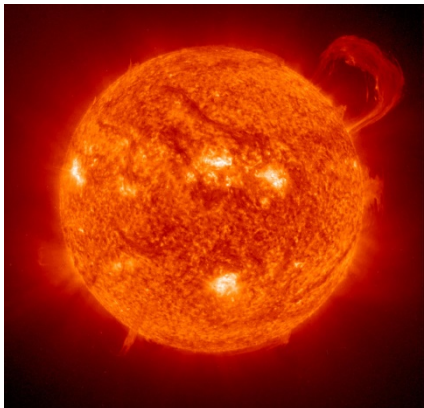# Diplomacy World #137

Spring 2017 Issue

Notes from the Editor

Welcome to the latest issue of **Diplomacy World**, as it begins to heat up in Texas (but not nearly as hot as it will get in a month or two). I like living in Texas, but I do miss having four actual seasons (and summers that don't last 150 days).

If you want to see REAL heat, check out the sale of Allan Calhamer's personal estate, much of which is taking place on eBay. Larry Peery gives some details on that in an article this issue. As I write this, an eBay auction for #1 of the first 500 copies of the original version of Diplomacy has been bid up to $1,500. That's a one of a kind item, personally owned by Allan Calhamer himself. Obviously game materials are not the only items for sale; the cover of Diplomacy World features a self-portrait of Allan, which is also for sale.

In a second article on the estate sale, Larry discusses two prototype maps that have been uncovered (but not yet offered for sale). If hobby history is of interest to you, make certain you read both articles and use the links provided to see what is offered. Part of the estate is being sold in a physical estate sale, so if you're local you might want to visit that as well.

If you read Diplomacy World #136, you may remember the Triple Paradox article Thaddeus Black provided for your entertainment. I'm pleased to report that two brave souls – Paul Milewski and Tim Haffey – sent their

solutions in for public scrutiny. You can find those in the letter column, as well as some other notes. If you didn't' read the Paradox piece, why the heck not? Go check it out.

As a matter of fact, it is always worth reminding everyone that www.diplomacyworld.net has every issue of Diplomacy World ever produced available for free download in pdf format. No matter how long you've been part of the hobby, there is likely to be some articles of interest to you in the thousands of pages collected over the decades. Browse and enjoy…and perhaps something you read will inspire you to write and submit an article of your own?

While I've enjoyed every article included in this issue, I do want to point out the piece by the great Lewis Pulsipher about designing games (and designing variants). If you're at all interested in game design, there are few people better suited to give you some instruction, tips, and hints than Mr. Pulsipher. Don't believe me? Go look him up and see how long he has been designing games and how widespread his influence has been. I'll wait.

Okay, you're back? Good.

I'll close by reminding you the next deadline for Diplomacy World submissions is July 1st, 2017. Remember, besides articles (which are always prized and appreciated), we LOVE to get letters, feedback, input, ideas, and suggestions too. So email me at diplomacyworld@yahoo.com! See you in the summer, and happy stabbing!

Diplomacy World Staff:

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

In This Issue:

Knives and Daggers - The <u>Diplomacy World</u> Letter Column

Paul Milewski - The paradox is, of course, that if Italy's F Mid is **_not_** dislodged by France's F Iri-Mid, the convoy of Italy's A Spa-Nwy is not disrupted, and Italy's A Spa-Nwy cuts Russian F Nwy S F Ska-Nth, in which case England's F Nth is not dislodged, as it is a beleaguered garrison caught between a supported Russian F Ska-Nth and an equally well supported English F Yor-Nth, so the convoy of German A Hol-Lon is not disrupted, as a result of which English F Lon S F Eng is cut, as a result of which English F Eng is unsupported, France F Pic-Eng supported by French F Bel S F Pic-Eng succeeds in dislodging F Eng, so the convoy of Austria's A Wal-Bre is disrupted, so English F Bre S French F Iri-Mid is not cut, so Italy's F Mid **_is_** dislodged by France's F Iri-Mid. Looking at it the other way around, if Italy's F Mid **_is_** dislodged by France's F Iri-Mid, the convoy of Italy's A Spa-Nwy is disrupted, so Russian F Nwy S F Ska-Nth is not cut, in which case England's F Nth is dislodged, so the convoy of German A Hol-Lon is disrupted, as a result of which English F Lon S F Eng is not cut, France F Pic-Eng supported by French F Bel S F Pic-Eng fails to dislodge England's F Eng, the convoy of Austria's A Wal-Bre is not disrupted, so England's unsupported F Bre is dislodged by the supported Austrian A Wal-Bre, notwithstanding the fact that the English F Bre is dislodged by an Austrian army convoyed by an English fleet. It is Austria's army that is attacking the English F Bre, not the English F Eng. As a result, England's F Bre S French F Iri-Mid is cut and Italy's F Mid is **_not_** dislodged by France's now unsupported F Iri-Mid. The 1976 rules and the 2000 rules offer no help. However, the 1982 and 1992 rules do.

Here is my solution and rationale:

ENGLAND: <u>F Nth C German A Hol-Lon</u>(dislodged)[C], <u>F Yor-Nth</u>[C], F Edi S F Yor-Nth[C], F Eng C Austrian A Wal-Bre[C], F Lon S F Eng[C], <u>F Bre S French F Iri-Mid</u>(dislodged, annihiiated)[C]

AUSTRIA: A Wal-Bre[C], A Gas S A Wal-Bre[C]

ITALY: <u>A Spa-Nwy</u>[C], F Mid C A Spa-Nwy[C], F Nth C German A Hol-Lon[C], F Nrg C A Spa-Nwy[C]

FRANCE: <u>F Iri-Mid</u>[C], <u>F Pic-Eng</u>[C], F Bel S F Pic-Eng[C]

RUSSIA: F Ska-Nth[C], F Den S F Ska-Nth[A], F Nwy S F Ska-Nth[C], <u>A Swe-Nwy</u>[B], <u>F Bal-Den</u>[A]

GERMANY: <u>A Hol-Lon</u>[C], A Kie S Russian F Bal-Den[A]

[A] Self-dislodgment is prohibited. Russia's F Bal cannot dislodge Russia's F Den. The "Diplomacy Rules 4th Ed. (2000) on page 14 state, *"An attack by a country on one of its own units does not cut support. This rule is in the same spirit as the Self-Dislodgment rules. A county cannot dislodge one of its own units nor can it cut its own support."* Previous editions of the rules simply state, "A player may not, by an attack, cut support being given by one of his own units." Russia's F Bal-Den does not cut F Den S F Ska-Nth.

[B] Russia's A Swe-Nwy does not cut Russia's F Nwy S F Ska-Nth. Again, an attack by a country on one of its own units does not cut support, or if you prefer the old wording, a player may not, by an attack, cut support being given by one of his own units.

[C] Both the 1982 and 1992 contain identical wording: *"if a convoyed army attacks a fleet which is supporting an action in a body of water; and that body of water contains a convoying fleet, that support is not cut."* Accordingly, even if the convoy of Italy's A Spa-Nwy is not disrupted, A Spa-Nwy does not cut Russia's F Nwy S F Ska-Nth, so England's F Nth **_is_** dislodged, disrupting the convoy of German A Hol-Lon. Also, even if that convoy hadn't been disrupted, German A Hol-Lon would not have cut England's F Lon S F Eng, so the convoy of Austria's A Wal-Bre is **_not_** disrupted and England's F Bre is dislodged (and annihilated, by the way) meaning that F Bre S French F Iri-Mid **_is_** cut, so France's F Iri-Mid is unsupported, Italy's F Mid is **_not_** dislodged, so that the convoy of Italy's A Spa-Nwy is not disrupted, **_but_** A Spa-Nwy does not cut Russia's F Nwy S F Ska-Nth because F Nwy is supporting an action in a body of water and that body of water contains a convoying fleet. No paradox. The only alternatives I can see is to declare a draw including all survivors as of the end of the previous turn or to replay the season by asking the players to submit new sets of orders.

Fang Zhang - I just read DW136 and got to know the Daide Quickstart diplomacy software. After using the software I believe the AI's performance in Daide is way better than the AI in the Paradox PC version.

Last year, google's AI AlphaGo defeated one of the best human professional Go players from Korea, which surprised us a lot. AI could learn from the best human players and improve itself.

My question is: In theory, do you think AI could simulate human players' performance in a gunboat game in the future? Is there anyone working on it? What's the best dip AI out there so far?

Larry Peery (in response to Fang Zhang) -
You've managed to ask me a question about a subject which I know little about and have no opinion on. Amazing :-)

I remember years ago working for a US company called SAIC (not to be confused with the Chinese auto maker) that did a lot of scientific and technical work for the government. I remember one contract they had called for the development of super-mini-computer that could be transplanted into the brain of a human being. Bingo! They did it, or so they said. The problem was the next step. They needed 10 volunteers willing to have such a device implanted into them. They offered USD 100,000 and full medical to anybody who volunteered (looking among SAIC's 33,000 employees). No takers. Then it went up to USD 250,000. No takers. Then USD 500,000. Still no takers. Then they offered USD 1,000,000 and opened it up to members of the US military as well. That was a potential guinea pig pool of over 2 million. Still no takers. At that point they abandoned the project. That was in the late 80s, as I recall. I wonder what the results would be today?

AI or robots have their place. No doubt about that. They are going to be the "coming" thing. Actually they are already here. Trump keeps bragging about bringing back jobs to the USA and making America great again. He blames China et al for stealing our jobs. It's nonsense and shows how little he knows and how little most factory workers (past or present) know. Those jobs were taken over by robots using AI. They're gone forever. I might have mentioned a conference of Japanese industrialists I went to. It was fascinating. The presidents of Sony and Toyota got up and jointly made a statement saying that they planned to take their companies out of the auto and whatever industries and go full-blast into robotics. It was the right thing to do they said. For whom, they didn't say.

As for the application of AI to games and simulations of all kinds that's been going on for years, especially in the military. I remember the first computer version of Diplomacy in the mid-70s. It was written for a Commodore 64, I think or some equivalent. It worked up to the end of 1901 and then it fell apart because it couldn't handle the multiplicity of options. I still have my copy of that game. It goes for USD 100 on eBay, I think. Today there are more advanced versions of the game and certainly computerized Dip has become the "coming" thing. I'm watching the A&E variant game closely to see what happens. Half the players are old-timer Dippers like me who were raised on the board game version and the other half are newer players who have basically only played online and not in FTF settings. I thought it was interesting that the first player eliminated in the game (by the end of the first year, no

less) was one of the second group. He lost because of his total lack of social skills and being unable to interact with the other (human) players.

I saw the story about the computer vs. human Go game and that didn't really surprise me. The same thing is happening with chess. Will it happen with Diplomacy? Perhaps. However, the problem I see is that an AI version will either require the computer to make the "best possible" decision in all games or insert some kind of "random behavior" option to throw some predictable unpredictability into the game to make it more realistic. I'm not sure that would accurately cover the human options.

It may be possible for an AI system to learn from humans in playing a game like Diplomacy but that doesn't mean they will play in the same way. There's an element called the "spark of creativity" present in a human that I don't see in AI. Reminds me of the Persian carpet story about why there is no perfectly made Persian carpet. Each has a flaw deliberately built into it because, as the Persians would say, "only God can create something perfect." Which reminds me of HAL, the computer in 2001: A Space Odyssey.

However, I'll let you and your generation work on that. I will, in true Peery fashion, march down a different path. Do you know anything about the Emperor Fu Sheng? No fair looking him up :-) I'm doing a story about one-eyed generals and one-eyed diplomats. He seems to fit the bill. Definitely not somebody I would want to play Dip with.

Jim Burgess (in response to Fang Zhang) - I would add that DAIDE has a Yahoogroup associated with it where YES, people develop, test, and compare the current AI's. See DipAI@yahoogroups.com or http://groups.yahoo.com/group/dipai. I would still say this area is fascinating and a huge challenge. If anyone would like to write an article on the current state or AIs they or others are developing for DW, we would very much welcome it. The chatter on DipAI has been very slow lately, so I don't think a massive amount of development is going on.

Alex Lebedev - Seeing that diplom.org is still down [and no FTF page has been built at the www.diplomatic-pouch.org website], it would be nice if you could mention another possibility of inserting/viewing ftf diplomacy tournaments: the diplomacy.world site.

Untill now the new tournaments are inserted only by me, but it's possible for everyone to register there and publish their own ftf tournaments/games and so on.

There is also a blog where TD can also post results and photos.

[[I've taken the information for upcoming conventions this issue directly from the diplomacy.world website. If you have an event, be sure to publicize it there AND to post the results.]]

Tim Haffey - I must admit the problem as presented was a head scratcher for me. So, I figured I would just make a decision that I will admit is a bit of a stretch but sometimes a GM has to do just that, The whole problem resolves around the North Sea situation. Does Russia get into the North Sea or not. If he doesn't there is a problem that I could not solve. Maybe someone else did but, I could not. So, what to do.

Well. I simply stated that since the A Spain was over a three sea space convoy and everything else was over one sea or land areas, it seemed to me that it would take the three sea space convoy longer to get to Norway and by that time all of the other moves would have been completed so it could not cut the f Nor support to Russia's F Ska-Den move and Russia was able to dislodge the English fleet from the North Sea. And with that everything else worked out fine. Below are my adjudicatiions.

(failed moves are underlined)
Austria: A Wal-Bre,
A Gas S A Wal-Bre

England: ~~F Nth C Ger A Hol-Lon~~ (Dislodged)
F Yor-Nth (Bounce with Russia 3-2)
F Edi S F Yor-Nth
F Eng C Aus A Wal-Bre
F Lon S F Eng
F Bre S Fre F Iri-Mid

France: F Iri-Mid
F Pic-Eng (Bounce with England 2-2)
F Bre S F Pic-Eng

Germany: A Hol-Lon (convoy disrupted)
A Kie S Rus F Bal-Den

Italy: A Spa-Nwy (Convoy failed A remains in Spa)
F Mid C A Spa-Nwy
F Nat C A Spa-Nwy
F Nwg C A Spa-Nwy

Russia; F Ska-Nth
F Den S F Ska-Nth
F Nwy S F Ska-Nth
F Bal-Den (Can not cut own support)
A Swe-Nwy (Cannot attack own unit or cut its support)
(Also stood off A Spa convoy and A Spa remained in Spa)

That is my adjudication and I am sticking with it.

Selected Upcoming Conventions
Find Conventions All Over the World at http://diplomacy.world/

London Dip Club Game – Sunday April 9th 2017 - Houghton St, London - http://diplomacy.world/locations/london-diplomacy-club/

San Marino Con 2017 – Saturday May 6th – Sunday May 7th 2017 - Via Cinque Febbraio, Serravalle, San Marino - http://www.sanmarinogame.com/

NaonisCon 2017 – Saturday May 20th – Sunday May 21st 2017 - Piazzetta Ottoboni, 4 Pordenone, Italy - http://www.clubinnercircle.it/archives/2303

DixieCon 31 – Friday May 26th – Sunday May 28th 2017 - Granville Towers - W. Franklin Street, Chapel Hill, NC – www.dixiecon.com

1st Step Tour de France 2017 – Saturday June 17th – Sunday June 18th 2017 - rue Gustave Flaubert, 32 Palaiseau, France - http://diplomacy.world/events/1st-step-tour-de-france-2017/

WorldDipCon - Friday July 7th 2017 – Sunday July 9th 2017 – St. John's College, Oxford, U.K. - http://wdc2017.com
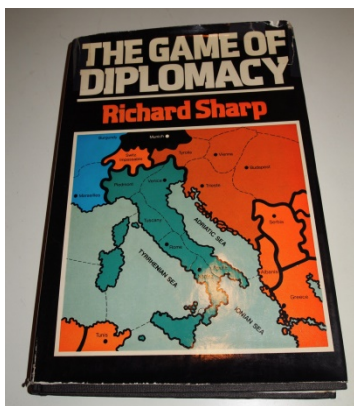

It's Not Too Late to Own a Piece of Diplomacy History --- If You Don't Take Too Long!

Update on the Allan B. Calhamer Estate Sale
By Larry Peery

When I first learned of the Allan B. Calhamer estate sale (thanks to Doug Kent's emails) last week I contacted Kim Chmura, the person handling the sale. After looking over the proposed sale format on its website at http://www.ebay.com/sch/i.html?_from=R40&_trksid=p2050601.m570.l1313.TR0TRC0.A0.H0.XCalhamer.TRS1&_nkw=Calhamer&_sacat=0 I was concerned about the fate of Allan's Diplomacy collection.

While I would have preferred to see the Allan's collection remain intact, perhaps as part of the Diplomacy Archives at Bowling Green, if it had to be sold off piece-meal I wanted everyone in the worldwide hobby to have a chance to buy something from the collection --- not just local hobbyists who could make it to the FTF sale or game dealers and resellers who would swoop in and cherry-pick the collection for its choicest pieces.

Anyway, I suggested to Kim that she move as much of the Diplomacy material as possible to the online sale on eBay and extend the duration of the sale to give more Dippers a chance at participating. This would also increase sales and the amount of money going to the Calhamer family.

Kim agreed with me and I offered her what help I could to promote the sale and increase participation. It seems to be working from what I've seen online in the first few days. Since Kim is an estate sales agent and not a Dipper she wisely sought advice from others about what was in the collection, its importance, its rarity and, of course, what it might be worth and/or sell for. She's a quick learner.

If you look at the estate sales site at https://www.estatesales.net/IL/La-Grange-Park/60526/1469769 you'll get an idea of how much stuff Allan had accumulated over the years and how little he had done to organize it. He was, like many Dippers, a great, if unorganized, pack-rat.

Besides the obvious treasures like the #1 copy of the first 500 copies of the game, a copy of his book on Diplomacy, original notes and drawings for various games he designed (including the very first rules and map sketches for Diplomacy ((did you know the first version of the game had ten powers and each had ten pieces?))…), and even a self-portrait; there are also many lesser known treasures, especially among the hundreds of hobby and game related publications from the Golden Age of Diplomacy. I suspect there's a complete or nearly complete set of DW's back issues among all those zines. I know there's at least one of the Diplomacy World Anthologies that I published during the '80s (Kim described it perfectly to me over the phone!) For anyone who would like to acquire a hard copy collection of the hobby's best published material here's your chance. Kim's been trying to sort all this out by title but pricing it is a real challenge. How much would a copy of Graustark #1 or DW #1 be worth? I suggested, only half-kiddingly, that she consider selling them by the pound, one shipping envelope or box at a time.

Hopefully, more pictures will turn up on the eBay site in the next week or so, so you can see what's available. If there's something specific you're looking for you might try emailing her with a query (a picture might help if you have one). However, this is one of those "time is of the essence" situations where the best and rarest stuff is going to go fast. I'm not sure how long Kim will keep the sale online going but I suggest you contact her within a week of this issue's publication.

Happy hunting and good luck.

England and Fleets
by Randy Lawrence-Hurt

At the turn of the century, as the 19th gave way to the 20th, as Europe enjoyed a period of almost unprecedented peace and prosperity, Germany began a program which would contribute significantly to the commencement of World War One. In 1898, the Fatherland began construction on seven state-of-the-art battleships, and commissioned fourteen more to be built over the next five years. This was followed up in 1900, 1906, 1908, and 1912 with further naval construction bills, intended to bring the German navy into the modern age, and ultimately make it a force to compare with the United Kingdom, who at that time had unquestionably the greatest navy in the world.

Unsurprisingly, at least in retrospect, this did not sit well with the English. What specifically these bills did to English/German relations, however, requires some background.

By the first decade of the 20th century, Germany arguably had the greatest army in the world. It inarguably had the greatest army on the European Continent, and it had demonstrated its military dominance twice in the last forty-odd years, first (as the German Confederation) against the Austrians in 1866, and then against the French in 1871, which resulted in the official creation of the German Empire. Germany had the largest population on the continent after Russia, and was rapidly becoming the dominant economic power in Europe.

Germany's success and rapidly increasing power was a source of significant concern to its immediate neighbors (particularly France), but for many years the relationship between the United Kingdom and Germany was largely friendly. Kaiser Wilhelm II, crowned in 1888, was the eldest grandchild of Queen Victoria; King Edward VII of England (crowned in 1901) was his uncle, and King George V (crowned 1910) was his cousin. Admittedly, intra-familial squabbles were certainly not uncommon, and Wilhelm's opinion of England and his royal relatives was a strange mix of admiration, jealousy, and an almost child-like desire to prove himself and his country their equal (incidentally, this attitude would be somewhat oddly echoed in the disturbed psyche of Adolf Hitler). Nevertheless, the Kaiser had expressed his friendly feelings towards the UK frequently, and had been made an honorary Admiral of the Royal Navy by his grandmother (a position with no authority, but a splendid uniform the Kaiser wore proudly).

Additionally, the United Kingdom and France were, historically, competitors and frequently enemies. It was not far from many English minds that in the recent past the UK had allied with Prussia to bring the conquering French armies of Napoleon to defeat. Many in England, including in the government, were content with Germany becoming the dominant power on the continent, while England remained the dominant power at sea. And if this kept France and Russia in check, so much the better.

So how did this, sometimes uneasy, but still largely friendly relationship sour? Like so much else of the lead-up to the Great War, this was a tale of poor judgement, mistaken intentions, and foolish decisions. And one of the most influential of those decisions was that of the Kaiser and Grand Admiral Tirpitz to pursue a dramatic expansion of the German navy.

The logic for this decision, like many of the policies the Kaiser pursued, is difficult to comprehend. From a cultural standpoint, the Germans had little naval tradition, and from a military standpoint there was no reason to think any amount of shipbuilding or naval training would make the German navy a match for Britain's, if the United Kingdom chose to respond to Germany's naval expansion with further ship building of its own (as it indeed did). Economically it was a drain with no clear benefit, and, most relevantly for the purpose of this article, diplomatically it was a catastrophe. The United Kingdom saw this expansion of the German naval program as a direct attempt to challenge their dominance of the seas; it was virtually the only action Germany could take which could challenge the island nation's national security.

This was certainly not the reaction the Kaiser intended, and he proved oddly resistant to understanding why the English would respond so negatively. He, and much if not all of the military leadership of Germany (those who weren't outright opposed to the program as unnecessary and expensive) saw Germany and the United Kingdom as natural allies, the defenders and promoters of civilization and stability around the globe; they believed Germany and the UK could rule the world jointly, as equals. And while they certainly believed that a strong German navy, outside of being a compliment to the unparalleled German army, was necessary for the Fatherland to spread its influence and colonial ambitions across the world, there's essentially no indication they intended their navy to be a threat to the United Kingdom.

But as any competent Diplomacy player knows, perception, not intent, is reality. And the United Kingdom, from the government down to the citizenry (among which certain scare-mongering novelizations of a future German invasion and pillaging of the island became suddenly popular) the reaction was immediately one of distrust and alienation. Not only was the British navy expanded to insure the maintenance of a significant superiority of numbers over the German (the British navy was explicitly intended to be able to match the combined forces of the next two largest navies in the world), but relations between the United Kingdom and France became increasingly friendly, leading to increasingly detailed conversations between the two countries' military leaders on how to coordinate their forces in the event of war with Germany.

Germany's actions in the immediate month prior to the war, and in the opening battles, are what finally pushed the UK into formally joining forces with France and Russia in the Entente Alliance. But the stage was set for that decision two decades previously, in the shipyards of Kiel.

The parallel between this historical situation and its diplomatic and military consequences, and the relationship between England and Germany in the game of Diplomacy, is fairly obvious. Regardless of the German player's intent, there are precious few English players who will see the building of more than one German fleet after 1901 as anything but a threat. This aversion is entirely understandable; the Supply Centers typically owned by Germany in the early years of an England/Germany alliance are (with the exceptions of Sweden and Denmark) easily defended from English encroachment by armies, and a second fleet build typically secures the two vulnerable ones as well (at least, a treacherous English player would likely broadcast his intentions a season in advance of taking them). While an English player who sees a two-fleet Germany as unacceptable is likely either paranoid or planning on allying with France anyway, it's a very clever Kaiser indeed who can convince a competent Brit that a third German fleet isn't aimed at London.

Interestingly, this tension isn't nearly so typical in an England/France alliance, and for reasons similarly echoed in history. By the first decade of the twentieth century, French and British military leaders, politicians, and diplomats had established a strong working relationship. While officially the United Kingdom was free from "entangling alliances," privately several assurances bordering on formal guarantees had been made by prominent English generals and politicians to the French leadership. The English public (and much of Parliament) likely wouldn't have approved of a formal treaty, preferring to limit the possibilities of the country

becoming involved in a Continental war; nevertheless, and perhaps inevitably given the deteriorating relationship with Germany, the English military plans became increasingly entangled with the French. One aspect of this entanglement, perhaps the most important, was France's decision to move the majority of their fleet to the Mediterranean, and entrust the defense of the English Channel to the British. When war broke out in August of 1914, England's Foreign Secretary Edward Grey (perhaps most responsible for entangling the United Kingdom with France), used the two countries' respective fleet deployments to argue to the House of Commons that England had a moral duty to support France. The next day, England declared war on the Central Powers.

Similarly, in Diplomacy, a French and British alliance quite often sees France building multiple fleets, but restricting them to Marseilles and further Mediterranean action. Some such alliances even see the two powers agreeing to let England possess Brest, to guarantee no sudden change in direction by the French navy can be facilitated by a fleet build there. (It goes without saying that this is rarely a wise agreement for the French to enter into, unless accompanied by a simultaneous French move into London··· but that's another article.)

Finally, many English players are averse to seeing Russia building fleets, particularly on the north coast of St. Petersburg. This is understandable from a strategic

perspective; those fleets have nowhere productive to go but to Norway, and thence to the North Sea, Edinburgh, and other areas of English concern. Interestingly, this has a bit of a historical parallel also. Not that the British government was particularly concerned about the Tsar building a dangerous navy; the Russian empire had neither the resources nor the inclination to challenge the United Kingdom for supremacy in the Atlantic. But nevertheless, the Russian navy and British ships did clash just prior to the Great War.

In 1904, Russia was embroiled in a war with Japan, one it was rapidly losing. A significant portion of the Russian fleet, rather inconveniently, was based in the Baltic, roughly 20,000 miles from where the Russian military needed it. So in late 1904, the Baltic Fleet began its journey across the world, on a route which necessarily took it through the North Sea and near the British isles.

Unfortunately, the Russian fleet was poorly trained and inexplicably paranoid of meeting Japanese ships at any time. On the night of October 21st, 1904, Russian sailors fired upon 48 British fishing ships, mere miles off the English coast. In the confusion, the Russians also fired on themselves. Three British fishermen were killed, two Russians also perished, and war was barely averted through diplomatic efforts on both sides, and the compensation the Russian government paid to the families of the deceased fishermen.

So not only do good reasons within the game of Diplomacy exist for the English to protest the building of northern Russian fleets, but these reasons appear based on solid historical experience.

(Please note; my tongue is planted firmly in my cheek.)

The game of Diplomacy is not a historical simulation; it is simply an excellent game. But one measure of its excellence is the degree to which the relationships and tensions which existed in Europe in the early years of the twentieth century are, deliberately or not, replicated on the board. Just as in reality, these tensions can lead to many different outcomes. War between England and Germany was not inevitable then, and it is not inevitable in the game; then, as now, it was decided by the choices, perceptions, and reactions of the countries' rulers. To the extent this article has a specific point to make, it's this: Diplomacy is a game where every action taken matters, and the men who went to war in 1914 were as real as you and me; if you wish to understand the possible outcomes of your own choices, you would do well to study and understand theirs.

Thoughts on the French–Italian Alliance

By Joshua Danker-Dake

One of the things I don't see a lot is the French–Italian alliance. I don't mean "France and Italy agree to leave each other alone for the first couple of game years and then maybe team up later if they're both still alive"—you see that often enough. No, I'm talking about when France and Italy agree to collaborate from the get-go. What does that look like? What does it take to make it work? Let's consider.

What you most often see is not an alliance *per se*, but more of a peace treaty: Italy and France agree on the obvious PIE-GOL-WES-NAF DMZ and more or less go their separate ways: France to combat England and/or Germany and Italy to go smash his head against Austria.

In contrast, an active alliance would almost certainly entail both countries going hard after Germany from Spring 1901. Let's say Italy opens VEN-TYR and France opens MAR-BUR, PAR-PIC, BRE-ENG—putting Germany on his back immediately means leaving Spain and Portugal alone for 1901. None of these are uncommon moves, and Germany should have no reason to expect a combined attack at this point.

Let's assume that Spring 1901 ends with France in BUR and Italy in TYR, as these moves historically succeed more often than not. France is then better served supporting Italy into Munich than the other way around, because from Munich, Italy can help France press the offensive; otherwise, that green army can do little more than support.

If France gets into Belgium in 1901, he can build a fleet to go collect Portugal and Spain, but if he doesn't, it's not the end of the world. As long as France keeps England out of the Channel, Italy's pressure on Germany should enable France to hold England at bay indefinitely,

assuming England doesn't make the atypical move of throwing all of his resources at France.

As long as England is not actively propping up Germany and Austria has not attempted to venture into Tyrolia— unlikely turns of event as early as 1902 and even 1903— Germany should go down extremely quickly. Italy and France will then be free to turn their attention to their respective halves of the board.

If France and Italy have prevented England from getting any of Germany's supply centers, France should find England reasonably easy to handle. Italy, in contrast, faces a tougher road. For him, going after Germany early means no pressure on Austria, increasing the likelihood of his becoming entrenched—and a five-center Austria by the end of 1902 is bad news for all of his neighbors. In such a case, Italy may be best served by using his fleets to help Turkey take Greece from him, whether in exchange for future considerations or simply *pro bono*.

Suppose that all goes well and that by the end of 1903 or so, Germany is out, his centers split more or less evenly between Italy and France, who are now free to go after new targets. What of their future together?

It is likely that they will have little opportunity to actively collaborate any further. Unless they want to fight each other at this point—an extremely unwise decision— France will have to take his navy north while Italy takes his army east. Their shared border should be reasonably easy to patrol; however, one's growth will eventually outpace the other's, and then thoughts will turn to stabbing. In such a case, Italy may be better off, as the stalemate line in the Mediterranean is easily established and held.

To be frank, this alliance takes a lot of work to pull off. It's a lot of trust and a lot of deferred gratification on both sides, and if at any point in the first two years one of the parties backs out on the requisite support, the whole thing can collapse into an unsalvageable mess.

So is it worth it? Diplomacy history says no—at least not most of the time. But that just means you're taking folks by surprise if you do it—and what's more fun than that?

Boston Massacre

September 16-17

Venue

The Cambridge Marriott in Kendall Square (50 Broadway, Cambridge MA 02142).

Registration

$35 pre-reg; $40 at the door

Lodging

A block of rooms has been reserved at the tournament venue at a discounted price ($269/night; we recommend doubling up!); reservations can be made by calling Marriott Reservations at (800) 228-9290. When booking, tell them you're with the Boston Diplomacy Tournament group; the discount price will be available until August 25th.

There are close to a dozen other lodging options within a short distance, including a Hampton Inn, Holiday Inn, and Ramada Inn all within less than a mile of the venue, and we are attempting to reserve another, lower-cost bloc at the nearby Porter Square Hotel, to provide attendees with as many options as possible.

For the thrifty traveler, there is couch/floor space available at the apartments of your gracious hosts.

Tournament

Three rounds over two days. There will be prizes for the top three places, as well as Best Countries and any other awards the Tournament Director deems appropriate.

Attractions

For starters, there's a Starbucks in the venue itself. Additionally, within just a few blocks of the tournament venue are a dozen excellent restaurants and half-a-dozen bars & pubs (including one of our many craft breweries, the Cambridge Brewing Company). The venue sits on top of a subway stop, so public transportation couldn't be closer.

Last year we had a big outing at the Cambridge Brewing Company on Friday night, where many libations were imbibed and war stories told, and we absolutely plan on doing that again this year!

Boston is one of the oldest cities in America, with all the history and attractions that implies. Some of the country's best restaurants, bars, museums, and concert venues are within walking distance or a short ride on the "T," and your hosts are more than happy to provide recommendations.

Pre-Register by August 31 by emailing:
contact@BostonMassacreDiplomacy.com

For more information, contact:
Alan Levin (contact@BostonMassacreDiplomacy.com) or Randall Lawrence-Hurt (randy.lawrencehurt@gmail.com)
Or visit: www.BostonMassacreDiplomacy.com
Or on Facebook at: www.facebook.com/groups/BostonDiplomacy

When was the Last Time a Diplomacy Map Gave You Goose Bumps?

By Larry Peery

When Kim Chmura called me and told me she had gotten goose bumps looking at some old maps she'd found in the Allan B. Calhamer estate sale items I figured she was on to something. Then I thought of Daniel Crouch at "Crouch Maps London" daniel@crouchrarebooks.com and I realized he, as a professional in the sale of maps and such, probably got goose bumps every day.

Still, I opened the files and looked at what Kim had sent. No, they weren't the Bayeux Tapestry or an Amerigo Vespucci original, but they were close --- at least to a Diplomacy aficionado.

Based on what Kim told me the maps are about 2 feet by 3 feet in size, painted in tempera on heavy paper (almost certainly by Allan himself) in the late 1950s. I believe they were original prototypes used to play test game before Allan printed the first 500 copies of the game in the late 1950s. . I haven't seen the back of either map but there is no doubt in my mind that they are authentic originals.

It doesn't get much better than this.

The top map is pretty much the Diplomacy board as we know and love.

know it from the Allan B. Calhamer edition or the first Games Research edition.

I'm guessing because I don't know for sure, of course, that this is the archetype for Diplomacy as the game we

Even more intriguing to me is the second map; which is about the same size, material and art work. I suspect it was an earlier version of the final map.

As you can see there are some major differences between the two. These differences have been discussed by others, such as Edi Birsan, and eventually resulted in a simplification of the map that resulted in a more playable and balanced game. Notice the difference in the way the Mid Atlantic Ocean is treated. France has a Burgundy divided into two spaces, Germany has another space in the west, Austria has another space, and Turkey is very different I'm sure you can find other differences.

Even more intriguing is the fact that in the Calhamer estate sale is the prototype map and rules that predates either of these. More on that when I get a picture.

For now, let's consider this to be an original, one of a kind, prototype of Allan's masterpiece. Beyond that it is a work of art. After all, he drew it and painted it himself. This rises above being just another map and becomes a real work of art. It needs to be framed. It needs to be displayed. After all, copies of the Declaration of

Independence and the Magna Carta are in everybody's library. This is something truly special.

I don't know what Daniel would guesstimate it value at but I'm sure it would be higher than any number the hobby can come up with. I suggested a starting bid figure to Kim and told her to go higher. I hope she does.

In two days the site for the original game went from a few score hits to over 5,000 and the price is over $1200. Not bad for something that sold for $7 when it was new.

You can see any of the estate items which are still on sale on eBay, or future ones when they are added, by following this link to:

http://www.ebay.com/sch/allclearestatesales/m.html?item=262911348603&ssPageName=STRK%3AMEBIDX%3AIT&rt=nc&_trksid=p2047675.l2562

Are You Designing a Game, or Throwing One Together?
You can't design a game as though you were playing a video game
By Lewis Pulsipher

This is a vital topic in game design: are you **designing** a game or you **throwing** one together? Yes, creativity is part of game design, but it only amounts to about 10% of the whole. The rest is more or less engineering: you identify problems and propose solutions, implement the solutions, test the results of those solutions, and so on. Scientific method is involved in your testing, and engineering is involved in your solutions. Occasionally inspiration and creativity are involved.

Just Say No to Guessing

What game design definitely is not, or at least should not be, is trial and error. I'm using the meaning that was prevalent when I was young: guessing what might work, and then checking to see if it does. I now call it "guess and check", because there seems to be a notion today that trial and error is a form of scientific method. No, it's guessing. Game design is **not** a guessing game (though as in all other creative or engineering endeavors, sometimes you get a lucky guess).

Let me use an example from a beginning programming class to illustrate. While I was a college teacher I substituted for a teacher who was ill, in a programming class for beginners. Many the people were not going to become programmers, but everybody was required to learn some programming, which made good sense in a computer department. The students in the class already had a program to work on, a simple one, so I walked around trying to help in general, as their programs didn't work.

This is not surprising. Programming is very logical, and people often are not taught logical methods in K12. The proper response when the program isn't working is to figure out the program flow, identify where it went wrong, change the program, and test the solution. It works the same way in game design. Much of the purpose of playing a prototype is to identify problems and test solutions. This includes some intuition, and the solution might involve some creativity, but mostly it is logic.

But what did the students do rather than try to figure out why it wasn't working? They just guessed, changed the program in accordance with their guesses, and compiled/ran it again to see what happened. If that didn't work, they guessed something else. They were using traditional trial and error, guess and check, and they were frustrated, of course, because it wasn't working. I tried to show them how to figure out the logic and flow of the program rather than just guess.

Game design ought to be the same way; some people won't do it that way but I think it's the most efficient way,

and it's the way that I like to teach people. Certainly different people have different design methods. Some design more from the gut than from logic. But it still involves hypotheses and tests: if you're actually designing something you are primarily using your brain in an organized way, I hope, and not just relying on inspiration.

Inspiration? Not Reliable

Inspiration is not very reliable. *"Inspiration is wonderful when it happens, but the writer must develop an approach for the rest of the time . . . the wait is too long."* (Leonard Bernstein, the composer and conductor - and writer.) Inspiration comes and goes. The more you treat the modifications of your game as an engineering problem, the more efficient you're going to be.

Some people may think of a game as art, rather than craft, and the more that you think of it as art, the more you might be inclined to rely on inspiration and intuition. So we might say that you're not designing a game, you're creating a game, though it's mostly craft once you have a playable prototype. A playable prototype is going to change a lot if you're doing a good job. Game design is not throwing things against the wall to see if they stick, which is what trial and error and error amounts to. It's "try this and see what happens. Then let's try that and see what happens." Some things might happen better than others, but it's a terrible way to solve a problem.

Why Do People Design This Way?

When I did the video version of this piece, I had not realized why this guess-and-check method might be common. Unfortunately, changes in game **playing** have led to much greater use of trial-and-error (guess-and-check) than in the past, and to puzzle-solving rather than problem-solving.

When I was a kid (more than 50 years ago) I searched for games that required you to think to succeed, but which were not abstract. The classic games such as chess and checkers were just too abstract, I wanted something that represented, modeled, some (possibly fictional) reality. Avalon Hill's wargames finally filled the bill for me, followed by *Diplomacy* (for more than two players).

With the advent of video games, gaming became a matter of athletic skills more than brainwork. No matter how well you could think, if you didn't have the reflexes and hand-eye coordination needed, you'd not be good at most video games. Video games were athleticware, not brainware.

Moreover, video games tended to be single-player puzzles, where there was an always-correct solution, owing to the inadequacy of the computer opponent. There was no substitute for human opposition.

When you play an opposed game of strategy, a game you can lose - which is usually a tabletop game - you cannot afford to simply guess at what to do. That's the road to Loserville. But now we have so many single-player and co-op video games, games where you can save the game at will. Many players try lots of different choices to see what works best, saving each one, and then use the best to move on to the next challenge. They don't have to figure out anything, they can just guess-and-check. In the extreme I know of someone who, finding a chest with random contents, will open it, save it, open it again, save it, and so forth, dozens of times, in order to get the best result. Ridiculous! Alternatively, some play games with online help open. If something isn't working well, the player will look up the best way to "beat" it, and continue. But it's these kinds of mentality that are the opposite of what you should be doing when you design a game. These mentalities amount to "throwing things against the wall to see what sticks."

Further, with the advent of Eurostyle games in the latter 90s, we entered the era of parallel competitions (which I called "contests" in my book *Game Design*), players all trying to solve the same puzzle. Even though there were usually several different solutions ("paths to victory"), they were still always-correct solutions. Many tabletop gamers became puzzle-solvers. People learned to look for the solutions, because they didn't need to worry about the opposition. Some games coming out of the Euro style transcended this, but most have not.

In designing a game, you do have, in effect, a "Save Game" option. Because you can try a solution you've devised, and if you decide it doesn't work, you can go back to the old way of doing it. But this takes a lot of time (one playtest often isn't enough to determine the success of a modification). Maybe **you** have lots of time to waste guessing at changes, but I certainly don't, nor does anyone who wants to design for a living.

Furthermore, knowing that there's always a best move (as it true of puzzles) is quite different than having to decide among uncertain alternatives, as in a typical wargame. Game design is problem-solving far more than puzzle-solving. There is rarely an always-correct solution in game design.

As a result of these changes in how games are played, many people who want to become game designers have learned the wrong ways of doing things, learned the wrong set of skills, to design games! Obviously, not everyone plays games this way (I don't, even when I play a video game), but the majority of gamers do.

Illustration of Throwing Against the Wall

I've seen the throw-against-the-wall method dramatically illustrated. Recently a beginning tabletop designer had his simple, multiplayer, 30 minute game, which involved cards and scoring only, playtested by players new to the game. The game had already been successfully Kickstarted but clearly it was far from done. Most of the cards were handwritten (not even computer-generated) for example. He also made the error of playing the game without having any rules with him (to test the rules as well). I asked why? His response was, he played it six or seven different ways, and was also changing it to satisfy backers as well, so he didn't bring the rules!
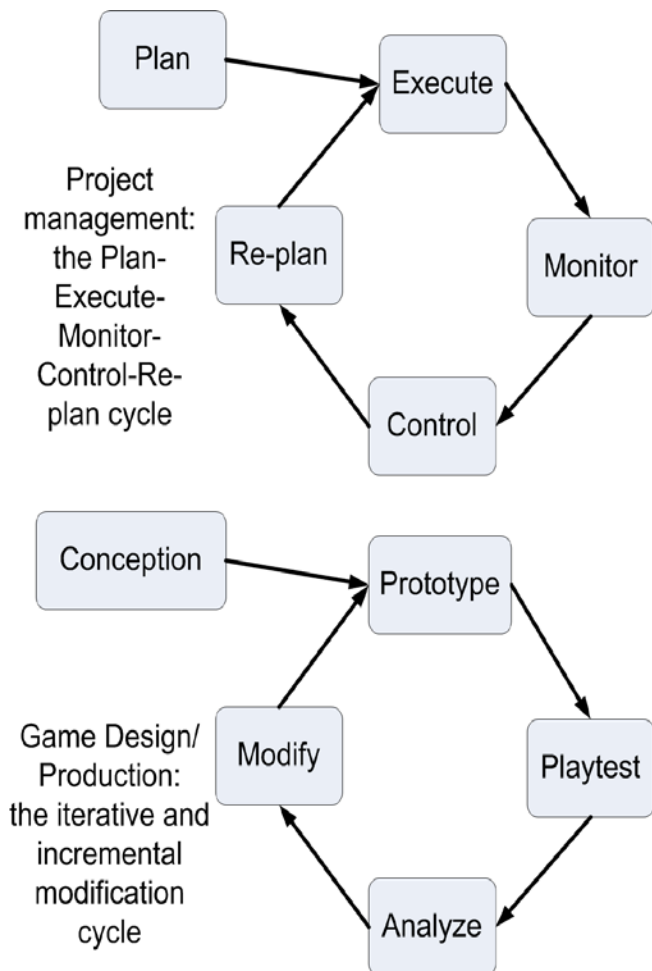
So here we had a game that was already Kickstarted and the rules writing wasn't being tested. When he said he was trying out a particular rule change my reaction was, how can you try a change when the rest of the game isn't stable? You're only trying to change one of those half-dozen ways to play. When you playtest, you playtest the whole game, not just the part that you're experimenting with. If the rest of it keeps changing, how can you evaluate the effect of one change?

My next question was, how are you recording the results of the playtest? He said he usually had a notebook, but not today, but he did have a laptop and he took notes after he was eliminated. (Yes, he played in the playtest, worse, without rules at hand. Bad Idea.) I can point out here that it was a game with player elimination, which is not desirable nowadays, even in a 30 minute game, and it was a scoring game yet he hadn't bothered to bring the scoring devices, so everyone scored on their smart phones. This is just **sloppy**. You've got to test the actual game, not substitutes!

I've talked about some of the obvious flaws like player elimination, but there was another one. It was a card game of direct attack on other players. There was no overall constraint on whom you could attack; the lesser constraint involved categories of who you could attack that is, your strongest attack in your hand at any given time could only be aimed at some of the players rather than any of them, depending on their characteristics. They had about five or six players in this game. I didn't watch the game much as I was doing other things. I asked afterward if there was a strong tendency to attack the leader, and the answer from the players was, yes. The game suffered from leader-bashing. I'm not sure the designer actually recognized the term when I used it, and only had a glimmering of why it was undesirable. People then started to suggest solutions to the leader-bashing, but the first, only allowing attack on adjacent players, would have pretty drastically changed a game that's already Kickstarted! (I'm often critical of Kickstarted games because of the nature of the audience, but I'm really offended by the idea of Kickstarting a game that is so far from complete.)

As an aside, why is leader bashing undesirable? It takes the strategic decision-making out of the game, you just attack the leader. It makes people want to sandbag (if they can), they don't want to be the leader until the very end. In fact, given the nature of the game, there was virtually no decision-making involved. You picked your strongest attack that could affect someone in or near the lead, and that was it. I'm not opposed to simple, even shallow, games, but they should still give players viable choices, the "horns of a dilemma" of traditional board games. This one didn't.

To continue with this egregious example, what we have in this designer is a case of somebody throwing things against the wall to see what will stick. He tried to playtest the game in various ways to see what seemed to work better. It seems to me to be trial and error in the undesirable sense. It also helps show that Kickstarter is often about ideas and intentions rather about an actual game. He had a little bit of the art for the actual game for a small number of the cards and that looked quite good, and probably helped the Kickstarter a lot.

Project management: the Plan-Execute-Monitor-Control-Re-plan cycle

Game Design/Production: the iterative and incremental modification cycle

"Scientific Method"/Engineering

So let me talk briefly about the proper way to go about this part of design, not just trying this and that, not throwing things against the wall. I use a fairly detailed

diagram and a simpler version. This is an engineering design process. It's also something like project management, because each time in project management you're doing something that's rather different than what you've done before. I'll discuss this simpler project management diagram here.

The **Plan** is about you creating the game to the point where you have a playable prototype.

Execute is playing a prototype, first of all solo, then other people.

While a game is being played, you **Monitor** whether it's doing what it's supposed to do, whether it's going according to your plan, the vision you had in your head.
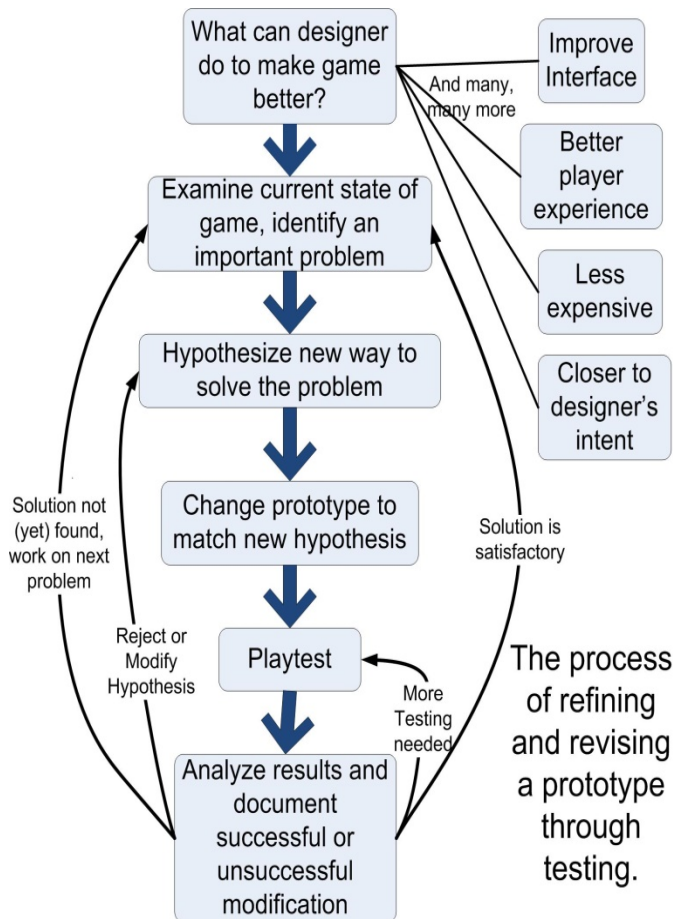
Control is when you monitor something that isn't going to plan, you do something to fix it, to make it work the way you want to.

Successful changes go into the **Replan**, where you modify your prototype. Then you go back to Execute and you play it again, and you keep going round and round on that, gradually making your game better.

I despise the word "iterate". Yes, this is an iterative (repetitive) process, but the word iterate, which is often used in video games, must be one of the ugliest words in the world, yet only covers half of what you're doing. You are **modifying** and testing, not just playing again and again. The scientific method is involved. To be termed scientific, a method of inquiry must be based on gathering observable, empirical and measurable evidence subject to specific principles of reasoning. A scientific method consists of the collection of data through observation and experimentation and the formulation and testing of hypotheses. (Wikipedia)

Game design is lot more than that, though. Unlike scientists, in most cases you have to rely on relatively few tests. (Nowadays in video games we see "open beta" testing, and testing after release, in order to increase the sample size and use statistical methods of analysis.) Unlike the scientist you're making changes in the design, an actual product, as well as experimenting to see what happens. Fortunately, this is usability testing, not scientific testing, and usability testing does not **require** a large number of trials. I strongly recommend that you check out the Nielsen Norman Group's website at alertbox.com, and read their articles. They are talking about web design usability, but most of what they say applies to game design, especially video game design where user interface is very important. We have user interfaces in tabletop games, but they have over many centuries settled down and don't change rapidly.

The process of refining and revising a prototype through testing.

Flow chart text:
- What can designer do to make game better?
- And many, many more
- Improve Interface
- Better player experience
- Less expensive
- Closer to designer's intent
- Examine current state of game, identify an important problem
- Hypothesize new way to solve the problem
- Change prototype to match new hypothesis
- Solution not (yet) found, work on next problem
- Solution is satisfactory
- Reject or Modify Hypothesis
- Playtest
- More Testing needed
- Analyze results and document successful or unsuccessful modification

An Analogy

Being a literal-minded person, I don't venture into analogies much, but I'll try one here. This question of engineering versus trial and error (guess and check) is comparable to how people learn software or home appliances or electronics. Unlike most people I read the manual. It's amazing how much you can learn that way and it's far more efficient. But what most people do is a just dive in and try things, or they simply remain ignorant. I read the manual and find out all you can do (if it's a good manual) that most people who just dive in and try things are not going to figure out.

The engineering style of game design is like reading the manual, the trial and error style is like diving in and trying things. It's much less efficient, but it is easier, just like not reading the manual is easier, and we can apply this to games. I would rather read the rules to a tabletop game in order to learn it, unlike most people who would rather be taught. It may take longer, but I miss less when I read the rules and understand the game better when I read the rules, if they're good set of rules, than when somebody teaches me.

I've discussed the whole cycle of testing and modification in my "Learning Game Design" course on Udemy.com, and there's also a course just about Playtesting. The major point to make here is that you follow a process that relies on solving problems you've identified. You also have to know what kinds of problems might occur, like leader bashing in a card game, and that's why I make so many of my videos to educate people about those possible problems.

Method is important, and trial and error (guess and check) is poison unless you have no choice but to use it. If you rely heavily on intuition or inspiration, more power to you, but that's not something that I want to teach aspiring game designers. If you think it's all about inspiration, I think you're dead wrong, any more than getting ideas is all about inspiration. You have to work at something to do it well on a consistent basis. You can't hope to be bailed out by random flashes of brilliance.

As a teacher I want people to understand a good, efficient method: "inspiration," "intuition," and especially trial and error (guess and check) are not good, efficient methods.

Design a game, don't guess at it.

[[For the video screencast this derives from, see Youtube:

Part 1   https://youtu.be/USZQipf4GLM

Part 2   https://youtu.be/UOUltO3uCSk]]

The Best Russian Diplomacy Player Since Alexander Lebedev That You've Never Heard of --- but he's no Henry Kissinger!

By Larry Peery

Introduction

This is a dip&DIP story about one word: trust.   Along the way we'll meet some very interesting people --- some you may know and some you may not. Our personae are:

- o   Henry Kissinger
- o   Vladimir P. Lukin
- o   Vladimir Petrovich Lukin
- o   John Boyer (pity his last name wasn't Boyar, right?)
- o   Lukin and Kissinger
- o   Lukin and Lebedev
- o   Alex Lebedev
- o   & The Motley Crew from A&E 2017 as an example (Austria vs. Everybody and Everybody Against Each Other)

This is all about one word: trust --- The Lack of Trust among people and countries in general and among diplomats and Diplomates in particular. I call it The LOT (Lack of Trust) Syndrome.

People in the Diplomacy hobby who reach out to others must have a latent sado-masochistic streak in them because they are, sooner or later, going to get kicked in the face. For instance, when I asked Alex Lebedev if he'd ever heard of Vladimir Lukin he responded, "Who? Oh, you mean Vladimir P. Lukin, the world-famous professor of fluid dynamics, optics, and theoretical physics at the V. F. Zuev Institute of Atmospheric Optics in Tomsk. Of course, everybody's heard of him, but nobody understands his work." On the other hand, when I asked Vladimir Petrovich Lukin if he'd ever heard of Alexander Lebedev, he replied, "Oh, you mean the very rich Russian oligarch. Of course, I've heard of him, but I don't know how much money he's got or how he got it. Somethings are better not known, don't you think?"

Alexander Lebedev may be the best Russian Diplomacy player I've never met and Vladimir Lukin may be the best Russian diplomat I've never heard of; and therein lies (Russian?) or lays (English?) or both (Ruslish?) my tale. Trust me, it's great!

Obviously, Russo-dip&Dip relations have a lot of work to do. Let's get started.

And, according to Vladimir Petrovich Lukin, it's not much different in Russo-USA diplomatic relations, but more on that later.

As for Russian Diplomacy, it's doing quite nicely thanks to the good efforts of Alex. "Спасибо. А теперь дайте мне ваш центр снабжения, пожалуйста."

Background

Trust, in diplomacy and Diplomacy, is not something easily given. It must be earned. Nor is it something that can be taken for granted. It must be nurtured. Nor can it be squandered. It must be carefully protected and used only when needed.

Meaning of the word: trust.

Something we do because God said to.

Definition of the word: trust

The word "trust" can be used seven different ways as a noun, one as an adjective, three as a verb (without an object), seven as a verb (with an object), once as a verb phrase, and once as an idiom. Go figure. Is that peeriblah or what? Trust me. Would Oxford and Cambridge lie to you?

Which definition of "trust" do you trust more?

☐ T**rust** - **definition** of **trust** in English | Oxford Dictionaries
https://en.oxforddictionaries.com/definition/trust firm belief in the reliability, truth, or ability of some...
Meaning, pronunciation, example sentences, and more from Oxford Dictionaries.

☐ **Trust Definition** in the Cambridge English **Dictionary**
http://dictionary.cambridge.org/us/dictionary/english/trust
trust definition, **meaning**, what is **trust**: to believe that someone is good and honest and will not harm you, or that something is…. Learn more.

Banking on trust: The word "Trust" used to be an important part of a bank's name. Now the phrase, "Trust me" evokes laughter, a smile or a knowing grin.

One who trusts, one who is worthy of trust, a "trust" --- when was the last time you saw a bank with the word trust in its name or sales pitch?   SunTrust Bank (FL and GA), Any National Bank & Trust Co. (they are two different things), and the First National Bank & Trust Co of Chickasha, OK are three of my favorites.   Of the 40 largest banks in the USA today only 2 have the word trust in their name: SunTrust (16) and Northern Trust of IL.

If you want to know more about banks and trust companies wiki has lots to say about them. Better yet, go to the American Banking Association website and read what it has to say about them --- after you've grabbed a tumbler (no ice) of whisky (Buchanan's is my personal choice.).

Who do you trust more?

Since 1999 The Gallup Poll has been asking people which professionals they thought were most trustworthy. Here's the most recent list from last December.

http://www.gallup.com/poll/1654/honesty-ethics-professions.aspx

Please tell me how you would rate the honesty and ethical standards of people in these different fields -- very high, high, average, low or very low? How about -- [RANDOM ORDER]?

	Very High	High	Average	Low	Very Low
	%	%	%	%	%
Nurses	29	55	13	2	1
Pharmacists	15	52	26	6	2
Medical doctors	15	50	29	5	2
Engineers	13	52	29	4	1
Dentists	10	49	34	5	2
Police officers	16	42	29	10	3
College teachers	10	37	32	12	6
Clergy	12	32	39	9	4
Psychiatrists	6	32	45	9	3
Chiropractors	5	33	45	10	3
Bankers	2	22	46	22	8
Journalists	4	19	34	23	18
Lawyers	3	15	45	26	11
State governors	2	16	45	27	8
Business executives	2	15	50	23	9
Stockbrokers	2	10	46	28	11
HMO managers	1	11	48	23	8
Senators	1	11	37	36	14
Advertising practitioners	1	10	46	29	11
Insurance salespeople	1	10	51	28	10
Car salespeople	1	8	45	31	20
Members of Congress	1	7	31	39	20
Diplomats	1	7	31	38	21
Diplomates	1	7	31	30	31

What does trust have to do with Diplomacy?

When you think of Dip as a game of assets (spaces), real estate (dots) and trust…well, you get the idea. If not, trust me, you will.

Some famous users of the word:

As we just saw the word "trust" is not one we often associate with diplomats or Diplomates; which may explain why there are so few memorable quotations about "trust" by diplomats or quasi-diplomats like Golda Meir, U.S. Grant, Dwight Eisenhower, Ronald Reagan ("Trust, but verify." --- can't be trusted. It's an old Russian folk saying he learned from …a non-politician.), Calvin Coolidge, Thomas Jefferson, John Adams, and Oliver Cromwell. Not exactly a list to inspire trust, huh? There was one I did find that I liked. Can you identify who said it?

"The moment for action has arrived, and I know that I can trust in you to save our country."

Questions about the word:

In Diplomacy ask yourself: 1) Who do you trust in a game and why? 2) Who don't you trust in a game and why? 3) Do you think other players see you as worthy of trust and why? 4) Do you think other players see you as not being worthy of trust and why? As you can see, especially if you read this paragraph to yourself out loud, the "why" part of these two-part questions is equally as important as the first part.

Most Diplomates focus on the skill of lying in playing but too often over-look that "secret ingredient" to winning --- the art of making others trust you and being able to spot another player worth trusting --- in a game filled with liars!

And now let's move on and consider some real case studies, so to speak, involving real diplomats and Diplomates. I'll leave it to you to decide for yourself how trusting or how trustworthy each of them is.

Henry Kissinger

I've written a lot about Henry A. Kissinger and diplomacy and his links with Allan B. Calhamer and Diplomacy. Rather than repeat all that I'll simply refer you to my earlier articles in DW and TDP.

However, there is one thing I will note here. Over the last fifty years and more I've read most of the major books by and about HAK. I've read his articles and speeches and watched his interviews. I was even lucky enough to meet him and informally chat with him during the days when he was a relatively unknown National Security Advisor to President Richard Nixon. From all that I do recall two things. First, I don't recall ever reading him use the word "trust" in regards to his inter-personal diplomacy. Second, I don't recall ever reading or hearing another diplomat or foreign leader use the word "trust" when

describing him. Apparently, it's not a word frequently used in affairs of "real politik."

More often were items in the media like this one published in June of 2016 in The Huffington Post by Richard Eskow, "*Would You Trust Henry Kissinger With Your Social Security?*"

You can read all about HAK's background and achievements online. And not a day goes by that Google doesn't have an update on his current activities. For a man of 95-years-old he's miraculous. Just as Lukin is amazing for a man of 79.

Vladimir P. Lukin and Vladimir Petrovich Lukin

While looking for Vladimir Lukin on the internet I discovered Vladimir P. Lukin; which led to this interesting email exchange. (Note, it's not the first time it's happened with or to me. Hard to believe, but there actually were four Larry Peerys at one time, all with a substantial internet presence. Lesson to be learned: always make sure the person you are emailing is the right person before you spill any dip&DIP secrets.

Vladimir P. Lukin email
From: peery@ix.netcom.com
To: lukin@iao.ru
Cc: Larry Peery <peery@ix.netcom.com>
Subject:
Date: Mar 26, 2017 11:11 AM
Hello and greetings from Southern California, USA!

I am seeking an answer to a simple question, "What is your middle name?" Yes, I am serious.

I'm researching a paper on the other Vladimir Lukin, the diplomat and scholar, and in wiki and such I also came across your name. I know he is Vladimir Petrovich Lukin and you are Vladimir P. Lukin, so I am guessing people (especially foreigners) may have confused you in the past. You probably got tired of that and decided to use the P. in your work.

I have the same problem. There are four Larry Peerys in the USA. All of us are either professors or librarians and we often get each other's emails and such. I've learned a lot about astronomy from my same name colleague in Missouri and he's probably tired of getting questions about Kim Jong Un intended for me :-)

Perhaps you have a story or two to share about this?

I have come to admire Vladimir Petrovich and his work from what I've been told by Professor Henry Kissinger. Perhaps someday I will understand your work and come to admire it as well.

Good luck and thank you,

Lawrence William Peery
Director
Institute for Diplomatic Studies
Oceanside, CA USA

Привет и привет из Южной Калифорнии, США!

Я ищу ответ на простой вопрос: «Какое у вас второе имя?» Да я говорю серьезно.

Я изучаю статью по другому Владимиру Лукину, дипломату и ученому, а в вики и так я также наткнулся на ваше имя. Я знаю, что это Владимир Петрович Лукин, а вы - Владимир Петрович Лукин, поэтому я предполагаю, что люди (особенно иностранцы), возможно, смутили вас в прошлом. Вы, наверное, устали от этого и решили использовать Р. в своей работе.

У меня такая же проблема. В США четыре Ларри Пири. Все мы либо профессора, либо библиотекари, и мы часто получаем электронные письма друг друга. Я многому научился по астрономии у моего коллеги по имени в Миссури, и он, наверное, устал задавать мне вопросы о Ким Чен Уне :-)

Может быть, у вас есть история или два, чтобы рассказать об этом?

Я пришел, чтобы полюбоваться Владимиром Петровичем и его работой, о чем мне рассказал профессор Генри Киссинджер. Возможно, когда-нибудь я пойму вашу работу и буду восхищаться ею.

Удачи и спасибо,

Лоуренс Уильям Пири
Директор
Институт дипломатических исследований
Oceanside, СА, США

Vladimir Petrovich Lukin

Why three biographies of Vladimir Petrovich Lukin? First, because he's such an interesting person. Second, because if I repeat his story enough times you may remember it ☺ And third, because he serves as an interesting dip&DIP case study of how the internet handles biographies of its famous and infamous subjects.

Among his roles: political activist, Human Rights Commissioner of Russia, President of the Russian Paralympic Committee, Deputy Chairman of the Russian Duma, Chair of the Duma's Foreign Affairs Committee, Ombudsman, director of the board of the Nuclear Threat Initiative, former Ambassador to the United States, specialist in the US-Soviet/Russian arms control issues, member of Russia's Council on Foreign and Defense Policy --- all built on a solid academic foundation. Not

bad for a man of eighty-years, I'd say. I'm almost tempted to call him the Henry Kissinger of Russia but the more I studied the man and his work the more I realized he has one quality that Henry clearly lacks --- trust.

Lukin from the wiki peerispective:

https://en.wikipedia.org/wiki/Vladimir_Lukin

Lukin with Vladimir Putin on 13 February 2008.

"Vladimir Petrovich Lukin (Влади́мир Петро́вич Луки́н, born 13 July 1937,Omsk) is Russian liberal political activist who served as Human Rights Commissioner of Russia from February 2004 to March 2014.

Vladimir Lukin was raised by his relatives, as his parents had been imprisoned by the Stalinist regime soon after his birth." His father was even accused of being a Japanese spy.

What I noted in reading the wiki biography of Lukin was its factualness (there's absolutely nothing, except for that one sentence in the second paragraph that suggests what kind of man or diplomat he was. The one picture, of him and Putin, is an old one. And the length, one-half page, is much less than an entry for a comparable figure (e.g. the Henry Kissinger biography in wiki runs 17 pages and includes 13 pictures). But there is one job title in the entry that hints at what is to be found in the other entries. That word is "ombudsman."

John Boyer

Another dip&DIP Link: a player called an Ombudsman

Like diplomat Vladimir Lukin, John Boyer is not a name most Dippers today are familiar with and yet, in his time, John was one of the hardest working, highly respected and liked members of the hobby. One of the chief reasons for that is his pushing for the establishment of an official Diplomacy hobby ombudsman back at a time (in the 1970s) when most Dippers outside of Scandinavia didn't even know what an ombudsman was or did. John educated the hobby about the position, led the effort to establish one for the hobby; which sadly needed help in solving its many problems at that time; and fulfilled the role himself with great skill.

Fortunately, we have Jim Meinel's *Encyclopedia of Postal Diplomacy Zines* as a reference source to learn more about John and his hobby work. It's available on line at http://www.diplomacy-archive.com/resources/history/Encyclo.pdf Among his publications of interest were:

The Council Courier John Boyer July 12, 1972 Carlisle , PA

LKI: #15 October 18, 1975 The International Diplomacy Association (e.g. IDA)'s Officer's zine. Fred Davis and Edi Birsan also edited this publication. Being the house organ of the IDA its existence dissolved with the IDA's in 1979.

Diplomacy Handbook John Boyer 1973 – 1974 Carlisle, PA. Edi Birsan 1975. Len Lakofka 1976. Greg Costikyan 1977. A series of manuals published annually by the IDA and intended to be a touchstone volume for the entire hobby. Early editions were dominated by strategy articles. Len Lakofka's handbook was oriented toward the needs of the hobby's growing number of publishers. Costikyan's was filled with humor pieces, variants and reprints of hobby press.

Diplomacy Review John Boyer 1972 – 1976 for the first nine issues Later publishers included: Ben Grossman, Jerry Jones, Bill Hinton, Rod Walker, and Scott Marley 1979. This was the official publication of the IDA. Published quarterly.

Impassable John Boyer 1972 – 1977. Carlisle, PA. Final issue was #75 in 1977. This zine was the giant of its time. John was putting out 18-24 page mimeographed issues when most other people were satisfied with 12 pages. There were elaborated drawn mazes and cover illustrations which were difficult to do on stencils. He had a great deal of hobby news, including Game Openings, plugs, and news of the IDA, of which he was also the editor of its newsletter. He peaked around October 1975 at which time he announced a circulation of 147. (This at a time when no other publication except Diplomacy World had a circulation in three figures.). Despite his tremendous workload, there were very few adjudication errors in the Impassable games, and very few late issues. Impassable finished in second place on the then operating Hobby Zines Polls on a couple of occasions. The zine was always a good read.

John's passion for the role of an ombudsman lives on at the U of PA where a scholarship in his name is given in this area. Among the past recipients were students who have gone on to serve at national and international organizations as professional and volunteer ombudsmans.

Vladimir Petrovich Lukin (continued)
Lukin from the russiapedia perspective:

(link provided by Vladimir Lukin)

Prominent Russians: Vladimir Lukin
Born July 13, 1937

Image from www.serbian.ruvr.ru

"Vladimir Lukin was born in the city of Omsk into a family of professional Party functionaries. His father, Pyotr Lukin, was one of the founders of the Komsomol, the youth wing of the Communist Party of the USSR. A week after Vladimir's birth his father was accused of being a Japanese spy and arrested. His mother, Raisa Ryzhik, in her attempt to find justice, was arrested too. Until his parents' release Vladimir Lukin was brought up by his relatives.

In 1964 Vladimir Lukin received the scientific degree of Candidate of Historical Science (correspondent to a PhD). Soon after that, as a young specialist, he was sent to Prague to work as the senior reviewer of the Czechoslovakian journal "Problems of Peace and Socialism." In 1968 Lukin expressed his disagreement concerning the introduction of Soviet troops in the Czech Republic and was immediately recalled to the USSR and prohibited from leaving the country for the next 10 years.

That same year Vladimir Lukin was appointed Head of the Far Eastern Policy Department at the Institute of the U.S. and Canada of the USSR Academy of Sciences. Lukin held this post for eleven years and from then on he was considered a specialist of Russian-American relations.

At the beginning of 1992 Vladimir Lukin received the highest diplomatic rank of Ambassador Extraordinary and Plenipotentiary of the Russian Federation. Lukin performed the duties of Russian Ambassador to the U.S. and was a permanent observer of the Russian Federation in the Organization of the American States (OAS).

In February 2004 Vladimir Putin recommended Lukin as the Human Rights Commissioner of the Russian Federation (also known as Ombudsman) and soon the State Duma voted in support of his candidacy. Lukin has held this post up to the present, with his activities constantly discussed by the general public and mass media

Vladimir Lukin's work as the Russian ombudsman is assessed in different ways: some experts state that he is less independent than his predecessors, while others underline improvements in the sphere of human rights. Describing the work of his institution, Lukin pointed out that the body receives about thirty thousand private complaints annually, and about seven to ten percent of these are successfully resolved.

Vladimir Lukin is proficient in English, French and Spanish and can understand Czech, Portuguese and Italian."

The russiapedia biography of Lukin reads like a classic European CV. It also only has one picture of the subject but at least it's in color and of a decent size. Note the absence of Vladimir Putin in the picture. In addition to listing Lukin's various positions and duties during his career the biography puts some "flesh and blood" and even "a bit of feeling" into its narrative.

Lukin in his own words:

Well, maybe not quite. This is a long interview from 2015 that appeared in *Russia In Global Times;* which seems to be Russia's attempt to copy the USA's *Foreign Affairs* magazine. It's worth reading until you get to the last line, "*Interviewed by* **Yegor von Schubert***, a journalist and publicist". The name got me curious (Ask von Powell or Atkins about that.) so I naturally did an Ask search. Guess what? Nothing. The only entry I found was a reference to the article I was reading. I don't know who Yegor von Schubert is, but I can tell you he is one poor journalist and publicist. Now even more curious I went back to the Russia in Global Times web site and checked out their Editorial Board list. Hmmmm. Ignoring the Russian names, some of which I did recognize and view as legitimate, I also found some old dip&DIP friends: Graham Allison of Harvard's Belfer Center and HAK wannabe; C. Fred Bergsten, Carl Bildt, James F. Hogue, Jr. (there's that Foreign Affairs link),* **Vladimir Lukin (in a personal capacity**) **Dr. Sc. (History), Prof., Ambassador Extraordinary and Plenipotentiary of Russian Federation,** Gideon Rose (another Foreign Affairs link), etc. etc. Actually it's a real powerhouse of a list with lots of old boys' networking, cronies, and plain old nepotism tossed into the pot. http://eng.globalaffairs.ru/number/Vladimir-Lukin-I-Am-a-Bit-Wary-of-a-Popular-Foreign-Policy-17363

Vladimir Petrovich Lukin and Henry A. Kissinger
So what would happen if you brought Lukin and Kissinger together for a one-on-one tet-a-tet of all things diplomatic and focusing on the presence or lack thereof of trust between Russia and the USA? Here's a TASS report from the Russian side.

"Relations between US, Russia worst over half-century" - Lukin quoting Kissinger

March 25, 2017 2:58 UTC+3
Russian diplomat and scholar Vladimir Lukin thinks that the real problem of relations is a full loss of trust in each other says Mikhail Metzel of TASS (summary provided by Vladimir Lukin)

Russian diplomat and scholar Vladimir Lukin

WASHINGTON, March 25. /TASS/. U.S. veteran diplomat and political expert Henry Kissinger believes the U.S.-Russian relations are in the worst shape in half-a-century now, Russian diplomat and scholar Vladimir Lukin, who is a member of the upper house of Russian parliament, told TASS on Friday on the sidelines of a conference on the history of American-Russian relationship at Georgetown University.

"I met with a person as authoritative as Henry Kissinger," Lukin said. "We had a long enough conversation at his home *(Editor's Note: Apparently not at the historical one at 3018 Dunbarton St. or the private one around the corner on P St. or the secret pied a terre in the Watergate. Does HAK have a new, fourth hide-out in the Trump International? Stay tuned to PINS for more info. FLASH FLOTUS!! The Jackie Kennedy House at 3017 N St. is on sale for USD 6.5M, approximately 1M per bedroom. Zillow is listing the 4 BR house at 3017 Dunbarton across from the HAK House for $2.5M; which makes it a steal!!)* and he thinks the relations between us (the Russian Federation) and the U.S. are in the worst shape over fifty or so years."

Lukin admitted frankly he was so surprised to hear Kissinger's assessment that he even asked a follow-up question, if the former U.S. Secretary of State meant fifty or fifteen years. The latter man confirmed he was speaking about a period of fifty years beginning with John Kennedy, who was President from 1961 through 1963.

When the reporter asked Lukin if the current spate of the Russophobic hysteria was hampering his routine contacts in the course of the current trip to the U.S., he said it was not.

Lukin said he had maintained perfect personal contacts with the people, who had been working on the Russian theme for many long years, since his time in Washington as the Russian ambassador.

He said he would rather explain for the "current heightened emotionality towards Russia, including the Russian embassy (in Washington)" by the acute internal political struggle in the U.S. that is not related directly to Russia. All the same, he admitted that "this will certainly put brake on our relations for quite some time."

When TASS asked Lukin what, in his opinion, would be the right thing to begin normalization of relations with, he said it would make sense to improve the general atmosphere first.

"I think we don't have really many specific problems in our relationship but the real problem is a full loss of trust in each other," Lukin said. "This loss tells on really many concrete things. We need to start trusting each other again so that we could discuss problems, to say nothing of resolving them, and that's something the Russian and U.S. people in power don't have."

"I hope changes will take place," he said. "As far as I know, a visit (to Moscow) by the U.S. Secretary of State is in the offing. If you take me, I'd being the discussion with the problem of trust."

American participants in the conference spoke about State Secretary Rex Tillerson's forthcoming visit to Russia in their conversations on the sidelines of the sessions as if it was a firmly decided matter.

More: http://tass.com/politics/937475

For more about the event that hosted the Lukin-Kissinger encounter go here https://guevents.georgetown.edu/event/conference_25_years_of_us-russia_relations_2693#.WNldkqKJiUk

The all day, sold-out event attracted some major players in contemporary Russian-USA diplomacy like Joel Hellman, William Taubman, Robert Legvold, Lukin, Sergey Rogov, Madeleine Albright, Igor Ivanov, and various academics and businessmen. In all, 22 names were listed on the program. Going down the list of 153 registered participants (e.g. observers) I found a good mix of Russian and US names, but not one I recognized. Note that Henry Kissinger's name is not on the roster, although Lukin met with him privately during the visit. That's probably because as a general rule Democratic/liberal and Republican/conservative diplomats (past, present or future) do not attend the same events, unless it's a solidarity meeting in front of a Congressional committee. Sort of reminds me of some WDC and European national Diplomacy events I've attended.

The theme of the conference was "25 Years of US-Russia Relations". Tellingly, not one of the speakers choose to use the word "trust" in their presentation title. Another indication of how it went were the words used by the Russian media to describe the subject: "US-

Russian relations worst in over half-century" (rbth), "Russia and America: Test relations (The Economist), "25 Years of US-Russia Relations: From Cold War to New Cold War?" (Russia Matters). If you want to judge for yourself the event site has a livestream broadcast of the events.

Alex Lebedev

If Vladimir Petrovich Lukin is a role model for modern Russian diplomats than Alex Lebedev is certainly a role model for contemporary Russian Diplomates.

A uniquely Alex Lebedev combination of French savoir faire and Russian melancholia inspired the title of this piece. Although he may not be exactly well-known in the world of Diplomacy, Alex clearly has the best record of any Russian Diplomate! Don't take my word for it, look at his stats in the World Diplomacy Database:

Best performances in tournament: From 2007 to 2013 he took 6 1sts in NDC, Masters or NCUP play in three different countries; from 2007 to 2012 he took 7 2nds in NDC, Masters and CUP play in three different countries; from 2006 to 2014 he took 6 3rds in NDC, Masters and CUP play in four different countries. He had equally impressive results in various leagues and circuits.

A&E 2017

The Variant
The Ambition & Empire Diplomacy Variant (A&E, http://www.dipwiki.com/index.php?title=Ambition_and_Empire was designed by Jeff Kase and Baron Powell with graphic and artistic contributions from Alex Ronke, among others. The 2017 edition was run by Ronke on the internet using googlegroups as the game forum from December 2016 until March 2017. For more information contact "VonPowell@aol.com" <VonPowell@aol.com>, or "Alex Ronke" w.alex.ronke@gmail.com. I really hope this talented team will find a way to bring all the game materials: rules, play-by-play, press, EOGs, etc. together in one place on the internet for use by future variant Dippers as a learning tool. I think it would be invaluable.

The Game
The game time began in 1762 and ended in 1769, hence the nick-name "Six Years' War" (Don't ask.), and was basically a continuation of a "what if" Seven Years' War

scenario with some changes, such as having the Ottoman Empire as an active participant.

The Players

- Great Britain & Hanover: Frank Martin, 4 SC at start, 5 SC at end, Minor Player
- Denmark-Norway: Jonathan Langman, 2 SC at start, 8 SC at end, Major Player
- France: Bill La Fosse, Larry Peery (replacement), 3 SC at start, 0 SC at end, Eliminated
- Hapsburg Empire (Austria): Lynn Mercer, 4 SC at start, 15 SC at end, Winner
- Ottoman Empire (Turkey): George Atkins, 2 SC at start, 1 SC at end, Survivor
- Prussia: Bryan Laferrier, 3 SC at start, 0 SC at end, Eliminated
- Poland-Lithuania & Saxony: Daithi Walshe, 2 SC at start, 1 SC at end, Survivor
- Russia: Adam Bagley, 3 SC at start, 3 SC at end, Minor Player
- Spain: Ray Bruce & Chris Dziedzic (substitute), 2 SC at start, 3 SC at end, Minor Player
- Sweden: Ryan Rutledge, 2 SC at start, 8 at end, Major Player
- Unidentified Quote Source: George B. McClellan

The Results
A bare majority of the players in the game had had prior playing experience with other participants in this game. That no doubt had some impact on the game results. However, the essence of the game was the struggle between one player, Austria, seeking victory; and the other players seeking to form a strong enough coalition to stop him. That didn't happen. Underlying the strategic, tactical and diplomatic levels of the game was a foundation built on a structure that lacked one key ingredient --- trust. Without that trust no strong coalitions survived long enough to prevent the Austrian win.
The EOG Statements

With two exceptions, every participant in this game submitted an End of Game statement. Taken collectively they present a pretty good summary of what was going on behind the scenes in the game. The one thing in particular I noticed and a good part of the reason why I wrote this article was the previously noted here and frequently expressed comment in the statements by the players about the lack of trust in the game. They seemed surprised that no one trusted them but gave every imaginable reason for why they shouldn't have trusted anybody else. Heh, that's the joy of Diplomacy!

Conclusion
I trust you've enjoyed this article and found it of some use. In it I expect you've learned more about the word "trust" than you ever wanted to know. I've also introduced you to some real diplomats and diplomates --

- some more trusting and trustworthy than others. Next time you have a diplomatic encounter or in your next Diplomacy game keep that secret weapon, trust, is your

mind. It just might turn a demarche into a rapprochement.

Diplomacy World Cup IV Update
By Jim Burgess
Diplomacy World Cup IV -- Tournament Subscriptions Have Started!

Dear enthusiastic Diplomacy players: subscriptions to the 4th edition of the Diplomacy World Cup (DWC IV) have officially started!

DWC, which started in 2007, is a worldwide team tournament organized by the online diplomacy community, in which national/regional/international teams from all over the globe compete for the title of best diplomacy team in the world!

DWC IV will be a two-rounds tournament, where each team has exactly seven players, each playing the seven different powers. The best seven teams from the first round will advance to the final round and fight for the championship title. For the complete tournament rules, see pages 7-8 on Diplomacy World #136 (available at www.diplomacyworld.net/pdf/dw136.pdf).

To sign up, send an e-mail to DWC4.SignUp@... after having carefully read the following instructions. Subscriptions are open until **April 30th 2017**, and the tournament is expected to start in May-June 2017. In your e-mail, please include the following information:

-) For individual subscriptions: full name, e-mail address, country/region of origin.

-) For team subscriptions: full name, e-mail address of all team members, country/region of origin, name of the intended captain.

Team composition. Each team is formed of 7 members, no more and no less than that. Multiple teams from the same country are allowed, as well as regional teams; however, only one team per country is allowed in the final round. Each team will have a captain. No replacements of players in a team are possible at any moment during the tournament, except for very exceptional documented cases, upon acceptance of the DWC Council.

Sign-up rules and formation of teams. Two sign up options are available: people can sign up directly as complete teams of 7 (preferred option) or individually. People who have signed up individually can also decide later on to form a team with other people who have already signed up. When people sign up, they will

indicate their country and (when applicable) region/state/province.

After the sign-up deadline, people who are still signed up as individuals will be grouped in teams of 7 by the TD (in consultancy with the Council), with the following rules:

-) When possible, national teams will be formed. If this is not possible, the possibility of creating a regional/continental team will be explored. In case both options are not possible, multi-national teams will be formed.

-) When forming the teams, the "first serve, first come" rule will always be followed. Example: if 8 players from Italy have signed up, the 7 Italian players who have signed up first will be put in Team Italy, the 8th one will be put in another type of team (regional, continental, multi-national etc.).

-) People who sign up individually implicitly accept the decision of the TD/Council on the team in which they will play. This decision cannot be appealed or changed.

Definition of team captains. When groups of 7 people directly sign up as a team, they can already indicate a captain at that stage. For teams who have not indicated their captain, or for teams formed by the TD/Council from individual subscriptions, the captain will be defined as follows:

-) The TD will initially indicate as captain the member of the team who has signed up first.

-) The team will then be given a fixed period of 1 week to internally discuss this assignment and eventually, upon agreement of all team members, change the captain.

-) At the end of this period, all captain names will be "frozen" and can not be changed anymore.

The main role of the captain is to make sure that all processes within the team are fluid and all decisions are taken smoothly and rapidly. The captain also functions as interface between the team and the TD. Other captain roles are explained in the full tournament rules.