form a USENET group devoted to the discussion of diplomacy but these failed because no-one could be bothered to go through the red tape. Eventually Nick Fitzpatrick decided that enough was enough and he posted a CFV for the formation of r.g.d. on 7th October 1992. In his CFV post Nick wrote:

"There are presently over 120 games ongoing over the Internet, being played by people across the world. There are five automated Diplomacy programs (in four continents) connected to the Internet processing games. There is much discussion of the game in the groups r.g.p., r.g.b. and bit.listserv.dipl-l (DIPL-L@mitvma.mit.edu). The problem is that diplomacy is split between too many places, and its bitnet list does not get a wide enough distribution.

"RGD would provide a focus for discussion which currently appears in a number of groups, often to the annoyance of readers"

The vote to form passed by a wide margin and the group started to appear on USENET sites from November 5, 1992. With the formation of this group the need for a listserv diplomacy mailing list vanished. There was some

elitist discussion of keeping dipl-I for "serious and advanced" diplomacy talk and USENET for "the little people", and there was a rapid decrease in the number of subscribers as most dipl readers had access to USENET feeds. Those who did not have USENET feeds remained dipl-I subscribers, resulting in the existence of two parallel diplomacy discussion groups since most messages to one group were not cross posted to the other.

In January 1993 the remaining 25 dipl-I subscribers voted to 'reunify the hobby' by setting up a feed between dipl-I and r.g.d.. This has ensured that people without a USENET feed have been able to take an active part in the Internet diplomacy community. The number of dipl-I subscribers has since increased to 60.

The formation of r.g.d. brought the existence of email diplomacy to a large number of people who had not previously noticed the discussion in r.g.p. and r.g.b.. One result of this explosion in readership was a surge on the

number of games run on the Washington Judge which eventually resulted in Ken Lowe's burnout and the formation of the EFF Judge.

Some of the games started in this period of rapid expansion have had unhappy lives. Many of the new players were new to diplomacy and dropped out. As Ken was moderating too many games he was unable to pay full attention to many of these games and there were long delays in finding standby players. Some of these games have run slowly and had a large turnover in players. The number of posts and megabyte of posts to r.g.d. in North America are given in APPENDIX FOUR. (Details taken from Nick Fitzpatrick's email zine: Diplomacy Statistics).

Part II of this article will appear in issue #73 of Diplomacy World.

Mark Nelson is an active e-mail hobbyist and the e-mail editor of Dip World.

THE DOUBLE EAGLE

BY DAVID P. SMITH

It had drizzled rain for two days now. I heard the roll of thunder, and our prospects for a new job were the color of the clouds I saw in the distance. Miles had just come in from a stakeout. He was leaning back, legs stretched out, rolling a cigarette.

He had just opened his mouth to speak, looked like he had an idea about something, which would be a change, when Effie opened the door.

"Sam, you've got a client in the office," Effie announced. "Said she needs action fast."

"Uh, huh. What d'ya think?"

"Oh you'll like her," then she eyed Miles, whose ears had perked up by now.

"Her threads have some mileage, but they cost a bundle."

"And....?"

"And she has lots of these and a lot of those."

"Well, send her in, sweetheart, time is money."

She went out and came back in with our prospective client and Effie wasn't kidding.

"This is Miss Claire Adelaide. Miss Adelaide, Mr. Same Spade and his partner, Miles Archer."

Jesse Owens couldn't have grabbed a chair for her as fast as Miles. She was just his type, when his wife wasn't looking. Young, slim and sophisticated. Effie eased out. The only sound was the patter of rain and Miles's heart.

"What can we do for your Miss Adelaide?"

"Oh, call me Claire, please. I do hate to bother you gentleman so late in the day, but I'm so terribly worried."

Miles was lapping this up like Effie's terrier.

"Go right ahead....Miss Adelaide. It's our job."

"Well, it's my sister, I'm afraid she's in over her head. You see, she's supposed to play in the Diplomacy tournament at Daddy's club tomorrow night, and, well, you don't know

Helen. She's so trusting and innocent. Daddy's always said her mind was like a feather pillow, that bore the impression of the last person to sit upon it. I can't bear to think what would happen to her in a game with ruthless grognards."

"Groan what?"

"Old veterans, Miles. Now, Miss Adelaide....Clair...just what is it you want us to do?"

"Oh, please, could one you arrange to enter the first round game with her. I'm afraid to think what would happen if she went into the game without a friend--flying dutchmans, miswritten orders ignored, lies and backstabs. I just couldn't let that happen to my sister."

Miles glanced at me and grinned.

"Sure," I said, "if it'll make you rest any easier, one of us will sit an and play, just to keep thinks on the up and up."

"About the money...."

"We charge \$100 a day, plus expenses," I said. She hesitated at that. Then pulled out two crisp C notes.

"Here you are...and I thought, perhaps, you could out something about the other players in the game. They are a despicable lot, and it might help if I...uh, if Helen knew how they played....opening moves, their strengths...."

"Sure, sure, we'll find out. Just who is in the game?"

"Well, the best player, I believe, is a Mr. Gutman, a quite large and abusive fellow. Wears white suits. I don't like him. I understand he particularly wants to win this tournament...because of the trophy."

"The trophy?"

"Yes, a double eagle coin struck in obsidian--quite rare and priceless--donated by a Diplomacy-playing numismatist."

"Yeah, sort of a black bird, huh?"

"There is also a little man...Joel Cairo. He has an accent, eastern Europe I think. One look at him, Mr. Spade, and you just know you can't trust him. There is also a weasel-looking character named Wilma. It is well known that he makes his moves just as Mr. Gutman says. He scarcely has a mind of his own--I believe the word for him is 'toady'. There are two others, an Englishman, Blakely Crawford, whose favorite

country is Russia, and a Texan, Victor G. Clarke, known for his unpredictable and bizarre openings, and for his foul press in postal games."

I reached for her dough, but Miles beat me to it, and blurted out that he would be so very honored to be at the game himself.

We rose and escorted Claire to the door.

"Thank you ever so much, gentlemen, I feel so relieved."

Then giving Miles the eye, she added, in a voice that purred--"I don't know how I will ever be able to repay you."

When she had left, Miles held the bills up the light and whistled.

"Crisp as a starched collar. And did you see their brothers in her purse? This one gig I'm gonna enjoy."

The ringing wouldn't stop. I shook my head, but it kept on ringing. Eyes open now, I sat up in bed and fumbled for the phone. I was two o'clock in the morning.

"Hello. Yeah, this is Spade. What is it? You don't say? Uh, huh. Yeah, I can't say...it's confidential. Yeah, all right. I'll be up their in thirty minutes."

I pulled up in front of the building where the Diplomacy tournament was being held. Inspector William Owens, the pick of the bad lot, met me at the door and scurrying along beside him was Sgt. Paddock. Paddock and I had tangled once before. It stuck in his craw--I could see he hadn't forgotten.

"Hello Sam. Tough break about Miles."

"Yeah, Bill, tough. Show me where it happened."

"Ain't you even going to ask how he got it, Spade? Or don't you already know?"

A short right cross would have put Paddock on his back, but Owens grabbed me first.

"Come on, Sam, let it go."

"All right, but get him away from me, you hear, get him away if he knows what's good for him."

We went up a fight of stairs, through heavy oak doors and into a well-lit room. Old

look...19th century...large leather-covered easy chairs, but only one caught my eye. The photographer was still at work, others were dusting for prints around the table--the Diplomacy game still set up where it was interrupted.

I walked over to the chair, but I knew what I was going to see. There was Miles, head slumped slightly forward. Just as I figured it. He had been stabbed....a crimson stain on him white suite encircled the ivory-handled stiletto in his back.

They took the body out and we got down to business. There wasn't much to on...except one thing. No one had come in or out of that room while the Diplomacy game was in progress--no one had seen the murder committed. The narrowed the suspects down to the six surviving players, unless Miles had committed suicide by stabbing himself in the back. He would have thought it was a great gag.

"Well, Sam, what d'ya think? Miles have any enemies in this game? Revenge, maybe?"

"You got me, Bill."

"All right, Sam, let me have it. I know Miles was on a case. Who's the client?"

"All right. For what it's worth, a dame named Claire Adelaide--her sister, Helen, was one of the players."

"Who are you trying to fool? Claire Adelaide was one of the players. And she doesn't have any sister. We started the questioning with her. The others are all in an adjoining room now. They all claim the same thing. No one saw anything. They all say someone must have sneaked in and stabbed him while everyone else was over at the board. But one of the tournament directors was out in the hallway the whole time. He said no one came in or out. That's not all. The Double Eagle coin that was to be the first place prize is missing. It was in a case over the fireplace and we've searched them already--it can't be found, and we don't have a clue."

I asked Bill to let me question the suspects and he agreed. Paddock didn't like it--said the force didn't need the likes of any gumshoe in their investigation--but Bill had the suspects all brought in anyway. I've been around a few Diplomacy players in my time, long before Miles ever thought about playing, but this was as seedy and untrustworthy bunch as I've ever seen.

Bill introduced everyone, then we all sat around the table with the game board still set up just as the game was interrupted after the Winter of 1904. Most of them kept darting their eyes over to the chair off to the side where Miles got it. They all looked guilty to me. Before I could say anything, the fat guy, Gutman, started in.

"I'll have you know, sir, that I am unaccustomed to being treated in such a manner. I demand that I be charged immediately or released."

Then they all started in. Everyone shouting at once. All demanding their rights. Paddock got them quieted down. Then I looked at the board, and an idea came to me.

"Mr. Clark, could you tell me who was playing each country?"

That was a mistake. You would have thought the redhead had a spotlight on him as he pontificated. I finally shut him up after coming up with the players; Gutman--England; Wilma--France; Blakely Crawford--Turkey; Joel Cairo--Italy; V.G. Clarke--Austria; Claire Adelaide--Germany; and Miles played Russia.

I had seen the recording of the moves in the game. I believed I had it now. I knew who killed Miles, how it was done, and the location of the missing Double Eagle. But I never could resist to wind up a case with a flourish.

"Mr. Gutman. I notice that you began the game with the Churchill Opening: F Edi-Nwg, F Lon-Nth, A Lvp-Edi. Why that opening rather than the Channel attack?"

"Humph, there was no profit in the Channel, sir, no profit at all."

"You no doubt knew that France would not dare open there. Yes, we know that France kowtows to you so don't deny it. But I know you would give your right arm for that Double Eagle--so Wilma here was your target--but something lured you to Scandinavia."

Wilma was standing now, glaring at Gutman and looking like he could jump over the table and grab his flabby throat.

"Yes, sir, I don't deny it. I had good information that Russia would not only move A Mos southward, but he would not receive a build for Sweden."

"Not good enough Gutman. You know that St. Pete is a dead for England. You're a better player than that. You know you had a firm alliance with France, so no worries there. It was Germany and Russia you had to deal with. Germany passed along information that F Kie-Den would allow Russia to be stood off in Sweden. Germany promised you something more, didn't she? A classic Anglo-German alliance that would take out the threat of Russian fleets building StP(nc) and later your good ally France would be your next victim."

"Sit down, Wilma," growled the inspector.

"Yeah, you knew that England always is better positioned in such an alliance to stab Germany after France falls."

Puffing himself up, and looking at the rest of us with contempt, Gutman went on. "I tell you, sir, I did not want to trust that woman. She has a certain reputation on the Diplomacy circuit. But confound it, the Russian would not look me in the eye. I never trust a man who will not look me in the eye. He kept leering at her all night. Yes, sir, I took her up on the offer."

I eased up out of my chair and sidled over by the Italian player, Cairo. A sweet scent from his oiled ringlets, combined with the perfume from his pocket handkerchief, made me a little nauseous.

"What's your story, Cairo? No, let me guess. Germany persuaded you that she was opening Mun-Bur, so you decided to head westward, knowing that the only time a western attack by Italy is not hopeless is when Germany expects to make it to Burgundy. What did she promise you? Marseilles, Spain, Portugal?"

Cairo whimpered and bolted for the door. I grabbed him and slammed him against the wall.

"Let me go! I know nothing. She sounded convincing; I thought I could trust Austria and Russia to be busy against Turkey. I will not answer anymore questions! I will not, do you hear!"

I took a fist full of shirt and slapped him a few times.

"You'll answer questions and like it, Cairo.

"She probably said she had a firm Anschluss in place, didn't she?"

Cairo whimpered and nodded.

"Just as I thought. The grand German-Austrian alliance was in place, with Italy sufficiently warned not to enter Tyrolia--and encouraged to head westward. You folded like a cheap paper bag, Cairo. You make me sick."

Cairo sunk down on the floor. He looked like a frightened rabbit.

The redhead, Clark, was next. I took a deep breath. His kind always get on my nerves. Before I ever said a word he was on his feet. He thrust his pipe toward me and began a monologue.

"I tell you, the Anschluss was only for convenience and defense. And besides, I convinced her of its potential. True, she mentioned it first, but i was going to ride to victory anyway. After all, Russia was doing everything I asked. Russia, your late partner, seemed distracted about something. He opened A Mos-Sev, F Sev-Rum, and A War-Ukr. So that tells you something right there about his lack of ability. He actually thought that was an anti-Turkish opening. With Germany backing me, I opened F Tri-Alb, A Vie-Bud and A Bud-Ser. Of course, I am aware that opening is inferior to the Southern Hedgehog, but after all, my neighbors Italy and Russia could be trusted to toe the line."

He would have rambled all night like that at if I had let him.

"All right," I said, "let's take a look at the Supply Center Chart."

	01	02	03	04
England	5	6	7	8
France	5	5	5	6
Germany	5	5	5	5
Italy	4	4	3	1
Austria	5	5	6	7
Russia	5	4	2	0
Turkey	4	5	6	7

I told them the solution to the case was right before their eyes. Paddock snorted, but everyone leaned over the board and shifted their

eyes from the chart to the board and back again. At least one of them knew what it meant.

"Oh, Mr. Spade," cooed Claire Adelaide, "could I please have a word with you...in private?"

She took me by the arm and eased to a far corner of the room, while the players, the Inspector, and Paddock, all shook their heads and muttered as they studied the board.

"Mr. Spade...Sam...I have something to say. I don't know why I didn't mention this before. I suppose I was afraid of him. Of Wilma, I mean. I know I saw a knife blade in his coat pocket. He saw me watching him. Oh, Sam, you've never seen such a vicious look as he kept giving me."

I couldn't help but grin.

"You're good, Angel...Claire...real good, but I don't doubt if you've ever told the truth in your life. No, Angel, it won't work. You killed Miles and you're going over for it."

"Sam, don't joke about things like that. You almost sound as if you mean it."

"I do. You made it easy. Look at the last turn. Russia, Miles, was out of the game. He probably didn't mind at all; he could get a better look at you as a spectator. And you were the only player that winter turn who didn't have a build or removal to make--just the way you planned it. Who would have a better story? After all, you hired the poor chump, so it would be one of the other players who would take the rap. And, besides, it gave you the perfect chance to get take the Double Eagle and dispose of it. No, while everyone else was at the game board, you were beside Miles--it was your knife, your murder, and now you're going to pay for it."

"Sam, please, you don't have to say anything. Wilma can take the fall. Gutman and Cairo will be glad to hand him over. It'll take everyone off the hook. Besides, you didn't care for your partner. We'll go away together, Sam, please!"

"Miles wasn't worth much in a lot of ways, but he was my partner. And when a guy's partner is iced someone has to pay. If not, it's bad for business...bad all around. Oh, I doubt if they'll stretch you're pretty neck, Angel, but they'll put you away for a long time. With good behavior you'll be out in twenty years or so, and I'll think about about you a lot. Goodbye, kid."

I laid it out for the Inspector. They had enough to get her on circumstantial evidence, but her confession was icing on the cake.

"It seems easy, to way you explained it, Sam," Bill said as he rubbed his chin and slowly shook his head, "but something else still has me stumped. The Double Eagle. Where is it? We've made a thorough search of everyone and everything in the room. No one got our to this room, so where is it?"

"You're wrong, Bill someone did make it out...Miles. I'll bet if you check his clothes at the Coroner's office, you'll find the Double Eagle somewhere on him. Right where she put it, just after she stabbed him, but before she eased back to the game before being missed. You'd better hurry, though. She must have a partner on the inside--at the Coroner's office. Better get there quick."

Bill left in a hurry. As the rest of us headed out the building I could still hear snatches of conversation about the game from the players. They had already forgotten the murder...only the game was important now. Sgt. Paddock, more subdued than he was earlier, shook his head as they walked by, all five of them planning to resume the tournament--making their alliances and opening move proposals.

"Can you beat that? It's just kid stuff, pushing wooden blocks around. What kind of game is that anyway?"

"Game, Paddock? It's not a game. It's the stuff dreams are made of."

David P. Smith is a new and talented writer for DW, and an obvious Sam Spade fan.

Hobby Services:

International Subscription Exchange(ISE): This person acts a with his counterparts in other countries to convert currency easily from country to country to allow for subscription and gamefees. Ideally there should be one in each country with a postal hobby: In the US and Canada (although he prefers US dollars if it can be done) the ISE is Jim-Bob Burgess at 100 Holden Street, Providence, RI 02908-5731 or via Internet at burgess@world.std.con. In the UK it is Iain Bowen at 5 Wiggan Terrace, York, YO3 7JD, UK. In Australia it is John Cain at P.O. Box 4317, Melbourne University 3052, Australia.

Boardman Number Custodian(BNC): This person records Diplomacy gamestarts and finishes. In the US it is Vince Lutterbie, 1021 Stonehaven, Marshall, MO 65340

Miller Number Custodian(MNC): Records variant gamestarts and finishes: Lee Kendter, Jr. 376A Willowbrook Dr., Jeffersonville, PA 19087 or Brad Wilson 3306 N. Southport Ave, 1-Rear, Chicago, IL 60657

Zine Register & Zine Bank: Zine Register is a guide to zines published twice a year. Zine Bank sends samples of zines for cost of postage. Pete Gaughan, 1521 S. Novato Blvd, #46 Novato CA, 94947

Novice Packets: Tom Mainardi, 45 Zummo Way, Norristown, PA 19401 is offering Master of Deceit. Fred C. Davis of 3210K Wheaton Way, Ellicott City, MD 21043 is offering Supernova. I believe Fred is asking a \$1.00 for Supernova and Master of Deceit is available for a free upon request. Bruce Linsey of 170 Forts Ferry Road, Latham, NY 12110 is offering Once Upon a Deadline-a novice packet for publishers for \$5.00.

North American Variant Bank(NAVB): NAVB is a catalogue of variants and all are for sale from the NAVB Custodian who is Lee Kendter Jr. 376A Willowbrook Dr., Jeffersonville, PA 19403.

Pontevedria: A list of game openings in the hobby is being offered by W. Andrew York of P.O. Box 2307, Universal City, TX 78148-1307. The cost \$1 plus 10 self addressed stamped envelopes or 10 issues for \$5.

INCIDENTALS: A REPORT ON A DIPLOMATIC INCIDENT

BY DAVID B. PARTRIDGE & DAVID KOVAR

After weeks of sending out invites and trying to prepare for what was coming, the Daves sat around the kitchen table at 9:00 a.m. munching on donuts and wondered what was going to happen. Neither of them having even been to a Diplomacy convention, much less having run one, they had just grabbed their noses and jumped in.

A box of doughnuts and an hour later, there were six players in the kitchen and they'd decided that it was time for the game to commence. Mark, the roommate, with just a touch of arm twisting, was dragged up from the basement as a seventh and the game was off.

The opening moves were fairly standard. England (Mark Modrall), opened towards Scandinavia, France (David Kovar) headed for Iberia and Burgundy. Germany (Jack ????) interjected a bit of a change with an opening to Helgoland, Blight, Ruhr, and Kiel. Russia (Dan Shoham) headed full steam to the south while Turkey

(JimBob Burgess) reciprocated with a northward surge. Italy (Dave Partridge) and Austria (Mike Nagel) collided on the Venice/Trieste border and headed out for their respective free centers.

The game was not to follow normal lines, as soon became obvious. In the Fall, England took Norway and Holland! Germany took Belgium and bounced France who tried for Munich. Italy took Greece with the fleet, while Austria got Serbia and Rumania, the latter with support from both Russia and Turkey!

England took St. Pete, Germany snatched Sweden and Italy grabbed Tunis, all in the busy year of 1902. France built only armies, yet still sailed his fleet into the Western Mediterranean. Austria repaid Russia's support by helping Tunis into Sevastopol.

Just as the lines appeared to be forming up, England took Holland from Germany and France occupied Belgium behind the vacating

English. The French fleet returned to the north, but a French army moved into Piedmont and then supported the Italians in the face of an Austrian/Turkish attack which grabbed Greece for Turkey. Germany helped Austria into Tyrolia while Austria return the favor by supporting a German strike against Warsaw.

Russia was reduced to a single unit by the Fall. Down, but not eliminated, Russia remained in this position for the next five seasons in the midst of a kaleidoscope of foreign armies. British, German, Turkish and Austrian armies attacked and supported the lone Russian army in varying configurations until its final elimination in Winter 1905.

The new alliance lines did not hold long. France build a northern fleet and was soon playing tag with English fleets in the North Atlantic. Italy continued to hand on with French support, while Turkey and Germany turned on their, now former, Austrian ally by swiping Serbia.

The year 1905 started with more of the same as Italy joined the feeding frenzy around the hapless Austrians in the Spring by pilfering Trieste while Germany helped himself to Vienna. In the Fall, Italy was good enough to support Austria into Serbia and evict the Turks.

Germany smoothly moved into Budapest behind the Turks. The Kaiser's troops also ended Russia's agony in Warsaw and the wily Germans also allowed themselves to be bought by the English. The price was English help in the German sack of Moscow.

At this point Mark had to leave so the exiled Russian Tsar became the King of England. Suddenly Germany had nine centers and Austria was down to two. Balance of power was the way this game was played and Germany's allies deserted him in droves.

In 1906 England annexed Sweden while Italy helped Austria into Budapest and then took Vienna.

Alliances continue to be a fragile things and 1907 showed no change. France turned on Italy and Vienna and Trieste both fell to Austria with Turkey helping out and claiming Serbia as his price. England, France and Germany waltzed in the lowlands, no one making any gains.

France collected his pay in 1908, with an Austrian assist, by taking Venice; but Italy made peace with Turkey. Italian fleets soon appeared in Gulf of Lyon and the Western Mediterranean with Turkish fleets backing them up in the Tyrrhenian Sea and the Ionian Sea. England was battering on Germany trying to secure Denmark and his Scandinavian stalemate lines.

There the game ended at the end of 1908. The game had been going on for over twelve hours and only one power had been eliminated. Some players had to leave and there really was no end of the game in sight with no power having fewer than three centers.

Turkey was voted most likely to succeed, followed by France and England, but it was all dependent on the current alliance structure. The latter had proven over and over again to be a treacherous base to build any plans on.

Charles Merriam and David Wang had arrived earlier in the evening and wanted to play, but it was already 10 p.m. Since some players had to leave at midnight it looked silly to start a new game. So we settled on a game of gunboat. David Kovar played the GM, we were randomly assigned countries, known only to the recipient and we submitted written orders to David with no negotiation.

It was a wild games, as no press gunboat games always are. Highlights included England's last ditch stand in Tunis and the Wandering Austrian's journey through Munich to Naples. When our midnight deadline brought us to a halt at 1:00 a.m., it was again Turkey in the lead with France a close second.

Sunday opened with only four players with Jack replaced by Rick Desper, a prolific e-mail player and GM, having come up from Connecticut. After much debate, we hashed out the rules for 1898 game (each country starts with only one unit) with Central Powers occupied by neutral armies (since there are only four players). Then David Wang walks in.

The debate was off again, this time between Viking (a five player variant), Duplex (two powers each) and Youngstown (a ten player variant). We settled on Advanced Civilization, a new experience for most of us.

Nine hours later it was once again too close to call. No wars had erupted but furious

trading of calamities had kept the balance. Novices at this game we might have been but diplomats seem to have no trouble grasping in the principles of good trading, especially with the chance to stab other players thrown in.

Since this was supposed to be primarily a Diplomacy event, first place was awarded to Jim for his play of Turkey and Austria. His masterful dealings won him the Machiaveilli Award for Intrigue as well.

Diplomacy newcomer Jack won runner up for his play of Germany and France. He also finished strongly in AC, being slightly ahead at the end as Thrace. His blatant power grab as Germany earned him the BATF award for lack of Subtlety. All award winners received commemorative plaques for their efforts.

All in all, we had a great time, so the Con was a success in our view. We think that everyone who came had a good time, and many expressed interest in further events. We whipped up a spaghetti dinner for everyone Saturday evening that went over well. Discussions raged fast and furious over various topics during the break, from new house rules for email Diplomacy to a discussion on the merits of certain cameras.

Many thanks for the food and drink donations that people brought, the five dollar entry fee didn't cover our costs, but the low key approach kept the damage within a reasonable limit, well within the range we'd decided we could handle.

A few questions do remain. First, how does one get better attendance? We sent out sixty plus invites to names culled from local distributions lists of various zines, published notices in at least four zines and issued several e-mail postings. Second, do any face-to-face games ever get finished? Not one of the three games we started was played to its conclusion. We enjoyed them, but it would be nice to finish one. Just how short a time limit on moves lets the game finish, yet still be playable? And lastly, are there any good four player variants out there?

The experience failed to scare us off, so we expect to be back, perhaps this winter, or next summer. We both hope to make it to a major con somewhere before then to pick up a few pointers. Our thanks to those who attended and to the many who help us with advice, mailing lists, advertising and general good wishes.

David B. Partridge & David Kovar are two new writers for DW with a talent for doughnuts and face-to-face play.

An American in Paris

by Larry Peery

There were only two Americans at the first Euro Dip Con this past October in Paris, and one of them isn't even a member of the Diplomacy hobby. The British did even worse, sending only one participant. It was a pity because this was the premier Diplomacy event of the year.

I wasn't even considering going to the EDC when I met Xavier Blanchot and Eric Dufourmentelle at DipCon in San Mateo in September, but Xavier can charm the dots off of a Dalmatian. After entertaining the two of them here in Sandy Ego, I was at least willing to consider the possibility of going to EDC. It seemed a shame to miss what would be, for better or worse, a truly historical event in the hobby.

So, with barely time to alert the French, I was on my way. From San Diego to Paris it was 23 hours. It was 3 a.m. in the morning by the time I arrived in Orley. I found Xavier had arranged a real warm reception at the airport. There were demonstrators from striking Air France workers, riot police, flares burning in the dumpsters, and tear gas flying everywhere. The situation at the downtown Air France terminal wasn't any better. It was obviously not going to be your typical laidback American style DipCon.

I found a hotel on the second try and walked around until I located the EDC site for the first day. Paris hadn't changed much since I was there in 1989, although I noticed that the people I dealt with seemed friendlier this time around. Anyway, after figuring out where I was and where I was supposed to go the next day I

returned to the hotel looking for a warm shower and a long sleep. Ha! Turned out my hotel was located over a Metro station and every train coming and going made the building shake. I managed one hour of sleep before finally giving up.

As you can guess, I wasn't in greatest shape for the beginning of the tournament on Friday afternoon. The event was being held in one of the Paris's district townhalls, sort of combination sub-city hall and community center. This was where they normally hold their events. At the appointed hour the place started to fill up and by the time the games got under way the main room and adjacent hall were over-flowing with players.

The first round went to the end of 1907 (as all the rounds did). Following a short pause round two got under way. There were 14 boards played in the first round and 11 in the second.

We won't go into details of my two games. I don't want to embarrass myself this early in my report.

I did discover another American at the Con, Wilhelm Fitzpatrick of Seattle, a student visiting Paris. There were five players from Sweden, and various odd players from other countries. The total number of foreigners (including some long time French residents but foreign born and counted as foreigners) was around 20.

The French cleverly solved the language problem by grouping all the foreigners in games with English-speaking Frenchmen and each other. Those who only spoke French played amongst themselves. In between the two rounds players actually did get to sample some champagne and look over the trophies being awarded at the con. Impressive.

I spent my second night at a different hotel near the second and third day site, the International Conference Center of the French Foreign Ministry. The hotel was a big improvement on my first one was only available for a single night. I was preparing to move again.

Saturday was the big day of the con with round following one after another in rapid succession, or at least as rapid as two hundred milling Dippers allowed. Actually the tournament ran very well, far more effectively than

anything of its size in the States that I've seen. Vincent Archer had a computer right there in the room and he kept the records flowing. His gumshoes kept the games moving on time. I found it difficult to keep up with the pace, jet-lag and lack of sleep were definitely affecting my play and performance. Saturday morning's third round filled 12 boards; round four filled 19! That was the highlight of the con in terms of player participation.

It is hard to describe the room where the games were played and unless you are a student of architecture, or have a taste for goldleaf and gilt you probably wouldn't appreciate it anyway. I must admit the French did have a first--this was the first con I've ever attended that had a security system that include bomb detectors and luggage inspection scanners.

The various European hobbyists gathered, after twelve or thirteen hours of play, in an adjacent room to discuss the founding of a European Diplomacy Organization. Xavier kept the caviar and champagne flowing and eventually, in spite of Shaun Derrick's whining, got everyone to agree to some basic concepts. I observed made notes and slept with my eyes open through it all. Another meeting would come after Sunday's final play and the awards ceremony.

Sunday dawned bright and early and the French hobbyist finally showed some intelligence. They refused to show for an early round. I didn't either, but I had not control of the situation. I had been kidnapped the night before, spirited away to a suburb apartment complex where once again sleep eluded me.

My morning wake-up call was a set of church bells ringing and ringing and ringing. Don't get me wrong. I like church bells; but not after going four days with less than ten hours sleep! To matters off, my fellow kidnappees were from Belgium and had no idea where we were, or how to find the a freeway, or even where we were suppose to go. I can confirm that Belgians are worse drivers than the French!

We started out for the con site by heading for Bordeaux. It wasn't until we passed Orley Airport--I recognized the landmarks from what I had seen from the plane when it landed--that I convinced them to turn around. We finally

made it to the con by 11 a.m., just as most of the Frenchmen began to show up.

Round five had only 5 boards; round six had only four. One them was designated as a round for people who had to make up a missed game to qualify for the tournament (three games were required). The last round was back up to speed with 16 boards.

By now I was resigned to not winning the tournament. I just wanted to do better than Shaun. Let the record show, "PEERY TAKES SECOND AMONG THE AMERICANS! DERRICK DEADLAST AMONG THE BRITS!" Kaiser Willey, the other American was doing okay in his game. The Swedes were into some serious Diplomacy as well.

All good things come to an end and so did this tournament. Amazingly by the time I had said my good-byes to my fellow players, Vincent had all the results of the tournament printed up and distributed! Now that's a world class Diplomacy tournament administration.

The awards ceremony was held in another equally impressive room, just about everybody got an award for something. Samy Malki won this event to add to his collection. He was the best Austria and best Turkey and had a win in there, I think. Samy walked away with a trophy cup bigger than he was and enough prized to open a game store for himself. Bjorn von Knorring of Sweden was 5th, the top foreigner.

A lot of the players played as well as any players I've seen anywhere. More impressively the average players, mostly university students, played very well. Elise Brun, the femme sole, placing 17th overall and picking up the best negotiator award. Shaun Derrick came in 21st, Eric Dufourmentelle came in 56th, I crept in at 159th, and Jean-Christophe Derrien bought up the bottom at 194th.

I should mention how Xavier managed to pull this off. Naturally, since he was running the con, he didn't play but Eric Blanchot was 117th, Edouward Blanchot was 136th, and that isn't even including Xavier's mother, Sophie, who is a much better diplomat than any of her three kids!

There were 23 teams involved in that competition. Of more interest, among the best countries awards, Roland Isaksson was Best France. He is Swedish. My good ally Stephane Gentric, a true Breton, took best Italy and best Russia. After giving away everything but the Eiffle Tower, we got down to serious business, the second organizing meeting of the European Diplomacy Organization.

Somewhere between 15 and 20 tired, but happy souls gathered for this meeting. This time Xavier brought in his heavy dots. Francois Rivasseau, a real French Diplomat, took over the meeting and proceeded, in just under an hour, to create a real European Diplomacy Organization. The bottom line is that an organization has been created to promote the hobby in Europe.

Its next event will be in Sweden in 1994. Provisionally, a 1995 meeting is set for Britain to be hosted by Shaun Derrick. It was fascinating to observe this meeting. I watched with mixed emotions, remembering back more than twenty years ago when we tried to set up an organization of American diplomats. I think the European may do better than we; they seem much more mature now than we were then. The close of this meeting marked the official event end.

Many of us had a late supper at Chicago Pizza on Sunday night; following that, Xavier and one of his cronies kept me up until 5:30 a.m. trying to persuade me to bid for a 1996 World DipCon in San Diego. On Monday I had dinner with the Swedes at the Blanchots. Tuesday I did some tourist things and slept 12 hours.

Wednesday morning saw me off to the Airport for the trip home. Twenty-one hours later I landed in San Diego.

How much fun was it? So much that I'm writing a book on my con adventures this summer. How much did I benefit from it? So much that I'm writing up a report on all three of my summer/fall cons. EDC, without question was the primer Dip event of 1993 con season. Eat your hearts out.

Larry Peery publishes World Diplomacy and is former DW editor.

ATLANTICON 1993: A CHRONOLOGY

BY JACK MCHUGH

June 18th @ 0001hrs: I really must get to bed as soon as I finish defending Guadalcanal from the awful Japs in *Taskforce 1942*.

0300hrs: Look at the time! I gotta get up in three hours. And the stinkin' Japs are still winning. I go to bed reluctantly.

0632hrs: Alarm clock goes off for the fourth time and I force myself out of bed.

0655hrs: You know it would be nice if I packed the night BEFORE a con, just for a change--but then I wouldn't have to do all this cool, frantic packing the day of the con.

0710hrs: Finish wasting 10 minutes getting together a bunch of computer games to take to AtlantiCon. (More on this later.)

0715hrs: Go to the Marlane Diner and meet Tom Swider and our Canadian ride, Jerry Ritcey, from the Maritimes. Jerry is a rather handsome chap with a red hair, glasses, a beard and wimpy northern European skin--I mean he gets sunburned arms if he drives for a few hours without sunblock.

0730hrs: We eat our breakfast and explain to Jerry the concept that is Brad Wilson. Jerry appears confused, but we begin a few hours of scattered Brad jokes. Jerry begins to grasp the concept of 'Bradness'.

0735hrs: Tom explains that you can't register stuff for the auction at the con--but you must register it in advance. So I leave my games at home (more on this still later in the program).

0745hrs: Jerry foolishly misses the turn to my house. Geez, you'd think he'd never been there before or something!

0800hrs: We're off to see the Wizard of Sacks! We are on our way. I bring one bag. Tom "Gamestore" Swider brings a huge suitcase AND a box of games, of course. Can't take Little Tommie anywhere!

0830hrs: Jerry reveals that it isn't against Canadian law to omit the word "eh" from the end of every sentence. Isn't multi-culturalism wonderful?!

0900hrs: Jerry becomes confused by our mono colored currency and attempts to pay for a soda with a turnpike receipt. The clerk was not amused (but we were).

0930hrs: I am forced to listen to Jerry and Tom recreate every Simpsons episode from the last two seasons. I stop a Delaware State Trooper to borrow his gun but he refuses. Some rule or something the state has.

1000hrs: We are forced to take Tom down from the roof of the car when he begins to distract the other drivers.

1030hrs: We arrive at the hotel, in an AtlantiCon first, we actually get our room with no trouble. Still no sign of Brad.

1050hrs: After checking in we walk over to the convention center and I begin work on several blisters on my left foot that I develop over the weekend thanks to my sneakers.

1110hrs: We enter the convention center and discover lots of weird people. We realize we have stumbled on to the roleplayers by accident.

1120hrs: We discover Robert attempting to get a room full of Pax Britannia players to sing "99 Bottles of Beer on the Wall" in 3:4 time. He doesn't succeed.

1200hrs: I begin my GMing of Republic of Rome by saying, "Setup the Early Republic and play." Brad shows up to GM Kingmaker and shows off the Fred Davis redone map to Brad's Philly Dip variant.

1230hrs: Steve Nicewarner appears with the faithful David Hershberger in tow. The rest of the CADs have wimped out, preferring AvalonCon. Dave offers to get me a brownie and I accept.

1300hrs: David offers to keep me "knee deep in brownies" if I will play 1830 while GMing Republic of Rome. Despite answering up to two rules questions an hour, I think I can find the time.

1400hrs: I float my first company and answer my first rules question.

1500hrs: I realize I am screwed in 1830 and answer a second rules question. Boy this GMing stuff is tough! Every hour on the hour, like clock work, a question!

1600hrs: Steve and Dave return with my sub from Subway (yeech, but I'm hungry). Steve and Brad go pickup five cases of beer.

1645hrs: Steve leaves to register his stuff for the auction. I got hosed! AlantiCon had a falling out with their usual auctioneer of over 10 years and got some new guys to run it.

1700hrs: The last ROR game breaks up and I decide to run the campaign game, from the Middle Republic next year. Little Tommie Swipder wins the first of two NYGB events by coming in second in ROR. (Tom also wins Brad's Diplowinn.) Someone yells, "Fix!" but I tell Nicewarner to shut up.

1800hrs: As usual I'm drafted into Brad Wilson's Diplowinn game. I am playing for Nicewarner who just will be out for a "few minutes." Of course he said that 45 minutes ago when he left.

1930hrs: Nicewarner returns and I am not doing well playing Turkey without an England in the game. I turnover the position, with Russia being a greedy bastard, back to Steve. Steve trashes it, typical!

2000hrs: Junta, round 1, begins. This time I do actually give out my houserules and the games go fairly smoothly. There are four and a half cases of beer left.

2300hrs: The last Junta game (of two) breaks up. One is a close game and the other is a rebellion happy game. The rebellion players do much better or worse than the close game.

June 19th @ 0030hrs: We decide to go to our famous hangout, Fat Tuesdays, and get some of their alcoholic slurpies.

0100hrs: Our navigator Steve Nicewarner gets us lost and we find the place, as well as a bimbo palace that we don't go into, down the street.

0130hrs: Fat Tuesday closes early! The assholes there throw us out. What jerks--next time I have to be sick in there!

0200hrs: We go back to the hotel and drink our own beer. I arrange to put it in Don Matheias'--that's AtantiConese for Dan Mathias--room before he goes to sleep.

0300hrs: Watch Titan games breakout and also the weirdo roleplayers playing "In Cold Blood" a strange vampire game that has them running all over the hotel at all hours of the day and night.

0330hrs: Brad wimps out of the all night Kingmaker game because he has to get up at 8 am today. What a puss! We are down to four cases of beer.

0400hrs: Limp two blocks back to the hotel on my callouses, now my back and hip hurts from walking on my heel--what fun. Go to sleep.

0700hrs: Uncaring jerk Brad wakes me up with his wakeup call.

0800hrs: Uncaring jerk Tom wakes me up with his dressing noises.

01000hrs: Uncaring jerks Jerry and Steve wake me up with dressing noises.

1045hrs: I considerably wait for everyone to leave before I get out of bed, get dressed and leave our room.

1130hrs: Meet Steve Nicewarner at Burger King from Hell across the street from the Sheraton Hotel where the NYGB game room is. We decide that I should be Hobby Fuhrer and not David Hood. We will take over the hobby with a coup at AvalonCon where I will arrest the CAD/AH rabble as well as David and Don Greenwood. (Don has no power the arrest is just for spite.)

1200hrs: Robert Sacks does his best 'bird on amphetamines' imitations as he begins to flail his arms to assign people to play in Diplomacy. (Scientists don't understand why Robert does this but suspect it is some long dormant mating ritual.)

1230hrs: I am drafted into playing Diplomacy, although I was supposed to be a GM.

1245hrs: Although Dan Mathias is still GMing Shogun we begin. I draw Turkey

1300hrs: Austria informs me he won't ally with me unless it is part of a triple with Russia. He says he doesn't trust me (true, I am not making this up!)

1301hrs: I inform Germany, Russia and Italy that I am taking out Austria and ask who wants to share his dots. Italy and Russia agree that he must go.

1400hrs: We're all attacking Austria and he's tried to throw his dots to me, Russia and Austria. France and Germany are cleaning up in the West. England and France won't talk so Dan, Germany, is in the drivers seat.

1500hrs: Austria is gone and Russia isn't looking too good as England and Germany are moving on him. Italy and I are the strongest alliance on the board.

1600hrs: Dan finally chooses France over England--mostly due to his fleets in Cha and Iri. Russia is eliminated and nice four way is settling in.

1630hrs: I offer to attack Italy if Dan will give me Mos--thus he will have 10 centers and I 8 centers. He says no and whines about his defense line. Tom Swider says he should let me have Mos.

1645hrs: We submit a fourway to Robert who argues with us until Tom Swider says it is okay.

1700hrs: Go to dealer room. Not much their this year. No Crazy Igor. Good--his prices are crazy. He tries to sell EVERY used game for \$40+, no matter how used it is or how many are in print.

1730hrs: I go to the TAHGC booth but Don isn't there so I can't give him a big wet kiss on the lips. Bummer.

1745hrs: Visit the Button Lady and check out the "Death to Barney" buttons.

1800hrs: Back to the Sheraton where we get together a dinner party for Fuddruckers.

1830hrs: The Nicewarner-Wilson alliance results in a rulebook 18 center win for Kevin Kozlowski. Way to go guys!

1855hrs: After waiting 45 minutes for the Courtemanches (Steve, Linda and baby Robert) to get their act together, Tom, me and my blisters set off for Fuddruckers.

1915hrs: We get there and meet Steve, Dave and some guy from DC. We order and eat. Dave is paranoid about the 1830 tourney--Tom, Steve and me want to make the Sacks's hobby meeting.

2010hrs: We get to the hobby meeting, after fighting our way through the vampires, and Robert is in all his bureaucratic glory. We tell Robert that we don't wish to bid for DipCon next year--we've already promised it to David Hood.

2030hrs: Robert wastes our time by whining about Chris Carrier. We decide to sign him up for the same room at DipCon as Larry Peery.

2100hrs: Robert says we've got to put in a bid because AtlantiCon wants us to--that's a crock but we go along and agree to not support the bid.

2105hrs: In an attempt to see the bid fail, we decide to let Larry "Kiss of Death" Peery present it.

2110hrs: Robert launches an embarrassingly long tribute to me. I have to stop Robert from attempting to demand that David Hood turn over *Dip World* to me.

2200hrs: In a tearful scene, Fred C. Davis claims that my subzine has been good for his health by "raising my blood pressure" above that of the legally dead and while he won't write in to me directly (Fred doubts he's good enough) he declares his undying love for ...And the Horse You Rode in on! Fred declares it the Greatest Subzine of All Time.

2230hrs: Robert declares me titular head of the Hobby according to the NYGB and wants me to take over the NYGB. I decline the latter and ask Robert to stay on as my vassel. He consents.

2300hrs: We begin the infamous all night Kingmaker game. Myself, Brad, Nicewarner and Tony Somebody, sit down to play. We are down to three cases of beer.

2305hrs: Fred appears and again declares his love of this subzine. However he has an attack of Alzheimers and gets the name wrong, calling it ...And the Horse You Put in the Stables! For some reason

Brad gets upset and hides under the table. Brad passes me a note asking me to ask Fred if he's angry at Brad. In another attack of senility, Fred says no, just me and stumbles out. I tell Brad, the big wuss, he can come out--big bad Fred is gone.

June 20th @ 0000hrs: A good card draw gives me the Welsh guy and some titled nobles. I manage to pick up the Queen--or "the bitch" as the players refer to Her Majesty, Queen Margaret.

0100hrs: I believe I have consumed several beers to this point, but I've lost count. The room is very hot as the hotel staff believes that air conditioning is optional after midnight. We are down to two cases of beer.

0130hrs: I lose the bitch to Steve, but he soon loses her while laying siege to a castle. Smooth move, CAD breath.

0200hrs: Kevin is a newcomer to the game and I explain why he doesn't want to kill Beaufort since he is the last Royal air in the Royal family and Tony wins if Kevin's air dies. Kevin buys it.

0215hrs: Brad finally gets Lord Stanley off the Isle of Man and he gets called right back by a peasant revolt. Great laughs all around as Brad fumes.

0300hrs: After chasing Kevin all over England and putting up with numerous vacillating nobles; Tony finally kills Kevin, who leaves to get ready for round two of Dip the next day.

0330hrs: Although Tony has had the Chancellor of England card we now have our first parliament of the game. As I have no votes I stay in Wales and chase babes.

0345: A role player from "In Cold Blood" runs in says, "Have you guys seen the guy with the green hair?" and leaves, when despite our inebriation, we say no. I'm determined to keep drinking until I see someone with green hair.

0400hrs: Steve and Brad take major hits as their stacks are called all over the board.

0430hrs: Completely demoralized by my superior luck play, Tony launches a suicide attack on my stack with his crowned heir, the Prince of Wales. I outnumber him so it is a big ninja attack. It fails and I win. We are down to one case of beer.

0445hrs: On the walk back to the hotel Brad and Steve have "recrimination phase" where they blame the everyone else within a 10 mile radius of the game for Kevin's win in Diplomacy and agree it was not their fault. Yeah, right, give me a break!

0500hrs: Limp back into our room and sleep for two hours.

0730hrs: Wake up to find Tom Swider in the bathroom and Jerry awake. Damned cheap hotel clock-radio didn't work. I don't know why they bolt it to the nightstand--it isn't worth taking.

0745hrs: I get into the bathroom with 5 minutes to shower, pack and get to the NYGB gameroom for an 8 am second round of Junta.

0750hrs: Nicewarner jumps in the bed Jerry and I slept in seconds after it is empty with some pathetic excuse about being cold.

0810hrs: Get to the gameroom with hangover that makes me wish I were dead. Fortunately the Junta round 2 is, as only three players show up and we need six.

0820hrs: After the dry heaves while worshipping at the porcelain god, I turn down Robert's attempt to drag me into another Dip game.

0900hrs: After getting a soda I fall asleep on the game room floor.

1100hrs: I move to couch in lobby on second floor next to our gameroom. I still have the hangover from hell.

1500hrs: I am awakened and told we are leaving. My hangover is gone.

1510hrs: Brad and I wait for Tom and Jerry to find the car.

1520hrs: Brad and I decide the cartoon cat and mouse would be more efficient than our fellow Con attendees.

1530hrs: Tom and Jerry announce the car is on the fifth parking level.

1535hrs: I successful bid 5 bucks for the front seat of Jerry's car.

1540hrs: We are on 95 North. I try and talk Jerry in to getting the Maritimes to join America. We'd bill them as "the New Jersey of New England." Jerry doesn't like it.

1630hrs: Jerry and I spend a half hour "crushing their heads" of drivers we find annoying. (See the show "Kids in the Hall" for more on this.)

1645hrs: Tom and I make a blood pact to go to AvalonCon and tell the truth about Don Greenwood, JFK and J. Edgar Hoover, in that order, at the hobby meeting.

1700hrs: We arrive at Nifty Fifties where Brad attempts to bully Jerry and myself into believing that socialized medicine is wrong. He also declares "case close" which we ignore and tell him he is wrong--as usual.

1730hrs: Brad and Jerry argue over the existence of God. Jerry reveals he's an atheist and Brad reveals he's God.

1800hrs: We get to my house and we all stop in for a drink of water. Tom falls asleep in a chair.

1830hrs: Tom, Jerry and Brad leave for Tom's place. Jerry will continue to drive home tomorrow while Brad will take the train home to Chicago. Tom and I get to go to work--oh joy!

AVALONCON '93 GAME MASTER'S REPORT

by Jim Yerkey

Over three days, beginning August 6, 1993 at 5:00 p.m., 71 men, women and children would match wits and do battle on 19 of Diplomacy boards in what, according to many of the participants, was one of the most exciting Diplomacy tournaments in years. Players from as far away as Florida, California, Wisconsin and Quebec, Canada, joined the CADs (Carolina Amateur Diplomats) from North Carolina, the Baltimore Mafia, as well as players from nearly every other eastern state to see who would be this year's AvalonCon Diplomacy Champion.

Along the way there were the usual lies and backstabs. But this year there seem to be more successful lies (and therefore more successful stabs). This was not a "balance-of-power" crowd, this group of Diplomats came to win. Out of 19 games played, there were 4 wins (only 1 by concession), 6 2-way draws, 6 3-way draws, and only 2 4-way draws and 1 6-way draw.

One of the most successful strategies was to be fortunate enough to draw Russia. Accounting for three of the four wins (2 19-center and 1 18-center), the "Best Russia" award was hotly contested. David "the Southern Shark" Hood got things started on board 8 of the first round when, in a series of a moves which can only be

described as genius, his Russia grew from 10-center in Fall 1905 to 16-center the following fall to an 18-center win in Fall 1908. David's position on the top of the "best Russia heap was short lived however, as Steve Koehler scored a 19-center Russian win (of questionable parentage) on board 5 within minutes of David's victory.

The issue was not finally settled until the last round of the tournament when Dan "Flying Dutchman" Mathias weighed in with a genuine, hard fought 19 center win over the likes of Rex Martin and Fred Hyatt. Danny won the Best Country via the tie breaker with an advantage of 1.125 center per year average greater than Steve. A special congratulations to Danny on his first ever win in FTF play.

Although he just missed out on the best country award for Russia, Stephen Koehler did capture the "Best Austria" award when he scored a 13 center 2 way draw on board 6 of the second round.

Long time Diplomacy veteran Fred Hyatt picked up the "Best Italy" award with a 14-center effort in a 2-way draw.

Drawing Germany was virtually the kiss of death. Only 3 of the 19 Germany players were included in a draw. One in each of the 2 4-way

draw. One in each of the 2 4-way draws, and one in the 6-way draw. The "Best Germany" award was captured by Bob Wartenberg of Green bay, Wisconsin with a 9-center effort which was not part of a draw.

"Best France" was won by 1992 DixieCon winner Mark Franceschini as he and Steve Chilcote, playing England, combined with for a 2-way draw with 12-centers each on board 3 on the first round.

Mike Cunningham of Manchester, CT walked away with the "Best Turkey" award for his 14-center 2-way draw on the 5th board of the 3rd round.

Last year's champ Tom Kobrin racked up the fourth win of the tournament and the "Best England" award playing on board 2 of the third round when the rest of the board conceded to his 17 center effort. Tom's position was sharply challenged by Mark Franceschini later that same round. At the end of regulation time Mark was lacking 1 supply center for an outright win. An overtime attempt to "prove the win" (house rule) still left him one supply center short of the win, of the "Best England" award, and ultimately the AvalonCon championship.

When the dust settled this year's champion was Stephen Koehler of Charlotte, N.C. with the afore mentioned 19-center Russia win in

the first round, and a 13-center Austria in a 2-way draw in the second round.

The winner of this year's "Golden Blade Award" for the best performance as a stabber was David Hood for his 6 center grab which led to his 18-center Russian win.

We also have a special award called the "Hammered Award". As many Diplomacy players know the game can be emotionally draining, particularly when played face-to-face at a tournament. The Hammered Award is given to the player who despite his best efforts gets eliminated or cut out of a draw yet comes back each successive round to try again. This is a player who loves the game and the challenge; a player with guts. This year the "Hammered Award" went to Ed Rothenheber of Columbia, MD.

Plans are already being made for next year's AvalonCon. In addition to our usual exciting Diplomacy tournament we expect to have a novices event for those who want to learn to play Diplomacy, a variant demonstration game, and perhaps a gunboat event as well. We are also hopeful that we will finally have a room reserved just for Diplomacy events.

A list of the award winners and the final standings, including a register of the game results for the top 14 finishers follows:

The AvalonCon Diplomacy Tournament Final Standings:

AVALONCON CHAMPION & Best Austria	Stephen Koehler
19 center Russia win & 13center Austria in 2-way draw	
2nd Place & Best England	Tom Kobrin
17 center England conceded win & 11 center Austria in 3-way	
3rd Place & Best France	Mark Franceschini
12 center France in 2-way draw & 17 center England in 2-way	
4th Place	Vince Galameau
11 center Austria in 2-way & 11 center Russia in 2-way	
5th Place & Best Russia	Dan Mathias
19 center Russia win	
6th Place	Web Agnew
10 center England in 2-way & 11 center Austria in 2-way	
7th Place & Golden Blade	David Hood
18 center Russia win	
8th Place & Best Italy	Fred Hyatt

14 center Italy in 2-way & 11 center France in 3-way
 9th Place & Best Turkey Mike Cunningham
 14 center Turkey-2 way & 8 center Italy 3-way
 10th Place Steve Chilcote
 11 center England in 2-way & 8 center Italy in 4-way
 11th Place & Best Germany Bob Wartenberg
 11 center Turkey in 2 way draw & 9 center Germany
 12th Place Chris Trout
 10 center Turkey & 10 center Italy in 2-way
 13th Place James Stevens
 11 center Austria in 3-way & 11 center Turkey in 4-way
 14th Place Greg Geyer
 10 center England in 3-way & 9 center Italy in 3-way

European Championship 1993:

1st Place: Samy Malki (France)	Best Austria: Samy Malike
2nd Place: Patrice Blandin (France)	Best England: Cyrille Sevin (France)
3rd Place: Philippe Gomes (Portugal)	Best Germany: Benoit Clergeot (France)
4th Place: Guillaume Vullin (France)	Best Italy: Stephane Gentric (France)
5th Place: Bjorn von Knorring (Sweden)	Best Russia: Stephane Gnetric
6th Place: Francois Doucet (France)	Best Turkey: Samy Malke
7th Place: Eric Deloffre (France)	Best France: Roland Isaksson (Sweden)
Best negotiator: Elise Burn (France)	Best tactician: Lei Saarlainen (France)
Most infamous traitor: Bruno Berken (Belgium)	

CANCON 1993 RESULTS compiled by Cal White

1st place: Mick Dunnett	2nd place: Glenn McMaster	3rd place: Cal White
4th place: Martyn Phillips	5th place: Nelson Hentzman	6th place: Robert Lesco
7th place: Michael Gonsalves	8th place: Vance Copeland	9th place: Frank Easton
10th place: Graham Wilson	11th place: Keith Breckenridge	12th place: Frank Cauz
13th place: Mario Cauz		

DIPCON 1993 RESULTS compiled by Don Del Grande

1st Place: Hohn Cho	2nd Place: Mark Twitty	3rd Place: Nicke Beliaeff
4th Place: Matt Calkins	5th Place: Eric Newhouse	6th Place: Ron Cameron
7th Place: Richard Weiss	8th Place: Steve Douthat	9th Place: Micheal Nagel

A REVIEW OF THE NEW GAMER'S GUIDE TO DIPLOMACY

BY DAVID HOOD

When I first bought a Diplomacy set in 1984, I also purchased a copy of the original Gamer's Guide. It was written entirely by Rod Walker. This publication, focusing entirely on strategy, tactics, negotiations, variants, and tournament play, shaped a whole generation of Carolina Amateur Diplomats as we all took to heart much of what Rod wrote about the game, from the "steamroller" aspect of R/T alliances to the fun end games of order-cheating and Flying Dutchmen.

This was probably a bad thing. Rod's work was extremely good, but it's dangerous to try to learn the game of Diplomacy based upon one person's point of view. That's one reason why the new Avalon Hill Gamer's Guide is, I believe, an improvement over the old one. The play-of-the-game pieces are penned by hobbyists Kevin Kozlowski, David Hood, Melinda Holley, Fred Townsend, Dave McCrumb, Michael Lowrey and Mark Fassio. Each one discusses one Great Power, but from a different point of view. (The old Guide S&T material has been incorporated into the newest Dip rule book.)

There are also other good pieces in the new Guide, which was put together almost exclusively by current North American hobbyists. Buz Eddy has a through article on Club and Tournament play, while Jim Meinel looks at the history of postal Dip and Peter Seymonik weighs in on the Electronic Mail scene. There are also a number of reprinted articles by such luminaries as Lew Pulsiper, Fred Davis, Mark Berch, Steve Langly and Allen Calhamer. They are of varying length and quality.

What is my overall impression of the Guide? It's a bargain at \$10 (if that's still the price). The coverage of topics is strong, and the writing is generally good as well. The layout is a bit overpowering at times, with page after page of uninterrupted text, but that is par for the course with AH. It is not terribly distressing once you get used to the design. There are also some really good sidebars on such topics as DipCon, the Boardman and Miller numbers, Gunboat Dip, and international play.

I guess I don't have much negative to say about the Guide, but, to be fair, I was heavily involved in putting it together so it may be hard to be objective. Some have complained about the closed nature of the work involved on both the Guide and the new Diplomacy game box flyer. There really is no good substitute to just rolling up your sleeves and doing the work yourself. There is no one place in our hobby entirely where such topics can be addressed quickly enough to achieve broad consensus, though perhaps that will change as we all go online.

I encourage everyone, and I mean everyone, to buy a copy of the Guide. I believe that all Diplomacy enthusiasts will find something interesting or informative inside the Guide. Also, it would be an excellent thing to loan out to prospective players as we all continue our efforts to make the hobby grow and expand. Finally, it will constitute support of Avalon Hill in their efforts to promote Diplomacy into the 1990's and beyond. Their efforts can only boost our hobby.

David Hood was one of the founding members of The Carolina Amateur Diplomats.

PAX BRITANNICA¹ IMPROVED

BY GREG COSTIKYAN & ROBERT SACKS

In the eight years since the original publication of Pax Britannica, we've developed a number of improvements that, we think improve

the game's play. We've developed play-by-mail-rules, and would like to share them with you.

¹Pax Britannica is a trade mark of The Avalon Hill Game Company, Inc. and is used without permission.

MAJOR CHANGES

CODOMINIONS

The codominion rules were originally intended to represent an area's partition or establishment of a true co-rulership over an area, as with the Anglo-French protectorate of the New Hebrides. Both forms of codominions were historically rare; but the rules encourage plague-like spread of codominions as a peaceful way of resolving disputes over areas. The following change imposes an economic cost to codominions and helps to reduce their frequency, without dramatically change the nature of the game.

Change: When calculating income from an area where a codominion has been established, *reduce the area's effective economic value by 1 for every control marker after the first.*

Example: Hawaii's economic value is 5. Currently, it is a codominion among the United States, Great Britain, and Japan, each of whom has established a Protectorate. Its effective economic value is 3 (5 minus 2 surplus control markers), and each power will receive 12 in income less 10 maintenance, each turn. Note: Only income for *control* markers is reduce; if France, say, had an Interest in Hawaii, it would still receive an income of 5, not 3.

Note: When using this rule, Guiana's base economic value is change to 4 (see Maps, below).

CHINESE RESENTMENT

During the period of the game, only one major Chinese war occurred; in a typical game two or more will occur. The current rules (combined with a tendency for the players to be more aggressive than their historical counterparts) breed Chinese Rebellions with ahistorical frequency. These rules are intended to reduce their frequency and number.

Change: The Chinese Resentment Index may now exceed 100. Write "+100" on the back of one of the Chinese Resentment markers; use this marker on the 10 track of the Index. When the Index exceeds 99, flip the marker over to its "+100" side and move it back to the beginning of the track; the Index is now 100 plus the number represented on the track.

Change: during the Chinese Resentment Phase determine the current value of the Chinese

Resentment Index; drop the final digit. Then roll *three* dice (not two). If the dice-roll is *less than or equal to* the number determined by dropping the final digit of the Index, a Chinese Rebellion occurs.

Example: The Chinese Resentment Index is 129; dropping the last digit yields 12. If you roll 12 or less on three dice a Chinese Rebellion occurs.

VICTORY POINTS

In the designer's opinion Russia's victory point divisor of 3 is excessively harsh; given Russia's limited opportunity to gain colonial possessions, a divisor of 3 makes it virtually impossible for Russia to win. Conversely, though Italy has few resources, its merchant fleets give it good access to a good many colonial areas making its divisor of 2 insufficient.

Change: The victory point divisor for both Russia and Italy are change to 2 1/2.

MINOR CHANGES AND CLARIFICATIONS

THE MAPS

Change: Fiji and New Zealand are adjacent to the South Pacific as well as Oceania.

Discussion: The New Zealand Pressure for Dominion random event [3-3] was highly annoying to Britain, since New Zealand was useless--anything you could do with New Zealand you could do with Australia, which was worth more and closer to the rest of the world through the Indian Ocean. At the same time New Zealand was relatively immune to attack since attack since few would powers would place a merchant fleet in Oceania. With this change New Zealand gains a role as a base for British activity in Hawaii and Latin America and it must be defended. Also, Fiji was historically an area of American interest, something the game does not currently simulate well, since the U.S. is unlikely to place a fleet in Oceania.

Change: Guiana should have a economic value of 4, not 2. (See Codominions, above.)

Optional: After the first War in the Balkans (Random Event 1-1), there exists an overland route between Greece and Serbia. After the second War in the Balkans, there exists an overland route between Bulgaria and Greece replacing the route between Anatolia and Serbia;

in addition, there exists a connection between Bulgaria and the Mediterranean Sea. (These rules border changes resulting from the First and Second Balkan Wars.)

SET-UP

Correction: Spain should also begin with merchant fleets in the South Atlantic and North Pacific; use spare counters. The fleet in South Atlantic permits colonial activity in Ashantee (which the Minor Powers Activity Table calls for, but which the old distribution of merchant fleets did not permit). The fleet in the North Pacific is to penalize poor American play in a Spanish-American War. Spain can conquer American-controlled areas such as Hawaii and Alaska.

Correction: When Japan is a minor power, set it up with a second merchant fleet in the South China Sea. This is to permit colonial activity in the Philippines as called for by the Minor Powers Activity Table.

Change: The Russian 10 strength naval unit begins in the Baltic Sea box, not the Black Sea box; the 1 strength naval unit that formerly began in the Baltic Sea. This more properly reflects the actual strengths of the Russian Baltic and Black Sea fleets. By the treaties ending the Crimean War, the strength of Russia's Black Sea fleet was strictly limited; a Russian 10 strength fleet there would have been a *casus belli* for Britain, France, the Ottoman Empire, and almost any European Great Power that wanted one.

Change: The British fleet in Canada is set upon the North Atlantic coast.

RANDOM EVENTS

Clarification: If both German Navy League Agitation [event 2-4] and German Colonial Office Income [2-5] occur in the same turn, Colonial Office income is quadrupled.

Clarification: When any of the forced expenditure events occur (Conservative Victory in Britain [1-2], American Yellow Press Journalism [2-2], French anti-German Agitation [2-3], German Navy League Agitation [2-4], Pan-Slav agitation in Russia [2-6], Italian Irredentist Against [3-1], and Japanese War Party Gains Prestige [4-1], and the affected power has insufficient income to pay for these expenditures, he must first maintain all appropriate units, then maintain status markers and, if any money re-

mains after this, must spend as much of the remaining funds as possible building units.

Clarification: If the Serbia Defies Austria-Hungary event is rolled [1-4], Austria-Hungary may purchase a Control marker, place it in Serbia, then move in army units and engage in colonial combat there. (Previously the rule made it unclear whether Austria-Hungary must pay for the Control marker or not; they must, if they wish to invade Serbia.) Similarly, when War in South America [2-1] or Boar Oppression of Uitlanders [3-5] is rolled, America (in the first case) or Britain (in the second) must pay for any Control marker they place.

Clarification: If both upheaval in Russia [1-5] and Pan-Slav Agitation [2-6] occur on the same turn, the Russian player is required to purchase military units even though he has no Colonial Office income for the turn.

Optional: If an area adjacent to an Ottoman Empire area or possession with an overland link to Anatolia, goes into unrest, and no power suppresses it, the area immediately becomes an Ottoman Empire possession. Use a spare counters to represent possession and a 5-strength army unit. (Do not use the 5 strength units provided with the game, because they are needed for Chinese rebellions.) If this expansion gives a power a *casus belli* against the Ottomans, and a Congress of Europe is called, the Ottomans will yield the area in question, but no others, if required by the Congress to do so. If the expansion gives a power a *casus belli*, and war results, the area may be conquered during the resulting war. During any subsequent war with the Ottomans, any Ottoman possessions are treated as Ottoman Empire areas. If an acquired area later goes into unrest again, the Ottomans will move in two additional 5 strength army units and attempt to suppress it; if multiple areas are in unrest, the two 5 strength units move into the area with the highest economic value (the armies already occupying other areas will try to suppress unrest by themselves). Once the Ottomans suppress unrest in a possession it becomes an Ottoman Empire area.

MINOR POWERS

Clarification: If a minor power loses Influence or control over an area because of unrest, Great Powers may, on *subsequent* turns,

place status markers there and attempt to obtain control (assuming other rules permit them to do so).

Clarification: If a minor power places a Control marker in an area, Great Powers may not place Control or Influence markers in the area on the same turn.

Clarification: If two or more minor powers are active in the same area, they will establish a codominion, if possible.

Clarification: If a minor power begins a war with naval units in areas outside its home country (e.g. Spain starts with fleets in Cuba and the Philippines), and the minor power wins the war, the minor power's strongest remaining naval unit is returned to its home country. Then, naval units should be returned to the areas outside the home country where naval units began, one per area. Any remaining naval units are returned to the home country. If the minor power does not have enough remaining naval units to place them in all areas where its naval units began, it places units in the highest economic-value areas first.

Clarification: The only way a minor power can gain new units is when it places a control marker in an area and has no surplus units to garrison it; in this case, a unit is taken from the counter storage tray, if one is available.

THE CONGRESS OF EUROPE

Clarification: Status markers removed or downgraded in an area in conflict during an Congress of Europe *do* increase European Tensions.

Clarification: During a Congress of Europe, a power may be granted a codominion in an area under dispute at no cost in pounds, as long as at least one power at the Congress already has a control marker in the area. All powers with control markers in an area must agree if a codominion is to be granted to another power; powers with influence in the area are not required to consent, but if they do no consent, they retain *casus belli*

Clarification: If a Congress of Europe votes on a treaty, and one or more members abstain, the treat passes if a majority of *those* voting vote in favor.

Clarification: The Congress may pass a treaty that contains clauses affecting powers that

are not party to a dispute. However, these clauses are not binding and no *casus belli* occurs if the affected power refuses to sign the treaty. If he does sign the treaty, however, the clauses come into play. **Example:** A Congress is called over a dispute between England, Germany, and Belgium, over the Kongo; it is held in France, and all the European powers attend. Russia proposes a treaty establishing an Anglo-German codominion in the Kongo, reducing Belgium to an Interest, and also requiring Japan to permit a Russian codominion in codominion in Korea (where no dispute currently exists). The European powers unanimously pass the Treaty, and all sign it; Japan refuses to sign the treaty. The status of Korea is not changed, and no power has a *casus belli* against Japan.

CHINESE RESENTMENT

Clarification: If a power with a control marker in a Chinese Empire area or Vassal State grants a codominion to another power this causes no immediate increase in the Chinese Resentment Index. If more than one power places status marker in a Chinese Empire or Vassal State area during a movement/Status Change Phase, this *does* cause the Resentment Index to increase for *each* marker placed. During the Chinese Resentment Phase, the Chinese Resentment Index increases for each control marker in a Chinese Empire area. **Example:** Britain controls Hong Kong, and grants Japan a codominion there; there is no immediate increase to Chinese Resentment. During the Chinese Resentment Phase, the index increases by 6 points because two control markers are in Hong Kong, one British and one Japanese.

Clarification: During a Chinese Rebellion, it is possible for Chinese forces to have cleared mainland Chine of foreign devils, but be unable to reach enemy troops in Formosa, because they cannot move through the North or South China Seas. In this case, the enemies of the Chinese may declare an end to the Rebellion during any War End Determination Phase. All status markers in Formosa remain unchanged; all other status markers in Chinese Empire or Vassal State areas are removed from the map, and the Chinese Resentment Index is reset to zero.

Clarification: A Chinese Rebellion in which four or more European Powers participate is *not* considered a Great War.

WAR WITH THE OTTOMANS

Clarification: If the Ottomans have no Great Power ally and wage war against the four or more European powers, no Great War is deemed to occur. However, if at least one Great Power has declared its support for their Ottomans, and four or more European powers are involved in the war, the Great War breaks out.

WAR

Clarification: A Great War occurs when four or more European powers are involved in a *single* war. It is possible for four or more European powers to be at war during a single game-turn, and for no Great War to break out, if two or more separate but simultaneous wars occur.

Clarification: A single Declaration of War may name more than one opposing power, the European Tensions Index only increases by 5 points regardless of the number of powers named.

Clarification: When a half exchange is rolled and both powers have the same strength, the attacker is treated as the smaller force.

Clarification: At the end of a war, the power(s) in control of a conquered area may place any status markers they wish in the area, at no cost in pounds. Any conflicting markers, including those that belong to neutrals, are reduced or removed. This does *not* cause any change to the European Tensions Index. *Example:* Kongo contains a Belgian Protectorate marker and a French interest; Germany defeats Belgium in a war and conquers Kongo. The German player chooses to place a German Possession marker there; the French Interest must be removed.

Clarification: If, in a particular area at the end of a war, no power has conquered the area, conflicting status markers exists, it is unclear what power controls the area, and there has been no resolution by treaty, all control markers in the area are reduced to influences. No increase in European Tensions results.

Change: During the Supply Determination Phase, you must check supply for areas as well as units. All Home Countries, Sta-

tes, and Dominions are automatically in supply. Other areas draw supply just as if they were units, that is, must trace Lines of Supply to a Home Country, State or Dominion, or one of an ally. If an area cannot trace supply, and army units of the opposing alliances are capable of reaching it given enough time (either overland or via sea moves occupied by friendly merchant fleets, or both) the area immediately surrenders to the opposing alliance, that is, is conquered by them.

Clarification: It is possible for a war to develop in such a way that the remaining forces of one side cannot reach those of the other. In this case, either side may simply announce that the war has ended. The first side captures all areas its forces are capable of reaching while the second side retains any the first side could not reach. *Example:* Spain gained a possession in Tunis before the Spanish-American War broke out. The U.S. has no Merchant Fleet in the Mediterranean, and no coaling rights there; Algiers and Taureg are French, and Tripoli Ottoman, both of which are neutral so the US cannot attack Tunis. All Spanish units except for a 1 strength army in Tunis have been eliminated or withdrawn to Spain. Spain announces an end to the war. The U.S. captures Puerto Rico, Cuba, the Philippines, and Rio De Oro, but Spain still retains possession of Tunis.

VICTORY POINTS

Clarification: Any money left over after purchasing victory points is lost; all treasuries begin every turn empty.

BELGIUM AS AN EIGHTH PLAYER

If you have an eighth person who is really desperate to play, let him play Belgium. It's a very limited position, but might be kind of fun, if only as a trouble-maker. (Under Leopold, Belgium was aggressive about establishing a colonial empire; the other minor powers--the Netherlands, Spain, and Portugal--had built their empires during the 17th and 18th centuries, and did not really attempt to expand them during the Victorian era. Consequently they make less sense as a player-countries than Belgium.)

Belgium is limited by the countermix of Belgian units and makers (except for Merchant Fleets, see below).

Belgium is *not* considered a European Great Power for the purposes of triggering the Great War. It may only attend Congresses of Europe when it is a part to a dispute (or the site of a Congress), but does receive full vote when it attends. Congresses may be sited in Belgium.

Belgium's victory point divisor is 1.

During the Administrative Phase, Belgium rolls on Italy's row of the Colonial Office income table, but receives only *half* the sum indicated by the table, rounding fractions up. It is considered always to roll a '6' until it establishes its first control marker.

When a Random Event of "4-2" is rolled (Unrest on Table A), in addition to rolling for Unrest on Table A, treat it also as the following event: KING LEOPOLD DEMANDS COLONIAL EXPANSION. When rolling for Belgian Colonial Office income this turn do not halve the result (as you normally do). In addition the Belgian player must purchase and place a Possession or Protectorate marker in at least one area this turn, if possible.

Belgium gains additional Merchant Fleets in 1896 and 1916; spare counters must be used to represent these fleets.

GENERAL ORDERS FOR ABANDONED POWERS

The following rules were developed for use in postal games of PAX BRITANNICA, but may prove useful in face-to-face play as well. In postal games, players frequently drop out, and it is not always possible to find replacements; the same thing can happen over the board. In DIPLOMACY, it's easy enough to handle this; the abandoned country just goes into civil disorder. But there's no equivalent in PAX BRITANNICA; you *have* to continue handling the power's income, maintenance, and so on. These rules are used to determine how an abandoned position acts while the remaining players continue the game.

The players will jointly calculate the power's income and maintenance costs each turn. The power will only buy units, move them, buy and place status markers, declare war, and take other actions in accordance with the rules below.

Implement the rules in order stated; that is, if following Rule 7 would conflict in some way with Rule 1, Rule 1 governs.

1. The power will not take any action that would cause the Great War, this includes declaring war, if this would make the power the fourth European Power in the war.

2. The power will abide by existing (unbroken) treaties.

3. The power will sign any treaties adopted by Congress, if it is a Congress member.

4. If the power has *casus belli* against a minor power that possesses an area with an economic value of 5 or more, and the power has a communications link and/or coaling rights that allow his forces to reach that area, the power will purchase fleets and armies to obtain a 3:2 ratio over the minor power's fleets and armies and declare war. In any other case where the power has an unresolved dispute, it will not declare war, but will instead downgrade its status marker. If other powers go to war and the unplayed power remains neutral, it will not declare war, offer a *casus belli*, or grant coaling rights to either side.

5. When the power gains a new merchant fleet, place it in the sea zone that offers access to the highest economic-value area that the power cannot currently reach. If two or more sea zones are tied for the highest economic value, but one offers access to a larger number of such areas, place it in that one. If tied on this basis, place in the sea zone that offers access to the largest number of next highest economic value areas, and so on and so on. If there is a complete tie--two sea zones offer access to precisely the same number of areas at precisely the same economic values--place the fleet in the sea zone that is topologically farther away from the home country. If still tied, roll dice.

6. If funds are available Russia will replenish its Western Garrison and Britain will replenish the Indian Army if permitted. Indian Army units are placed to garrison ungarrisoned areas, to suppress unrest, or adjacent to any area where Britain has a *casus belli*, or adjacent to China, in that order of priority. When a random event requires an expenditure or the loss of victory points, the expenditure will be made if funds are available, but only to the extent that required. (E.g., when Italian Irredentist Agitation occurs, Italy will build a 10 strength army unit, but no additional units.)

7. If the power controls any ungarrisoned areas, and/or areas are in unrest where the power has control or Influence makers, seek to garrison or suppress unrest starting with the highest economic value areas. *Note:* This might mean failing to garrison and thereby losing control of, a low economic value area in order to attempt to suppress unrest in a high economic value area.

a) When a power attempts to suppress unrest in an area, it moves units from its home country to obtain a 3:2 advantage over the indigenous combat strength. If insufficient units exist at home, it will purchase units to obtain this ratio, if funds permit. No excess units will be purchased. When a power seeks to suppress unrest in an Influenced area, it will purchase and place a Protectorate maker in the area, if funds permit; if insufficient funds are available, the power will not attempt to suppress unrest there.

b) When a power garrisons ungarrisoned areas, it moves the smallest available units from its home country. If funds and countermix permit, 1 strength units are purchased to avoid moving 3 or 10 strength units from home.

c) If a power has insufficient units and funds to cover all ungarrisoned areas and areas in unrest, it covers them in this order:

i) High economic value areas before low economic value areas.

ii) Among areas tied for economic value, garrison ungarrisoned areas first, suppress unrest in controlled areas second, suppress unrest in Influenced areas third.

iii) If still tied, garrison starting areas with the *highest* combat strength; suppress unrest starting with area with lowest combat strength.

iv) if still tied, roll a dice.

Note: It is pointless to garrison an area if this means you will lose other areas necessary to provide a line of communication to your garrisoned area. Lower economic values may be garrisoned first if this is necessary to provide communication links to higher economic value areas.

Cooperate to suppress unrest in codominions.

8. Excess garrisons are returned to the home country or may be used to garrison ungarrisoned areas or suppress unrest, pursuant to rule

7. *Exception:* Excess garrisons in the Chinese Empire areas remain where they are (against the danger of a Chinese Rebellion) as do excess garrisons in Ottoman Empire areas if any Ottoman area is uncontrolled and in unrest.

9. When a power goes to war another player is appointed to control its forces, as per the rules for minor powers. However, in order to prevent the players from unduly destroying the unplayed power's position, the controlling player of alliance must abide by these rules:

a. Units out of supply will attempt to move toward supply.

b. Combat will be initiated only when there is at least a 3:2 advantage.

c. Controlled areas will not be stripped of their garrisons, although surplus units may be moved.

10. In a Chinese rebellion, all military units at sea or moving toward China on land (and, on the first turn, all units in excess of the smallest unit in each garrison) will move toward China and land in the nearest Chinese area (other than Formosa). If two or more areas are equally near, they will land in the area where the power has the higher status; if tied on that score, then the one with the higher economic value, if tied again, in then the one with the lower combat strength.

11. In a war with the Ottoman or unallied minor power, the same rules apply as with the Chinese Rebellion, except that if there are naval units on both side, the power will also move in naval units, and the target before the other factors are considered shall be the largest force where at least 3:2 advantage can be obtained.

PAX BRITANNIC PLAY-BY-MAIL RULES

START-OF-TURN PHASES

At the beginning of the game, the GM will perform the Random Events, Administrative, and Minor powers phases, informing the players of the results. The players will then submit moves for the Movement/Status Change Phase.

MOVEMENT/STATUS CHANGE PHASE

In a postal game all actions in the Movement/Status Change Phase are considered simultaneous. Players *may* make moves condi-

tional on the action of others (e.g. Italy may write, "if Britain places a Protectorate in Tunis, purchase a Protectorate marker, place it there and move two 3 strength armies from home".)

If two or more conditional orders depend on each other, and having both or all occur would resolve them conflict, they all take place.

Example: Italy writes "Place a Protectorate in Tunis if anyone else does." Britain writes "Place a Protectorate in Tunis if Italy does." Both powers will place Protectorate makers.

If two or more conditional orders create a paradox, the gamemaster will arbitrarily resolve it; his decisions are final and not subject to appeal. *Example:* Italy writes, "Put a Protectorate marker in Tunis unless Britain does so." Britain writes, "Put a Protectorate maker in Tunis, unless Italy does so." If no markers are placed, both powers should place makers, but if either power does, neither should. There is no logical resolution to the paradox; the gamemaster might rule that both powers placed markers, or neither do.

Players *may* submit orders that involve the use of more funds or counters than they possess. The GM will assume that the assume that the *first* order listed on the players order form will takes priority. If not all orders can be carried out, the highest-priority orders will take precedence. *Example:* Italy's first order is, "Place a Protectorate makers in Tunis and two 3 strength armies if Britain places a protectorate markers there." Britain does do so; the cost of purchasing the Protectorate marker means Italy does not have enough money left to fund his remaining moves which are therefore modified.

Nullified orders are *not* reported to the other players.

NEGOTIATION PHASE

Once the GM adjudicates the Movement/Status Change Phase, he performs Colonial Combat and the Marker Adjustment Phase. If there are any casus belli at this point, he notes them and reports the results of the Movement/Status Change phase to the players.

The players must resolve outstanding casus belli by:

a) voluntarily down-grading station makers;

b) signing treaties resolving outstanding disputes;

c) or calling for a Congress of Europe.

Treaties: the GM must be convinced that each proposed signer of a treaty actually wants to sign it. There are several ways to convince him of this; one is to circulate a single copy of the treaty among all the signers and have each of them affix his signature. Time may not permit this. Another is to photocopy the draft treaty and have each player sign one copy and return it to the GM. If different players return different versions of the treaty to the GM, he will assume that they do not intend to sign the same treaty.

Players may establish secret treaties or secret protocols to otherwise public treaties. The GM will not make these public unless asked, but must be informed of these agreements if the players wish them to be enforced. Any party to a secret treaty or protocol may ask the GM to publish it; the GM will do so with the next report (even if the other parties wish the treaty or protocol to remain secret).

No casus belli exists for violation of a secret treaty or protocol until published; a player *may use* the terms of a secret treaty or protocol to declare war in the same report that publishes the treaty or protocol.

The GM will publish all public treaties and the public portion of treaties with secret protocols, in his first report after their adoption.

The signatories should choose a name for the treaty; the usual practice is to name it after the city or town where negotiated (e.g. "Treaty of Versailles," "Treaty of Oshkosh," etc.).

CONGRESS OF EUROPE PHASE

If a Congress of Europe is convened, the GM will determine where it is to be held, what powers presides, and what powers must or may attend, reporting these results to the players. He should set a deadline by which time the Congress should be complete its work.

During a Congress, any member of the Congress, may propose a treaty resolving the casus belli under dispute by mailing copies to the GM and all other players who are attending the Congress. The proposer should state a deadline for voting on the treaty. The GM will compile

the votes; if he feels the deadline for voting was unreasonably short, he may extend the deadline.

If no treaty resolving the matter under dispute is passed by the GM's stated deadline for the Congress, he must set a new deadline.

At any time, any member of the Congress may inform the GM that he is declaring war. At this point, the GM will announce that a war is in progress to the other players, cutting short the Congress of Europe negotiation period. *Exception:* If the war will not resolve all matters under dispute before a Congress, the Congress may continue negotiations while the war is being resolved to draw up and adopt a treaty resolving those other matters.

When a player submits a vote on a treaty to the GM, he should also tell the GM, at the same time whether or not he plans to defy the Congress if the treaty is passed, or sign it. If the treaty is defeated, the GM will keep this information confidential. If a Congress is defied, the GM must immediately determine whether or not the other members of the Congress intend to declare war on the defier. We recommend he using either phone or e-mail for a quick response, but that is up to the GM. If they do, a war begins; if not, status markers are downgraded and the end-of-turn phase is resolved (see below).

CHINESE RESENTMENT PHASE

If war is declared, the GM immediately performs the Chinese Resentment phase, to determine whether a Chinese Rebellion occurs first. The results of the phase are reported with the declaration of war.

If no war is declared the GM performs the Chinese Resentment Phase; if no Chinese Rebellion occurs, he continues with the end-of-the turn phases (see below). Otherwise, a war turn begins and the results of the game turn so far are reported.

Any Chinese Rebellion or Ottoman war is resolved before subsequent wars.

WAR

At the beginning of a war, the GM will determine which alliance has the initiative. During a war, the first alliance submits its moves to the GM, who adjudicates the results and reports them to the players, then, the second

alliance does so. In the interest of speed players are requested to submit war orders as quickly as possible, via e-mail, if feasible. The GM should set reasonable deadlines but will, if all member of an alliance submit orders in advance of the deadline, adjudicate them as soon as feasible.

In the first report of a war, the GM will adjudicate the first alliance's movement, combat, and attacker retreats. The second alliance will then submit orders; the second report will include defender retreats resulting from the first alliance attacks, the results of the first alliance's supply phase and initiative determine for the next war turn, assuming the war hasn't automatically ended. This sequence repeats until the war ends either automatically or by treaty.

Movement orders may *not* be made conditional on the orders of allied players.

Units only attack if specifically ordered to do so. Players *can* make attack orders conditional on the *moves* of allied players (e.g., "Attack Italy in Tunis, but only if Britain also does so" would be invalid). However, if two or more allies independently order attacks in the same area, they deliver a single, combined attack.

Players should submit orders indicating where their units will retreat if forced to do so; if no retreat order is assigned a unit, and it is forced to retreat, the GM will determine where it retreats according to the following preference schedule:

1. Units never retreat to areas or war zones where they would be out of supply. If this is their only option, they surrender.
2. Land units retreat to land areas, in preference to sea zones; naval units, to sea zones in preference to land areas.
3. An area controlled by the retreating players is preferable to one controlled by an ally; an area controlled by an ally is preferable to one that is enemy-controlled.
4. An area or sea zone containing solely friendly units is preferable to one containing no units; an empty sea zone or area is preferable to one containing both friendly and enemy units; naval units consider sea zones solely containing enemy units as being the lowest preference, even lower than adjoining land areas.

5. If, by these rules, two or more adjoining areas or sea zones remain of equal preference, retreat to the one that is topologically closer to the players nearest Home Country, State or Dominion.

6. If still tied, roll dice.

After the GM resolves movement and combat he will check supply for all units and areas belonging to the active alliance. Unsupplied units (and areas; see change to War rules above) surrender to the opposing alliance.

In a Chinese Rebellion, the GM resolves the Great Powers' order for Chinese forces and reports both simultaneously. The same is true for Ottoman Wars when the Ottoman have no Great Power ally, and in a war with a minor power with no allies.

When a minor power of the Ottomans do have allies, the GM decides which player will order the minor power or Ottoman forces. The player may transfer control of the minor power to an ally by so informing the GM.

If two or more independent wars occur simultaneously, they will be resolved simultaneously. *Example:* America is at war with Spain; France is at war with a German-Japanese alliance. The first turn of the Spanish-American war is resolved at the same time as the first turn of the French/German-Japanese war. *Exception:* Chinese Rebellions and Ottoman Wars are resolved before all others.

Even if a treaty calls for a power to enter a war (e.g. France declares war on Germany; Germany and Italy have a mutual defense pact), the GM will *not* assume that the power does in fact enter it, until the player specifically states that he is doing so. If the player does not submit moves by the deadline, he will instead assume the power is abrogating the treat (and will increase the European Tensions Index accordingly).

When a war ends, the victors must tell the GM how the spoils are to be divided--who is to receive status markers, what markers are to be removed, etc., etc. The GM will publish the results.

END-OF-TURN PHASES

Once casus belli and wars, if any, have been resolved, the GM adjudicates and reports the Victory Point Record and Final Record phases for the current game turn, as well as the Random Events, Administrative, and Minor Power phases for the next [turn].

MISSED MOVES

When a player misses his moves the GM will use the rules outlined under "General Orders for Abandoned Powers" (see above) to determine the power's actions. If a player drops from the game (or misses his moves several times, to the annoyance of the other players) the GM will try to find a replacement. If no replacement can be found, he will use the General Orders to determine the power's actions.

One change is made the General Orders: rule 9 stipulates that another player is appointed to command an unplayed power's forces during a war. This is true only when the power has Great Power allies, and in this case the GM selects one of the power's allies to order its forces. If the unplayed power has no allies, the GM determines its actions during a war.

GM REPORTS

Please note that reports from the GM will vary considerably in nature, depending on what happens on a particular turn. For instance, if there are no wars or Congresses, a report might include a whole four-year game-turn, plus the random events, Administrative, and minor powers phases of the next turn. During a war, a report might include only one alliance's moves and attacks; during a Congress, a report might be nothing more than a list of defeated treaties and a call for Congress's extension.

Robert Sacks is President and Chairman of the New York Gaming Board who personally runs Diplomacy and Pax Britannica at many East Coast gaming Cons. Greg Costikyan is a former Diplomacy postal hobbyist and the designer of Pax Britannica.

Newsletter #2

ON

DipCon XXVII

DipCon XXVII
Chapel Hill, North Carolina
May 27-29, 1994

The Carolina Amateur Diplomats will again host Dipcon in Chapel Hill, North Carolina, in conjunction with the regional gaming convention DixieCon. DipCon is the North American Diplomacy Championships, a tournament which rotates among various sites in North America every year. DixieCon was the DipCon site in 1990, when the event drew its largest field of Diplomacy players since 1983. This year's event promises to be another outstanding Diplomacy tournament as participants from around North America and beyond travel to Dixie for the chance to become the 1994 North American Diplomacy Champion.

Of course, DipCon isn't just about playing Dip with the best players in the country. It's also about meeting hobbyists for the first time, seeing old friends, and partaking of the many side-events, including past DixieCon favorites such as Titan, 1830, United, Miniatures, Diplomacy variants, and others, both in tournament and open-gaming formats.

Below is a list of DixieCon/DipCon staff members, and the functions they are likely to perform. Early registrants will receive future DipCon News letters as they come up, with information such as tournament schedules, expected participants, scoring systems, travel aids, and other news on the upcoming event. Contact David Hood now to add your name to those already on that mailing list. Some of those already on the list in addition to the staff members include: Gary Behnen, Larry Peery, Kevin Kozlowski, Andy Marshall, Buz Eddy, Richard Weiss, Tom Johnston, Brad Wilson, Michael Gonsalves, Tim Snyder, Mark Brush, Morgan Gurley, Dan Sellers, Bill Hunter, Robin Barbehenn, Scott Cameron, Stven Carlberg, Jason Bergmann, Pete Fuchs, Mark Murray, Stephen Shields, Rex Martin, Jim Falling, Tom Mainardi, Mickey Preston, Michael Quist, Mark Franceschini, Dan Mathias, Ken Mathias, Jim Yerkey, and all the local NC gamers who traditionally show up at DixieCon.

Tournament Staff

DipCon XVII Committee

David Hood
Michael Lowrey
Robert Sacks

Chairman and Tournament Director
Vice-Chairman
Pax Britannica and History of the World GM

DixieCon VIII Committee

Steve Nicewarner
Dave McCrumb
Hal Hood
Dave Harshbarger
Steve Cooley
Jim Burgess
Todd Craig
Iain Bowen
Jack McHugh

Chairman and Variant Events Director
United Event GM
Miniatures Events Coordinator
1830/Titan Events GM
Publicity/West Coast
Publicity/Email
Publicity/Local
Publicity/International
Publicity/Northeast

Contact David Hood at 2905 20th Street NE, Hickory, NC, 28601

SCHEDULE OF EVENTS

Friday, May 27, 1993

10:00 to 5:00	Pax Britannica Event (For early arrivals)
5:00 to 6:00	Registration and Check-In (can also be done Thur. night or Fri. during the day)
6:00 to 12:00	Diplomacy Round One Titan/1830 Events Begin Ancient and Naval Miniatures Events

Saturday, May 28, 1993

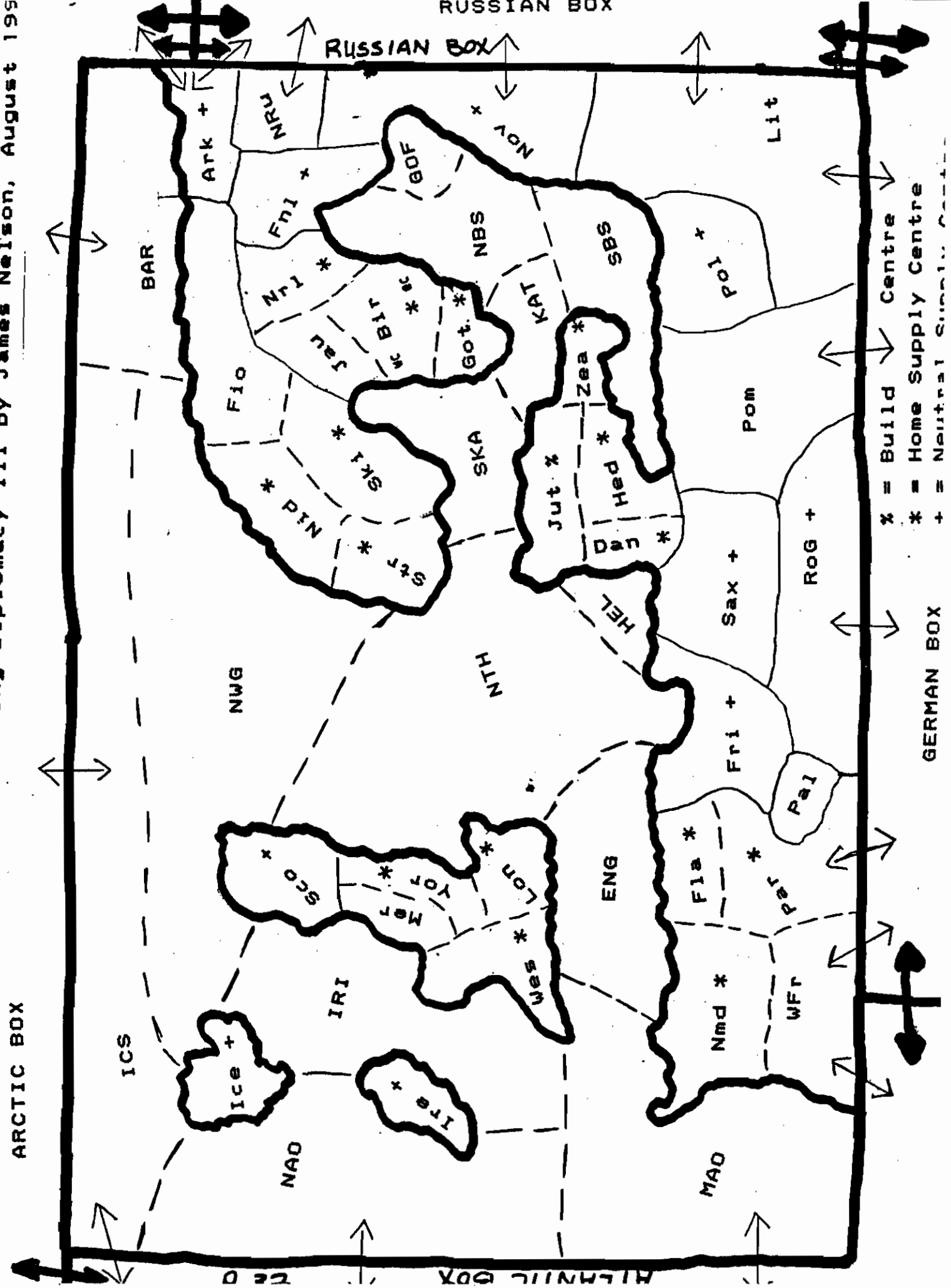
8:00 to 5:00	History of the World Event Begins (Rd 1 to 12:30, Rd 2 to 5:00)
9:30 to 5:00	Diplomacy Round Two (Doubles as Team Tournament) United Event Begins
12:00 to 5:00	Youngstown Variant (For late starters and early eliminated)
5:00 to 6:00	Barbeque
6:00 to 12:00	Diplomacy Round Three Variant Diplomacy Event (tentatively the Diplowin variant will be used) Civil War Miniatures Event

Sunday, May 29, 1993

8:30 to 9:30	Dipcon Society Meeting
9:30 to 6:00	Diplomacy Round Four (Ends between 4:00 and 6:00) Final Boards - Titan and 1830 Events Victory in the Pacific Event Begins
6:00	Awards Ceremony (Will take place as events end, particularly when Dip ends)
6:00 to Whenever	Open Gaming

Notes:

- Dip games have no set ending time except for Round Four, which ends at a time between 4:00 and 6:00 known to the GM but not the players. The 1993 Avalon Hill rulebook will be used. Votes on game-ending proposals are done by secret ballot conducted by the GM. Draws need not include all survivors, but no proposal can be voted upon until after Fall 1905. Country draw is done randomly by the GM, except that no player will play the same country twice. Efforts will be made to minimize playing against the same players twice as well.
- You must play at least two Dip rounds to be eligible for awards. The scoring system to be used will be outlined in a later Newsletter. The team tournament is an average of the team members' scores for Round Two games. Teams of seven can be formed either before or at the Con.
- Titan and 1830 events consist of unlimited qualifying rounds for a final board on Sunday. United is a tournament played while you are playing other games on Saturday. The Pax Britannica event is a duplicate tournament using an improved 1993 version of the Rules done by Robert Sacks and Greg Costikyan. History of the World will see a first round where everyone advances to a second round that is seeded by first round results. VITP will use either a swiss format (where each player plays three games and scores are averaged) or a single-elimination format, depending upon number of entrants. Other event formats are TBA.
- Travel: fly into Raleigh-Durham International, we will provide free shuttles from there and the train station. Directions for driving to Carmichael Hall, the site of the Con, will be sent to registrants.
- Fees: \$15 to register for all events, \$15 per night to stay in the dorm per person to share a room (double if you don't want to). A form is provided with this Newsletter.
- Prizes: At least the top three Dip finishers will receive plaques. Certificates will be awarded to all others in the top fourteen finishers (the two Top Boards) as well as to all other event winners, plus to those who have the best finish recorded for each Great Power. Avalon Hill merchandise coupons and other prizes will also be awarded to some of the top finishers. The best stabber in the tournament will win the coveted Golden Blade Award, while the one who gets smushed the most over the weekend will receive the famous I Got Hammered Award.
- DipCon Society Meeting: The primary purpose of this meeting is to select the site of the 1995 DipCon and to put together an Administrative Committee for the event. There may also be some unofficial talk about the upcoming meeting in Birmingham, England to adopt a World DipCon Charter.



Viking Diplomacy III

by James Nelson

Original design by Jim Ronson, Mississauga, Ontario, Canada and first published by him around 1971. Fred C. Davis Jr. revised the variant in 1986. It was subsequently played twice in UK zines (Mopsy and Et Tu, Brute?). This edition is by James Nelson August 1992.

1. All rules of Diplomacy as stated in the 1971 Rulebook apply except where amended below.
2. The game begins in Spring 951 A.D. The victory criterion is ownership of 12 supply centers in a Winter turn.

3. Countries and Home Supply centers:

Denmark:	Fleet Daneland, Fleet Zealand, Choice Hedeby ²
England:	Fleet London, Fleet Wessex, Fleet York
France:	Fleet Normandy, Fleet Flanders, Army Paris
Norway:	Fleet Nidares ³ , Fleet Stavanger, Fleet Skiringsaa
Sweden:	Fleet Gothland, Army Norrland, Fleet Birka ⁴

4. Jutland is a build center for Denmark only. The Danes may build a unit in this province instead of building in an owned supply center. However only fleets may be build in Jutland. Obviously if the province is occupied no unit may be build there.

5. Builds, of any sort, may be made in any owned, unoccupied supply center.

6. A unit in a coastal province (but see rule 7) may instead of ordered in a conventional fashion, order a unit to 'Transform' (T). This changes a unit from a Fleet to Army and vice-versa. If the unit is attacked the transforming is disrupted and does not take place.

This order may also be made during the Winter adjustment phase. These orders may be conditional on a Fall turn including changes in supply center total, though not on actual adjustments as they are made simultaneously with build and disbands. Those units which were forced to retreat or were attacked in the Fall may not transform.

7. Off Board Box Rules: There are four off-board boxes, two sea based (Atlantic and Arctic) and two land based (Germany and Russia). They exist to link different parts of the board and form additional connections between individual spaces.

- a. Any number of units may occupy these boxes at the same time. No power can own or control these spaces, or attack another unit inside them. Units pass through these boxes at the usual movement rate of one space per turn.
- b. Units inside the box may attack adjacent spaces, or support another unit in the box into an adjacent province. However, they cannot support an attack into an adjacent province made from some other province.
- c. Units outside the box do not require support to move into them, and cannot be kept out by other units inside. Units attempting to move from the box to an adjacent 'normal' space are subject to the

²Denmark may start with either Army or Fleet in Hedeby. This is specified with the Spring 951 orders.

³Norway may instead choose to start his Fleet Nidares in Fiordland instead. This is specified with Spring 951 orders.

⁴Sweden may start his Fleet Birka on either coast. This is specified with Spring 951 orders.

same rules regarding supports and standoffs as any other move. Therefore two units may 'swap' location if one is moving from, and another to, a box.

d. A Fleet(s) in either Atlantic or Arctic or both may convoy an Army through a box as long as the destination in either a costal province or either of the German or Russian boxes.

e. A Fleet in the Atlantic box may move to the German box, and a Fleet in the Arctic box may move to the Russian box. These units may not move to any province other than the one they came from. However they can only be transformed so as to continue their movement inland, e.g., Fleet Barents Sea-Russian Box; Fleet Russia Box T Army Russian Box; Army Russian Box-German Box.

f. An Army in the German or Russian box may not move to the Atlantic or Arctic box unit it has transformed itself into a Fleet. Once it is a Fleet the only province it may move to from that box is the Atlantic or Arctic box.

g. Note that transformation ordered while in a box may not be disrupted.

8. Province Abbreviations:

Ark = Arkhangelsk +	<u>Iri</u> = Irish Sea	Par = Paris *	<u>Bar</u> = Barents Sea
Jau = Jauntland	Nri = Norrland*	Bir = Birka *	Jut = Jutland %
Nov = Novgorod +	Dan = Daneland *	Kat = Kattegat	Pol = Poland +
<u>Eng</u> = English Channel	Lit = Lithuania	Pom = Pomerania	Fin = Finland +
Lon = London *	RoG = Romanic Germany +		Fio = Fiordland
<u>MAO</u> = Mid Atlantic Ocean		Sax = Saxony +	Fla = Flanders *
Mer = Merioneth	<u>SBS</u> = South Baltic Sea		Fri = Frisia +
<u>NAO</u> = North Atlantic Ocean		Sco = Scotland +	<u>GOF</u> = Gulf of Finland
<u>NBS</u> = North Baltic Sea	<u>Ska</u> = Skagerrak	Got = Gothland *	Nmd = Normandy *
Ski = Skirngsaa *	Hed = Hedeby *	Nov = Novgorod +	Str = Stavenger *
<u>Hel</u> = Helgoland Blight	NRu = North Russia	Wes = Wessex *	Ice = Iceland +
Nid = Nidafos *	WFr = West France	<u>IcS</u> = Icelandic Sea	<u>Nwg</u> = Norwegian Sea
Yor = York *	Ire = Ireland +	Nth = North Sea	Zea = Zealand *

* = Home Supply Center. + = Neutral Supply Center % = Build Supply center. Underline = sea space.

This variant can be reprinted without permission although I would appreciate a copy of the issue where this variant is reprinted. I would also like to see any modification to these rules. I can be contacted at c/o 112 Huntley Avenue, Spondon, Derby, DE2 7DU, UNITED KINGDOM.

VIKING III DESIGN NOTES

by James Nelson

Having GM'd a game of Viking Dip II in *Er Tu, Brute?* and followed a game that was played in Mopsy, it was obvious that Viking Diplomacy II was not a balanced game and needed some modification.

There were several areas which need working on: the weakness of Denmark and England, the 'natural' alliance between Norway and Sweden caused by the barren non-center spaces between

their two nations, and the strong corner position of France which made her virtually impregnable.

The weakness of Denmark needed to be addressed in two ways: her own strength and the likelihood that Norway and Sweden would ally. The former problem was relatively easy to address. The first weakness was that all Danish provinces were adjacent. This meant that it was very hard for her to defend against attack. By eliminating this layout she has a more secure

territory to defend. She also needed some shelter against Sweden. Previously she too had adjacent centers to the Kattegat sea area, by extending the boarder of Jutland it makes it harder, though not impossible, for Sweden to attack her. Of course, this had to be counter-balanced so that it was still possible for Denmark to attack Sweden, hence the build center in Jutland.

The relationship between Norway and Sweden was forced in Viking Diplomacy II due to the province structuring. There was a natural alliance between these two powers unthinkable in a five-player variant. This not only affected the early stages of the game but also the latter stages when one would want to stab the other for a win. It was very hard for either power to attack the other.

A tightrope of game balance had to be walked, as I did not want the two powers to be forced to attack each other. By eliminating the Skagerrak sea province so that it is adjacent to two centers of each power, by introducing the Russian and Arctic Box (more later), and allowing units to transform I feel I have made it a lot easier for the two to come to blows, whatever the stage of the game. For instance, an innocent fleet defending Arkhangelsk may change to an army, couple this with a unit moving into the Russian box and an army being built in Skirngsaa....

The boxes are the major innovation in the design, and hence why the variant is Viking Diplomacy III rather than Viking Diplomacy II-R. They should break up the corner positions

several powers hold, notably France, and help make the game a more fluid and interesting prospect. Denmark, for instance, can build Army Hedegy and in two moves be in the German Box. She can also move against Swedish possessions in Russia, France in the West, even turn the unit into a fleet to attack England, or Norway! Now while a single unit may not be much use on its own, in conjunction with an ally, for instance Sweden against Norway, this flanking unit can prove to be more than useful.

Although I think that England is still the weakest power in the game she is not as weak as before. She is less vulnerable to attack from the Irish Sea due to Merioneth shielding her center in York. She has more scope to attack due to the Atlantic and Arctic Boxes, and she has more potential allies due to the increased flexibility of the board. The English Channel and North Sea are still crucial areas for her to defend (or at least prevent hostile forces from occupying) but she has fewer worries than before.

Being able to build in any owned center should also allow the powers more options. This should help prevent stalemates, for instance Sweden moves from Finland, instantly challenging for Arkhangelsk!

A word or two about the map. It is not supposed to be accurate representation of northern Europe, but more a reflection on a map drawing of the times.

James Nelson is an active British hobbyist and the Variants Editor of DW.

Subzines: The Publisher's Little Helper

by Jack McHugh

You want to publish but don't want to be bothered with publishing chores like collating, stapling and mailing a zine. Perhaps you can't afford to publish or don't have time to do more than write or gamemaster or both?

I have a suggestion for you, my friend. Do a subzine. Subzines are zines published in other zines. The category is quite large. It encompasses everything from columns of less than a page to my own 10-page-plus subzine ...And the Horse

You Rode in on! in Doug Kent's zine Maniac's Paradise, and everything in between.

Subzines usually run no larger than 4-5 pages, and consist of everything you find in regular zines. A subzine can include, but is not limited to, games, articles, cartoons, whatever you want. The only limit is usually on the size, and that is negotiated between you and your publisher.

Just why would anyone want a subzine? They usually serve one of two purposes. The first is that of alternative gamemaster for games the

publisher wants to either play in or run. Of course, you can't play in a game where you are the GM, so you bring in a subzine editor to run the game.

A good publisher knows when he has his hands full, and will not hesitate to stop GMing when his limit is reached. If the demand exists for more then he can handle, bring in another GM to run the extra games.

The second reason is when a publisher wants more reading material in his zine but doesn't have the time or energy to write it himself. In this case a subzine is more like a guest columnist who writes up an article for each issue.

What are subzines about? That is up the publisher and subzine editor. Perhaps it is about sports. You could write up predictions every month or two. What about politics? Many publishers like to balance their own viewpoints with their opposites. It can useful to show that alternative viewpoints are welcomed.

The key to a good subzine is being able to quickly get it into the zine it is to go into so that it doesn't get dated by the time it reaches publication, especially if you plan to run any game. In zines relaxed schedules, ala Vertigo and The Canadian Diplomat, this isn't a problem as the subscribers wouldn't be expecting a quick a turn around.

Personally, I use electronic mail to send my subzine to Doug. This allows me to have a deadline three days before Doug's and still get my zine into Maniac's Paradise, despite Doug's 24 hour turn around time. I usually upload my subzine the night before MP's deadline and Doug

has it the next day.

First class mail from the US postal service is fine as long as you are aware it will take 3-4 working days and plan accordingly. However, this way your zine must be camera-ready so that the publisher can merely insert it in his zine. With my subzine, Doug is able to print out the file on his printer because we both have IBM PCs and use WordPerfect software. To use our e-mail method you generally need compatible hardware and software.

Another alternative is to publish a subzine every other issue of a zine. This will allow you not to worry about having to do the zine on the same schedule as the publisher. You will have more time to adjudicate the games and send in the results if your deadline is in between two of your publisher's deadlines.

The other useful purpose of subzines is that they usually lead to zines, and many publishers have begun as subzines. It gives a future publisher useful practice GMing and writing. Subzines turned into zines usually lead to more stable zines once they begin to publish on their own.

So do the hobby a favor if you're a publisher and sponsor a subzine. If you can afford the space, you'll be helping your zine and the hobby as a whole.

If you want to write, go ahead and write out a few pages and pass it around to find a publisher. More than likely you'll find a publisher and find yourself enjoying a whole new hobby activity to boot.

The Diplomatic Pouch

The letters of DW's readers

[Editor's note: These letters were all written to David prior to the editorial change.]

Stan Johnson (August 8, 1993): *I don't know if you are the person to ask about this--but do you know anyone who would like back copies of Diplomacy World Issues 13-19 or 30-33 and 38 and The 1975 Diplomacy Handbook. If you can help me with this I'd greatly appreciate it.*

Stan can be contacted at 2225 East Marilyn Road, Phoenix, AZ 85022 if anyone is interested in getting these old issues.

Jim Bailey (September 23, 1993): *Thanks for the reminder. Enclosed is \$10 for another year's worth of [DW]. Please start with the next issue, #72, as I picked up a copy of #71 from someone at DipCon.*

Speaking of which, I had a lot of fun even though I was blasted. Three games and the best I

could get was a 4-dot survival. Now I know what is like to play with pit-bulls!

Just wanted to let you know I also attended the DipCon Society meeting and I voted for DixieCon. Even though I probably won't be able to make it, I figure it was the best way of saying thanks for being my door to the hobby.

David P. Smith:(September 25, 1993): *In the last issue, when you mentioned me in connection with the article of mine that was published, you stated that I had just returned from Origins '93 in Ft. Worth having taken the prize of England in the Diplomacy tournament. I wish I had. That, instead was David Barker. I was at the tournament, but*

only as a spectator. I got to meet and visit with Andy York.

David I have added two issues to your balance as per David Hood's instruction for winning the contest, as announced in the last issue.

[Editor's note: I will be continuing the non-response policy of David. That is, if you would a response, from either myself or the staff you must say so in your note or it will be printed *sans* a response. I believe, as David did, the editor shouldn't always get the last word.]

Around the World in 64 Moves

by Fritz Juhnke

A number of years ago there was a fair amount of interest in problems on the chess board which had almost nothing to do with the game of chess. Constructing knight's tours and placing eight mutually non-threatening queens was considered an interesting recreation, albeit not a particularly useful one. Nowadays, however, it seems that everyone except for first-year students in computer science has abandoned these activities; whether high speed computing made such problems trivial or folks just realized they had better things to do, I do not know.

Myself, I have neither a computer nor any more worthwhile problems, so I still take an interest in such problems. Only I busy myself with the Diplomacy board, since it offers territory as yet both uncharted and accessible to amateur dunderheads.

There are no knights in Dip but what about a fleet's tour? Counting divided coasts as separate spaces, there are 64 positions a fleet can occupy. Under normal movement rules, can a fleet visit each position of the fleet. Not every starting location allows for a fleet tour.

Similarly an army's tour of the 48 contiguous land spaces is not difficult to construct if one begins, for example, in Portugal. But some initial positions make it impossible to visit every province once without visiting at least one twice. Thus the contest questions:

1. From which start location is an army tour of the board (e.g., not passing through any province more than once) impossible?
2. From which starting location is a fleet tour (e.g., not passing through any province more than once) impossible?

Please send your solutions to Fritz Juhnke (Mswati II H.S., P.O. Box 54, Entfonjeni, Swaziland) by April 1, 1994, and the first five correct answers win a free issue of Diplomacy World. I'd love to hear from you; I've got nothing better to do.

Fritz Juhnke is dying a slow death of boredom in rural Swaziland.

New Blood

The following people have written since the last issue to request information on Diplomacy World or the hobby in general. Please feel free to send them samples of your zine if you're looking for new subbers or players or both.

Eric Scharf, 6700 Roosevelt Way, NE, #A 308, Seattle, WA 98115
Kim McGraw, P.O. Box 75685, Seattle, WA 98125
Greg Meyer, 8596 Wrest Rd., Cincinnati, OH 45239
Jacob Schaur, 1339 Windsor, Huntsville, TX 77340
Jerry Stefer, 1110 Gettysberg Pl., Dunwoody, GA 30350
J. Micheal Tisdell, 4104 Oxlea, Plano, TX 75024
Joseph Tomczak, 224 Crestwood, Thornhill, Ontario, L4J 1A9, CANADA
Nathen Wagner Jr., 9770 E. Girard Ave., #10, Denver, CO 80231
Dustin Lawrence, Caltech 103-33, Pasadena, CA 91125
Kevin Fowler, 453 Ft Worth Ave., Norfolk, VA 23505
Joseph Leeton, P.O. Box 476, Kensington, NSW 2033, AUSTRALIA
Brian Carr, 2218 B Park Ave., Richmond, VA 23220
Lt.(jg) Ray Swanson, USN, R-Div, USS DD Eisenhower (CVN 69) FPO AE 09532
Dan Devine, 1915-A Old Charlotte Rd., Spartanburg, SC 29307
Gary Carlson, 5130 Creek Shadows Dr., Kingwood, TX 77339
Marcos Gonzalez, P.O. Box 3022, New Britain, CT 06051
Ernesto Vanerpool, P.O. Box 9305, Charlotte Amalie, St. Thomas, VI 00801
Brad Hatter, 5299 Seaton Dr., Dunwoody, GA 30338
Dennis Kerns, 2657 Beckleysville Rd., Millers, MD 21107
Peter Palumbo, 1013 Haral Pl., Cherry Hill, NJ 08034
Robert Anderson, 1715 P St., NW, #304, Washington, D.C. 20036
Nick Wagg, 8 Carter's Way, Swavesey, Cambridge, CB4 5RZ, UNITED KINGDOM
Jim Skinner, 4128 Roland Ave. BSMT, Baltimore, MD 21211
Richard Sargent 107 Straford Place, Charleston, WV 25303

Convention Listings

as compiled by Andy York

Feb 6-8 - Warcon; College Station TX. Info: Box J-1, Mem. Student Ctr; Texas A&M Univ; College Station TX 77844
Feb 10-13 - PrezCon; Charlottesville VA. Info: POB 5123; Charlottesville VA 22903
Feb 12-14 - ElbaCon; Youngstown OH. Info: POB 774; Youngstown OH 44501
Feb 18-20 - JaxCon; Jacksonville FL. Info: POB 4423; Jacksonville FL 32201
Feb 18-20 - GenghisCon; Denver CO. Info: POB 440058; Aurora CO 80044
Feb 18-20 - Winter War; Champaign IL. Info: 986 Pomona; Champaign IL 61821

Feb 18-20 - CenCon; Mt Pleasant MI. Info: 41 Warriner-CMU; Mt Pleasant MI 48858
 Feb 18-21 - OrcCon; Los Angeles CA. Info: POB 3849; Torrance CA 90510
 Feb 18-21 - DunDracon; San Ramon CA. Info: 385 Palm; Oakland CA 94610 or 1145 Talbot Ave; Albany CA 94706
 Feb 19-20 - Con of the North; St Paul MN. Info: POB 18096; Minneapolis MN 55418
 Feb 24-26 - VisionCon; Springfield MO. Info: POB 1415; Springfield MO 65801
 Feb 25-27 - Egyptian Campaign; Carbondale IL. Info: SIU Games Soc.; 3rd Flr, Stu. Center; Carbondale IL 62901
 Feb 25-27 - HurriCon; Ft Walton Beach FL. Info: Bard's Tale Bookshoppe; 109-D Racetrack; Ft Walton Beach FL 32547
 Feb 25-27 - Radcon; Richland WA. Info: 2527 W Kennewick #162; Kennewick WA 99336
 Feb 25-27 - BashCon; Toledo OH. Info: SAO; 2801 West Bancroft; Toledo OH 43606; ATTN: John Ughrin
 Feb 25-27 - ASL Winter Offensive; Bowie MD. Info: Brian Youse; 8191 Turn Loop Road; Glen Burnie MD 21061
 Mar 10-12 - Cold Wars; Lancaster PA. Info: Bob Coggins; 4208 Kelway Rd; Baltimore MD 21218
 Mar 11-13 - MasterCon; Coventry. Info: Shaun Derrick; 313 Woodway; Walmsgrave, Coventry, W Midland, CV2 2AP UK
 Mar 11-13 - ConCentric; Chicago IL. Info: 114 Euclid/POB 287; Park Ridge IL 60068
 Mar 11-13 - Bash; Braintree MA. Info: POB 1108; Boston MA 02103
 Mar 11-13 - RevelCon; Houston TX. Info: POB 980744; Houston TX 77098
 Mar 18-20 - LunaCon; Rye Brook NY. Info: Church Street Station; POB 33566; New York NY 10008
 Mar 25-27 - ConnCon; Danbury CT. Info: POB 444; Sherman CT 06784
 Mar 25-27 - TwisterCon; Oklahoma City OK. Info: POB 20863; Oklahoma City OK 73156
 Mar 25-27 - Atomicon; Idaho Falls ID. Info: Randy pacetti; 2635 Laguna Drive; Idaho Falls ID 83404
 Mar 27-29 - ??; Biloxi MS. Info: Wayne Trovinger; Tr 4 Box 360; Ellisville MS 39437
 Mar 31-Apr 2 - Little Wars; Rosemont IL. Info: Jeffrey Hammerlund; 107 West Chicago; Algonquin IL 60102
 Apr 7-10 - BayCon '94; Exeter UK. Info: Rob Mulholland; 66 Magdalen Rd; Exeter EX2 4TN UK
 Apr 8-10 - ASL "Winds of War"; Winston-Salem NC. Info: Raymond Woloszyn; 7162 Mantlewood; Kernersville NC 27284
 Apr 8-10 - Madicon; Harrisonburg VA. Info: SSFG; POB 7202; JMU; Harrisonburg VA 22807
 Apr 15-17 - Bride of Trollcon; Houston TX. Info: POB 740969; Houston TX 77274
 Apr 23-24 - Chicago ASL Cham'ship/Titan Invit'al; Chicago. Info: Louie Tokarz; 5724 W 106th; Chicago Ridge IL 60415
 May 14-15 - Madison Games Con; Madison WI. Info: 6640 Odana; Madison WI 53719
 May 20-23 - EuroDipCon/LinCon; Linkping SWEDEN. Info: Per Westling; Mrdtorpsgatan 15; S - 58248 Linkping, SWEDEN
 May 21-22 - NorthWest Diplomacy Championship; Lynnwood WA. Info: Buz Eddy; 7500 212th St, #205; Edmonds WA 98026
 May 21-22 - Spring Fever III; Dartmouth MA. Info: Carl Noguiera; 34 Jenkins; New Bedford MA 02740
 May 21-22 - KeyClone; Winnipeg MB. Info: POB 3178; Winnipeg MB R3C 4E6
 May 27-29 - OmniCon; Portland OR. Info: POB 6251; Vancouver WA 98668

May 27-30 - DixieCon/DipCon XXVII; Chapel Hill NC. Info: Dave Hood; 2905 20th St NE; Hickory NC 28601

May 27-30 - FurryCon; Brighton UK. Info: SFCP; 42 Wynndale; London E18 1DX ENGLAND

May 27-30 - 3-Rivers Game Fest; Pittsburgh PA. Info: POB 3100; Kent OH 44240

May 27-30 - GamesCaucus II; Oakland CA. Info: POB 4867; Walnut Creek CA 94596

Jun 3-5 - ConCourse; Hamburg GER. Info: Achim Sturm; Woltersburger Muhlenweg 10; 3110 Ulzen 5 GERMANY

Jun 10-12 - PoolCon; Marshall MO. Info: Vince Lutterbie; 1021 Stonehaven; Marshall MO 65340

Jul 7-10 - Origins; San Jose CA. Info: POB 609; Randallstown MD 21133

Jul 15-17 - DragonCon; Atlanta GA. Info: John Froehlich; 140 Village Lane; Fairburn GA 30213

Jul 21-25 - WorldDipCon; Birmingham UK. Info: Iain Bowen; 5 Wigginton Terrace; York, North Yorkshire YO3 7JD UK

Aug 4-7 - AvalonCon '94; Hunt Valley MD. Info: TAHGC; 4517 Harford Rd; Baltimore MD 21214

Aug 18-21 - GenCon; Milwaukee WI. Info: POB 756; Lake Geneva WI 53147

Aug 26-28 - DragonFlight; Seattle WA. Info: Metro Seattle Gamers; 1139 NW Market St; Seattle WA

Sep 1-5 - Vertigo Games; Chicago IL. Info: Brad Wilson; Apt-1 Rear; 3306 N Southport; Chicago IL 60657

Sep 9-11 - ShoreCon; Monmouth Cty NJ. Info: Andrew Durston; 142 S St #9C; Red Bank, NJ 07701

Pontevedria

January 1994, Issue #39

Edited by: W. Andrew York

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CIS: 73210,3053, GENie: W.YORK1, AOL: W ANDREW)

This is a listing of known openings in North American hobby zines which adjudicate Diplomacy, its variants and other play-by-mail games. The information is gleaned from primary sources not more than three months old. Either I have seen the publication listed, or have received notification from the publisher.

A listing below does not ensure that the openings are still available. Sometimes a game fills quickly or the publisher drops an opening due to lack of interest; other times, an opening may exist for several months. Also, you may want to add your name to a standby list - giving you a chance to get into a closed game.

It is strongly suggested that you write the publisher for a sample of the publication before investing in a subscription (and send a few stamps to help cover his cost). This way you can ensure that the game hasn't filled and that the publication is of interest to you.

You may want to try a variety of titles to sample the diversity that the hobby has to offer.

Each entry has the zine's name; publisher and address; last update; sub rate (in US); game openings and fees. A "?" indicates a guess. Missing info is unknown.

Subscription cost: \$1.00 & 10 SASE for 10 issues; or \$5.00/10. SAMPLE = 1 SASE

Absolute! (Paul Kenny; 75 Maple; Collingswood NJ 08108) [Dec] {45 each}

DIP: Regular, Anarchy, Gunboat <Computer Moderated/No Press>
 OTHER: Paintball <FtF>

The Abyssinian Prince (Jim Burgess; 100 Holden; Providence RI 02908) [Dec] {50 each}
 DIP: Nuclear Yuppie Evil Empire (free)

The Appalachian General (Dave McCrumb; 3636 Oldtown; Shawsville VA 24162) [Dec] {\$5 per year}
 OTHER: United (1994 Season)

ark (Eric Brosius; 41 Hayward St.; Milford CT 01757) [Nov] {\$5 per 10 issues}
 OTHER: Railway Rivals

Aren't You the Guy Who Hit Me in the Eye (Andy Marshall; 13314 Bayberry; Germantown MD 20874 [Aug] {75 each}
 DIP: Regular, Gunboat, Mitotic, Minimalist (all free)
 OTHER: Gunboat Kremlin (free)

Bark of the Dawg (Krissi Linsey; 170 Forts Ferry; Latham NY 12210) [Dec] {\$1 each}
 DIP: Regular, Blind
 OTHER: Campaign Trail, Empire Builder, Legend of Robin Hood (all \$5)

Batyville Gazette (Ralph Baty; 4551 Pauling; San Diego CA 92112) [Dec] {\$7/10 issues}
 Standby Openings Only

Benzene (Mark Lew; 5390 Broadway #2; Oakland CA 94618) [Dec] {80ea}
 CONT: Scrabble (free)

Boast (Herb Barents; 17187 Wildemere; Detroit MI 48221) [Dec] {\$12/17 issues}
 Dip: Regular (\$15)

Boris the Spider (Paul Bolduc; 203 Devon; Ft Walton Beach FL 32547) [Dec] {\$9/12 issues}
 DIP: Regular OTHER: 1830, Kremlin

Call Me President (James K Goode; 211 Maplemere; Clarksville TN 37040) [Dec] {50 each}
 OTHER: Call Me President (\$15 for one/\$20 for two candidates - includes sub)

The Canadian Diplomat (Bob Acheson; 15715 - 92nd Ave; Edmonton Alberta T5R 5C5 CANADA) [Dec] {\$1 ea}
 DIP: Regular (\$4), Gunboat (\$4), Anarchy (\$1), Stonehenge (\$2)

Carolina Command & Commentary (Michael Lowrey; 6503-D Fourwind; Charlotte NC 28212) [Jan] {\$1 ea}
 DIP: Regular, Gunboat (both \$5)
 OTHER: Destroyer Captain

Cheesecake (Andy Lischett; 2402 Ridgeland; Berwyn IL 60402) [Nov] {Free to players}
 No Current Openings

Cogniscenti (Randy Cox; POB 1144; Clemson SC 29633) [Dec] {\$1 each}
 DIP: Regular, Gunboat, Bourse, US (all free)
 OTHERS: Origins of WWII (\$1), Dungeons & Dragons (Free), Champions Combat Arena, Mythology, Supremacy (all free)
 CONTINUING: Boggle, Facts in Five, Stocks & Bonds, Tuf-abet (all free)

Costaguana (Conrad von Metzke; 4374 Donald; San Diego CA 92117) [Dec] {\$7.70/10 ish}
 Standby's Only; Occasional Quiz

Crimson Sky (Michael Gonsalves; 530 Treasure Lake; DuBois PA 15801) [Dec] {70 each}

DIP: Regular (\$3), War in North America (?)

Diplomag (Fred Davis; 3210-K Wheaton Way; Ellicott City MD 21043) [Nov] {\$5/6 issues}

DIP: Ring Around the Rosie **Coordinator for Mensa Diplomacy Games**

Dippy (Jim Benes; 417 S Stough; Hindale IL 60521) [Dec] {50 each}

DIP: Regular (\$5)

D.O.G.S of War (Giovanni O'Campo; POB 39478; Downey CA 90239) [Jul] {\$1.25 each}

DIP: Regular, Gunboat

OTHER: Machiavelli

Electronic Protocal (Eric Klein; 3465 W Robindale; Las Vegas NV 89139) [Oct] {free}

DIP: Regular, "All" Variants [NOTE: This is an EMail zine, download costs most likely apply]

Empire (John Boardman; 234 East 19th; Brooklyn NY 11226) [Dec] {\$10/9 issues}

OTHER: Britannia (\$20 - includes gamelong sub); Kingmaker (??)

The Encounter (James K Goode; 211 Maplemere; Clarksville TN 37040) [Dec] {??}

OTHER: Railway Rivals

The Gamers' 'Zine (Earl Whiskeyman; 27 Mark; Milford CT 06460) [Jan] {\$11/12 issue}

DIP: Regular, Gunboat

OTHER: Machiavelli, Engarde

The Game's Afoot (David Smith; 5038 Boca Raton; Garland TX 75043) [Dec] {50each}

DIP: Regular (\$1)

Gooll! (Don Del Grande; 142 Eliseo; Greenbrae CA 94904) [Oct] {\$8/year}

OTHER: United (1994 Season - included in sub)

Graustark (John Boardman; 234 East 19th; Brooklyn NY 11226) [Dec] {\$10/9 issues}

DIP: Regular (\$30 - includes gamelong sub)

The Home Office (Fred Hyatt; 60 Grandview; Montclair NJ 07043) [Dec] {\$9/12 issues}

DIP: standby's only

Hoodwink (Stven Carlberg; 404 Maple Loop; Knoxville TN 37920) [Dec] {\$1 each}

DIP: Regular (\$5), Win, Place, Show CONTINUING: Scattergories!

I Still Live! (Keith Sesler; 11130 Burlington #321; Southgate MI 48195) [Sep] {\$3/10 issues}

DIP: Regular, Bourse, Blowup

Inoculated City (Paul Glenn; 1101 W Columbia #B212; Chicago IL 60626) [Oct] {35 each}

**Standbys Only

Lemon Curry (Don Del Grande; 142 Eliseo; Greenbrae CA 94904) [Dec] {65 each}

OTHER: History of the World CONTINUING: Trivial Pursuit

Making Love in a Canoe (Brent McKee; 901 Ave T N; Saskatoon Saskatchewan S7L 3B9 CANADA) [Dec] {@\$1.10/issue}

DIP: Speedboat (\$1) OTHER: Facts in Five (free)

Maniac's Paradise (Doug Kent; 54 W Cherry #211; Rahway NJ 07065) [Dec] {\$1.50 each}

DIP: Regular, Narnian Wars (both \$5), Minimalist 7x7 (\$3)

OTHER: Kremlin (\$5)

In SubZine: Regular, Gunboat, War in North America, Gunboat Balkan Wars VI, 1939

? (Marcel Carbonneau; 240 Iron #17; Vista CA 92083 [Dec]

OTHER: Mystic Woods, Wizard's Quest, Risk

Metamorphosis (David Wang; POB 1564; Piscataway NJ 08854) [Dec] {\$9/yr or 75each}
 DIP: Regular, Gunboat
 OTHER: Snowball Fighting

Northern Flame (Cal White; 1 Turnberry; Toronto Ontario M6N 1P6 CANADA) [Dec] {\$1 each}
 DIP: Regular

off-the-shelf (Tom Howell; POB 1450; Port Townsend WA 98368) [Nov] {\$1/issue}
 DIP: Regular, Hardbop (both free)

Orphan Son (Bob Hartwig; 6612 W 113th; Westminster CO 80020) [Dec] {50 issue}
 OTHER: Axis and Allies

Perelandra (Pete Gaughan; 1521 S Novato #46; Novato CA 94947) [Jan] {\$10/10 issues}
 DIP: Regular (\$5); Gunboat (\$5); Youngstown XV (\$8); Root Z (\$5); Goofy (\$0); Lemming (\$0)
 OTHER: Snowball Fighting (\$0)

The Prince (Jim Meinel; 2801 Pelican; Anchorage AK 99515) [Nov] {\$5/10 issues}
 DIP: Waiting Lists Only

Rambling WAY (W Andrew York; POB 2307; Universal City TX 78148) [Nov] {\$1 each}
 DIP: Regular, Gunboat, African (all \$3), Fog of War, 1492, Youngstown IV (\$6 each)
 OTHER: Acquire (\$3), Empire Builder (\$6)

Ramblings by Moonlight (Eric Ozog; 9509 209th Avenue E; Bonney Lake WA 98390) [Dec] {\$1/issue}
 DIP: Regular (\$3)

Rebel (Melinda Holley; POB 2793; Huntington WV 25727) [Nov] {\$1 each}
 DIP: Regular, Gunboat (\$?)

S.O.B. (Chris Hassler; 11735 S Valley View #10; Whittier CA 90604) [Dec] {75each}
 OTHER: New World (\$5), Machiavelli (\$5), Gunslinger (\$5), Outpost (\$?), Time Agent (\$?), Mustangs (\$?), History of the World (\$?), Stellar Conquest (\$?)

The Tactful Assassin (Eric Young; 4784 Stepney, RR #2, C2; Armstrong BC V0E 1B0 CANADA) [Dec] {\$7.50/12 issues}
 DIP: Regular, Gunboat, Asian (all \$3/NMR fee)

Ter-ran (Steve Heinowski; 860 Colorado; Lorain OH 44052) [Dec] {free}
 DIP: Regular (\$5)

Unlimited Civ (Jared Scarborough; RR1 Box 160; Payson IL 62360) [Nov] {See Game Fee}
 OTHER: Civilization (\$30 new players/\$15 repeat players/\$0 won previous game), Excalibur (\$10)

Vertigo (Brad Wilson; Apt 1-Rear; 3306 N Southport; Chicago IL 60657) [Aug] {\$4.50/10 issues}
 DIP: Regular, Gunboat, Balkan Wars VI

War Fair (Steve Glasgow; 32009 Pendley; Willowick OH 44095) [Dec] {\$10/year}
 DIP: Turnabout (free)
 In SubZine: Regular Dip, Machiavelli

Zero Sum (Richard Weiss; 554 Liberty; San Francisco CA 94114) [Dec] {\$1/issue?}
 DIP: Regular, Perestroika, 7x7 Tournament (Known Players & Press), Flash of Illumination, Nuclear Yuppie Evil Empire 7x7