

DIPLOMACY WORLD



Artwork Compliments of Edi Birsan

Summer 2004 - Issue #90

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Table of Contents

Editorial by Tim Haffey	2
Ye Old Mail Bag	3
Diplomacy Convention XXXVII Report by Tim Haffey	10
Diplomacy World Demonstration Game 1901-1903 by Tim Haffey	15
Teaching Dip by Edi Birsan	23
Escalation Diplomacy - for less than 7 players by Edi Birsan	25
Press in Diplomacy by Tim Haffey	26
Face-to-Face Report	29

Editorial

by Tim Haffey

It has become apparent to me why there have been so many editors for Diplomacy World in the recent past and why so many have not really done a good job. First, it is a lonely job. There are a few old fellows who contribute but there does not seem to be any new ones. And, even the old ones are few and far between.

The point is that this zine, in both its postal and its website version, needs to have an active contribution from its readership. Just because thirteen other guys wrote an article about how Germany can win the game doesn't mean you can't write one. Come on guys and gals. I note we have a lot more women in the hobby now than when I started out. Now listen, if I can write an article, you can too. So, I want everyone to sit

down and write an article on some aspect of this great hobby of ours and send it to me. I'll print it, with your own personal byline.

Articles are good, but convention reports, game reviews, art work, cartoons, etc. Show me what you can do. It doesn't take that much effort. Work on it for a couple of months and then send it to me.

I fear, that if this current neglect continues, Diplomacy World will wither away, because I can not do it alone. Well enough crying for now. Hope to hear from someone soon.

Ye Olde Mail Bag

Letter from Fred C Davis Jr.

The Following is a letter from Fred C. Davis, Jr. which includes several ideas for *Diplomacy World*. I have decided to write this up as a special report by making notes to his comments within his letter. The Editor's comments will be prefaced with the words, Editor's Note: and will be italicized to separate my comments from Davis' comments. *((And the Associate Editor's Comments, Jim Burgess will be enclosed in double quotes like this))* In some instances I will be asking for comments from the readership on the comments as well. So, here we go.

Dear Jim and Tim:

My printed copy of DIPLOMACY WORLD #89 finally arrived here on Monday, June 21st. Called the "Spring 2004" issue, it actually arrived on the first day of Summer. I presume that most of the printed issues arrived about the same time. It's obvious that this issue was supposed to have arrived no later than April, since it devotes an inordinate amount of space to the 2004 DipCon, which was held in Portland, Oregon on April 23-25th. As a former publisher myself, I have no idea as to why the printed issue of D.W. took so long to arrive. the supposed deadline for material for the next issue is shown as "June 1, 2004." Perhaps in your next issue, you can show different dates for future issues, and maybe an apology for the lateness of #89.

Editor's Note: First let me apologize right now for the lateness of the "Spring Issue". The copy, which I admit was in the rough, left my computer, via email, on March 1, 2004, Stephen and Jim complained that it had not been proofread well enough. I thought that was what they wanted to do. Then there was a big to do about format. I sent the first issue out in Windows Works, wps, txt and html (for the website) and they, Stephen primarily, was not happy with that. He wanted PDF. I don't have a PDF creator. We finally agreed on rtf format which he can easily convert to pdf and everyone was happy.

In addition to the format issue and the proofreading issue, Stephen said he did

not have a lot of time to format the copy because he spent so much time on the train commuting to work. Something like two hours each way. Poor guy. I only have to commute from my bed to my computer in the next room. Truth be known, I do not know much about how the printed issue is handled. So, I don't know what happened with this side of the business. But, Fred, in all fairness to everyone involved, including me, Tim Haffey, we are all volunteers and do this in our spare time when we can find some. So, considering that the last issue, before the Spring 2004, issue was two years ago, I submit we did pretty well for starting up again. Much of the rough spots have been ironed out now and should not be a problem from now on. ((JB: Agreed, I am now doing the proofreading, though I also have a long commute, I'm not sure that issue with Stephen is all that relevant. David Partridge is still doing the postal mailouts, and he requires the PDF version that, as stated, we now all produce from the rtf. We're all happy to have Tim on board and working, and I like proofreading, so I think Fred's comments will not be necessary in the future)).

This letter will consist of two parts. The first part will be a discussion of *D.W.* as a whole. The second part will be comments and corrections on my article on the new board game, "Imperialism" starting on Pg. 18, which I sent to you last February.

Part I:

To start, it was a good idea to reprint the cover from the old Avalon Hill Diplomacy box for your cover, since virtually all readers will recognize this for what it is. Too bad this couldn't have been done by photocopy, as the electronic copy is not a very good one. Question? Isn't it strange that after all these years, no one has pointed out that the French and Turkish players are in the wrong place around the board? Perhaps the original was drawn this way so as not to have to shown a face for the Turk, but he belongs between Italy and Austria. And France belongs between England and Italy.

Editor's Note: Perhaps the countries were arranged this way to discourage obvious alliances by not having them sit side by side.

Personally. I never liked this cover. As I said somewhere over 10 years ago, if I had not known about Diplomacy, I would never have bought a copy based on this cover. To me, it looks stupid. Certainly not aimed at adult boardgamers. I much preferred the earlier covers, which gave some idea of what the game was about.

Editor's Note: I do not know anything about how the cover from the printed issue was made so I really can't say anything about it, except to say I like the cover.

I hope there will be no problem with copyright violations in printing this cover without any reference to Avalon Hill or Hasbro. I know that both companies have been most generous in allowing us to reproduce maps and rules from their respective editions of the game, so I presume there won't be any problems here. But, perhaps, some

comment could have been made inside for the benefit of novices that this was on the cover of one of the Avalon Hill editions of the game.

Next, I note that there is no mention of a forthcoming PlayersCon at the Hunt Valley Inn near Baltimore, Md. for this summer. As far as I know, there will be such a Con coming up at the end of July, although I haven't received any official notice of same yet. This is the event formerly called "AvalonCon," when A-H owned the copyright to Diplomacy and so many other board games, but was changed to "PlayersCon" about two years ago, after the games were sold to Hasbro. I understand that the effort to hold the Diplomacy Tournament and some other multi-player, multi-round games one week ahead of the main PlayersCon 1st year was not successful. Not too many people showed up for those games, so this year I've been told that all of the game tournaments will be held at the same time. If you want, I'll try to contact the PlayersCon people for more information, but I'm sure this Tournament will be over before the next issue of *D.W.* appears.

Editor's Note: I looked all over the internet and made a bunch of telephone calls/emails to find out about every DipCon I could. I never heard even a hint of anything called PlayersCon. If I had, I would have included it. So, Fred, if you can find something out about it, let me know. But, you are right, it will be too late to make this edition and the next edition will be too late for the convention. ((JB: Tim is not as aware of the national (and international) FTF hobby as I am, but let me assure both of you that it will be covered, and covered extensively, in the future. Contingent on space and the final distribution schedule we may well be able to get that announcement to you in this issue, let's see how it looks when I get the final proofing done. BUT, both of you could help each other if we got our terms and Convention definitions straight. First off, the Hunt Valley Inn convention (known colloquially as "DonCon" after its organizer Don Greenwood) is not PlayersCon, but the World Boardgaming Championships. And the Diplomacy Convention, now organized by the PitKissers, is the Tempest in a Teapot. Moreover, it is not the end of July, but the first full weekend in August. Everyone have that all straight now? The FTF hobby is taking off, with conventions happening ALL the time, in ALL parts of the country, at ALL times of the year.)).

Here are a couple of suggestions for future issues of *D.W.* You may want to contact Phil Reynolds to see if he is planning to issue another copy of the ZINE REGISTER soon. I know he was ill for awhile, but he recently sent out messages to the effect that his own Zine, ISHKIBIBBLE, would be resuming shortly. So, he may be planning to issue ZINE REGISTER as well. His address: 2896 Oak St., Sarasota, FL., 34237-7344.

Editor's Note: I will send a letter to Phil and see what he is doing these days. ((JB: Phil is NOT doing this, but stay tuned, as ZR rebirth is imminent.))

You may also want to see if anyone wants to prepare a new Hobby Census. The ones

on file are very old. Any new Census should include both postal and electronic players. I know that somebody was going to prepare a new Census a couple of years ago, but efforts ended due to lack of enthusiasm from the hobby. A call for such an effort in the pages of *D.W.* might help.

Editor's Note: Well, guys? Is anyone interested in doing a census of the Diplomacy Hobby? Fred, if you will send me a copy of one of the old census forms, I will update it and see if we can get some response ourselves. Can you send me one? Can anyone send me one. Email to diplomacyworld@aol.com or mail to Tim Haffey, 810 53rd Ave., Oakland, CA. 94601. ((JB: I would recommend talking to Tom Howell as well (Boardman and Miller Custodian) since I think he's very close to an announcement about a Census as well, for both games and people. I know I can be busy and slow to respond sometimes, but I usually hear about all that is going on, so ask me...))

Also, you did not show my request that my backup of the former North American Variant Bank was still in existence. While the original NAVB and the UKVB were merged two years ago under the aegis of Stephen Agar, I wrote to Jim Burgess to advise that I still maintained a file of about 200 Dip variants, including all of my own designs, and that a catalog of what I have on file was available. I felt that some people would not want to write to England for copies of variants, so they could obtain them from me. Or, at least, look at my Catalog to see what I have in stock. Copies of this Catalog are available for \$1.00. Please put an entry to that effect into the next issue of *DW.*

Editor's Note: Consider it done. ((JB: Sorry about that, I did get Fred's note, but I know I'm not as quick as I should be about these sorts of responses. Recall that is why we believe that Tim Haffey will be a more effective editor.))

I'd also like to know whether copies of *DW* #89 have been sent to Hasbro and Eagle Games. As the author of the review on Eagle Games' "Imperialism" game, I felt that they should receive a copy of my Review, but I did not send them one. If you have not done so, I'll make a photocopy of my article and send it to them.

*Editor's Note: Personally, I do not know if a copy of *DW* was sent to Eagle Games or Hasbro. You would have to check with David. Check the credits for his email address. ((JB: I would suggest that Fred still might want to send a photocopy of the review to Eagle Games himself, so that they know he wrote it and have his contact information. Hasbro is difficult to communicate with about Diplomacy these days. It is regrettable, but true since their effort with the Microprose deal failed.))*

Re: Subs to *D.W.* I know that a previous Editor of *D.W.* said that I'd receive a lifetime sub to the sine with no further charges. However, I would like to assist in the financial success of *D.W.*, so I'll include a check for \$12.00 with this letter, in the copy going to Jim Burgess. If you want to classify this as a "sub," you may forward it to David Partridge. I hope that copies of *D.W.* were sent to some of the former subbers to *D.W.*,

and I hope this results in a lot of readers renewing their subs. Perhaps you can comment on this subject in a future issue.

Editor's Note: How about that Jim and David? Do you think that is a do-able thing and is it a good idea? Let us know. ((JB: Thank you for your sub/donation, we will consult on this and I will continue to publicize D.W. in my szine TAP.)) Editor's Note concluded

Part II: "Imperialism" game, starting with Pg. 18:

Typographical errors first. Perhaps you can correct some master copies, and I've corrected my own personal copies for the files.

Page 19, line 4: "Imperialism" misspelled. 7th para, line 2: "ought" misspelled.

Page 20, 2nd para., line 7: Add "s" to player, drop comma.

Page 21, 7th para, last line: "they" misspelled.

Page 22, Addenda: Ireland not shown in Europe column; "9" missing from Islam column.

Page 23: "Board I" is not underscored. Add "South Indian Ocean" & "Roaring 40's" to Board IL

Page 24: "Timor Sea" and "Corel Sea" misspelled. Part of Cape of Good Hope" should also be up there, below East Indian Ocean. Additional correction to Page 24: Delete "South Indian Ocean" & "Roaring 40's" from Board III list of sea spaces. Move "(Part of Cape of Good Hope sea space touches S. Indian Ocean" up to below East Indian Ocean parenthetical line.)

I also note that you did not include the comments on how to use the Stock Market Tables to determine dice throws. This was sent to you after the main article, when I came across it by accident when looking for something else. You may want to add this to the next issue, if anyone is interested in this game. Perhaps it never got associated with the main article.

Editor's Note: I did not see the comments on the Stock Market thing. Send it to me again, directly, and I will do a separate article on it, maybe. ((JB: I'm sorry about the missing Stock Market Table, which might well have been my oversight, and to the extent that we didn't proofread the review closely enough. This issue should be much better on the proofreading front, and if any errors remain, they are entirely my fault as I was the last pair of eyes on it. Since the Postal issues already have gone in the mail, I think we will meet our obligations by publishing this errata note, rather than trying to go back and correct the original. Apologies again for the errors from me and Tim as a lesson for the future. Let me say in general about the Stock Market, the Wall Street Journal, and other similar randomization ideas, that they can work well, but one must be careful to be absolutely precise about what table or number one is looking at and how the methodology to produce the appropriate die roll will be used. The general idea with all of these methods is that you take a number, published on a

particular day, and use the decimal numbers, e.g. a number is 2375.42, you take the 42 as a good percentile die roll; and then adjust to whatever actual range of random numbers you want. This allows people to know right away, as of the scheduled date, what the die roll was. And then sometimes they can figure out the implication themselves.))

Further comments on the possibility of having a Conference map, and on the naming of Sea spaces:

Do you think anyone might want to draw up a Conference map for this game, as I suggested at the end of this article. If anyone volunteers to do so, please give me his name & address, and, ask him to send me a copy. If no one offers to do so, I'd try to make up a copy, but I'm not a good artist.

Editor's Note: Aw, go ahead Fred, you can do as well as any of us. And send me a copy.

If a copy of this is to be sent to Eagle Games, we may want to ask them whether anyone on their staff has drawn such a Conference map. No need to re-invent the wheel if someone else has already done so. If they have not done so, and we do prepare such a map, we ought to send a copy to Eagle Games.

I wonder how they will react to the proposed names for the sea spaces. If you receive any correspondence from them on this matter, please send me a copy. I note my address is not shown in the "Imperialism" article.

Editor's Note: You did not say you wanted it shown and I did not take the liberty to do so. However, please note, it is shown in this letter. ((JB: This is another reason why I think it would be best if Fred sent the review to Eagle Games himself, with all the errata corrected, and a note that it was published in DW #89 with errata corrections in DW #90. At the same time, he can consult with them on a Conference Map. I'm not sure how they would feel about it on copyright or other grounds. I will certainly pass any correspondence or information I see from the Internet or in a letter on to Fred and to you Tim, straightaway. I thank you again Fred for your efforts.)) Editor's Note concluded

It was nice to hear from Mark Berch again after all these years. I must drop him a line.

Sorry for the length of this letter. I wish all of you the best of luck in the resumption of D.W.

Longevity in Diplomacy

Subject: Longest time until a home center falls?

Date: 5/19/04 1:15:32 PM Pacific Daylight

From: mark_staloff

I'm playing an online game where no one lost a home center until Fall 1905. That seems extraordinarily long to me--and it's been an extraordinarily frustrating, if educational, game--but I would like to match up my own experience against everyone else's experience. How far to one end of the bell curve would Fall 1905 fall?

Subject: Longest time until a home center falls?
Date: 5/19/04 1:21:19 PM Pacific Daylight Time
From: [shelden](#)

Hmm. I know I was in an FtF game with 7 players left in 1912, but I don't know if everyone had all their home centers...

Subject: Longest time until a home center falls?
Date: 5/19/04 1:34:26 PM Pacific Daylight Time
From: [melissa_nicholson](#)

Don't know about home supply centers but I did see a f2f game at a tournament once where Serbia didn't fall to ANYONE until 1908. Surely that's got to be some sort of record. I think there was some sort of eastern triple that maintained Serbia as a DMZ right from 1901.

Subject: Longest time until a home center falls?
Date: 5/19/04 1:45:56 PM Pacific Daylight Time
From: [buffalo](#)

In tournament games I have seen Tunis and Belgium not fall til 05', Sweden and Greece til 07'

Subject: Longest time until a home center falls?
Date: 5/20/04 6:58:50 AM Pacific Daylight Time
From: [dmaletsky](#)

It seems unusual, I think, on account of how much early, strong alliance play we usually experience in games. My personal belief (predilection?) is that the situation you describe is (at least potentially) reflective of excellent play by all players involved.

Diplomacy Convention (DIPCON) XXXVII Report

For those of you who do not know, although I don't know what readers of *Diplomacy World* would not know, the DIPCON XXXVII was held on April 23-25 in Portland, Oregon at the Double Tree Hotel in Lloyd Center. The Tournament was put on by the Piggy Back Society for Northwest Diplomacy. The Tournament was very well organized and managed. My compliments to Matt Shields, Kevin Kacmarynski, and their Piggy Back Crew, they did a magnificent job.

I don't fly if I can help it, so I took the train to Portland from Oakland, California. We left an hour late and arrived two hours late. But, Matt was there to pick me up and delivered me right to the lobby desk of the Double Tree Hotel. They even had my reservation on file. Will wonders never cease?

I arrived on Thursday, April 22 just to make sure I arrived in time. Buz Eddy held a poker game that started around 8 o'clock in the evening so I joined in that and had a good time. Lost eight bucks but I enjoyed myself anyway. Andy Bartalone, Mike Noble and some others who came and went including several Canadians, played in the game. All good Poker players. We played Texas Hold 'em and the game came to an end at around midnight as I remember.

The next day I was up bright but, not so early. I got up about 9:00 AM. Showered and shaved and everything and went down and had breakfast in the hotel restaurant. Just had eggs, potatoes and toast with a glass of milk. \$10.00 with tip. Well, everything was cooked just right. That's worth it right there.

I had forgotten my tape recorder which I use to take notes since I can not see well enough to take written notes. So, I had to buy a new one. I got a cab that was sitting by the hotel and asked him if he knew where a Radio Shack was in the area. He said he did and he took me there. He was an extremely nice guy named Hans. I told him my problem and he took me to the nearest Radio Shack, went into the store with me and explained what I needed to the clerk and they put batteries in it and a tape and got it all set for me to use. I paid about \$40.00 for it including the tape and batteries. Then, Hans took me back to the hotel. Talk about a great guy. They should have such cab drivers in Oakland. I gave him a \$5.00 tip.

The Tournament started at 5:30 PM. I believe a total of 52 people actually showed up. Tables and countries were assigned. I was on table seven and played Austria. Yeah, won't you know? Well, I talked to Italy, played by Andy (Buffalo) Bartalone, and convinced him that an Austrian/Italian alliance was necessary because it appeared that the Turk and the Russia were allied. But, he stabbed me in Fall 01. So, I spent the rest of the game helping Turkey take out Italy while Russia ate me up from the rear. But, Italy and Austria both were eliminated on the same turn. Andy admitted he made a mistake. Justice served again.

Before we started the second round of games, Piggyback Society had a meeting to

determine where the next DipCon would be held. There were two proposals. Someone from PrezCon, (I did not get his name) made a presentation to have DipCon XXXVIII at PrezCon in Virginia. Larry Peery made a presentation to hold the DipCon on a Carnival Sea Cruise out of Galveston, Texas. The Sea Cruise won. Hey, I voted for Prezcon.

The second round I played England and thought I might have a good chance of getting somewhere. However, I allied, tried to ally I should say, with Germany who promptly stabbed me. What is this with everyone stabbing me straight away? I spent the rest of the time trying to ally with France but he just kept ignoring anything I said and kept on attacking me, so I did my best to keep Germany from growing. Eventually, Austria and Turkey gained a lead in the east and France, Germany and England forced a five way draw. There were several four or five way draws because of the scoring system. The system was supposed to encourage you to win, but, in fact, encouraged people to get the high center count up around 8 or 9 and then negotiate a draw.

In game three later on Saturday, I was Russia. I attempted to ally with Turkey, (Missie Bird) but she stabbed. And, then when I tried to ally with Italy (JT Fest) he stabbed me too. Italy got the lead in units and immediately asked for a draw. I refused to vote for the draw so he and Missie eliminated me. And then they took their draw.

On Sunday, they had the top board. The other players could play another game while the top board was playing, if they wanted a chance to improve their scores. I did not play. I wanted to observe the top game. The top board had the following lineup.

Austria - Edi Birsan
England - Doug Moore
France - Chris Martin
Germany - JT Fest
Italy - Adam Silverman
Russia - Nick Benedict
Turkey - Ken LeMere

Before the spring 01 moves were announced, I had a little interview with Larry Peery from San Diego.

LP: I have known Edi for some 40 years. I have played with Ken LeMere, he is good.

TH: Silverman is good too.

LP: Yeah, they are all good.

TH: Or, they wouldn't be on the top board.

LP: Well, sometimes you can sneak on there.

LP: Let's see, three locals, four outsiders, two Californians. So, I don't think it's a slam dunk for anybody. It depends on how seriously Edi plays.

TH: I don't know if Austria is a serious country or what...probably not.

LP: I'll go out on a limb and say I think Turkey is going to win.

TH: Well, I'll tell you what, that JT Fest guy is an intense player.

LP: Oh yes, yes.

TH: You know what he did in the game last night.

(Note: JT Fest played Italy in a game where I was Russia and Peery was Austria and Fest ran both of us out of the game. Well, he ran me out and reduced Peery's Austria to one center)

LP: Yeah, yeah. He wanted to be on this one.

TH: Yeah, well he made it. I don't know about Germany, we will see what happens here. Thank you.

Well, in Spring 1901 it looks like England and France bounced over the English Channel and Turkey and Russia bounced over the Black Sea. Galicia is open, neither Russia nor Austria moved there. Austria's moves are pretty normal, Italy's moves pretty normal. Nothing really outstanding. France did support itself into Bur which is always an interesting move to see. Russia does seem to be concentrating on the Southern front. We will just have to wait and see what happens.

Well. I thought I had recorded the moves for Fall 01 and up to the Fall of 1903 but they were not on my recorder. Interestingly enough it picks up with another review by Larry Peery and myself. I believe this was after the Fall 1903 moves were completed. This is that review.

TH: Well, Larry Peery, what is going on here?

LP: Well, I don't know.

TR: Obviously there is no alliance between Russia and Turkey.

LP: Yeah, that kind of went up in smoke didn't it?

TH: Yeah, well, they haven't given Austria the boot yet but I expect they will.

LP: Well, he still has one. As long as he has one, he can be a pain to someone, and he will be.

TH: Oh yeah, yeah.

LP: Russia is up to seven, he's doing good.

TH: He's got someone in Sev, unless he can kick him out of there.

LP: Well, he has three armies and a fleet.

At this point JT Fest who was playing Germany walked up to the table and I asked him

TH: So, how is Germany doing over there?

JT: Well, you know, it's not bad. I've got to deal with France and ...

TH: It looks like he is going to be a player.

TH to LP: Well, it looks like he (Germany) is going to be a player. France too, for that matter. England...

LP: Well, England has a problem now, he's got a Fleet in the North and a Fleet in Belgium surrounded by all the Germans, probably not going to be long for the world.

TH: Yeah, and I can tell you for one thing, Germany is not going to let him stay there.

LP: Yeah.

LP: For the first two years they moved, you know, they came out. Yeah, especially in the Balkans there.

LP: I haven't seen anything that I consider a really bad mistake.

TH: Nope. Except, drawing Austria, that may have been a mistake.

LP: Well, they don't draw them, I don't know how they...
TH: Random, it's random. A random assignment. But still, this thing of two or three ganging up on ...
LP: Well, yeah, but they are fighting back.
TH: It does happen a lot with Austria though. I have played Austria and got ganged up on by three, all three of them.
LP: Well, it may have happened to me too. So...
TH: Yeah.
LP: It's an easy way to go.
TH: I would rather go out quick like that instead of just fooling around with one or two players, you know what I mean.
Unknown player: (Not really unknown, but I forgot who it was): For my money, the most fun I ever had was fooling around with one or two units. You can affect the draw and maybe get up to three.
TH: Yeah, you can irate somebody. And, you can get a lot of offers for support here and there.

I had to leave at this time so I did not get the rest of the game but I got the results.

The winner of the TOP Board and DipCon XXXVII Champion – **Ken LeMere**. Now, what was that prediction of Larry Peery's at the very beginning of the game?

LP: I'll go out on a limb and say I think Turkey is going to win.
Yep, that is what he said before the first move was even made. Very good predictions, Larry.

DipCon XXXVII Team Champions – Team “She Ain't Gonna Understand This Scoring System” - Nathan Barnes - - JT Fest - - Jake Mannix. Teams? There were teams, I didn't even know that.

Best Stab – Missie Bird - Editor's Note: I can believe that.

Best Austria – Nick Benedict
Best England – Adam Silverman
Best France – Jon Saul
Best Germany – Riaz Virani
Best Italy – Don Williams
Best Russia – Doug Moore
Best Turkey – Missie Bird

Ladies of Diplomacy

Missie Bird (9th with 117.9)
Lisa Foster (25th with 100.9)
Becca Newman (26th with 100.7)
Laurel Eddy (39th with 85.3)
Mary Kuhner (44th with 82.7)

DipCon XXXVII FINAL RESULTS

	Player	Score
1	Ken LeMere	142.2
2	JT Fest	141.3
3	Doug Moore	139.8
4	Andrew Neumann	133.4
5	Adam Silverman	132.4
6	Jon Saul	119.4
7	Andy Marshall	118.8
8	Tom Kobrin	118.4
9	Missie Bird	117.9
10	Jake Mannix	117.8
11	Don Williams	116.1
12	Chris Martin	114.0
13	Edi Birsan	113.5
14	Doug Scott	112.3
15	Nick Benedict	112.2
16	Ben Cheng	111.3
17	Tom Hilton	107.31
18	Edward Hawthorne	107.28
19	Eric Mead	106.5
20	Steve Cooley	105.7
21	Brad Rosman	104.6
22	Nathan Barnes	104.58
23	Brian Sheldon	103.9
24	David Maletsky	102.6
25	Lisa Foster	100.9
26	Becca Newman	100.7
27	Riaz Virani	97.4
28	Jeff Dwornicki	97.1
29	Brad Basden	96.9
30	John Alley	91.5
31	Michael O'Neill	91.1
32	Mark Zoffel	90.6
33	Andy Bartalone	90.3
34	Alan Jenn	90.2
35	Charles Seaton	88.7
36	Stephen Weingarten	87.9
37	Doug Massey	85.71
38	Eric Goodman	85.69
39	Laurel Eddy	85.3
40	Clint Hall	85.0
41	Eric Ozog	83.4

42	Len Tennant	83.37
43	Tim Haffey	82.9
44	Mary Kuhner	82.7
45	Nate Sandall	82.3
46	Tom Howell	81.6
47	Bruce Knight	81.2
48	Michael Hopcroft	81.0
49	Larry Peery	79.6
51	Mike Noble	77.0
50	Buz Eddy	76.7
52	Dennis Murray	74.8
53	Rick Desper	73.5

Diplomacy World Demonstration Game - Unicorn 2004

Players

England - Edward Hawthorne, edward_hawthorne of yahoo.com

France - Steve Cooley, tmssteve of sbcglobal.net

Germany - David Cohen, zendip18 of optonline.net

Austria - Tim Goodwin, tim of 9oakhill.com

Italy - Jim Bob Burgess, burgess of theworld.com

Russia - Roger Yonkoski, rky_diplomacy of att.net

Turkey - Marc Ellinger, ellingermc of aol.com

Spring 1901

England - F Edi-Nwg, F Lon-Nth, A Lpl-Edi

France - F Bre-Mid, A Par-Bur, A Mar S A Par-Bur

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

Italy - A Ven-Tyr, F Nap-Ion, A Rom-Apu

Austria - F Tri-Alb, A Bud-Ser, A Vie-Bud

Russia - F StP(sc)-Bot, F Sev-Blk, A Mos-Sev, A War-Ukr

Turkey - A Con-Bul, F Ank-Blk, A Smy-Con

Comments for Spring 1901

ENGLAND: England makes the classic Chuchhill opening which is usually considered to be anti Russia. We can expect to see the army go to Nwy while the F Nth is used in or around Belgium. Or, the F Nwg goes to Nwy while the army is used as a convoyed threat to Belgium or even Denmark or Holland. Lots of things England can do, most of which are not friendly to Germany.

FRANCE: France's support of his unit into Bur shows a very strong distrust of Germany that did not appear to be justified. But it does place France in a strong position to influence the outcome of Belgium. We can expect F Mid to go to Por while A Mar takes Spa. What A Bur does will depend on the negotiations that take place. It can attack Mun or Ruh or Bel or support someone else into Bel. But Germany usually considers this move hostile.

GERMANY: Germany moved to Den in the opening move which is a very unfriendly move toward Russia. So, we have England making an offensive move toward Russia while Germany makes a possibly offensive move regarding Russia. Germany also shows no hostile intent toward France in his opening move but did create a weak position in regards to Belgium which is undermined even more by France's supported move into Bur. Some negotiations are going to have to take place here. Stay tuned, anything could happen here.

ITALY: Italy makes a move into Tyr which is usually considered hostile to Austria but it also causes concern to Germany. Here is an idea, France move A Bur-Mun, Italy supports it with A Tyr and England attacks Holland. Germany could end up even with no builds and in a poor position. Will it happen, not likely. France will be far more interested in Belgium as will England and Italy, well, he will probably attack Tri or Vie. We will see. Jim is playing Italy so I can only see him moving into Tunis, probably with the A Apu. His Army Tyr will go to Vie or Tri.

AUSTRIA: Austria makes a pretty normal opening. His F Alb will go to Greece supported by Serbia. Question is what does he do with A Bud. Does he move to Vie or Tri. It is a guessing game for him, but I would move to Vie and have Ser move to Tri and F Alb move to Tri to bounce. He would lose Greece, give it up actually, but that is better than losing a home center, in my humble opinion.

RUSSIA: Russia bounced with Turkey over the Black Sea but his Army being in Ukr puts him in pretty good position to take Rum. Then he can build in Sev. F Bot may be bounced by Germany or mot. Depends on how the negotiations turn out. But, with France in Bur, Germany may believe one enemy is enough to start. Looks good for Russia so far. By the way, the bounce over the Black Sea could be staged to make people think they are attacking each other when in, fact, they may be allied. Could be. I don't see an army in Arm.

Fall 1901

England - F Nrg-Nwy, F Nth C A Edi-Bel, A Edi-Bel
France - F Mid-Por, A Mar-Spa, A Bur S A Edi-Bel
Germany - F Den H, A Kie-Hol, A Ruh-Mun
Italy: A Tyr - Vie, F Ion C A Apu - Tun, A Apu - Tun
Austria: F Alb - Gre, A Ser S F Alb - Gre, A Bud S A Ukr - Rum
Russia: F Bot - Swe, F Sev - Bla, A Ukr - Rum, A Mos - Sev
Turkey - A Bul-Gre, A Con-Bul, F Ank-Con

Comments on Fall 1901

ENGLAND: Well, for reasons best known to the French player, England was supported into Bel by France. This distracts England from an attack on StP, if that was his original intent and now he may never get the chance again. Taking Belgium by England, in my experience, seldom turns out to be very useful for England except to provide him another fleet perhaps. But he does get two builds which keeps him even with France and Germany. France could have kept England out of Belgium with a bounce which would have been a better move in my opinion, but perhaps France is looking for an ally against Germany who he appears to be leery about.

FRANCE: France took Por and Spa as expected but his support of the English army into Belgium was a surprise to me and probably a big shock to Germany. As I said above, France probably did this to gain good will with England and to build him up as a potential ally.

GERMANY: Germany did what was probably the best thing he could do, protect Mun, especially with TWO potential attacks on it, and did not bounce Russia in Sweden which would only have created another enemy for him to deal with. Germany's problem is Russia good luck. But, Germany did get two builds and will, at least, be even with England and France individually.

ITALY: No, Italy did not attack Germany, he attacked Austria instead by taking Vie. Austria must have had his head turned by Italy, or someone, using his A Bud to support Russia into Rum when he didn't even need it. I understand he may have seen Russia has a bigger threat and was trying to butter him up as an ally against Turkey, but to leave his centers open like he did was, in my opinion, a bit foolish. I would have, at least, move to Vie or Tri and hope I picked the right one. Now, Austria is limited to one build and the wolves may be at his door. Italy will get two builds which usually spells trouble for someone.

AUSTRIA: Well, like I said, Austria lost a build and a home center at that. This can really cause a person to lose heart, believe me, I know. I have been there many times. But, it is also a chance to open negotiations and offer to support someone or even to puppet now that he has been "reduced". The results of his negotiations with Italy will show in his build. If he builds a Fleet in Tri, expect poor relations with Italy, if he builds an Army, perhaps not so bad. Hard to say though. But, then, there is Russia and Turkey to worry about also. Oh, I am getting a headache.

RUSSIA: Russia looks to be in about as good a shape as he could expect to be. He gets two builds. He is in Sweden and Rum. His Fleet is in the Black Sea. He is positioned to take on Turkey full scale and hold in the North for a while. England can still move on StP but Russia can force him to support Norway which will slow that movement down. Turkey will have a hard time defending against Russia, especially if Austria is supporting Russia or at least not helping Turkey.

TURKEY: Turkey looks to me like he is the target of Russia and does not really have an ally to help him out. Austria will be busy with Italy and is not likely to be willing to let Turkey grow at his expense. Turkey needs someone to help him and I don't see anyone volunteering. Well, maybe he will talk his way out of this. After all, Austria might be a more attractive target for Russia. And, having an Italian army in Vie cannot be all that thrilling for Russia.

Winter 1901 Builds

England: F Lon, F Edi
France - F Mar, A Par
Germany - A Kie, A Ber
Italy - F Nap, A Ven
Austria - A Tri
Russia - A War, A StP
Turkey - No Build Received.

Ouch, Turkey failed to get his build in. That could be costly for him, especially with a hostile Russian on his doorstep. What can Turkey do, negotiate, plead, beg, etc.

Positions at the beginning of Spring 1902 with Builds

England - F Edi, F Lon, F Nth, F Nwy, A Bel
France - F Por, F Mar, A Par, A Bur, a Spa
Germany - F Den, A Mun, A Ber, A Hol, A Kie
Italy - F Ion, F Nap, A Tun, A Vie, A Ven
Austria - A Bud, A Tri, A Ser, F Gre
Russia - A Sev, F Blk, A War, A StP, F Swe, A Rum
Turkey - A Bul, A Con, F Ank

Spring 1902

England - F Edi-Nwg, F Lon-Nth, F Nth-Ska, F Nwy s Nth-Ska (cut, unit dislodged, must retreat to Bar or otb), A Bel s Bur-Ruhr - Note: F Nwy retreated to Bar
France - F Por-MAO, F Mar-Spa (sc), A Par-Bur, A Bur-Ruh, A Spa-Gas
Germany- F Den-Nth, A Mun-Ruh, A Ber-Mun, A Hol-S A Mun-Ruh, A Kie S A Hol
Italy- F Ion-Aeg, F Nap-Ion, A Tun H, A Vie-Tyo, A Ven S A Vie-Tyo
Austria- A Bud-Vie, A Tri-Alb, A Ser-Alb, F Gre-Aeg
Russia - A Sev-Arm, F Blk S A Sev-Arm, A War-Mos, A StP-Nwy, F Swe S A StP-Nwy, A Rum S A Ser-Bul (nso)
Turkey - A Bul S AH A Serbia (otm), A Constantinople S A Bulgaria, F Ankara to Armenia

Positions after retreats

England - F Nrg, F Lon, F Ska, A Bel, F Bar
France - F MAt, F Spa(sc), A Par, A Bur, A Gas
Germany - F Den , A Mun, A Ber, A Hol, A Kie
Italy - F Aeg, F Ion, A Tun, A Tyr, A Ven
Austria - A Ser, A Tri, F Gre, A Vie
Russia - A Arm, F Bla, A Mos, A Nwy, F Swe, A Rum
Turkey: A Bul, A Con, F Ank

Comments on Spring 1902

England: England could be in trouble here. The North Sea is vacant and he has been forced out of Norway. He does have three fleets on Norway, but Russia has the unit in Norway with two supports. Germany would have to help England to reclaim Norway and they just bounced over the North Sea. And, with England's support of France into Ruh, Germany may not be too inclined to provide such support.

France: France has clearly embarked on an anti-German campaign with English help, or so it seems. France appears to be in a good situation as Italy is ignoring him and England is supporting him. This is not good news for Germany.

Germany: Germany bounced England out of the North Sea. And, England supported France into Ruh, although France did not get into Ruh, this seems to support my opinion that there is a F/E alliance against Germany and Germany knows it and trying to fight back. Will Germany attack Sweden to help England get back into Norway? Not likely in my opinion.

Italy: Italy moves A Vie-Tyr? And loses Vie just like that. This strikes me as kind of strange. Italy is not likely to get Vie back and he will lose a center. Perhaps this means an A/I alliance is forming up or something. Don't really know at this point but this will be something to watch.

Austria: Well, Italy and Austria may have come to terms over Vie or it may have just been a miscalculation on Italy's part. But, if there is a friendship between Austria and Italy, it seems Austria does not know it. It bounce over Alb is clearly done to keep Italy out of Alb and then he bounced Italy directly in the Aeg. This does not show much trust of Italy. The next turn may shine some light on what is going on here.

Russia: No mystery here, Russia is making a full press attack on Turkey, even supporting Austria, which is not accepted. He also got lucky in the North. Can he hold Norway? Remains to be seen, but I think he can. Turkey is certainly in for a bad time from here on. Russia has taken full advantage of Turkey's failure to build last year.

Turkey: Not much seems to be going right for Turkey. I suspect, that unless someone comes to Turkey's aid, Turkey will be reduced quickly and may be the first one out of the game.

Fall 1902

England: F Ska - Nwy, F Nrg S F Ska - Nwy, F Bar S F Ska - Nwy, F Lon - Nth, A Bel S Bur - Ruh (cut/nso)

France: A Bur - Mun, A Par - Pic, A Gas - Bur, F MAt - Por, F Spa - Por

Germany: F Den - Nth, A Kie - Den, A Mun - Ruh, A Hol - Bel, A Ber - Mun

Italy: A Tyr - Tri, A Ven S Tyr - Tri, F Nap - Apu, F Ion C Tun - Gre, A Tun-Gre

Austria: A Vie S Tri H, A Tri S Ser H (cut), A Ser S Rum - Bul, F Gre S Rum - Bul (cut)

Russia: F Swe - Ska, A Nwy - StP, (d/r - Swe, Fin, otb) [Note“ retreats to Sweden], A Mos - StP, A Rum - Bul, F Bla S Rum - Bul, A Arm - Smy

Turkey: F Ank-Arm, A Con S Bul H, A Bul S Tun - Gre (d/d) [No available retreat disbanded]

Comments on Fall 1902

England: All I can say is England got very lucky. He got Norway back from Russia and is even up with France and Germany and now may have a fair hammer on StP. But, of course, Russia has two builds. So, maybe not.

France: Bouncing over Por? What is that all about? Well, maybe it seemed like a good idea at the time. France is still in a good situation even though he doesn't seem to be going anywhere.

Germany: Germany seems to be holding his own, but, like France and England, he doesn't seem to be going anywhere either. But, in his case he is happy to just hang on.

Italy: Just as I feared. Italy did not get Vie back or make up for it with Tri. He will have to disband a unit. He cannot be happy with that.

Austria: Austria, on the other hand, must be very pleased with himself for getting Vie back and hanging on to it with losing anything else. Very well done.

Russia: As expected, Russia attacked Turkey all out and took two centers. Even though he does not get Norway, which he should have had, he still grows fast.

Turkey: Turkey put up a brave front, but he is done for, I would say. Russia saw a weakness and ate him alive. Even had a little help from Austria along the way. Well, someone has to go out first. Might as well be Turkey.

Positions after retreats

England: F Nwy, F Nrg, F Bar, F Lon, A Bel

France: A Bur, A Pic, A Gas, F MAt, F Spa

Germany: F Den, A Kie, A Ruh, A Hol, A Ber

Italy: A Tyr, A Ven, F Apu, F Ion, A Tun

Austria: A Vie, A Tri, A Ser, F Gre

Russia: F Ska, A Swe, A Mos, A Bul, F Bla, A Smy
 Turkey: F Arm, A Con

Centers

England - Lon, Edi, Lpl, Nwy, Bel (5) Even
 France - Par, Bre, Mar, Spa, Por (5) Even
 Germany - Mun, Kie, Ber, Hol, Den (5) Even
 Italy - Ven, Rom, Nap, -Vie-, Tun (4) Disband 1
 Austria - Bud, Tri, +Vie+, Ser, Gre (5) Build 1
 Russia - StP, Mos, War, Sev, Rum, Swe, +Bul+, +Smy+(8) Build 2
 Turkey - Ank, -Smy-, Con, -Bul- (2) Even

Supply Center Chart

	1900	1901	1902
Austria	3	4	5
England	3	5	5
France	3	5	5
Germany	3	5	5
Italy	3	5	4
Russia	4	6	8
Turkey	3	4	2

Winter 1902 builds and removals.

Italy - Removed A Tun
Austria - Built A Bud
Russia - Built F StP(nc) and A Sev
 Turkey - two units were disbanded in play.

Spring 1903

England - F Nwy-Nth, F Lon s Nwy-Nth, F Nwg-Nwy, F Bar s Nwg-Nwy. A Bel s Bur-Ruhr
 France - F MAO-Eng, F Spa(sc)-MAO, A Pic S A Bel, A Bur-Ruh, A Gas-Bur
 Germany - F Den-North Sea, A Kie-Den, A Ber-Mun. A Ruh-Supports A Ber-Mun (cut),
 A Hol-Supports A Ruh
 Italy - F Apu-Adr, F Ion-Gre, A Ven S A Tyo, A Tyo H
 Austria - A Vie S A Tri, A Tri H, A Ser-Bul, F Gre-Ion, A Bud-Ser
 Russia - A Smy S A Bul-Con, A Bul-Con, F Blk-Rum, F Ska S F Den-Nth, A Mos S F StP,
A Swe-Nwy, F StP S A Swe-Nwy, A Sev-Rum
 Turkey - F Arm-Ank, A Con-Smy (d/d)

Turkish A Con disbanded for lack of a retreat.

Positions:

England - F Nwy, F Lon, F Nwg, F Bar, A Bel
France - F Eng, F MAO, A Pic, A Bur, A Gas
Germany - F Den, A Kie, A Mun, A Ruh, A Hol
Italy - F Adr, F Ion, A Ven, A Tyo
Austria - A Vie, A Tri, A Bul, F Gre, A Ser
Russia - A Smy, A Con, F Blk, F Ska, A Mos, A Swe, F StP(nc), A Sev
Turkey - F Ank

Comments on Spring 1903

England: The battle over the North Sea continues.

France: Here the battle of the Ruhr continues, but perhaps the more significant action is the movement of a French Fleet into the English Channel. This fleet can assist England in taking the North Sea, or attack Lon. It will be interesting to see what happens.

Germany: Still has a Fleet over the North Sea keeping it open and occupies the Ruhr. How long can he keep it up? Much like Turkey, Germany seems unable to get an ally.

Italy: Italy's movement into the Adr can only mean an attack on Tri.

Austria: Austria's movement into Bul looks like it was part of a R/A plan to finish off Turkey. But then what? Austria and Russia seem to be very friendly but, logically, it should be I/R that get together here. Time will tell.

Russia: Russia moves in and takes Con and will finish off Turkey next turn without a doubt. But then what? Turning on Austria seems the logical thing but they have been very friendly so far.

Turkey: Not much to say here. Except, bye. Russia will take out Turkey in the fall I think.

Associate Editor Jim-Bob Burgess' Note:

Since I'm playing in this game, I'm not going to comment on the details, but a few hints for those watching the game may assist. This is part of the continuing series of Demo Games that Rick Desper and I have been organizing for many years now. The goal is to bring together players from many different Diplomacy communities and have them interact with each other, and also to save the correspondence between the players for posterity and for all of you to learn from. If you want to see this correspondence as the game is going on, you may join the Yahoo Group unicorn dip at yahoogroups.com. Rick Desper is monitoring who is entering the group.

TEACHING DIPLOMACY

A 5 Minute teaching guide by Edi Birsan

Players: there are 7 players in the game, one for each of the major powers in Europe in 1901: England/France/Germany/Italy/Austria/Russia/Turkey

Turns are divided: Spring and Fall with the game starting in Spring 1901.

Players discuss their plans for their pieces privately at the beginning of the Spring and Fall moves.

You are not bound by anything you say or do with another player.

Players secretly write down their orders for their pieces and then they are revealed and adjudicated simultaneously.

Abbreviations in order writing are listed on the conference map with S for Support and C for Convoy.

When writing a support for a piece to move you have write where the target piece is moving.

There is no discussion when players have to retreat or make adjustments to their positions.

The map is divided into different named spaces.

Spaces can be all water, all land or coastal.

Split Coasts exist in St. Petersburg, Bulgaria and Spain. A fleet in those spaces must be on one coast or the other.

There are 34 supply centers on the map (stars/dots) scattered in 60+ named spaces.

To win you need 18 supply centers at the end of a Fall move.

Players start with 3 or 4 supply centers; these are your home centers in one of 7 Great Powers.

Two piece types are: Army and Fleet.

For every supply center you own at the end of the Fall you may have one piece on the board.

If you are short of pieces you build new ones in unoccupied home centers.

If you have more pieces than supply centers you must reduce your pieces to equal the number of supply centers.

Each piece has equal strength so it moves with a force of 1 plus 1 for each of its supports.

An Army may move or give support for another piece to move into or hold an adjacent land or coastal province.

A Fleet may move or give support for another piece to move into or hold an adjacent water or coastal province.

Only one piece may be in a space at any time.

You may move all or some of your pieces each turn.

Your piece may only do one thing in any turn:

MOVE to an adjacent space or be convoyed from a coastal province to a coastal province. Fleets in split coasts may only move to adjacent coastal or water spaces.

SUPPORT to defend another adjacent piece in place if you could have moved there and it is not moving.

SUPPORT to a specific piece to attack another space that your unit could move to; fleets in split coasts may only support moves into a space that they could have moved on to.

CONVOY if a fleet, you can assist in convoying an army.

HOLD (also called Stand) in place doing nothing.

A piece moves only one space at a time to an adjacent space unless you are an Army being convoyed.

No switching. Units ordered to each other's space do NOT switch positions unless one is being convoyed.

When giving support you are adding your force to the mover on, or the holder of, a space.

You may support other people's pieces.

Bounce: if units of equal support try to move to an unoccupied space then they **BOUNCE** and no one gets in.

Supports are CUT by a piece moving on the supporter from other than the space that the support is directed at.

To force someone out of a space requires that you have greater force than the piece that is holding the space plus all of its supports to Hold. A move with one support and a hold with one support bounce.

Cut supports do not count for the determination of who has the most force.

A convoy is a move of an army in a coastal province to another by a fleet or a chain of fleets in adjacent water spaces

A fleet in a coastal province may not convoy.

You cannot dislodge or cut support of one of your own units. No 'friendly fire'.

Units forced out of their space are dislodged and must retreat to an adjacent space. **You may not retreat** to a space that was the site of a Bounce.

You may not retreat via a convoy.

If you can not retreat or decide not to retreat, the piece is disbanded.

A piece that is dislodged has no effect on the space from which the mover came that dislodged it.

A convoying fleet that is dislodged disrupts the convoy and the convoy does not take place.

Oddities: Kiel and Constantinople have a single coast due to their waterways (Kiel Canal/Bosphorus). Denmark is a coastal province that connects with Sweden so armies can go between them but does not divide itself or the Swedish coast in two. As a coastal province you may not convoy through Denmark, Kiel or Constantinople.

((Editor's Note by Jim Burgess: I think this is an excellent primer and we all should be taking advantage of opportunities to teach the game quickly to others. Somehow, I always find that the first question people new to the game run into is the beleaguered garrison, I hope that isn't because they are so often attacked from two sides early on! But let me add that to the bottom of this, plus one last note.))

If attacked with equal force by TWO opponents at once your "beleaguered garrison" survives in place.

Talk to everyone every turn, try to find ways to **make yourself useful** to others in ways that help you as well, and **don't get frustrated** if you can't see your way to winning right away.

WHEN YOU DO NOT HAVE EXACTLY 7 PLAYERS?

ESCALATION DIPLOMACY

by Edi Birsan

Diplomacy is a time proven classic 7 player game with a fine play balance between all the countries. However, at times players cannot assemble 7 players or there are 8 or more players. Escalation is the system that provides a solution and a unique game experience each time played.

The basics:

Start with a map and no pieces on it.

Each player takes a different colored set of pieces, (if you have to have an eighth 'color' then make the pieces up for that player or use coins.)

Decide who goes in what order during the 'Escalation Placement' phase of the game.

Recommended is that the owner of the game places first and then in alphabetical order by player.

Decide on the number of pieces players will place during the Escalation.

One by one, each player places one piece on the map, this is the Escalation Phase as players react to each other's prior single piece placement.

The piece may be an Army or a Fleet and it may be on a Supply Center, a non Supply

Center province, or a Sea with the classical rules of only one piece per space.
Each player starts owning any Supply Center they start a piece on.
Continue until the agreed number of pieces is placed.

Play the Spring 01 and the Fall 01 seasons simultaneously like a normal game.
At the Winter 01 resolution each player writes down his three 'home' supply centers
and may build there if appropriate starting in Winter 01 and for the rest of the game.

Players are not limited to declaring traditional home centers, nor do they have to be
adjacent, nor to they have to be owned (but you cannot build there until you own them).
For example a player may declare that Brest, Spain and Naples are his three home
centers as those centers in the Winter of 1901.

Suggested starting number of pieces:

2 players: 12

3 players: 8 recommended is that no discussions allowed (Gunboat style)

4 players: 6 suggest that no discussions allowed or try no private talks

5 players: 5 suggest Wilson style or normal

6 players: 4

7 or more players: 3

Press in Diplomacy

by Tim Haffey

In the game of Diplomacy these days there are two kinds of press. One kind is what I
will call "Gamemaster press" and the other is what I will call "Judge press".

Gamemaster Press:

I will discuss Gamemaster press first. This is defined as that press that is sent to a
Game Master (a real person) who is game mastering a game of Diplomacy) to be
printed with the results of the current move of that game.

Diplomacy started out in the 60's as a face to face (FTF) game. Everyone was at the
same location and the moves were read out loud so you were there and available for
discussions. "Press" if any, was verbal and sometimes loud and some times kind of
apologetic. Other times kind of violent. I only saw one fight break out at a Dip game
and those two were evicted from the man's home. Too much beer I guess.

Later on postal zines, now called szines, began to be published. This was much
different than FTF. A publisher of a zine would advertise game openings in various
places. I actually advertised in the General, which was the Customer magazine of the
Avalon Hill Company. When a zine publisher got enough people, seven, of course, he

would begin a game with himself as the Game Master. He would set a date when all the moves had to be in and then he would adjudicate the moves and print the results. Pretty simple, huh. Not, really. I will have to do an article on the dangers and frustrations of being a gamemaster and publisher.

I don't know when press started to be printed in these games but it was probably pretty early on. Players would send in messages to other players or to all the players in the form of messages with a byline, like Moscow with the message following, or sometimes it would be directed at someone else, such as Moscow to Lon with a message following.

Over time, different types of Press developed and were named White Press, Black Press and Yellow Press. Yellow Press is also known as Grey Press or Anonymous Press.

White Press: White Press is defined as press that has a legitimate byline and the byline is the country or capital or some other supply center the writer owns. In other words you know who wrote it by the byline.

Yellow Press: Yellow Press, also know as Grey Press or Anonymous Press, may be from Switzerland, Washington DC, or Atlantis, etc. Usually the only protected press bylines are the various countries/capitals, player names and a location for the GM to write from (such as having all press from Geneva originating from the GM). If the byline is, say Rome, than you know the Italian player wrote it. If it has a byline line Los Angeles or, no byline at all, it could be from anyone.

Black Press:

Black Press is defined as press that has a byline but it could be anyone's capital or supply center, or even some location not even in the game, like Washington, D.C. Or, it may not even have a byline at all. In other words you do not know who wrote it, even if the byline is a Capital like Rome. In addition it tends to be, or did during the postal zine days, a little bit nasty, sarcastic, or just down right vicious. People took their Diplomacy pretty serious in those days. Many zine publishers banned both black press and yellow press because it started some feuds between people. Some became quite long running and well known. There were even feuds between publishers. I don't see a lot of that on the Internet. But, maybe I am not looking hard enough.

I have noted that email games on the Internet tend not to have as much press and what little is there is pretty short and to the point. This may be contributed to the time scale of email games. They tend to be played in one week per season turns where as the postal zine games were played four or five weeks per season.

So, what is the purpose of Press? Press can be used in several different ways. You can write a press to a specific person or player to let him know why you just stabbed him, after the adjudications, of course. Or, you can be gloating over someone,

apologizing for taking him out, congratulating someone on such a great move. Even codes are passed back and forth in these presses just to see if the others catch on. This may have been done, also, just to save some stamps. This is not a concern in email games.

Another use is to issue a broadcast to all players about some information you want them to know. Or, maybe you have a story to tell. I read some great stories in these pubs that sort of followed the play of the game.

Black or Yellow press can be used to just call someone an idiot or to bestow some other endearing title upon him. It is also used to send press to a member of an alliance with the byline of his ally attacking him for some imaginary offense in an attempt to break up the alliance. Is that fair, someone is saying. Yeah, it is, you are supposed to pay attention.

However, in email games it does not seem to be much of a factor because, as I said before, most email games are blessed with very little press if any at all. Aside from the short time span of the moves you do not have to pay postage to send a message to other players. So, much more email goes back and forth, even in a week.

Judge Press:

Now comes the automated age. Now, I have nothing against automation. I use Diplo to adjudicate games myself. It is easier than setting up a board and adjudicating the moves manually. A Judge program automates the play of a game of Diplomacy, which is fine but most of these programs force you to communicate with the other players through the Judge. You cannot send an email to another player and frequently you do not even know who they are. In a game with a human Gamemaster, you have the names and emails of the other players. Or, at least their emails. So, you can communicate directly. Not with a judge. You must send messages you want sent to other players to the Judge who will then send them out to the appropriate player. You usually don't know who the other players are. This is called press in a Judge game.

I guess I am just old fashioned but I find Judge games not as much fun. They are kind of like gunboat diplomacy except not as fast. You can talk to each other, but it is a pain. I actually signed up for a Judge game one time and I was making an alliance with one of the other players and I suggested we exchange emails so we could communicate directly thinking it would be easier and faster. Oh my God, you would have thought I had suggested the crime of the century. The person was highly insulted that I would ask for his email address and reported me to the Gamemaster, or whatever they call the guy who runs the Judge. He sent me a nasty gram and said that exchanging emails was not allowed and that I should not do that anymore. I quit the game.

Over the years I have made some very good and long lasting friends playing Diplomacy, as well as other war games, even if long distance. How, I wonder can you

make friends with someone if you don't know who they are. I also enjoy FTF games even though I have a hard time playing in them because I can not see too well and I can not drive and it is tough to try to get to someone's house when you don't have the transportation.

Anyway, I am going to start writing press again just for the fun of it, why don't you do the same.

Face-to-Face Game Report

Providence Game - April 17 2004

Organizer - Gregg Harry

Dramatis Personae:

Austria: Bob Holt

England: Gregg Harry

France: Ryan Turcotte

Germany: Carl Ellis

Italy: Mark Staloff

Russia: Dave Maletsky

Turkey: Brian Shelden

Reporter - Brian Shelden (Turkey)

Ryan, our newbie, was given France, and the rest of the draw was random. I liked the draw. All my neighbors are players who speak my language. Cool.

I started off by saying to Dave 'let's Juggernaut!' This line to Dave had gotten me into one of my first tournament draws; so I thought I'd try it again.

Dave, however, was trying to be sneaky. At least trying to have it both ways. He tells me he wants to sell A on a DMZ with Galicia while offering me a DMZ in the Black? Weird. Although I believed he was sincere about putting the fleet in Rum; I also believed he was sincere about having Warsaw hold. Methinks a Fleet in Rum plus Galicia vacant (or worse, Austrian) isn't a great offense against Austria. I immediately smelled an R/A, and I hadn't talked to Austria yet.

Bob accepted my request for Rumania, and I believed him too. He planned to break the offered DMZ immediately. Interesting.

Mark was non-committal. I told him that Dave's diplomacy was consistent with an R/A, and he didn't seem to care. Oh, oh.

So, here's my theory: I thinks A/I. R thinks R/A. I don't know exactly what A's thinking, but it certainly can't be A/T. Yet, I didn't really think I was going to get jumped. Interesting.

Dave's the guy who is acting weird, so I decide to not trust him. I open to the Black Sea and Con. Yet Dave was completely honest: War H, Sev - Rum. Vie - Gal goes. Well, I think the A/T diplomacy will hold, although I'm disappointed because I like working with Dave. One problem: Italy opens to Tyr and Venice.

Dave doesn't take my "just kidding" response to my being in the Black very well. "I'm not even going to think about Austria until you get out of the Black Sea." The fact that he's saying he's going to *support* Austria while he has two on Bulgaria does not come up. Plus, he seems to be more worried about Sevastopol, which frankly hadn't even crossed my mind, then about Rumania, which had. Even when I told him that. Bob, clearly, no matter what his intentions, is too busy to support me into Rumania at this point. Italy? Too many guesses on each other's part. But clearly not unfriendly.

At the last moment, Bob & I talk. He says he's going to support Rumania to hold with Galicia. I tell him if he's going to leave Vienna hanging in the wind, he should support me into Rum like he promised. He thinks about it and says "ok." I believe him. Of course, this means I can get Greece, because he's covering Trieste consequently, so I order that instead of forcing Rumania, which I figure Dave will just support anyway.

Bob forces Greece. Mark forces Trieste. Dave covers Sev (so I could have taken Rum!).

And then: I always say I'm good for one misorder a game, and here it was: build F Con, which is occupied. Whoops!

So now I can patch it up with Dave. (Damn!) I agree to work with Italy to kill Austria, and we're doing ok. (Except that Mark with his 5-3 head start is getting the better of it, but that's my fault, eh?)

Then, just when I get into Serbia, A/I switch and try and stab me. (I think it was Dave's suggestion, as he was pushing the pieces in those directions with the two of them until I arrived at the board...) But Bob forgets a support, and I build two; one for Serbia and one that I was playing short. So, while Mark got into the Aegean, he can't hold it, and I can push him back.

I am not paying much attention to the West, as E/F have pretty offensive positions against each other (English F Wales, F Eng or something, vs. French F MAO, F Brest), but both just order holds, so I don't really know what's going on.

I do see that the French fleet presence is basically nil, so I am drooling over the chance to get through Italy and make a play for Iberia, if Dave will give me the time...

And then, for some reason, Dave stabs me for Bulgaria (while I get a retreat to Rum behind him); and at the same time Carl comes storming into Boh and Tyr! Why, I don't know, but, it keeps Dave honest, and from pressing the pretty bad position he's got there anyway... Fortunately, France moved into Germany at the same time, so it was not exactly a power move on Carl's part.

I had just enough units to keep Italy at bay (I was feeling guilty that I didn't diplom with Mark that much...but at least at this point we were just at war...I would have just lied to him...), and to destroy that pesky Army in Bulgaria...

So, I think the position is like this: Carl's in Vienna and Galicia. Bob is in like Serbia and Budapest. I/T are at war around the Ionian. E/F are rolling if Dave doesn't consolidate his lines (I think his dots are home + Kiel)

Carl wants me to put him into Sevastopol. I don't know why he would want that, and I need Dave alive anyway. So I tell Carl no. So, instead he takes Rumania from me. :-/ Hmm.

So, the midgame is taken up on ways to get rid of the A/G units chilling in Austria. Bob is willing to be pushed forward, and I attempt to do so, but Mark has some good defense, and his units slowly dwindle. Carl was more pesky, but he kept having retreats away from me into Mark's dots, so it was an unintentional Janisary. So that was good.

At his point, I could see the I/T war winding down, and perhaps we could turn me towards R and he towards F, who was wide open (and E had finally started to attack him.) However, like Dave said, the time was winding down, and we needed to eliminate people to make for a smaller draw. So, here I lied to Mark nearly every turn.

I would look at the board, and make what seemed like a reasonable way for us to become disentangled, and then Dave would whisper "time limit" in my ear, and I would change everything.

:-/. So, Mark: I'm sorry. I wish we had more time; it definitely would have ended differently.

At that point, Dave saw that there was only 1 game year left and stabbed the crap out of me, but fortunately I *did* listen to him about the time limit; and was still growing at Mark's expense. When the draw was called, I ended on 10, with a fleet in the West Med. I was about to have trouble at home, though, with Dave's shiny new fleet Sev!

Anyway, thanks for fitting me in at the last moment. I enjoyed the trip, the game, and the fine RI cycling roads around Greenwich!

Player	Results	NADF masterpoints	
		(before)	(after)
Brian Shelden	D1t	6440(7)	6679(7)
David Maletsky	D1r	4976(14)	5214(13)
Ryan Turcotte	D1f	00(-)	237(280)
Gregg Harry	D1e	1502(65)	1739(55)
Mark Staloff	L1i	1268(85)	1294(82)
Bob Holt	L1a	1257(88)	1280(85)
Carl Ellis	L1g	962(113)	984(111)

Dave Maletsky (Russia)

It was a good time, and I was glad to get to see friends I haven't seen in awhile & meet the new player Ryan (who ended up dominating the board in the middle game)... and hanging out for a little while after the game ended was a lot of fun. But the game itself, while fun, was kind of an abortion, due to time constraints. For one example, I don't see Mark getting screwed over by Brian on the final couple of turns we played if there wasn't a mad rush to downsize the draw as the 6pm deadline approached. For another, the position the game ended in was essentially a three-way draw, whereas without the looming time pressure, it was a lot more open-ended, & had a ton of play left in it.

The experience galvanized my understanding of my own preferences regarding gameplay, and how I value the various costs & benefits of putting together a house game, or tournament scoring system, against one another. I think the reason I never really minded the artificial endgame results the Denver system produced as much as other players seemed to, is that to me, the most bad / artificial / unfun factor that can be imposed on Diplomacy is a prohibitively short time limit. So for Massacre (which you can put me on the list for), the only potential change from last year that I would voice an opinion on would be to err more on the side of having it be a sleep-deprived stamina contest, and less on the side of finishing rounds by a certain time.

Jim-Bob Burgess

I was here for a while visiting in and gave Ryan Turcotte some pointers and listened in on some of his diplomatic conversations, to give him some feedback. He was a very quick study and VERY quickly moved beyond my simple advice to some pretty good advanced strategizing. Great start for his first game, and always good to see new blood learning!

New Diplomacy Award Announced

Subj: West Coast Swaggle Standings
From: Mike Hall

Here are the standings of the West Coast "Swaggle". This Award is Won by a person

that has the most points after attending 2 of the 3 West Coast Diplomacy Events for the calendar year 2004. The 3 "Cons" for 2004 are: Piggyback in Portland, Org(April); Dip 'n The Ocean in Vancouver, BC(August) and Dragon Flight in Seattle(October). All 3 events count towards your overall total, but you need to play in 2 of the 3 to Win the "Swaggle". Ties are broken by most Solos, followed by most Best Country Awards, and finally by top 10 finishes. After that there will be a hockey shootout! The "Swaggle" is maintained by Mike Hall and the Award will be a Plaque and something unique for each year.

With leg #2 of the "Swaggle" coming up in Vancouver the 27-29th of Aug (Contact Mike at spiritof67@shaw.ca for details), here's your chance to move up in the "Swaggle" standings and possibly become the FIRST winner of this Award. Monty Hall says "You could win whats behind door #3!!!" So come out and have some Stabbing good fun and Win a prize. The last leg of the "Swaggle" will be Dragonflight in Seattle, 8-10th of Oct.

Points are awarded for:

1st place finish 100pts A solo is worth: 50pts

2nd 80pts A Best Country is worth: 30pts

3rd 70pts

4th 60pts West Coasters (BC, Washington, Oregon, California) playing in all 3 events gets a bonus of 30 pts

5th 50pts Anyone from outside the West Coast plays in 2 of 3 gets a bonus of 30 pts

6th 40pts

7th 30pts

8th 20pts

9th 10pts

10th 10pts

Standings:

Ken Lemere 100pts

Doug Moore 100pts

JT Fest 80pts

Adam Silverman 80pts

Jon Saul 70pts

Andrew Neumann 60pts

Missie Bird 40pts

Andy Marshall 30pts

Riaz Virani 30pts

Don Williams 30pts

Nick Benedict 30pts

Tom Kobrin 20pts

Jake Mannix 10pts