

Diplomacy World #143



Fall 2018 Issue

www.diplomacyworld.net

Notes from the Editor

Welcome to the latest issue of **Diplomacy World**, the Fall 2018 issue. With this issue we have almost reached twelve straight years since the late Jim Burgess ~~begged~~ ~~bullied~~ convinced me to return as Lead Editor and try to get the zine back on a dependable schedule.

There have been hits and misses among all the issues we've released since then. Some of the issues I barely remember, and some of them I am quite proud of. I would hope that in every issue you can find at least **one** article you are interested in. If every reader enjoys one article, I would consider that being a 100% success rate. You can never please everyone with every issue or every article. The best I can hope to accomplish is to provide a variety of quality material, on a reliable schedule. My thought is that if I can accomplish both goals, that's enough to keep you downloading and looking through each new issue as it is released. If you stop looking at each issue, you'll never find the articles that you are most likely to enjoy.

It has been said hundreds of times in these pages: Diplomacy World is only as good as the articles that are submitted. I've tried a variety of formats and ideas to increase participation. There were "theme" issues: preannounced themes meant to inspire articles on a specific topic. There have been numerous writing contests, with prizes coming out of my own pocket. I post messages on Facebook, Yahoo, on the Diplomacy World blog, and in emails soliciting articles and offering ideas. I've had "reporters" covering various segments of the hobby (that idea actually goes back much further, to the days when I published **Foolhardy**, which was before my **first** stint as Lead Editor of **Diplomacy World**).

In the end, it always comes down to one major factor: the influx of new blood. There are certain hobby members who are regular contributors. They may not send something every quarter, but you'll see their names in the bylines a couple of times per year. There are also those individuals who are heavily involved in particular face-to-face Diplomacy events; they generally submit a flyer for their convention, and with luck can produce an article reporting on the action (or they draft someone else who attended to do it for them).

But we need more. It isn't that Diplomacy World needs to be a huge, 80+ page publication. It's just that we need more contributors (who send in an article each year if no more), and we also need new readers. Each issue of Diplomacy World is still download thousands of times in the three months after release, but I am certain a large chunk of those downloads are by hobby old-timers who aren't especially active any longer. They

download to browse, look for names they recognize...maybe to reminisce about the Golden Age of printed zines.

The problem is this hobby has become more and more fractionalized over the last decade. It is common to find Diplomacy fans who only play on a single website, in a single forum, or with a single local Diplomacy club. They don't travel to out-of-town conventions, and they don't venture beyond their sphere of comfort. They get used to the user interface where they play (if online), or the people in their local club, and those people are never introduced to other areas of the hobby. They may also never be exposed to Diplomacy World.

So, I am asking each of you to commit to doing at least one of the following over the next six months (but you can certainly do two or all three):

1. Find a Diplomacy player who has never heard of Diplomacy World, or who has never read it, and direct them to the website at www.diplomacyworld.net, suggesting they read this issue and bookmark the page to go back and browse some of the other issues, and/or
2. Begin work on an article you plan to submit to Diplomacy World for publication, and/or
3. Convince another Diplomacy player to begin work on such an article.

If everyone who bothers to read this section did at least one of those three things, Diplomacy World would suddenly have a larger audience and an influx of articles from new contributors. That's the easiest way to keep Diplomacy World going strong.

Speaking on which, if you haven't already, I suggest you join the new Diplomacy World email mailing list (powered by Mailchimp). You never know how long the old methods (Yahoo groups, etc.) will still be around, and direct mass emails from my own Yahoo account often get flagged as spam. If you join the mailing list you'll see a few emails every quarter and you'll be able to control your settings yourself. Tell a Diplomacy friend too! You can find it at: <http://eepurl.com/dzKKtT>

I'll close by reminding you the next deadline for Diplomacy World submissions is January 1, 2019. Remember, besides articles (which are always prized and appreciated), we LOVE to get letters, feedback, input, ideas, and suggestions too. So, email me at diplomacyworld@yahoo.com! See you in the winter, and happy stabbing!

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

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Knives and Daggers - The Diplomacy World Letter Column



Larry Peery - First thing I did was actually print our your comments. I've taped that up on the wall next to my computer to remind me of what you said. I've never done that before.

I'm doing an essay (or maybe a set of random thoughts) on the use of the words incomplete an unfinished in Diplomacy. One of the things that came to mind was the apparent success (based on what I see online and from a few comments) of PBEM Dip in comparison to FTF Dip. I'd like to know more about the exchange of players between the two groups; and especially how much, if any, out-reach there is from FTF players and events to the PBEMers. Perhaps this is something we need to do more of.

On other things. I did a very tentative suggestion/query to Birsan, Martin and Cooley to see how they felt about the idea of setting up a DixieCon Cup for Hood's event. I was thinking in terms of a perpetual award that would list the name(s) of winners back to the first event. It would stay in with DH to be trotted out at even DipCon. I haven't mentioned the idea to him yet. Initial response was good but I don't know if I'm going to go forward with it.

I was thinking since WDC is in Washington in October and the French event is in Paris in Nov. it might be nice to do a survey piece of both events, past US-FR diplomacy relations, and past American-French Diplomacy hobby relations. While it might not be enough to get anybody to actually go to both events, it might at least get people to thinking about it, or maybe just fantasizing.

So, there was no 18 center win in Chapel Hill, just a 17 center. Pity.

As for the Demo Game. Edi is living up to his Foxy the Silver Fox reputation. (There's a temptation there for a collection of illustrations (cartoons, photos, anime, etc.) of Edi over the years from a full head of hair to the chrome dome we know today...).

Just heard that 79-year-old San Diego Dip icon Lou Curtiss has passed. From the photo one might think Lou Curtiss was a descendant of Leonardo da Vinci and in a way he was. Reading his obit in The Reader reminded me of how much Lou did for so many different communities in San Diego He was interested in everything and willing to try anything once, but he always kept coming back to his first love --- folk music. I

got to know him in the very first days of the San Diego Diplomacy group in the mid-1960s. Because of his interest in folk music and science fiction (He was one of the early movers in getting Comic-Con going.) he came into contact with people like Rod Walker, Conrad von Metzke, the late Hal Naus and myself. He played diligently in some of our early FTF games in 1965 and 1966, and even played in some of Conrad's first PBM games in Costaguana at the same time. Still, his interests moved on and although I would see him occasionally at his record shop or some local event, I lost track of him over the years. Still, he was one of the most colorful Founding Fathers in our Diplomacy hobby. Here's The Reader obituary:

<https://www.sandiegoreader.com/news/2018/jul/09/lou-curtiss-kept-music-alive/>



Disgruntled Stabber - *"To be honest I've found diplomacy world too tedious and never influenced by new ideas. Usually i take a glance at it but one moment later I'll delete the file. If you can change what you publish, it can be smaller but more connected to hobby and events. I would like Bro but my time is a scarce resource. I'll try but cannot be sure about it."*

I think us millennials get too much grief over this sort of garbage attitude towards other people's work and contributions towards any sort of publication or project. Why, I would guess the rot that withers away great oaks of the hobby like Diplomacy World has been present far longer than I've been alive by this sort of cavalier attitude. Too often consumers of church communities, local clubs, and groups like Diplomacy World take arrogant stances like this and then mourn when nothing rises in the ashes of such groups' demises.

Much as some young people are turning to retro technology like flip phones, board gaming, and record players, I think zines like Diplomacy World can have a bright future with just a little fresh blood. Unlike the narcissistic shouting in the wilderness (except the wilderness is a vast throng of facebook and twitter friends that cannot care less about your personal thoughts) that personal blogs or twitter feeds personify, writing for Diplomacy World insures your work will be read, even if the amount read by some brash consumers may just be the title and author of your article before the file is swiftly deleted.

Selected Upcoming Conventions

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

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

World DipCon 2018 – Friday October 5th 2018 – Sunday October 7th 2018 - Washington DC – www.ptks.org

Carnage – Friday November 2nd 2018 – Sunday November 4th 2018 – Killington, VT – www.carnagecon.com

Championnat de France – Saturday November 17th 2018 – Sunday November 18th 2018 - Paris, France

Cascadia Open – Saturday January 26th 2019 – Sunday January 27th 2019 – Vancouver, BC, Canada – Cascadia.open@gmail.com

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

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

Ask the GM

By The GM

Dear GM,

I have been watching the Kavanaugh hearings.

Do you think Judge Kavanaugh has the temperament to be a good Diplomacy player?

A Concerned Citizen

Dear Citizen:

Not only does he have the temperament but his angry, crying meltdown in front of the Senate Judiciary committee is tour de force of your average Diplomacy player attempting to deny responsibility and throw shade on the other players. I salute Judge Kavanaugh and a heartily endorse such a candidate for the US Supreme Court from a Diplomacy point of view

As an actual judge he's freakin' train wreck, dumpster fire who shouldn't even be on the Federal bench let alone the Supreme Court.

Your pal,

The GM

Dear GM:

What should I get the Diplomacy player who has everything like Doug Kent for Xmas?

Merry Xmas,

Santa Clause

Dear Santa:

First of all, I'm still waiting for the trains I asked for when I was ten years old and you brought me socks. You owe me you, you damn lying bitch.

Second, Doug needs articles for DW to keep doing it. So light a fire under the lazy asses reading this to help out with some articles—not talking to you Larry Perry, we have enough secondary material from the web, thanks.

Third, for the average Diplomacy player they want supply centers. So wrap up Bel and Gre and send them to your favorite Diplomacy player
Your pal,

The GM

What to Expect at World DipCon 2018

By Christopher Martin

About 100 people are playing diplomacy over the October 5-7th weekend, and if you are wondering what it is going to be like, I thought I'd provide a quick preview.

Thursday Night:

At 7pm there is a Pre-Event dinner at a nearby restaurant – about 40 people will gather for four hours of

food, drinks, and conversation. Doing something social the night before the tournament begins is a long-standing tradition, though it usually isn't so fancy or organized. Some hardy souls will go out to the Adams Morgan neighborhood after to continue the party – others will leave early to get a good night's sleep before the event begins



The 2017 Pre-Event Party was Schwanky!

Friday Morning:

Peter Yeargin, the tournament director, and other members of the executive board will be on site early to set up for the event. The event is at the Connecticut Avenue Hilton, and the 2500 sq foot room will feel very large and empty with only five people and fifteen boards set up. By 8 am the first players will begin to trickle in, coffee in hand. Experienced players will have had a hearty breakfast, knowing that their next meal will be further away the better they play. Others will bring snacks – there will be no break for lunch during the morning round.

As more players arrive, small groups will form. People who only see each other twice or three times a year will sit together catching up. Players who have traveled for the first time or just don't know anyone will sit by themselves, until the ice is broken when asks something like "what countries do you want to get?" And then conversations will start; about favorite tactics, war stories will be trotted out, and WDC's specific rules and scoring systems will be reviewed/critiqued. This part of the morning can seem very cliquish to folks who are new and haven't formed bonds of friendship with the other players yet, but in my experience the hobby is more open to new blood than many others! People who make the effort to reach out will be welcomed.



Players hanging out pre-DixieCon 2017

While this is going on players are checking in with the TD, letting Peter know they are present and playing this morning. Players will be given a WDC2018 Notebook which they are welcome (but not obligated) to use for order writing. Their names will be entered into a database for tracking and seeding of boards. About 9:15 announcements will start, the code of conduct will be reviewed, and at 9:30 board call will be announced.

Normally there is a roll call, but with 100 people, players are going to have to check in if they want to play! Players will receive their board placement by email / SMS, which will hopefully speed up the start of play. The message will contain your table number, your country, your opponents and their countries. When you arrive at the table, write your name on the center tracking chart, introduce yourself, and make sure you have a notebook and something to write with. Once all players have found their place, the games will begin.

Timing at WDC is “central clock” – which means a couple of things, primarily that every board is on the same timing, and that the clock never stops – orders are read and adjudicated while on the clock for the next season’s negotiations. Orders are due each season when that season’s timer ends – there is no time built in for order writing – which can be harrowing for players

who aren’t used to it. The pressure only grows as the game develops and positions are increasingly complicated. Players must balance their need to negotiate with writing good orders. Mistakes will be made by players who haven’t struck the right balance than would happen in a slower, more casual game. The clock will be clearly projected on a wall and speakers will announce the countdown to deadline – but ultimately players are responsible for knowing when their orders are due. Hopefully no-one will NMR accidentally!

In 1902 or 1903 the first player will be eliminated. That would normally not be a safe assumption, but with 15 boards, someone is going to make a mistake or be ganged up on by three of their neighbors. Over the next four hours more players will join them, and other, non-diplomacy games will be started – casual games like Splendor and more complicated ones like Terraforming Mars are popular this year. By 1905, the first draw votes will be held. Again, this would normally not be a safe assumption, but with so many boards there is likely to be one where everyone agrees that that they’ve gotten all they are going to get and their score isn’t going to be improved by playing on. All draws are done by secret ballot, and conducted by the Tournament Director or one of his assistants. Draw votes are on the clock!

	01	02	03	04	05	06	07	0
<u>Austria</u> Jeff Ladd	4	4	4					
<u>England</u> Chris Martin	4	5	5					
<u>France</u> Tim Richardson	5	6	67					
<u>Germany</u> Mike Hall	5	6	5					
<u>Italy</u> Nate Cockerill	5	5	4					
<u>Russia</u> Robert Rousse	5	4	5					
<u>Turkey</u> Peter Yeargin	4	4	4					

If you are lucky you'll get a nice soft board like this one, from 2013

By 3pm most games will have finished. It is quite common for players to adjourn to a nearby pub or restaurant to eat and break down what happened during the game. Round two board call is 5:30 pm, and on Friday, all the games will probably finish before then – the only games which might continue will be ones where someone is pushing for a solo victory! If the game does continue into the evening, players will have to decide if Friday night will be a round they sit out, or if they are going to play on two boards at once

Friday Evening

Players who didn't play in the morning will have been arriving and playing other games in the afternoon, checking in with the TD and catching up with old friends in much the same way as the morning. Players who finished their round one games in time will be coming back from getting food, as there will, again, be no break during the evening round. At 5:30, new boards will be called, and the whole process will begin again. Because players can only participate in three of the preliminary four rounds, many will take Friday night off to go out for dinner and drinks with friends old and new. By midnight, most of the diplomacy will be finished, and the room will get progressively quieter and emptier as

players head out to celebrate down their sorrows or to bed to rest up for Saturday's games.

Saturday Morning

Much like Friday morning, but with more hangovers, and less people who don't know anyone. Tournament veterans will be making the rounds, sussing out who had good scores and trying to figure out where they stand in the tournament. Morning announcements will include presentations by various tournament directors about their upcoming events. At 9:30 sharp, boards will be called, again by email/SMS.

With only two rounds left to play, and only seven spots available on the top board, there will be a sense that the Saturday games are do-or die: draws will be harder to come by, games will go longer, and the chance that someone will lose their temper will go up as the day goes on. The tension between players who are less invested in their tournament score and those who have hopes of winning will increase, as players vie for the one or two centers that will put them into contention for the top board. Other players who slept in will go out to see some of the city – an organized group will go to the National Zoo, and another to the Capitol. Other games will continue be played on the sidelines.



Saturday night is likely to see shenanigans like an Austrian Army in Norway – arrived via convoy from London.

Saturday Evening

Players who have played the three previous rounds are obligated to sit out tonight. They will go out for dinner, drinks and hope that their scores are good enough to stand up. Most of the serious contenders will play, though, trying to get as much information about what they need to do to make the top board as possible. These games will be the some of the most hard-core of

the weekend. Tournament directors will be called to make rulings on various technical issues, and tempers are most likely to be lost. Some games will go longer as players who know they need to do better refuse to let the game end. Other games will end quickly, as everyone decides that they aren't going to get what they need to make the top board, so they might as well go the bar for a pint.



Hanging out with people outside the event is a must!

Sunday Morning

Sunday morning will have a very different feel than Friday or Saturday – people will be tired, but there will be a lot of buzz about the top board. The seven players with the best scores from the preliminary round will play one game to determine the WDC winner. There will be some speculation about who qualified for the top board – in 2016, one player who had a solo win didn't end up with enough points – so while it may be obvious who has the three highest scores, it will be harder to know where the bubble is. At 9 AM Peter will announce the Top Board (individual players will be informed earlier) and power selection will begin. Look on Youtube for “The Paris Method” for a good example of this process!

Once this is done, the rest of the boards will be announced. Everyone else is still playing for 2nd place as well as the “Best Country” awards and of course pride! But the games on Sunday will generally be less cut-throat than those Saturday night – there will be exceptions! Some players will be tired and wrung out emotionally and again, some tempers may flare.

The top board will get a lot of attention as the day goes on, with eliminated players and those from games that have finished spectating and speculating on the course of the game. The top board will be slightly removed from the rest of the group, and the pressure on those players will be tremendous. Sometime between 2 and 3:30pm, time will be called on all boards, and the games will end. Whomever has the most centers on the top board will be the winner of WDC 2018!

After a brief recess for calculations, awards will be given out. Trophies for the top 3, teapots for the best countries, and a few miscellaneous awards will be presented. The winner will be cheered, and may be pressed into giving a short speech. After awards, there will be some who need to run to make their flights home, while others can hang out and discuss what happened – games will be broken down, people will say things like “If you hadn't opened to the Channel in 01, our game would have gone totally differently,” and this will seem like a profound truth. Eventually only the organizers will be left, packing up the games, clearing the trash, and exchanging weary goodbyes – until next time.



Chris Martin explains “The Paris Method” to Yann Clouet, inventor of “The Paris Method”

Gender and Diplomacy: Common Misconceptions and Personal Experiences

By Tanya Gill

In case we have not yet been introduced, I am a fairly new (and spoiler, female) Diplomacy player who has really only been to two face-to-face (f2f) tournaments but spends copious hours glued to her computer refreshing webDiplomacy.net. A friend from my debate club convinced me to play a game of Diplomacy three years ago and I have been hooked ever since. In my short, but substantial, time in the face-to-face hobby, I have encountered a few areas of concern that I want to address.

I write this because (online and f2f) we often talk about what we can do to attract more women into the hobby. This article will not cover that, but it might help you understand what not to do. Which I think is a valuable first step when it comes to luring in more poor souls to this stressful, time consuming, and soul-crushing hobby that we all love.

This article tackles some of the common misconceptions that some Diplomacy players have when it comes to women who play and includes some of my personal thoughts regarding these misconceptions.

#1 The "you only topped that board because he let you"

I placed third at my very first tournament in Oxford for WDC2017 last summer. While I admit it may have been undeserved, I take issue with the insinuation that it had to do with my gender. Unfortunately, there are at least a handful of players out there who think that women only do as well as they do because the men on the board are suckers who let them (this is offensive not only towards me, but everyone I have played with).

Before I continue, I want to applaud many of the players in our hobby; the majority of whom are not silly enough to treat me differently than they would any man that they play against.

I remember being absolutely livid after my first round at WDC when someone accused me of only doing as well as I did because a man on the board had let me. Not only did that accusation involve a very good player who has been in the hobby for years, but the whole situation shocked me given that I never encountered such a statement during all my years of playing anonymously online. When I played anonymously it was "you only topped because he played horribly", but when my gender was known it became "you only topped because he let you".

The following quote is, verbatim, what one person said to me after my result at WDC (note, this person did not know me and had never met me):

"One thing I imagine you had going for you, is that you might have been seriously underestimated. You're young and pretty, short of stature, and lest we forget, the only female in an all-boys club. You're like the princess in the tower screaming for help to the Mario's running around in the castle. But then once outside, you climb on your bike, rev up the gas and leave everyone in the dust."

If someone can point me to an example where screaming for help got them anywhere in a Diplomacy game, please do so, because I cannot fathom this as a valid strategy or why anyone would think someone could do well enough to place third with this (or place at all really). Not to mention after the first round, any sort of underestimation should have immediately disappeared (and, someone in my first round knew me online so the whole point is moot).

I struggle to see any male online player who placed well in their first tournament receiving comments such as the ones above. There is no element of surprise that exists because of our gender, and there is no cry for help. I know how to play Diplomacy, and that is why I did well. Attributing a female player's success to men, or to the fact that they may have acted like a bimbo to win, is not only wrong but also very alienating for us. If our gender was any cause for our success, I would not have been the first woman to be in the top 3, let alone the top 10.

As an aside I would advise refraining from calling women helpless or Princess Peach (I personally prefer titles such as "overlord", but that's just me).

#2 The "you flirted with him to get him to do what you want"

This point and the last one sort of play into each other, but I think there is value in giving this specific accusation the limelight. Full disclosure that I have heard this misconception not only from men, but also from some women, who think that any form of manipulation that comes from a female player must be some kind of flirting. When I use the word flirt, I do not just mean a

person who is being charming, but rather someone who is actively trying to sexually arouse a player into doing what they want.

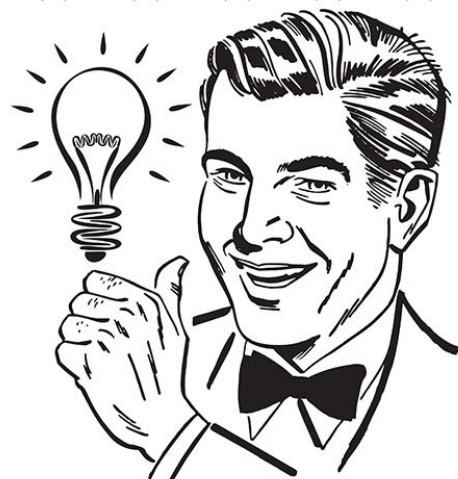
Now, if you have played with me, you know flirting is not my style and you would be right to think "there is no way anyone accused Tanya of this". I sure as hell am not flirting with anyone in a goddamn Diplomacy game. However, that does not prevent people from presuming that I might have done so to win. I have heard people accusing women of using this tactic to secure the solo (I have also heard of men online anonymously pretending to be women and flirting to win, come on guys can you stop making my life harder). I also point you to the quote I presented from the previous section, where the assumption was that my looks and gender played to my advantage.

Let's address why this is problematic, because it might not be apparent to everyone that accusing women of flirting to win is necessarily bad. I assume you have all heard about objectifying and sexualizing women and why that is a problem, I will not get into that. But to assert that our wins come from tugging at the heartstrings of men rather than from actual skill and manipulation creates a dichotomy between male and female players. This then suggests that the latter is using some kind of trickery to win, one that men just do not have access to. I am not saying this never happens, I believe that there are instances where men and women have used flirting as a tactic. The issue occurs when someone who is not privy to the discussions between the two parties involved immediately assumes that one party (the woman) wins out because of her feminine wiles. No one has ever accused men who have eliminated me in games of using this tactic against me. Please don't do it to me or any of the women in this hobby.

#3 The let-me-explain-to-you-how-it's-done

This type of person is my personal favorite because nothing entertains me more than people who barely know how to play try to explain to me how to play. I do not automatically assume that someone is doing this because of my gender (it is of course, a valid tactic to appear more knowledgeable at times), but I know I am not crossing the line when I say that it happens to me *more* because of my gender, and that there are likely more tonal issues.

KNOW-IT-ALL



You might be thinking "Tanya, this is clearly just a tactic and no one is trying to mansplain to you, why are you playing the victim?" Well, it is because I started off playing anonymously online and I can tell the difference between someone trying to manipulate my moves and someone who genuinely thinks I do not know how to play. At Carnage, I had someone try to explain to me how to convoy an army (I actually think there are multiple occasions where men have tried to explain convoying to me). I didn't know whether to laugh or cry. I also want to point out that I never go into a game assuming that the players in it do not know how to play. I would hope that this hobby could extend that courtesy to the women who join us unless they explicitly tell you otherwise.

Conclusion

I want to close this article by saying that I am absolutely in love with this hobby and that people, for the most part, have been exceptionally kind and welcoming towards me. It is my desire to bring in more women to what is often referred to as a "boy's club". Diplomacy is a great game and we would do well to diversify and add to our player pool. I believe we are more likely to accomplish that when we don't play into misconceptions about female players and subtly alienate them from their success. Compared to Oxford last year where I was the only woman, WDC2018 is meant to have enough women to fill an entire board. I look forward to seeing this number grow in the following years.

by Luiz L. S. Neto aka Enriador

Once the Spring negotiations end, the **Mountain Opening** can come into action:

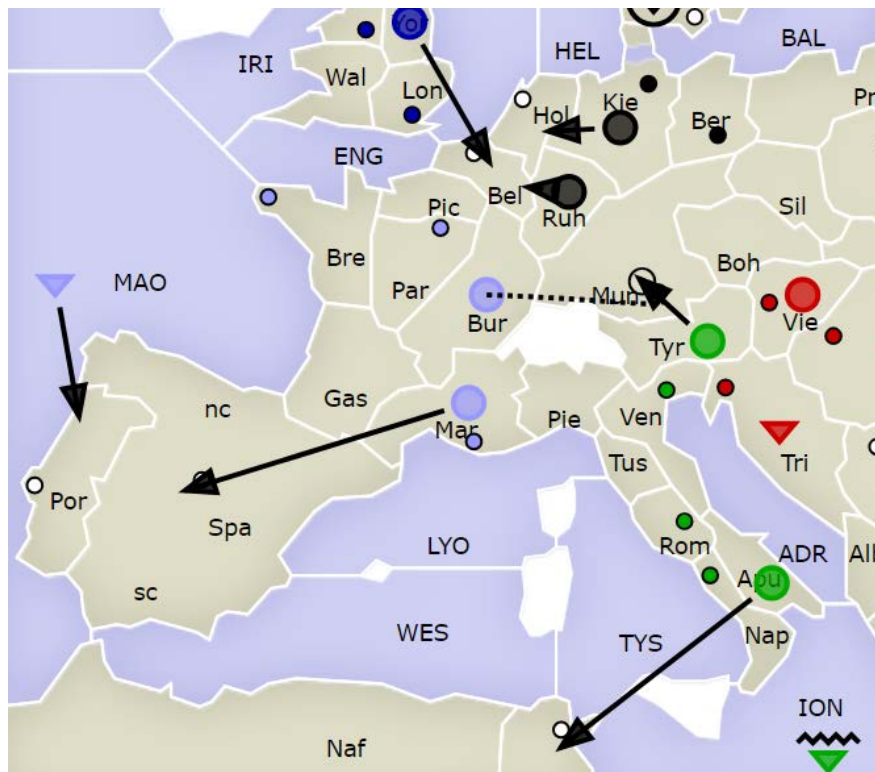
A map of Italy showing its regions and major cities. The regions are labeled with abbreviations: ENG, Bre, Pic, Bel, Ruh, Sil, Boh, Mun, Tyr, Ven, Tus, Pie, Mar, Gas, nc, Por, Spa, sc, LYO, WES, Naf, TYS, and ADR. Major cities are marked with dots and labeled: MAO, Par, Bur, Mun, Tri, Rom, Apu, and Nap. A dashed line connects Par and Mar. Arrows point from MAO, Tri, and Nap towards the sea.

A Venice-Tyrolia
A Rome-Apulia
F Naples-Ionian Sea

F Brest-Mid-Atlantic Ocean
A Paris-Burgundy
A Marseilles S A Paris-Burgundy

After all, Marseilles can be surely shielded by the classic Maginot Opening (one of France's most popular openings), while Austria's Hedgehogs can protect its home centers just as easily. However, no one can stop France from being adjacent to Munich, while Tyrolia is a

By Fall 1901, France should attempt its best to convince both Germany and England to focus on Belgium (hopefully for a standoff), while Italy promises Germany no harm (perhaps showing it as an anti-Austrian ruse or defensive paranoia). Unless Germany attempts the incredibly unlikely A RUH S A KIE-MUN, Munich is almost guaranteed to fall in 1901 and resist even a 5-center Germany who took Belgium, Holland and Denmark - for a considerable time. If England moved to the Channel they may receive the promise of non-intervention on Belgium or be outright confronted with F Mid-Atlantic Ocean-Brest, but that's a situation that may require an overhaul of your plans. Ideally, Austria didn't dare move to Venice or the Adriatic Sea either and is gunning for the Balkans - giving Russia and Turkey considerable pause in case any of them dream of a Juggernaut. The Fall 1901 moves:



Italy

A Tyrolia-Munich
A Apulia-Tunis
F Ionian Sea C A Apulia-Tunis

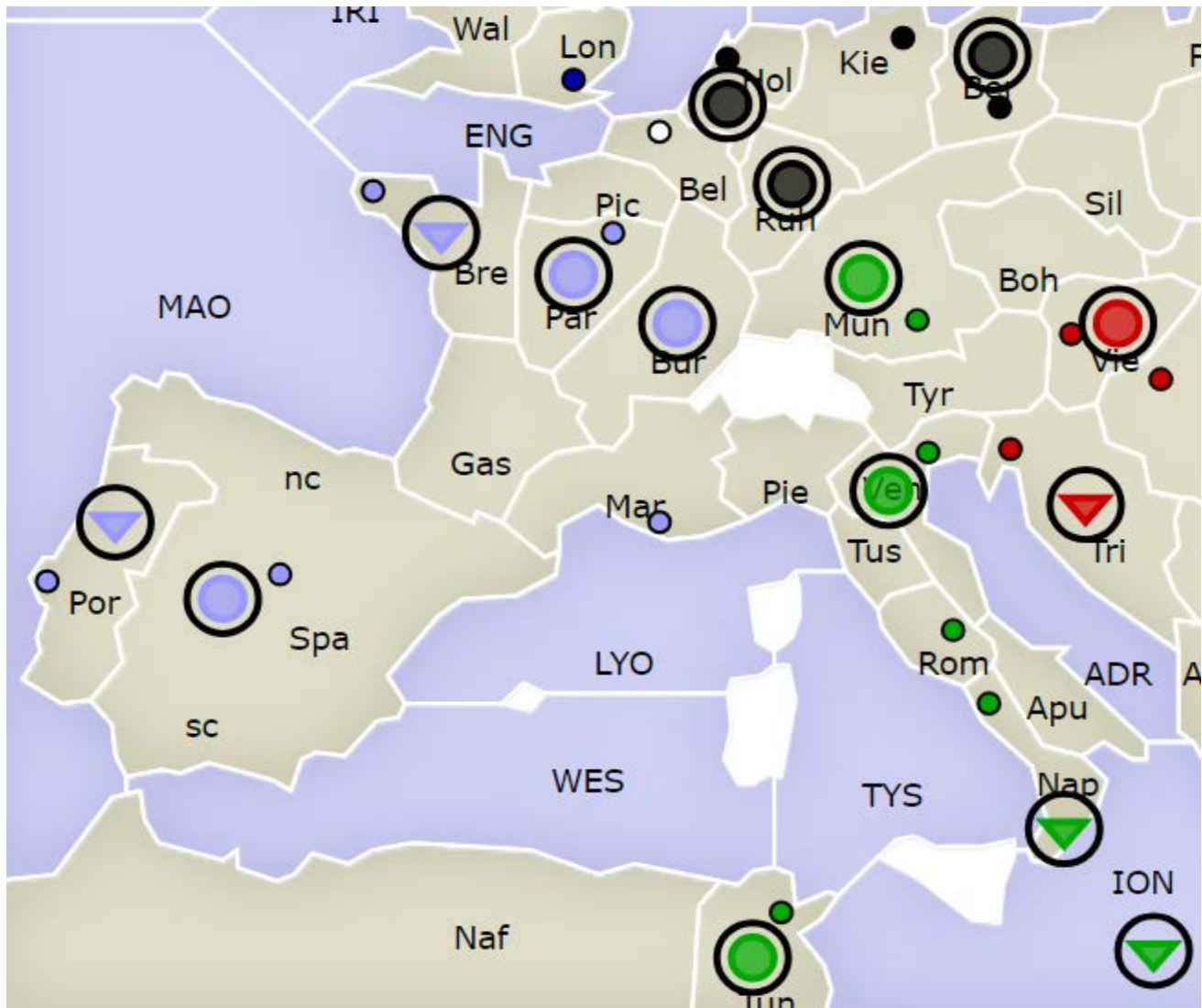
France

F Mid-Atlantic Ocean-Portugal
A Burgundy S A Tyrolia-Munich
A Marseilles-Spain

Belgium should be neutral, but an English fleet there is nothing to be scared of, especially if Russia is supportive

of your plans and lays claim to Scandinavia (keeping the Prime Minister's builds busy). If Germany took Belgium not all is lost; Munich can still be held on if England jumps in, though an Italian retreat to Ruhr or Silesia can cause just as much headache to the Kaiser.

France has greatly weakened a major rival, while Italy gained a rare, precious second build. The **Mountain Opening** gives both powers five units to play with in 1902 and the ability to create greater mischief against Germany (jointly) and nearby powers (individually). The builds in Fall Adjustments 1901 should be:



Italy

A Venice
F Naples

France

F Brest
A Paris

Italy is now positioned to strike further into the continent thanks to its Venetian army, probably against Austria (followed by an Illyrian Opening of F Ionian Sea-Adriatic Sea). A traditional Lepanto can also be performed against Turkey, while Russian support may considerably help Italy's ambitions in the Balkans. France has plenty

of possibilities as well, with F Brest-English Channel and F Portugal-Mid Atlantic Ocean being able to wreak havoc behind English lines, while its armies push into Ruhr with Italian support. An example of the many set of moves possible in Spring 1902:

Italy

A VEN-TRI
F NAP-ION
F ION-ADR
A TUN H
A MUN H / A MUN S A BUR-RUH

France

A BUR S A MUN H / A BUR-RUH
A PAR-PIC / A PAR-BUR
F POR-MID
F BRE-ENG
A SPA-GAS

Italy readies itself for the invasion of Austria, evolving the Lepanto into the Illyrian Opening as its surprise maneuver. In the northern front, France can move on against the English coast, and consider two different paths against the German heartlands. If we assume Germany has four units, two of them being A Ruhr and a freshly built unit in Kiel or Berlin, France and Italy can play patiently and hold on Munich while France closes in through Picardy (for extra pressure on Belgium). If we assume Germany has four units but one of them is badly positioned (F SWE, A PRU, A DEN, etc) then Italy and France can play bold, and attempt to force its way into Ruhr – hopefully with Russian reinforcements coming through the Baltic Sea or the Barren Zone. By now we entered the realm of wild possibilities, but if everything went well, in Fall 1902 we could have:

Italy

A VEN S A TUN-TRI
F ADR C A TUN-TRI
F ION C A TUN-TRI
A TUN-TRI
A MUN / A SIL / A TYR / A BOH (deals with Germany/Austria whatsoever)

France

A BUR-RUH / A RUH S A PIC-BEL / A RUH S A BUR-BEL
A PIC-BEL / A BUR-BEL
F MID-IRI
F ENG S A PIC-BEL / F ENG S A BUR-BEL
A GAS-BUR

Italy's Illyrian Opening can happen in multiple ways. It may involve a convoy to Trieste or Albania, supported or not, and may depend on Russian presence or absence in Galicia and Turkish positions around Serbia – but in any case strong pressure is applied on the Austrian

forces. France's march into Ruhr is tricky as always, but hopefully the capture of Belgium and the threat to Liverpool will at least give the President an extra unit to play with in 1903 while possessing a strong military setup around the Low Countries.

Given that France's likely paths for more centers goes through Munich, Italy may not have to hang on the center for eternity. Munich, a very flexible center to begin with, serves a temporary purpose - it gives Italy a second army to use against Austria in 1902, and once more Austrian or Turkish centers are taken Munich can be handled over to France without much fuss. Once again, Russian pressure on its neighbors' borders can make the difference between a swift campaign or a slower march across the board. Holding Munich, in any case, *is not of essence*. It's a quick grab against a very busy power that can hardly afford to launch a punitive expedition against Italy for a good while, as the Kaiser wrestles with invaders from both west and east. The major target, remember, is Austria - just like the Mountain War back in the 1910s.

Diplomacy being Diplomacy, there is always the risk that one of the powers will stab the other. Italy is more likely to be the stabber as it has a superior defensive position in the early game, with no other powers (usually) going after it - and if France stabs Italy over Munich, well, Italy is just back to normal. In contrast to Italy's common lack of early enemies, France however may find itself with England and Germany keen to attack the President's home centers. The convoy of A APU-TUN is precisely to reduce the likelihood of an Italian stab, as Italy won't have fleets close to the Gulf of Lyon or the Western Mediterranean and will be much more inclined to move F ION to either Adriatic Sea or Eastern Mediterranean. Steering itself towards Austria/Turkey is, after all, the price to be paid for support into Munich.

However, If Italy moves F ION-TUN anyway (possibly followed by A APU-VEN, and two fleet builds), France will have their own builds ready to punish Italian perfidy - not exactly the best stab from Italy's point-of-view, as Italy needs quick gains to compensate for Munich's probable loss rather than an early slog across the Main Stalemate Line. Worth noting, if Italy wants to stab France from Munich, I would advise something akin to the Italian Oktoberfest Opening – which is far more deadly. Another argument: Italy usually has very few geopolitical reasons to move against France at start. It's more naturally inclined to the Balkans, with a build of Army Venice and Fleet Naples being more useful against Austria/Turkey than otherwise. An attack on France has its uses, but most likely the board's context will require an Eastern war rather than a battle for the Mediterranean.

Italy still could try A VEN-PIE and F NAP-TYN in Spring 1902, but with an army blocking naval access to Tunis and a French unit in Gascony and another in Mid-Atlantic that would be a slow anti-French invasion – in other words, a terrible invasion. Yes, because France can do the following moves after seeing Italy's stab in Fall 1901 (probably F ION-TUN, A APU-VEN) and building two fleets of its own (F BRE, F MAR):

France

F BRE-MID

F MAR-GOL

F POR-SPA sc

A SPA-GAS

A BUR (deals with Munich whatsoever)

We have three fleets against three fleets. Italy needs some luck attacking France now – and if Austria or Turkey guns for Italy (which they do ~2/3 of the time), the Pope will surely need it! Italy's A Munich, we must recall, is unlikely to exist for long. The probable loss of Munich, the board's most volatile center by a good

margin, must be replaced by another supply center as soon as possible, and *an Italian stab on France cannot result in another supply center being won "in time"*. Italy may be forced to disband an unit, cut short its western invasion, and see itself away from its natural targets in the Balkans and near a somewhat angry France. Is risking such a terrible situation worth more than simply attacking sweet & nearby Austria, lying just next door in Venice? That's for the diplomats to ponder.

Italy & France can do a lot more together than just demilitarize a couple of provinces and exchange kind words – if the context is right. Sitting at the most peaceful part of the Main Stalemate Line, Pope and President can achieve much by making use of the Alpine paths around Switzerland in order to increase their earlier potential.

Next time you go to Burgundy or Tyrolia remember the fate of the German and Austro-Hungarian empires, and give the Franco-Italian partnership a chance!

Lessons from Diplomacy

By Christopher Brand

Diplomacy is obviously a great way to pass the time, but it can be difficult to explain to people why it makes sense to spend hundreds of dollars to travel to spend the weekend playing a board game. Granted, hobbies have been described as a way to get rid of all your excess time and money, but wouldn't it be great if you could feel that playing Diplomacy was also improving your life, making you a better person? In an effort to impart that feeling to you, I give you my list of seven lessons that you learn playing Diplomacy that also apply to life off the Diplomacy board.

Talk to all the other players

You may not have any mutual enemies right now, but everyone at the board has a different viewpoint and different information, and things change – any two powers may become neighbours later in the game.

Away from the board, it's not always obvious which of the people you encounter day-to-day have interests in common with you, or may be able to help you out with something. At work, it's much easier to get moving on a new project if you've already chatted to your new teammates. Of course you probably can't talk to *everyone*, but it is worth trying to avoid only talking to some subset of people – people who are a different age or gender, who have a different income level, or are from a different background will all help to broaden your own perspective.

Look for win-win

Ever been in one of those one-sided alliances where it always seems to be your ally who gets the dots now while you have to wait for next year? That can easily make you resentful and definitely makes you listen harder when somebody comes to you with a different plan. If you want somebody to work with you, you need to make it worth their while. While there are certainly times in Diplomacy games when you really do have nothing to offer and have to throw yourself on somebody's mercy, it always amazes me when players come to me with deals along the lines of "you should support me into this dot" and don't seem to have an answer to "and what's in it for me?".

While Diplomacy is more-or-less a zero-sum game, real life isn't, and there are many times when a good deal for me is also a good deal for you. Then both parties end up better off and more open to dealing with the other in the future.

Don't burn bridges

Just because somebody stabbed you doesn't mean that you won't need to work together at some point in the future, so keep in touch and avoid treating them badly. Of course if you kill them completely, then how you treat

them doesn't matter – unless you might meet across a board in the future.

In real life, you most often hear this applied to jobs – it's surprising how insular some job markets are, and it's not uncommon to find yourself being interviewed by a former co-worker. It may also apply to family or friends.

Fortunately there are more than six other people in the real world, so there's more likely to be somebody else who can stand in for the person you alienated.



Don't let opportunities pass you by

There are key turning points in a lot of Diplomacy games – perhaps an ally has left themselves vulnerable or an enemy has mis-ordered – and in many cases they are few and far between. If you want the best possible result, you need to be sure to at least *notice* these opportunities to take advantage. Whether you actually follow through is, of course, a separate question.

I was living and working in England when I got the offer of a job in Canada. One of the key deciding factors was a colleague. He told me that when he was younger he'd had the opportunity to move to Australia and had decided against doing so, and that ever since he'd been wondering what his life would be like if he had chosen to go. In those cases, the "opportunity" was explicit, but sometimes they are far more subtle and you need to stay alert to spot them.

Play the board as it is, not as you want it to be

In my opinion, this is one of the hardest lessons to learn in Diplomacy. It's so easy to see the board through the

perspective of your plans and the promises that you've been made, and not to notice that your ally has set you up, or that an alliance on the far side of the board has broken down. When you're looking for opportunities, you also have to look for threats (which are of course opportunities for the other players), and key events that may change the board dynamic.

This happens in the real world, too – people get blindsided by job losses, marriage breakdowns, or health issues. Looking back, there's often a feeling of "I should have seen that coming". Are you *really* the next in line for promotion at work? Perhaps you should get a second opinion about that stomach pain that your doctor assures you is nothing to worry about. How bad are your marital problems? Should you be talking to a couples' therapist or a lawyer?

Secondary goals

It happens to the best of us – you reach a point in the game where it's clear that you aren't going to be able to solo. You need a new goal – perhaps to stay alive for as long as possible, to help an ally, to get a strong second place, to punish the person you feel is most responsible, or to get your fleet into Norway. In tournament play, the scoring system may push you in a particular direction, but ultimately it's your decision to make, and different people will choose different goals. One of the key skills is to determine what goals the other six players have.

Sadly in real life we can't all be astronauts, movie stars, millionaires, or president. A lot of us won't even manage a long-term relationship or a well-paying job. While there is an argument that the people who refuse to have secondary goals and instead have a laser-like focus on one singular goal are more likely to actually achieve it, I suspect that most people are happier accepting that their original goal may be out of reach and that they may have to change their target. It does seem to make sense to have a goal of some sort – if you don't know where you're going, how will you find the way there?

One strategy doesn't fit all

We're lucky to have numerous articles on opening strategy and the strengths of various powers and alliances, and of course we have our own experiences. It's easy to fall into patterns – perhaps always opening north as England, or a Franco-Italian non-aggression pact. So much depends, though, on the other six players. There is no strategy that is right for every game of Diplomacy any more than there's one "best" chess opening.

If you know the best strategy for life, I do hope you'll share it with me.

Ask the Hobby Historian: DW's First Issue

By David Hood

Back when I started in the Diplomacy hobby, in the <ahem> mid-80s, one of the most prolific authors who wrote about Diplomacy tactics as well as about general hobby affairs was Mark Berch. He was a well-known player from the DC area who, in addition to his writing, played in a few tournaments including the World Dipcon I hosted in Chapel Hill, NC in 1990. When I was DW publisher, he served as Strategy and Tactics Editor as well.

One of the series of articles for which he was best known was called "Ask the Hobby Historian." The purpose of the series was to familiarize the current Dip hobbyist with the history of the game, how it was played and scored both face-to-face and by mail, and the body of literature available to help improve play of the game and hobby participation as a whole.

With our fearless current Publisher Doug Kent having set up the venerable Diplomacy World zine in its current form, including all past issues of DW available for perusal at www.diplomacyworld.net, it's easier than ever for folk to go back and see the treasure trove of info available on there.

To help you in your history education, I'm bringing back "Ask the Hobby Historian." And we're going to start this off with some comments about the very first issue of Diplomacy World, published in January 1974. The whole thing started to promote the hobby, and was initially supported by two entities – Games Research, Inc., the then-producer of Diplomacy games for sale, and the International Diplomacy Association. Yes, Virginia, there really was an organization back in the day to help promote the hobby and the game of Diplomacy itself. After it folded a few years later, we really did not have anything like it here in the States until the North American Diplomacy Federation was formed (and it really does not serve as an umbrella organization in the same way.)

One reason I wanted to talk about this first issue was DW was just to prove that some things really never do change. The VERY first article in the VERY first DW is by the one and only Edi Birsan, explaining the "Odd Theory" of Diplomacy – that the game is designed in an imbalanced way on purpose, to help prevent stalemated games, by having an uneven number of players. Even after the first target in the West and the first one in the East are eliminated, you are still left with an uneven number, which should help avoid gridlock. Edi Birsan! Same guy who still wins tournaments now, including the Whipping in San Jose in April 2018!

As if there were not enough, the issue also contained the latest Calhamer Point ratings as of the end of 1973. This was a rating system invented by, well, the inventor of the bloody game himself – it awarded one point for a win, and one point was shared by those in a draw. I'll give y'all one guess which name was at the top of that ratings list at the same time that our society was in the throes of Watergate hearings – yep, you guessed it, Edi Birsan. I personally see how those two things were likely related, Birsan and Watergate, but I see no reason to mention that here.

Lest you think that only Birsan connects us to the world of 1974 Diplomacy, the player listed as tied for seventh in those Calhamer Point ratings also contributed two articles, including a Middle Earth variant, to the DW issue. Lew Pulsipher – the same guy who has attended Dixiecons 2017 and 2018 in Chapel Hill, showing us some of his game designs for playtesting. Same guy who invented the excellent boardgame Britannia, which I am sure many of you have played at some point in the last thirty years or so since its original version was published. Lew was known in those days as a leader in the Variant part of the hobby, which had quite a following into the 1990s at least. There has been a resurgence of interest in variants over the past few years as well, with Dixiecon and other tournaments including a variant event, as well as a lot of Gunboat and other variants being played online. Alex Ronke and others have been creating new variants, and several have been featured in recent DW issues.

Another player listed in the Calhamer rankings of the day was Jeff Key. Anybody think they have heard the name "Key" before in relation to the game of Diplomacy? Yes, indeed, hobby lore tells us that his name is affixed to the AI opening in which Italy slips A Ven-Tri with the assent of Austria, to be supported to Serbia in the fall by an Austrian army in Budapest (often in conjunction with A Vie-Gal supported by A Bud in Spring 01, but there are several permutations.) Again, Birsauron (as Birsan was sometimes known back in the day) was lurking around on the topic of AI relations in this same issue of DW. Most folk know that he developed the Lepanto Opening, one method of attack from AI against the Turks, but in this issue he also published an article criticizing the "Illyrian Opening", which was a method for Italy to stab Austria in Spring 1902 after starting off in the Lepanto set of moves. Of course, Edi was Strategy Editor for this issue of Diplomacy World, so I suppose he felt qualified to pontificate.

My point is not to say that the past is great, or that we need to Make Diplomacy Great Again. Our current hobby is flourishing in many ways, particularly on the tournament scene and with developments such as Chris Martin's YouTube series. It is fun, though, to look back and see how things used to be – and to see how connected we still are in some ways to the hobby of yesteryear.

One final thought – tied for twentieth in that Calhamer Ranking was a fella named Buddy Tretick. Whose tale is one of the best stories about the early hobby. Can't WAIT to tell it to you in the next installment of Ask the Hobby Historian.

Why am I a Fan of Diplomacy? (or How I Learned to Love the Stab)

By George K. Atkins

I am not a writer of Diplomacy articles. I'm certainly no Larry Peery, who seems capable of writing more articles than most of us can read. You'd think that after 50 years, he'd run out of things to write about. Yet, I believe he can put together an article based on any topic you throw at him, like when a juggler asks the audience to contribute an object and somebody throws a towel on the stage. Larry recently challenged several players to write an article for publication in DW (or The Pouch), in which we discuss our feelings about Diplomacy. But what Dip Cred do I bring to the table? I am not a Diplomacy Master, much less a consistent winner. I am not a well-known player outside of my small circle (more like an eclipse). More importantly, I continually fail to come up with what I think is a reasonably interesting topic: Devise yet another opening? Write a tournament review (I'd have to go to one)? Compose a Sherlock Holmes mystery (too clever for me)? Maybe publish favorite recipes of famous Diplomacy players? <Yawn!> Can I come up with ANYTHING even remotely new or interesting? Fat chance.

Larry's challenge is based on the long-recognized growing scarcity of new articles in DW and The Pouch. I read both pubs and feel guilty for not contributing. Well, I do like to write Press in Dip games. I consider good Press an important and significant part of the game. But, while I feel comfortable publishing absurd and meandering Press in a serialized format, my brain goes into a coma when it comes to putting together a Diplomacy article, which I assume should be more serious and worth somebody's time to read. What was it the Romans used to write: *Press brevis* Articles *longa*?

Why do I like Diplomacy? (Reiterating Larry's challenge) Probably for the same reason as *you*: for the chance to crush other players and humiliate them, while bragging about winning a relatively obscure game played by just a few thousand people around the world. That may be an over-simplification. I have been playing Diplomacy, off-and-on, for many decades, starting out with FTF and PBM. When PBEM came along, I originally thought

week-long deadlines were too short! I quickly adapted and it has become my favorite format. I have also played on web-based sites such as vDiplomacy, where games are auto-judged and employ online editors for messages. While I prefer GM-run games, it is hard to *diss* instant adjudication!

Most recently, I have been involved in a series of games (an online tournament) excellently devised and run by W. Alex Ronke (*Tournament Through Time*) using SLACK (a business app for collaborative communications) as the main player-communications format. It is like Instant Messaging on steroids, with discussions often furiously typed between players in Real Time. Frankly, it overwhelms me, but I'm an old fart. For younger players used to messaging on Smart Phones, it is probably easier to grasp. I did manage to get past my initial feelings of inadequacy and incompetence, but it took up a lot of time. Luckily, I was part of a team and had sufficient backup for my own "slack." I think the format of SLACK (and other apps like it) could change the nature of online Diplomacy from its "message" approach to something more akin to FTF discussions. Hello, this could be a good topic for a Dip article, but that would have to be done by another author.

I play and like Diplomacy because I am a confirmed game player since childhood. I enjoy the interplay of personalities; the challenge of persuading players to unwittingly help me more than themselves; and the pleasure of devising plans as if I'm Jim Phelps in the original *Mission Impossible* series (as opposed to the fly-by-the-seat-of-your-pants approach of Tom Cruise in his ersatz *MI* movies). To be more "transparent" (as the term is popularly used), I sometimes tremble when results are published; sometimes I don't want to read that message from an ally whom I just stabbed; and I am sometimes mystified why players gang up on me on the rare occasion when I have 15 or 16 dots. Don't they appreciate my audacity, skill, and tactical mastery (luck) enough to simply declare me the winner now, rather than

gang up and reduce my Mountain of Dots to a single Black Hole? Who do those ne'er-do-wells think they are, anyway!? *Harrumph!* They should be thankful I even bother to play with them! They can just.... uh, sorry. I reckon I got carried away and a bit too personal.

It is uncomfortable and unfortunate when players take things *too* personally. It is easy to understand their excesses, since we put together our own plans yet reluctantly have to trust other players. We hope they don't screw us over before we screw *them* over (I didn't mention being fair). How to keep our calm? I often adopt a limited "role playing" position in order to help maintain a bit of distance. That is, I try really hard to not take things personally. I try to never personally criticize players. Instead, I usually refer to their "Great Power" name and write *diplomatically*, as in "*Germany contradicted his promised moves*" or "*The English government obviously fell asleep this turn*", instead of "*Ryan lied and I wouldn't trust him to give correct change!*" or "*Sheila couldn't write a valid set of orders if you wrote them for her.*" But such bald statements often lead to the kind of emotional tirades, foot-stomping, and lethal threats that give truth to the unofficial Diplomacy motto "Ruining friendships since 1959". Clearly, some players relish that kind of repartee. I prefer to join other players in neutralizing Diplomacy Trolls in the same way we try to eliminate players who never write.

And doesn't that just piss you off no end? You're playing Italy in a Standard game with a volatile Austria, but the Russian player acts like this is Gunboat and won't write to you or anybody else. Don't you just want to find out where this miscreant lives and glue permanent stickers to this player's car? But I digress.

Like many, I get worn out by Dip after a while and need to get away. I'm sure you do, as well (*but if you don't, you may be a Bot. Check all the squares that have a knife*). After a time, I miss Dip and come running back to find another game. Recently, I signed up for a GM-run PBEM game ("14 Points") that just started on the once-famous and popular Redscape web site. I'm excited, as the other players are original Redscape members, too. It's a "standard" game, but I've long expanded my Dip Horizons.

Diplomacy purists may pooh-pooh variants, and they may be justified in part, based on a lot of the variants I have seen or played over the years. But some variants are quite good, especially those that are well-researched, thoughtfully designed, and well-tested. I am a fan of variants devised by Baron Powell and Jeffrey Kase; Charles Féaux de la Croix; and Alex Ronke. Charles and Alex are partly inspired by (but not limited to) traditions established by Powell and Kase, including strong historical integrity and the use of new game mechanics. This includes "armed neutral SCs" and "diplomacy points" used to influence neutrals. There may be players among you who do not care for such innovations. Just remember this: *We know who you are and where you live!*

Having spent a lot of time playing variants, I, too, have finally succumbed to "Variant Fever". I am developing a variant based on the period immediately following the death of Alexander III, the so-called "Great". Alexander's generals (known these days as the *Diadochi*, or "Successors") vied with and against each other over Alexander's spear-won empire to either gain control of as much of it as possible or simply hold onto what they started with. I believe it is a perfect period for Diplomacy: It is a time when great events were decided by Great Individuals, not impersonal governments.



Late-breaking news: I have just learned that Larry Peery is actually a composite identity (like *Ellery Queen*), consisting of a safe-room full of highly trained chimpanzees working under the direction of the CIA, cranking out volumes of fake Diplomacy articles. This should put to rest the rumor that Larry's recent submissions are simply older articles run through a text randomizer and published as new, whereas the article you are reading is about as random as one can get.

Cascadia Open Diplomacy Tournament

Saturday 26th and Sunday 27th January 2019

The Heritage Grill, 447 Columbia St, New Westminster, BC

(yes, it's a bar – food and drink available for purchase)

Very close to Skytrain, giving easy access to Vancouver

Round 1 starts at 10am on Saturday 26th

Round 2 starts at 6pm on Saturday 26th

Round 3 starts at 10am on Sunday 28th

Cost: \$25Cdn – PayPal to Cascadia.Open@gmail.com to register

TD: Chris Brand

Scoring: Sum-of-squares

Awards: overall winner and seven best countries

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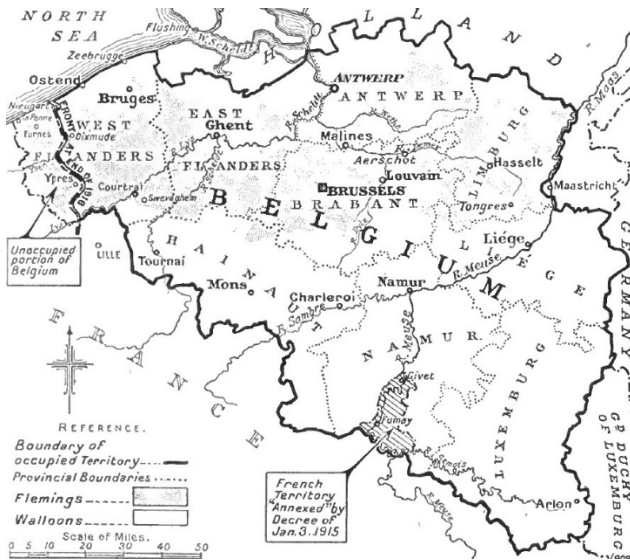
The Inn at the Quay <https://www.innatwestminsterquay.com/> 604-520-1776

Questions ? Email Chris at Cascadia.Open@gmail.com

Xenogog: Fall 2018 Book Review & More

Announcing My WWI Favorite Book of the Century Choice!

By Larry Peery



INTRODUCTION

Back in 2014 when, like a rocket's red glare, the 100th Centennial of WWI burst upon us, I realized I wanted to do something different to commemorate that very special event in dip&DIP history.

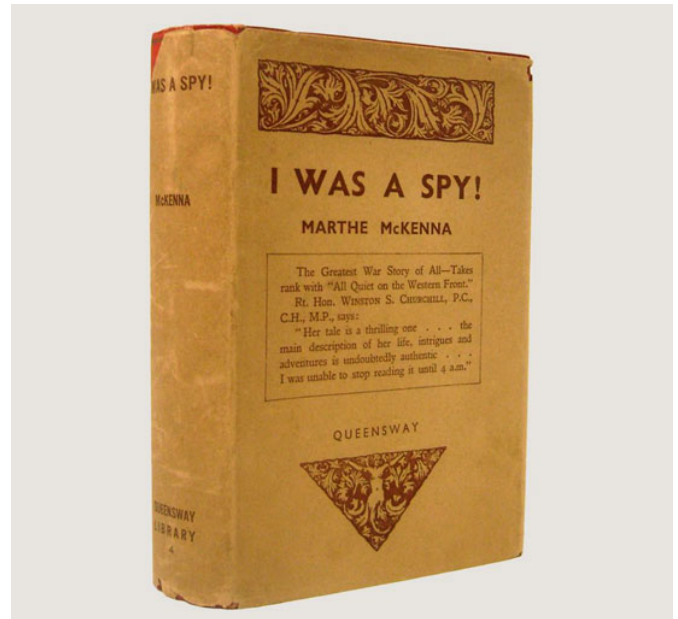
I've been working at it ever since.

And this time around I want to share with you my choice for my favorite book about WWI that I've read in the last four years or so. My original goal was to read 100 books during the Great War Centennial. I'm sure I did not reach my goal, but I gave it a good try. Over the last several years I've published scores of reviews of WWI related books in DW and TDP. And now I've picked one as my favorite.

Among the books I read were every kind of fiction and non-fiction you can imagine: books on every topic related to the War and especially its political and diplomacy aspects, by every kind of author, of sizes great and small, and quality ranging from first-rate to opening day sales on the remainders' table. So, which was the best book I read? Nope, that's not what I said. I said "my favorite choice". This is a very subjective and personal thing, not the result of rigged voting, artificially inflated sales numbers, massive publisher-driven publicity campaigns or the results of some kind of objective analysis.

AND THE WINNER IS ...

"May I have the book jacket, please."



It's ironic, I suppose, that the Foreword to my choice was written by one of the few authors whose own WWI history out-sold my choice. Winston Churchill's [*The World Crisis*](#). Six vols. (1923–31); one-vol. ed. (2005) is perhaps the greatest and most flawed history of WWI yet written. The first volume of the series was so successful that Churchill went out and bought the latest Rolls Royce to celebrate. But he still found the time to write the extended Foreword to McKenna's *I Was a Spy!*

On the other hand, Marthe Cnockaert McKenna's *I Was a Spy!* (1932), followed by 9 other "spy novels" over the next 8 years was the surprise literary sensation of the year. The first edition's first printing sold out the first month. The second printing sold out the second month. And by the end of the first year the book had gone through 20 reprintings, been translated into various languages and published in other countries, and made into an award-winning and highly profitable motion picture. McKenna used her profits to restore the family farm in her home town, build a family grave marker in the village church yard for her parents, and purchase the site of the Café Carillon in Roeslare that was to play such an important part in her stories. By the spring of 1940 when the Germans again invaded Belgium and occupied her native village McKenna and her former British officer husband and possible ghostwriter had already left for England. But that's another story for another time.

The highly respected literary journal Kirkus published its review of *SPIES I KNEW!* in March 1934. This was highly important to McKenna because librarians all over the English-speaking world used Kirkus as a book-buying guide for new books to add to their collections. A good review in Kirkus was worth an extra 20,000 sales to a title, especially by a new author. A year later Kirkus followed up its first review with one of McKenna's second book, *Spies I Knew*.

Works by Marthe Cnockaert McKenna

- 1932: *I Was a Spy!*
- 1934: *Spies I Knew*
- 1935: *A Spy Was Born*
- 1936: *My Master Spy: a narrative of secret service*
- 1936: *Drums Never Beat*
- 1937: *Lancer Spy: a story of war-time secret service and espionage*
- 1937: *Set a Spy*
- 1938: *Double Spy: a story of modern secret service*
- 1939: *Hunt a Spy*
- 1939: *Spying Blind*
- 1941: *Spy in Khaki*
- 1942: *Arms and Spy*
- 1943: *Nightfighter Spy*
- 1944: *Watch Across the Channel*
- 1946: *Write Your Own Best-Seller*
- 1950: *Three Spies for Glory*
- 1951: *What's Past is Prologue*



Marthe Cnockaert as young nurse (left) and on the book jacket of *I Was a Spy!*

About the Author (from Kirkus)

In addition to receiving the Iron Cross from the Germans for her wartime contribution as a nurse, Marthe McKenna (nee Cnockaert, codename Laura) was later mentioned by Douglas Haig in British Dispatches and was awarded the French and Belgian Orders of the Legion of Honour for her espionage work. *I Was A Spy!* was first published in 1932 with an extended Foreword by Winston Churchill and was made into a film in 1933 directed by Victor Saville and starring Madeleine Carroll. The success of

the book encouraged Marthe to write further memoirs of her wartime exploits, and those of her small band of fellow spies, and also led to a series of espionage novels written in collaboration with her British husband John Jock McKenna.

I WAS A SPY! A Copy of Your Very Own!

Any Dipper who has ever tried to track down a copy of Allan B. Calhamer's first edition of Diplomacy or who has tried to collect a copy of each version of the game will understand immediately how *I Was a Spy!* came about. ABC used the same method to produce Dip as MCMcK used to produce Diplomacy.

She wrote the original book. He designed the original game and privately printed it for sale, a step she avoided. She kept the copyright in her own name. So did he.

She licensed publishers in various countries and languages directly to publish the book in their markets. They handled the business end, editing, printing, distribution, advertising, promotion, etc. She cooperated with the promotion, usually by doing interviews, book signings, lectures, etc. and then just sat back and collected her royalties.

She also kept the potentially very profitable auxiliary rights (e.g. movie, merchandise, etc.) in her own name and kept as much a role in that process as appealed to her (usually involving a credit and additional fee) as a consultant to the movie producer. Usually she got a flat fee for her work. Later she might get a percentage of the total rentals, etc. She also kept a certain air of mystery about herself. In spite of a lot of searches I could find no photographs of her from this period or any recorded interviews. Calhamer also promoted his game but his shyness generally kept him out of the public and media eye.

Most writers had an agent and a regular editor they worked with, along with a CPA to keep track of the books. McKenna's husband also acted as her agent, ghost writer (but not editor) and probably financial advisor, a necessity as Britain's income tax went from 12.5% in 1914 to 30.00% in 1918. Calhamer usually had one trusted agent (John Moot at GRI, Rex Martin at Avalon Hill, etc.) at each of his game manufacturers. I recall once asking him what he'd done with all the profits he'd made from the game (I calculated he was making about 15% off each sale and he admitted that sales had passed the 250,000 mark when I was discussing this with him in 2000). He laughed and I recall him saying, "I invested them in the best way I could, my daughters' educations."

McKenna may have acted as her own agent, but her husband may have handled that and, perhaps likely,

been her ghost writer. She definitely had an editor, at least early on. Her primary publisher was Jarrold, an old English company dating back to the 1700s. Think Calhamer's Games Research Inc., GRI. Then in 1928 Jarrold's was acquired by a much larger company that eventually became Random House, although it continued to use the Jarrold imprint, at least in the UK. Think Avalon Hill and Hasbro. Today the publishing rights are licensed to some small boutique publishers and who a "print on demand" service to reprint a master that dates back to 2010, the date of the last official "edition" of *I Was a Spy!* Diplomacy is a prestige game title for Hasbro, although the company has never been able to find the "right nitch" for a game for a small market of "introverted, egg-headed intellectuals with bad social graces", as one hobby pundit put it.

The system has proven lasting and profitable to McKenna and her heirs, which explains why her current estate has a value of USD 2.5M fifty years plus after her passing. After the passing of Allan and his wife, his family has moved as quickly as possible to wind up the estate's affairs with the disposal of its real estate and real property (including Allan's Diplomacy related materials), and I can only assume the royalties from game sales will go to them.

THE BOOK

I Was a Spy! was the first of a series of books that shared much in common. Most of them centered around the same key characters, the same locations, the same time, and the same general plot lines.

The heroine of the series is based on the life of the author who was a most remarkable person who morphed from a medical school student to a nurse carrying for wounded soldiers during the Great War to a spy whose exploits included, among other things: blowing up ammo trains, helping POWs and shot-down pilots to escape, tracking enemy movements, plotting to assassinate the Kaiser in a bombing attack, blowing an entire German army division as it attended a mass, etc. Skeptics question McKenna's accounts of these events (which I've verified as best I could) and say she was merely in it: for the publicity, the glory and to make money. Perhaps, but if so she was still very successful. Even Churchill, in his Foreword, did not say that every word of the book was totally accurate, but suggested that it was more on the line of "history as it should have been", a writing technique Churchill himself was a master at.

Each of the ten books consists of a series of short (usually 10-20 pages) chapters that offer a specific event as an episode in the on-going and continuing story. One annoyance, at least early on, is the lack of sub-titles for the chapters which makes finding a particular story difficult, especially after you've read three or four of the

books. I suggest keeping your own log to help with that. Also a cross-reference of the various key characters (e.g. heroine, Stephen, Canteen Ma, Alfonse, etc.) and the occasional "one time only appearance" characters (often a bad guy who gets disposed of quickly and violently in best WWI spy story tradition) can help. After you've read a couple of her books you'll come to know and appreciate her writing style and the characters will be as familiar as your own family members (assuming you come from a large, agricultural-based, diverse family).

Exploring the World of Cnockaert using the internet

The internet; especially sites like Wiki, Goggle or Bing maps, Facebook, etc. are invaluable tools for researching what I call "the World of Cnockaert". Locations (villages, towns, cities, battlefields,) or events (bombings, train explosions, battles, assassination attempts, etc.) --- all can be explored in the obvious places like wiki, Google or Bing maps, but also some specialized web sites dealing with WWI, Belgium, female spies, individuals, institutions, specific locations. The .be indicator for a web site can often lead to a fan site produced by a local Flemish (or Walloonian) fan. Using the Google Translator for Dutch can usually deal with any foreign language issues. In doing my research I found people who were as interested in McKenna, her life, her career and her books as I was; and who were more than willing to share their knowledge. In that sense the World of Cnockaert and the World of Diplomacy are quite different.

THE MOVIE

The movie of *I Was a Spy!* was originally produced in 1933, one year after the book appeared, and was the biggest hit of the year for the Rank Organization (think Fox or Columbia) in the UK, one of the biggest and best London movie producers which maintained a movie-making industry superior to Hollywood's. Rank spared no expense to bring in the best crew and stars to produce a "hit" and that's what it got. Madeleine Carroll (think Greta Garbo) as the heroine, Herbert Marshall as the love interest and Conrad Viedt as the bad guy (that he really wasn't) were backed up by Victor Saville (think Coppola) as director and Louis Levy (think John Williams) as music director who were able to turn out a four star movie in less than a year that made money and won awards!!

The original movie was reworked and issued as a DVD in time for the WWI Centennial.



I WAS A SPY! ON THE CHEAP

Copies of the book come in all sizes and shapes: A first edition original will cost you around USD 150, 20 reprints, second edition, etc. Hb, Pb, Kindle, Foreign language editions are all out there from time to time. Movies: New or used. Amazon, B&N, Goodreads, book store dealers, and private sellers all over the books and movie versions. Prices vary widely depending on quality, and rarity so it pays to shop around.

Most of McKenna's dozen other books are available on line but some that were only printed in one, smaller edition, are hard to find and priced accordingly. Ironically, the one book she wrote that I haven't been able to find online was Write Your Own Best-Seller from 1946. If you find a copy, let me know.

CONCLUSION

I have, I confess become an unabashed fan of Marthe Cnockaert the nurse, patriot and spy; as well as Marthe McKenna the author and business woman. I can just imagine what kind of Diplomacy player she'd have made with those skills. For all these reasons I hope you'll

understand and appreciate why I picked I Was a Spy! as my favorite WWI book of the century.

What you've read so far is, frankly, a teaser designed to get you curious enough about Marthe Cnockaert McKenna and her work to want to read the 150-page or so effort on which this article is based.

I call it A Dancer, Two Nurses and Three Spies. It's the story Mata Hari, Edith Cavell and Marthe Cnockaert McKenna: their lives and their times. Again, you can only wonder what kind of Dippers the three of them would have made? And then, just to make it interesting I'll write a bit about some real Dippers: Margaret Gemignani, Katherine Passenheim, and Kathy Byrne Caruso. And now all I need to find is a publisher for it. The rest is up to you.

Oh, and I'll explain the significance of the "!" in the title of I Was a Spy!.



German Iron Cross awarded to MCMcK in 1914 for her volunteer work as a nurse caring for hundreds of wounded German soldiers, Allied POWs and Belgian citizens in Belgium. After her release from prison and the end of the War she was honored with a mention in the official British Dispatches, a French Legion of Honor and a Belgian Legion of Honor.

Playing Styles, and How Games Match One Style or Another

By Lewis Pulsipher

A big obstacle for beginning game designers is the common assumption that everyone likes the same kinds of games, and plays the same way, that they do. If they love shooters, they think EVERYone loves shooters. If they like strategic games, they assume EVERYone likes them. If they love puzzles, they suppose EVERYone does. They may say they understand the diversity, but emotionally they don't.

Sometimes the nature of the traditional video game, a kind of interactive puzzle or interactive movie for one person, obscures all the different things games can be. Today I'm going to rely on 50 years of playing games of all kinds to describe some quite different points of view

The first, of course, is that some people really prefer interactive puzzle/movies, "games" that have no human/psychological component, while other people strongly prefer games involving two or more people. In fact, "multiplayer" in the non-electronic game hobby doesn't mean "more than one player", it means "more than two, each a separate side". A two-player game provides some human/psychological interaction, but it's the more-than-two-sided games where the human element, not the puzzle-like challenges set by the video game designer, becomes paramount.

A second difference has been called the "Classical" vs. the "Romantic", following philosophers who have discussed this difference in a variety of contexts (e.g., Nietzsche's Apollonian and Dionysian). A more modern term for the Classical player is "mini-max", someone who tries to maximize his minimum gain (or minimize maximum loss) in every situation—the "perfect player" of mathematical game theory, if I recall correctly.

The Classical player tries to know each game inside-out. He wants to learn the best counter to every move his opponent(s) might make. He takes nothing for granted, paying attention to little details which probably won't matter but which in certain cases could be important. The Classical player *does not* avoid taking chances, but he carefully calculates the *consequences* of his risks. He dislikes *unnecessary* risks. He prefers a slow but steady certain win to a quick but only probable win. He tries not to be overcautious, however, for fear of becoming predictable. A cliché among football fans is that the best teams win by making fewer mistakes, letting the other team beat itself. So it is with the Classical gamer, who concentrates on eliminating errors rather than on discovering brilliant coups.

The Romantic looks for the decisive blow which will

cripple his enemy, psychologically if not physically on the playing arena. He wishes to convince his opponent(s) of the inevitability of defeat; in some cases a player with a still tenable position will resign the game to his Romantic opponent when he has been beaten psychologically. The Romantic is willing to take a dangerous risk in order to disrupt enemy plans and throw the game into a line of play his opponent is unfamiliar with. He looks for opportunities for a big gain, rather than maximize his minimum gain. A flamboyant, but only probable, win is his goal. He may make mistakes, but he hopes to seize victory rather than wait for the enemy to make mistakes. The Romantic is more likely to try to "get into the head" of his opponent, to divine which strategy the opponent will use and play his own strategy that best counteracts it.

Many good players depend on intuition rather than study and logic to make good moves, yet the moves can be either Classical or Romantic. A Romantic player can also be a very cerebral or intellectual player who happens to prefer the Romantic style. Some people would refer to Classical players with derision as "mathematical" players. It is true that Classical players are concerned with odds and expected losses (though this alone doesn't identify or qualify a person as a Classical player). Nonetheless, Classical players do quite well in non-mathematical games.

Games sometimes tend to favor one playing style over the other. Chess is clearly a Classical game. Poker tends to favor Romantic play, because so much depends on bluffing.

It's hard to say whether Classical play, in a typical one-player video game, would involve careful consideration of moves and rare resort to reloading a saved game, or would involve frequent saves and attempts at all kinds of different tactics to find out which one is best. I tend to be a Classical player, and I prefer the former, but I'm not going to make the mistake of assuming I'm typical! Certainly, video strategy games, especially turn-based, are going to tend toward the Classical, while real-time games tend toward the Romantic.

But this is only one way of looking at game playing styles. Another is to look at a player's reaction to fluidity and randomness. I'll call the three points of view the "Planner", the "Improviser", and the "Adapter" (who tends to represent the middle ground).

The Planner likes to plan ahead-**well** ahead. He is likely, though not certainly, going to prefer a game where

much if not all of the information is always available, e.g. chess. He's likely to prefer turn-based rather than real-time games. When it's time for him to make a play, to execute a strategy, he doesn't want to find that the game has changed drastically owing to a recent move by someone else, or because of the nature of the game itself. The Planner will often be a Classical player as well, though this is not necessary.

The "Improviser" doesn't like to plan ahead. He wants to adapt to circumstances at the time he makes his play, and he doesn't mind at all if circumstances change drastically between one play and the next, or in a short time (in a real-time game). Games with limited information availability aren't going to bother him, while games with perfect information aren't likely to be attractive.

The "Adapter" likes to impose order on chaos, he wants to be able to see ahead a couple moves (or a short while in real-time) and then adapt to them, that is, arrange to "take control" of what's going on. As you can see, this falls somewhere between the other two.

Once again, some games favor one of the three styles or another. Team video games, if the team actually tries to plan and work together, can be for Adapters. Two boardgames that fit the "Adapter" mindset are Vinci and RoboRally. Vinci is a game with perfect information, and with little overt chance, yet you can't plan far ahead because the rise and fall of empires and selection of new empire capabilities results in great changes on the Europe-like board in a few turns. RoboRally requires players to program movements of their Robot in a violent race through several checkpoints in a bizarrely-dangerous factory. Each player is dealt nine movement cards, and must lay five face down to be executed one at a time. You can plan a route, but you won't always get the cards you need. Chaos sometimes results from player mistakes, yours and mistakes of others.

Civilization (board or video) tends to be a game for the Planner. Card games tend to be for the Improvisers, though some can favor the Adapter. Poker is a game for Improvisers, except that there can be long-term bluffing plans that are characteristic of a Planner. First person shooters tend to be for the Improvisers.

People might tend to assume that these playing styles are closely related to the role of chance in the game. But it's not a matter of "how many dice rolls". Some chance can be managed. *Dungeons and Dragons*, on

the face of it, is full of dice rolls, but a player can do his best to minimize the number of times he must rely on dice to save his bacon, or he can "go with the flow" and rely on the dice.

If there are few dice rolls or equivalent, and some are very important while many are not, then chance is very hard to manage. Randomness is largely unmanageable chance. The Planner doesn't like randomness, while the Improviser won't mind at all. Adapters like some fluidity as a result of what other players do, but don't much like randomness. Classical players tend to hate randomness, while Romantics may welcome it.

Diplomacy, though without any overt chance factor, is a good game for both Classical and Romantic players. The negotiations and alliance structures give both types plenty to work with. The Classical player tends to be better at tactics and strategy; he prefers long alliances to continuous free-for-all, for there are too many risks and incalculable factors inherent in a fluid situation. The Romantic tends to prefer the fluid state, and his big weapon is the backstab. *Diplomacy* could attract Planners, Adapters, or Improvisers, depending on how it's played.

In general, games that provide difficulty by requiring quick reactions tend to favor the Improvisor style and make Planning difficult. You don't have time to plan a lot in *Halo* or *Combat Arms*; you can in the "stealth" shooters such as the *Rainbow Six* games. Real-time games tend to be better for Improvisors, turn-based games for Planners. Games with most information hidden from the players make Reacting much easier than Planning, hence the AAA video games that usually use "fog of war" (hidden information, even the map is hidden to begin with) tend to be games for Improvisors more than Planners.

In other words, "traditional" one-player video games tend to favor the Improvisor rather than the Planner. But this will gradually change over time: as the market for video games continues to expand, many new players will dislike being time-challenged, they'll want to relax while they play their games, they'll want to play a little bit (one turn) at a time. The trend is already obvious in casual games.

[[Parts of this was originally published in Dragon magazine, September 1982, and in revised form in The Games Journal, February 2005.]]

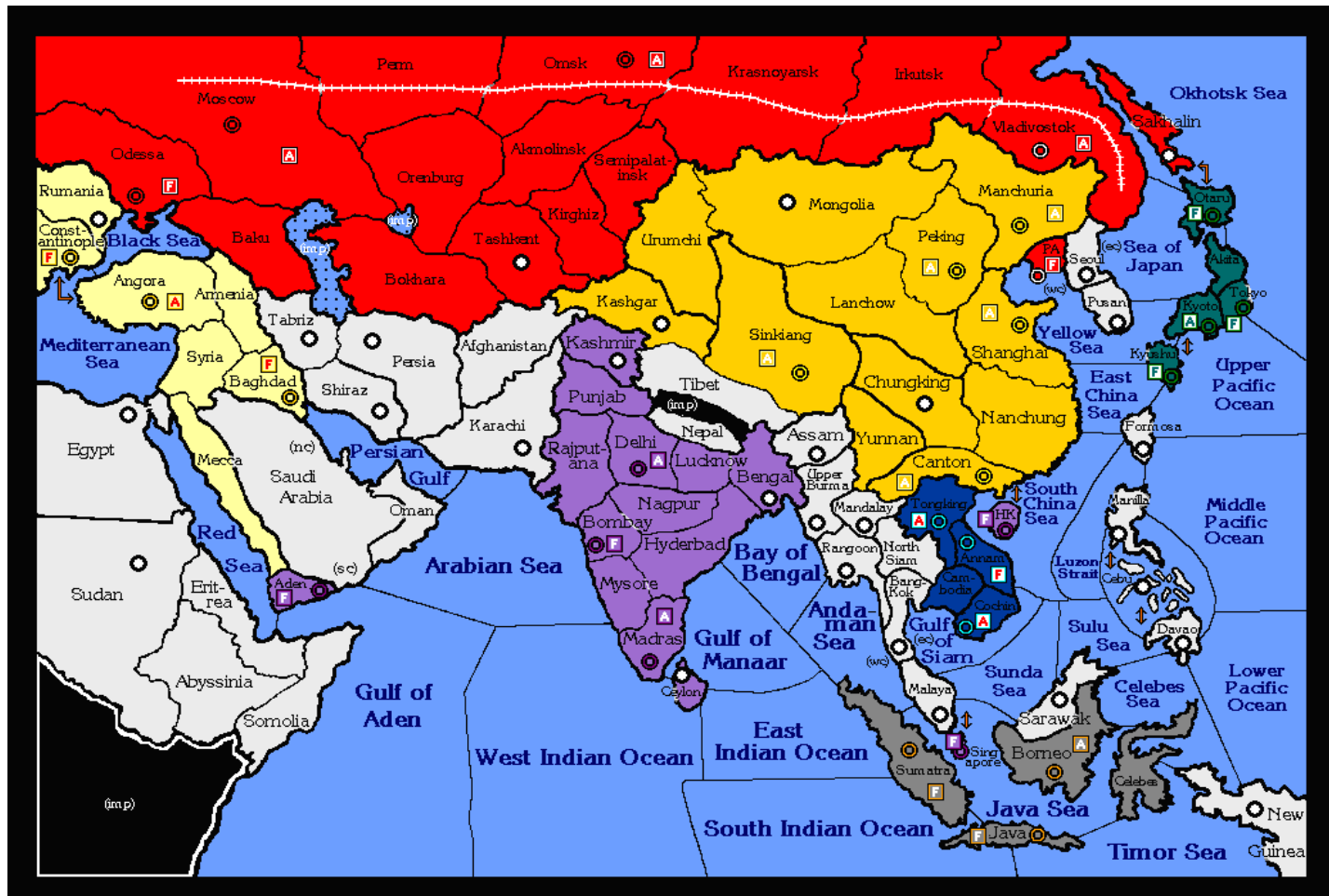
Canton: The Heir to Colonial Diplomacy

by Luiz L. S. Neto, aka Enriador

"Never fight a land war in Asia"

In order to (re)introduce the *Canton* variant, we have to talk about the shortcomings of its major inspiration: *Colonial*. The world's only officially published variant of Diplomacy in almost six decades of history, *Colonial*

transports the players to a sprawling map of Asia at the start of the 1870s, an age of great dispute between the mighty empires of the region: Russia, Britain, Turkey, France, Holland, Japan and China. However, *Colonial* suffers from several drawbacks that severely hurt its full gameplay potential.



For a start, *Colonial* is far too crowded. While Classic Diplomacy has 75 provinces for the seven players to dispute, *Colonial* presents a massive 119 territories. Asia is a much larger continent than Europe, but the increased number of provinces usually turns the conflict for Asia into a slog where the many swift movements and stabs seem in Classic are nigh impossible. Some provinces (e.g. Somalia, Semipalatinsk) don't even border a single SC, a mistake most variant-making guides warn sternly against by the simple fact that the province may prove itself utterly irrelevant.

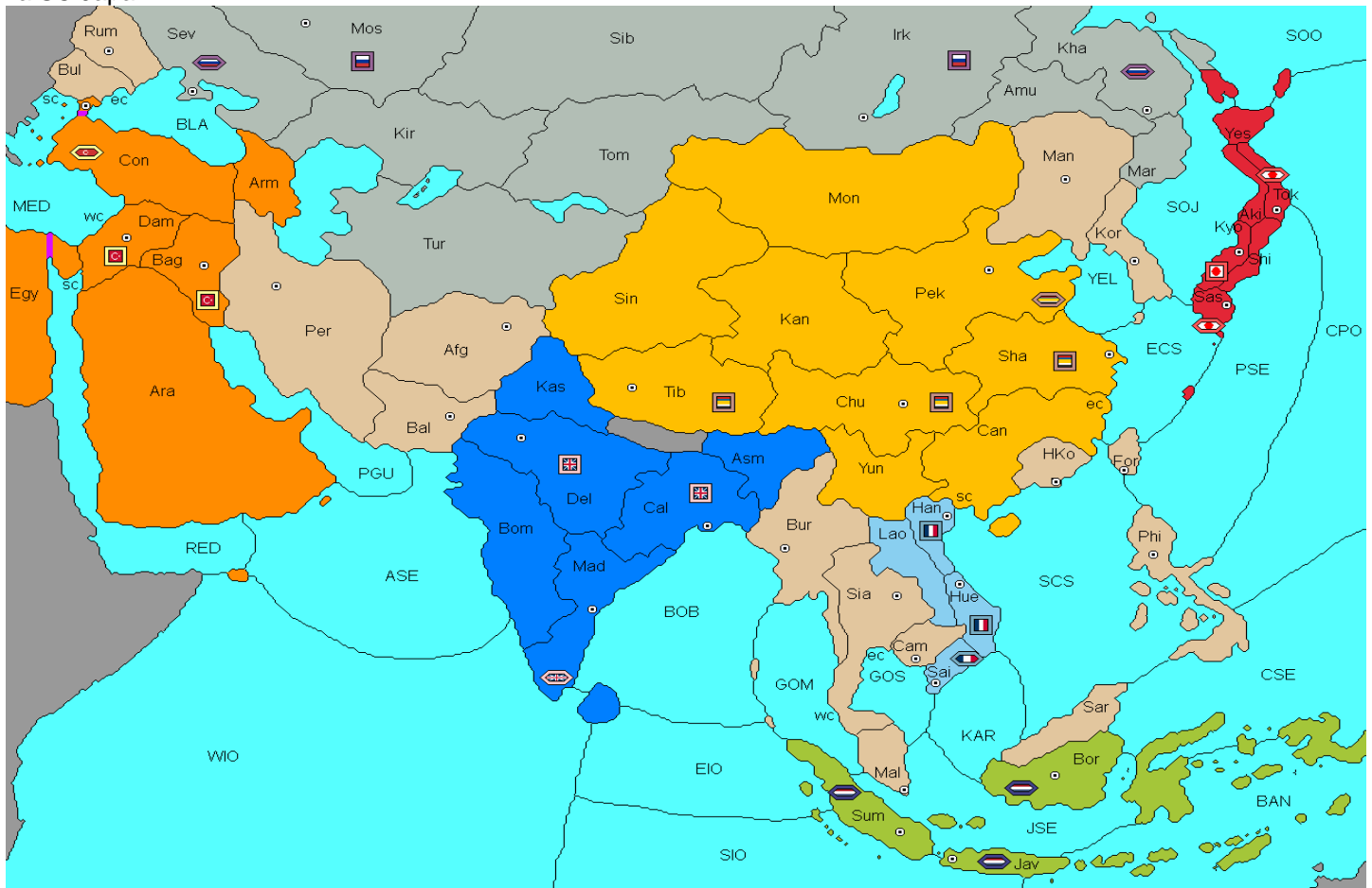
Colonial also breaks the elegant simplicity of Calhamer's original rulebook by introducing two extra, fancy rules to the table: the Trans-Siberian Railroad and the Suez Canal. The former allows Russia, and Russia alone, to move its armies across certain provinces. A useful rule, but one that makes the player constantly consult the rulebook to see how exactly exceptions work, or wonder why Turkey (even more isolated than Russia) did not receive a similar treatment to its usually boring geographical isolation. The Suez Canal in contrast allows fleet movement between the Mediterranean and the Red Sea, as long as a friendly unit in Egypt allows it. In other words, an unit must always be stuck in Egypt so

the canal can be of use, and the rule has more adjudication paradoxes than convoys in Classic - no easy deed!

Finally, *Colonial's* balance is terrible. vDiplomacy.com's bank of 166 games of *Colonial* reveal that Britain and Japan alone hold over half all victories and a good chunk of draws, while China and Turkey sport far more eliminations than anybody else. Of special note is the fact that Japan, with a superb 4-SC corner position allowing unbreakable stalemate lines to protect itself, has basically guaranteed survival. All thanks to Sakhalin - a SC Japan

alone can grab in the first year - bordering only one space (the Okhotsk Sea), which means a Japanese unit there, supplied from Sakhalin itself, is immune to dislodgement. Japan can then make a place in a draw totally assured, a terrible design decision.

Given all that, several years ago a guy named Paul Webb decided that *Colonial's* setting was way too cool to be saddled with such a subpar variant (compared to Classic). From his superb creative drive *Canton* was born, a variant set in 1901's Asia but with the style, feel and scale of the European map we all know and love.



Colonial's whopping 119 provinces and 58 SCs (30 to win) gave way to *Canton's* 81 provinces and 36 SCs (19 to win), making for a map that is much more intimate, where all powers can find common grounds for either partnership or war after just a few moves. Both variants have similarities, but many key differences in their geopolitical contexts:

Turkey still sits in a corner, bordered by Russia and Britain, with the SC in Rumania more closely within the Russian sphere of influence. Africa, a hotbed of conflict in *Colonial*, is now mostly impassable; Egypt and Constantinople act as canal provinces a la Classic's Kiel,

with no special rules attached. Britain has no analogue to Aden in *Canton*, but can still prove to be either an useful ally or a dangerous enemy as both powers rush for the centers in Central Asia. The Black Sea is a point of tension still, and the only way the Russian fleet can make it to the Indian Ocean is through Constantinople itself.

Russia rules the north of the board, squarely divided between west and east. The Trans-Siberian isn't at all necessary in *Canton*, thanks to Siberia being a far less dense place. Whereas in *Colonial* Russia found itself at immediate odds with China due to Port Arthur bordering

Manchuria (both respective home SCs), here Port Arthur and Manchuria are a single neutral SC that, along the SC in Korea, is challenged by Japan as well. Central Asia is much more streamlined, and Russian interference in the region made much more feasible.

Britain is still a major player, though it no longer has colonial enclaves around the map. From India, British forces can swing east or west with ease, and the clusters of neutrals in Central and Southeast Asia can easily fall under British military and diplomatic pressure. Nepal (analogue to Classic's Switzerland) blocks immediate contact with China, though both can be either allies or enemies in the clashes over the mentioned SC clusters. Bound to rule the Indian Ocean, conflict with Holland or Turkey (seeking freedom in the seas) will require careful consideration.

China has 4 SCs, and is uniquely positioned to strike in all directions. Manchuria and Korea will require heavy talks with Russia and Japan; Southeast Asia provides opportunity just as the islands around South China Sea, where France and Holland may prove useful; from Tibet the Chinese can also balance out the R/B/T diplomatic triangle in case Russo-British ambitions go too far (a luxury *Colonial's* isolated Turkey never had) and perhaps grab a SC for itself in the way. Unlike *Colonial* (where its capture by Chinese units merely turns the center neutral again), in *Canton* Hong Kong can be freely captured by China as a SC.

France is one of *Colonial's* weakest countries due to the number of much stronger powers surrounding it, and having a Chinese home center adjacent to its own home center didn't help much. In *Canton*, France is far more capable, with its armies dominating the board's highest concentration of neutrals and its navy being fairly close to the Dutch-held East Indies and neutral Formosa and Philippines. Diplomacy is paramount to give France some much-needed breathing room, and the choice of ally will decide its path: partnering up with Holland means an army-heavy approach sure to annoy China and Britain, while allying either of these two may require new fleets and a deadly confrontation with the Dutch. Meanwhile, Japan stands just close, a powerful potential friend - or foe.

Holland is a very capable nation, the only one to start with three fleets. Serves it right, as Holland's home SCs sit atop three islands nicely located in the board's southeastern corner, and quite close to many neutral supply centers. From there, Holland can explode either across the Pacific islands or through Southeast Asia's many riches; its naval supremacy will come naturally, but at the expense of future British, Japanese and French interests in the region. Once Holland starts building armies and convoying around, stopping its relentless advance may be quite a feat!

Japan in *Canton* is no longer overpowered as in *Colonial*, though it still has plenty of teeth. Sitting in the board's safest corner, Japan has to balance Sino-Russian ambitions over Korea in order to gain either a build or an ally; to the south, Franco-Dutch conflict may be incentivated with Japan itself acting as the ultimate kingmaker in the area. Japan's naval superiority must be pushed quickly in order to gain the necessary resources across the Pacific, preferably before other powers realize the danger Japanese ambitions may create. Once the Japanese start rolling around, halting their advance may prove to be a challenge akin to Classic's Juggernaut.

Canton's balance, according to game data from the DPJudge and vDiplomacy.com, is fairly closer to the ideal than *Colonial*. In *Canton*, Britain seems to perform well ahead (though still far from *Colonial's* Japan!) while China has an inferior performance (though still far better than its counterpart in the original map). However, the sample sizes are still very small to provide any truly meaningful conclusions, and all countries have won or drawn quite consistently, with none of *Colonial's* more absurd happenings being seen (e.g. invincible Japan or Turkey taking 6 in-game years to border France).

The only major point of *Canton* where I find it still lacking, despite all the improvements made from *Colonial*, is Turkey's natural isolation. Even though China's Tibetan unit can prove itself useful as a balancing factor in the board's Far West, Turkey is still very much on its own when either attacking Russia or Britain (with the other's timid help) or being attacked by both in alliance. Turkey has been seen winning despite all that, but ideally it should have more neighbors than just Britain, Russia and a shy 1-unit China. To "fix" this question, my proposal would be making East Africa passable, with the Southern Indian Ocean being extended to border it - a new minor triangle of Turkey, Britain and Holland could provide a new and interesting venue of action for these powers without messing up with the map's core structure.

All in all, *Canton* provides an exciting picture of the Asian continent during the Great Game of empires at the turn of the century. It draws from *Colonial's* strengths and, in my view, successfully translates into a well-built map where the rules of Diplomacy fit most perfectly. While Avalon Hill's *Colonial* is a classic jewel that the Hobby learned to love even with its weaknesses, Paul Webb's *Canton* may provide a different, yet familiar playground for armchair diplomats and generals alike. No doubt, *Canton* is a precious addition to the great pantheon of Diplomacy variants - one well-worth checking out!

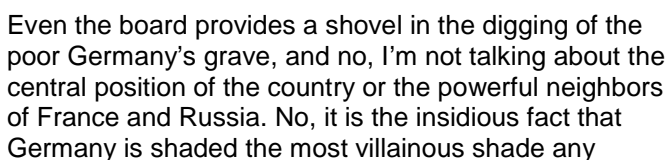
[[Both the Colonial and Canton variants can be played for free on vDiplomacy.com]]

By Bob Durf

country or aspiring Darth Vader could hope for—black. There it sits in the middle of the table, a black blotch in the center of Europe that reminds everyone present of grainy black and white footage of endless jackbooted soldiers marching. Even older topographic style boards cannot resist this imagery, Germany is surrounded by a black border taunting the other powers to teach it a well-deserved historical lesson. Some may point out grey isn't as bad, well, we don't deal with shades of grey when it comes to German morality here.

What is to be done? Nothing less than a total, Fixer Upper renovation of the German personality is necessary to rectify such prejudice levied at the house game level. First, the very name of Germany should be changed. Fruedland would be much friendlier, although since it is in German, it still sounds slightly aggressive. Friendland, the anglicized version, should be adhered to by any responsible game master and player. Secondly, changing the color of Germany to a nicer, less obtrusive color is probably a necessary move. New game boards should have Germany colored green, a friendly natural color that is calming and inoffensive (some might point out 'what about Italy, it is already green' well, Italy can be recolored something like brown for the color of its players' pants when they draw it). Germany's armies and fleets should not be called such—perhaps wilkommensfeiers, although again, the German term is perhaps too terrifying to integrate into a German PR blitz (whoops, shouldn't use that word either).

It is unlikely the lobbies of the other countries will allow such a renovation of the German position succeed at Hasbro, so if you are in a house game and draw the black pieces, just try not to mention you are playing Germany at all costs while negotiating, and you might have a chance. "



The Only Two Trustworthy Fellows in The Whole of Europe

By Ian Murphy, with additional input from David Shockey and Tarzan

General Forbes-Hamilton puffed on his thick, Cuban cigar, leaned back and tapped it on the crystal ashtray next to him.

"Generale Bianchi, I might be more mindful to listen to you were Italy not eliminated so early, so often."

Bianchi smiled as he passed a bottle over.

"General, after all these years can we not dispense with formal titles? Call me Marco. It's true that Italy tends to suffer in the scenarios we run but don't confuse that with ignorance."

Taking the bottle, the General peered at the label.

"Douro Valley again, Marco? Thank you. You're a man for tradition and I respect that. I enjoy our little meetings. I would never call you ignorant. You know too much about defeat to be considered ignorant."

"Tom, I'm not sure you understand my strategy. We play and play and yes, my country loses a lot but the only time it matters is when real life troops are marching. I learn a great deal from how my rivals conduct themselves in victory and it makes it sweeter when events conspire to with strategy to deliver a rare win."

Tom filled his glass while Marco spoke, and raised his glass to his friend when he finished speaking.

"To unexpected victories --- I'll drink to that."

Marco gestured his glass in Tom's direction. "Salut! Tell me, Tom, to what do you attribute your success?"

Tom eyed Marco carefully, and thought for a moment.

"Communication, my friend. One must always keep lines of dialogue active. It helps that I'm not Russia, course, but the most important thing is open, regular and persistent communication."

Marco sipped his drink most carefully, ensuring the dark stained alcohol never touched his lips.

"You do like to talk Tom, I'll give you that. The world is a funny place. You are glad to not be Russia. They're too unpredictable, either starting strong or starting weak. Russia would never want to be Turkey. Turkey rarely gets eliminated early when it has competent leadership, but they rarely enjoy success. Turkey doesn't want to be Italy and I I am happy I am not Germany. The world

is full of people who think themselves superior to someone else or, in your case, everybody else."

Tom exhaled a thick cloud of smoke and laughed, heartily. "It's really not my fault, Marco. God is an Englishman, after all. Now why is it you would not want to be Germany?"

"I think The Pope might have an opinion on that subject," Marco gleefully continued, "but I've never really cared for religion myself. To think of Germany --- Germany always has options because it is central, but it always seems to get wrapped up in other people's problems. I prefer to stay one step away from that type of drama."

"I feel the same about Austria. I've seen you dragged into their troubles on more than one occasion, in the same way France always tries to get me involved in whatever trouble they've caused this time."

"I think I see where you're going with this conversation, Tom. Who better than an Italian to understand the mind of Machiavelli?"

Tom huffed a little, unconvincingly. "I surely have no idea what you're talking about. Where is it that you suppose I am taking you?"

"I spoke a little of Russia, Turkey and Germany and my lack of affection for them must have been evident. You made sure to remind me of Austria's troubles and of France's meddling. I must have an ally, and who is left to work with?"

"An interesting analysis, Marco, and not at all what I had in mind." Tom paused long enough to take a deep, slow drag on his cigar. "Now that you mention it, it does seem as though we might be the only two trusty fellows in the whole of Europe."

"I knew it," roared Marco, "I knew that's what you were going to say. Yes, of course I'll be your ally. You can rely on me." Marco seemed genuinely delighted by the possibility.

Tom was intrigued by this turn of events, and the surprising possibilities that had emerged from this misunderstanding. "You may be on to something here Marco. It's important to have one strong ally whom you know you can trust. Tom stubbed out his half-finished cigar. "Very well, let's shake on it."

Gladly clasping the extended hand, Marco shook vigorously and enthusiastically. They exchanged pleasantries and said goodnight, hurrying out to confer with their strategists. Each seemed so sincere, and yet both walked away wondering who would betray the other first.

"Men ought either to be indulged or utterly destroyed, for if you merely offend them they take vengeance, but if you injure them greatly they are unable to retaliate, so that the injury done to a man ought to be such that vengeance cannot be feared." – Niccolo Machiavelli

The Ostrich at the Airport of Airstrip One

By Jon Hills

Hello and welcome back to Airstrip One.

I wonder how you feel about satire.

The idea of using humour as social commentary is almost as old as civilisation itself. There are Ancient Egyptian writings from 4000+ years ago that are believed to be satirical in content. Then, of course, you have the poems and plays of the Romans and Greeks - dating back a mere 2500 years or so – that are still immediately recognisable to modern ears as both humorous and satirical.

Personally, I thoroughly enjoy musical satire – especially the comic operettas of Gilbert and Sullivan, as well as more modern stuff from the likes of Tim Minchin, a British-born Australian perhaps best known for the musicals 'Matilda' and 'Groundhog Day' – both of which had stints on Broadway. However, two of my particular favourites are the comedy double-act Flanders & Swann (now deceased) and the American pianist, Tom Lehrer¹ (long since retired). Both were mainly performing in the 1950s-60's. Although this was well before my time, my father had some of their recordings which I listened to as a child and I still find myself humming their tunes almost every day. If you like slightly silly songs - Lehrer's are a bit edgier than Flanders and Swann's - you can find some of their material on You Tube

One particular Flanders & Swann song – 'The Ostrich' - came to mind recently while I was reading an article in my local newspaper. This was about a lady who had been called before the Magistrate's Court because her dog had been caught defecating on a local rugby pitch. Apparently, dog-fouling had been a bit of an issue at that site for some time so the Council created a by-law to make it an offence to allow your dog to poop on the playing surface, carrying with it a modest fine. I remember it being reported at the time but hadn't given it a moment's more thought.

Apparently, this lady had been identified as the owner of one such poo-ing pooch and so was issued with a fine, which she chose to ignore.

Reminders were issued; she ignored them too.

Finally, she was summonsed to appear before the magistrates – but she never turned up at court!

As no magistrate likes to be disregarded, the bench tried her *in absentia* and increased her fine considerably. Should that fine go unpaid then she would face arrest for contempt of court, and [potentially] a custodial sentence. Naturally, I am watching the press avidly for any developments.

Perhaps the moral of the story is that even seemingly trivial situations can turn serious rather quickly.

In Flanders & Swann's song, the ostrich ignores various warnings of impending disaster before getting blown up. It's been sticking its head in the sand of an atomic bomb testing site! Likewise, our dog-walker could easily have avoided a great deal of hassle and expense just by attending more appropriately either to her pet's bodily processes or to the letters she received from the local council.

Her experience, however, set me thinking; am I guilty of ignoring situations that I should be dealing with, whether in real life or – more importantly – in a game of *Diplomacy*?

The key skill that the satirist needs is the ability to objectively observe human behaviour. This is arguably even more important than a decent sense of humour as not all satire is particularly funny. It's no different for us Dippers. Yes, it can be helpful to make people laugh as a way of gaining trust but if we cannot 'read' our fellow players, then we cannot make the necessary judgements about who we should trust (and how far).

¹ Incidentally, Lehrer was a Harvard man, just like Allan Calhamer, as well as teaching at both MIT & UC:SC

The good *Diplomacy* player – which I am not - will therefore always be trying to watch the whole board, the entire order sets and – in the case of face-to-face play - the individual negotiations between other players, to get a clear sense of what's going on and with whom.

Now, I don't know about you, but I'll admit that I can find it quite a challenge to keep up with all that is going on in a game and sometimes find myself 'switching off' to what other players may be doing. My usual mistake is to become so fixated on a private battle over one particular dot that I miss the quiet build up of some superpower on the other side of the board.

So, what to do?

Well, it's a little early for New Year resolutions but I'm going to try to be more aware of what's going on across the board. It should at least help me to remember to keep communicating with everyone, and my hope is that this will both improve my results and make me a better player.

But it's not just in-game that I want to make some changes.

One of the most positive things that I've experienced since starting to write for *Diplomacy World* is that I've always received some kind of comment or feedback after each article. In some cases, folks have been encouraging me to write more about what happening *Diplomacy*-wise in the UK whereas others have broadened my *Diplomacy* horizons by introduced me to other 'zines and players that I did not know existed. The UK *Dip* scene is wider than appears on the internet and there is also a strong board game playing culture over here which I am cautiously starting to explore. Although *Diplomacy* is perhaps only a small part of that, there is a whole generation of potential new players out there.

I am also aware of our editor's lament for more material.

With that in mind, I intend to expand the brief of Airstrip One. I am still keeping it 'Strictly Diplomacy' but I will try to include more details about UK *Dip* activity, including any events or tournaments that I become aware of.

Although that wasn't my original intention for the column (and I may not be best placed to fulfil the role), no one else seems to want to do it. All I would ask is for ANYONE who is planning a *Diplomacy* related event in the UK to tell me about it. As ever, you can contact me

with event details, reports or general comments and feedback at jon.airstrip1@gmail.com

So, what's coming up between now and the next Diplomacy World issue?

Well, there will probably be at least one London Diplomacy Club meet up at some point – details will be on the LDC Facebook page in due course

<https://www.facebook.com/groups/LondonDiplomacyClub/>

There is also a Diplomacy tournament planned at MidCon – a long-established board games convention in Derby – taking place between 2- 4 November 2018. Again, you can find details at

<http://www.midcon.org.uk/>

or on Facebook at

<https://www.facebook.com/MidConBoardgames>

But perhaps the biggest event will be the European Diplomacy Championship 2018. This is being hosted by our Gallic cousins as part of the French National Championship on 17- 18 November in Paris.

Although not a UK event – and let's not get started on Brexit just yet - there will hopefully be a UK contingent going over. Wherever you are in the world, if you can make it, I'm sure you'll be made welcome. You'll find the sign-up sheet at

<http://www.123formbuilder.com/form-4255552/>

It looks like there's quite a lot happening and all in the very near future.

I'll do my best to try and get reports on these events but if anyone is going to one and wants to tell us all about it then that would be far better.

And there we have it. This edition of Airstrip One may be a bit different but who knows where this new direction might take us.

At least no one can accuse me of ignoring feedback!

Happy stabbing!

Diplomacygames.com

By Kenneth Gordon

I was first introduced to Diplomacy by my father, who himself was introduced to the game while he was in the Australian Navy. However, it wasn't until I was in college that I first organised and ran my first full game of Diplomacy. So addictive was this that I immediately found an on-line community at dip2000, where I could play games via e-mail, and run by a human adjudicator. After finishing college and finding myself without meaningful employment I travelled overseas where I lived in Thailand for several years teaching English. One day I found myself sitting at a café, pondering what to do with some of my spare time. Remembering that I had once played diplomacy via e-mail I put a quick search on the web and found webDiplomacy.com (weDip). This was in 2008 and I haven't stopped playing on-line diplomacy since.

Sometime around 2010 when I was browsing the dip-pouch (an online repository of all things Diplomacy) I became aware that there was a world of variants out there, and that some thoughtful souls had coded a few of these to work with the software at webDiplomacy. I discovered vDiplomacy (vDip). Since then I've helped to encode more variants for players to enjoy in the community, eleven variants ported in, and three variants that are entirely my own. By co-incidence there was another variant creator who was actively developing variants as well, and in 2014 I was living close enough for us to actually get to meet and have a few beers down at the local pub.

It was at this point that The Ambassador, A.K.A. Amby, suggested that we record our drunken rantings and publish them as a podcast. And so began diplomacygames.com a semi-regular podcast featuring a

whole range of topics about the world of on-line Diplomacy. We've had the good fortune to be lucky enough to interview quite a few key figures, not just from vDip, but also from webDip, PlayDiplomacy and the face-to-face world. At the time of writing we've just recorded our 37th episode.

What does a diplomacygames podcast have to offer? To start with we record live at a different bar/pub/hotel each episode, and the listener has the pleasure of listening to two Australian diplomacy players get steadily more inebriated as the episode goes on. Because of this we try to get the more serious stuff out of the way earlier on. We do an 'around the grounds' segment where we try to cover what's been happening about the place – from the latest forum controversy through to new variants up and coming. We showcase a variant that has been developed, looking at its topographical features and whatever special rules it might have, as well as our thoughts on how a game on that variant might look. And cover any other weird or wacky situations that the world of on-line Diplomacy throws up now and then.

I'm sure there's a whole heap of other things I should mention about the podcast, and listeners have written to us about their favourite parts of the show – from the funny Australian accents to Amby's (at times) potty mouth. From my point of view the process has been a blast, as hopefully will continue to be so, especially as Amby's quest for technological audio quality improves over each episode. It's not a bad achievement for two Aussie blokes in a bar, talking shit about our favourite game in the world. Oh and you can listen to it via iTunes, Google Play, Stitcher, Overcast or straight from the website at diplomacygames.com

The March on Galicia

by Luiz L. S. Neto, aka Enriador

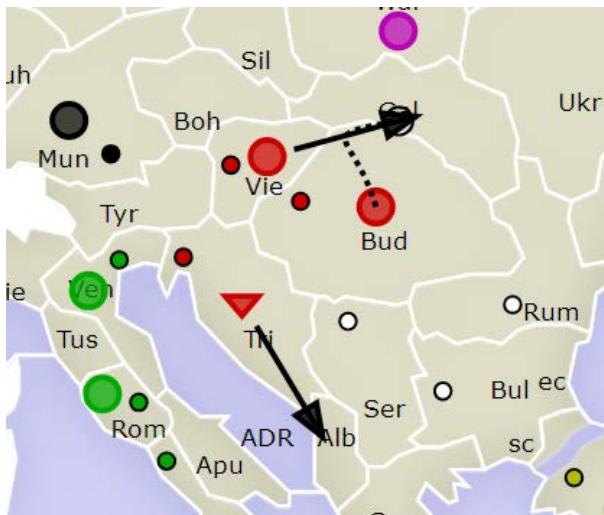
Oh, fair Austria - publicly reviled, but secretly loved as everyone's favorite Diplomacy power. As all Archdukes know, the battle for the Balkans against Turkey and the eternal tension with Italy over the Venice-Trieste border pale in comparison with the inner, almost philosophical question of Galicia: to go or not to go? That, gentlemen, is not the question. The true question is: *how* should you go?

Galicia, after all, borders two of Austria's home centers, and is directly bordered by the board's most successful country (mighty Russia) if we can believe the statistics. Keeping it empty by demilitarizing the province with

Russia may prove a wise course of action if your attentions must be brought somewhere else, but *ensuring* it's empty or under Austrian control may prove an asset so valuable that you might even feel tempted to try some of the rarely seen openings listed below - at the very least they shall surprise your fellow players!

All openings described in this short overview depend on a very friendly Turkey and, most likely, an Italy that isn't very interested in messing up with you. I won't describe the insanely popular Galician variation of the Balkan Gambit (A VIE-GAL, A BUD-SER, F TRI-ALB) or the famous Southern Hedgehog (A VIE-GAL, A BUD-SER, F

TRI-VEN) as these openings (Austria's most popular moves, by the way) already have plenty of written theory on them. Besides, these openings are also widely recognized to be very good under multiple aspects while also protecting Galicia; the point of this article is taking a glance at the more *unusual* ways of defending such an important space.

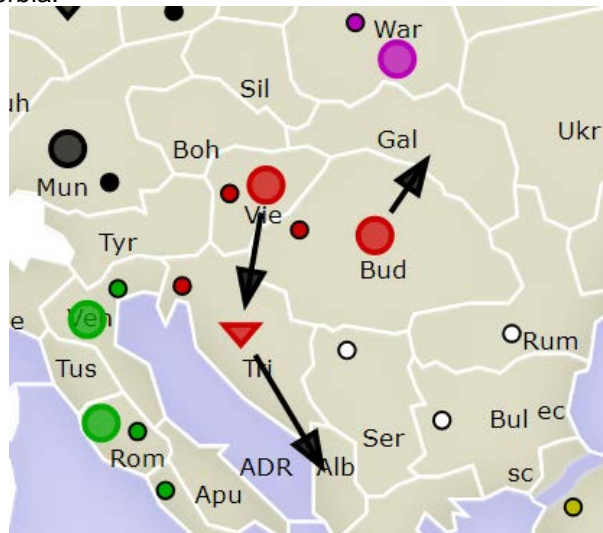


PORCUPINE OPENING: A VIE-GAL, A BUD S A VIE-GAL, F TRI-VEN/ALB. The Porcupine Opening seeks to guarantee control of Galicia regardless of Russian intentions. It's a strong anti-Russian opening that throws the Tsar on the defensive immediately, but the price to pay is a disastrous Turkish move to Serbia in Fall, denying Austria a key build - not to mention the lack of leverage over Greece. Naturally Rumania is fair game, especially if Russia opened A MOS-STP or Turkey went all-in against the Tsar as well. The Porcupine can be divided into the Northern Porcupine (F TRI-VEN), which seeks the highest degree of defense possible against Italy and Russia, and the pro-Italian Southern Porcupine (F TRI-ALB), where control of Greece can be challenged.

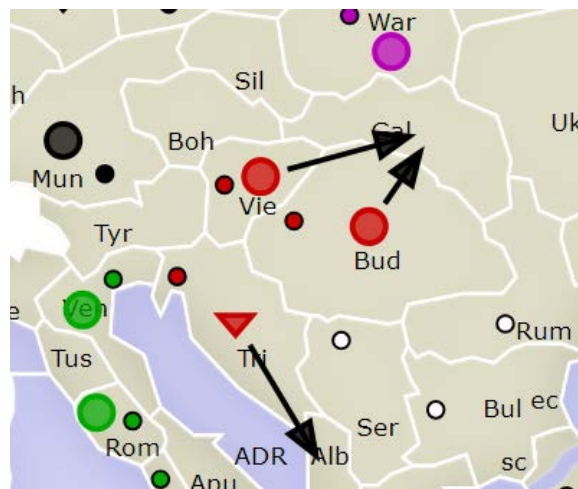
The Porcupine can have its contextual uses; if Turkey seems keen to attack a north-going Russia and Italy would rather head west, moving strongly against Galicia (and thus Rumania) may give Austria a powerful headstart. The obvious drawback is that Turkey can simply take Serbia or, just as badly, move to both Greece and Bulgaria giving the Sultan a supported attack on Serbia in 1902.

GALICIAN GAMBIT: A VIE-TRI, A BUD-GAL, F TRI-ALB. This opening is surprisingly versatile: Greece is within firing range, Galicia can be shielded through an arranged bounce, a supported attack on Serbia may keep Turkey away from trying an attack on it in first place, and Trieste can be guarded (with support, even) in case Italy shows its teeth. If a player wishes to defend both Trieste and Galicia while also gunning for Greece at

the same time, the Galician Gambit can attain these goals by "merely" sacrificing immediate access to Serbia.



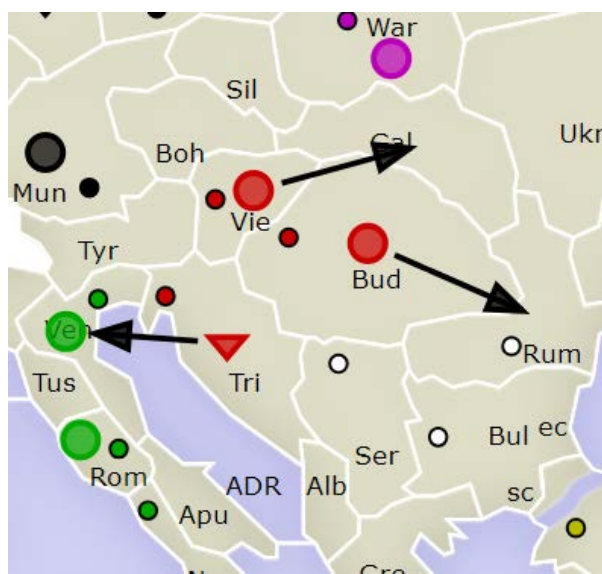
The disadvantages are several, however. Trieste's only truly effective defense is moving F Trieste to Venice itself; A VIE-TRI guards the center from the ugliest attack, but if Italy moved to Tyrolia and Venice then you are in trouble. Russia, if aware of Austrian plans, can also use A Warsaw to support A BUD-GAL and strand Austria away from meaningful action in the Balkans - perhaps even from a build. And Turkey, always Turkey, can force Austria into a dangerous guessing game over Serbia and Greece.



HEADS-ON GALICIAN GAMBIT: A VIE-GAL, A BUD-GAL, F TRI-VEN/ALB. The Heads-On variation of the Galician Gambit (A BUD-GAL, A VIE-TRI) keeps Galicia clean of Russian units and still enables Austria to swing A Vienna against Italy in Fall; the fleet in Trieste can move down south for Greece or keep Italy on its toes by going to Venice. This opening, like the others, relies entirely on a friendly Turkey to have a shot at working out; an evil Russia working with Turkey may also lend support to A Budapest and deny Austrian entry to Serbia

in 1901. All in all, it looks like a flamboyant set of moves that accomplishes little that couldn't have been reached by other opening moves.

If Galicia is the Archduke's concern, perhaps a mere self-bounce there that sacrifices a powerful position in Serbia isn't truly worth it. Still, the opening does give Austria better leverage over Trieste, Tyrolia and Bohemia - if for whatever reason such leverage is relevant - while still keeping Galicia free of Russians, so this opening may find an use in extremely rare circumstances.

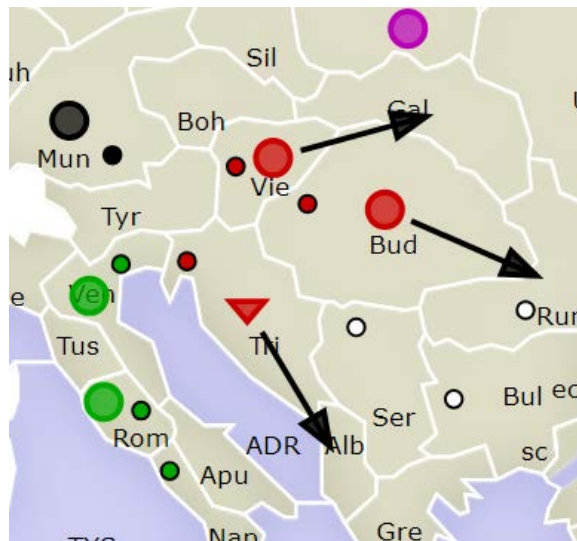


HEDGEHOG: A VIÉ-GAL, A BUD-RUM, F TRI-VEN.

Normally replaced by its seemingly superior Southern variation, the classic Hedgehog can still kick a punch in the right boards. Send Turkey to Armenia, tell Italy to march west and you have Russia duly screwed up by throwing your units squarely at Russia's sphere of influence in the Balkans. Rumania will fall soon, and with it Galicia and Ukraine. Serbia is unprotected, but with F Trieste going to Venice you shouldn't worry too much about Italy either.

Should your carefully-laid plans sink down, A RUM-SER is always an important option. Greece is completely ignored in this opening, and ideally should not fall to a Turkish army keen to assert the Sultan's dominance over the Balkans as soon as they see the chance. This opening works best if Russia has wasted an army in the far north, or otherwise you may get stalemated by a full-blown Russian counter-attack, possibly with Italian or

Turkish help. As always, take care with Serbia - soon after losing it, your home centers usually follow suit in falling down to the enemy.



BALKAN ROADHOG/WARTHOG OPENING: A VIÉ-GAL, A BUD-RUM, F TRI-ALB.

The Balkan Roadhog (also called the Warthog Opening) is a variation of the Rumanian Gambit, the only difference from the original is F Trieste going to Albania rather than Venice. This opening keeps Galicia clean and applies pressure on Rumania from the get-go; it marries really well with strongly pro-Italian or pro-Turkish moves, such as the Italy's Key Lepanto (A VEN-TRI) or Turkey's Russian Floric (A CON H) precisely because Austrian forces are strongly thrown at the Tsar, leaving your partner free to try an equally fancy opening style.

The natural downside is trusting your partner in Italy or Turkey a bit too much, and it backfiring at you badly. Still, should the worst happen you still have influence over Serbia and Greece; true disaster may fire only in case Italy makes the aggressive Obriani Opening (A VEN-TYR, A ROM-VEN) ensuring the loss of Trieste in case you got yourself into Galicia.

This is it - a very brief rundown of some of Austria's most uncommon openings to Galicia. It is, after all, a space all players keep a close eye in 1901, for its status can be a decisive factor in how a game's flow and balance of power will swing. Next time you draw the red pieces, send your letters to Constantinople, scheme with Rome and trade words with St. Petersburg, but no matter what remember: Galicia can make - or break - your game.

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A Feast for a Doughboy or a Dipper Part 2

By Larry Peery (with thanks to Davud Hood and Fang Zheng)



While the guys in the trenches made the most sacrifices, including the ultimate one, the folks at home also did their bit. Let's look at some aspects of life in A.E.F. France during WWI. If your concept of WWI rests on All Quiet on the Western Front, Sergeant York or A Farewell to Arms, you may be surprised.

GAY PAREE SURVIVES THE PARIS GUN

Starting in 1915, periods of leave known as "permissionnaires" played a vital role in supporting the morale of troops, allowing fighters to rest, and letting some families come together. These periods showed the limits to the endurance of soldiers, as well as the strength of ties between civilians and combatants, which translated to social cohesion during and after the First World War.

Taking leave was leaving the trenches. Taking "French leave" was considered desertion. (Interesting note: there is not one record of any US soldier deserting in WWI, 20,000 deserted during WWII, and 50,000 deserted during the Vietnam War, and 5,500 deserted during the Iraqi War.

Units not in the trenches allowed did allow a certain percentage of their soldiers to take leave however the leaves were limited. It may be a few days locally, or to the nearest town or perhaps to Paris or another large city. At least for the American troops. Leave and passes became a very active part of the war after the mutiny of the French Army in 1916-1917

While it wasn't entirely safe because of the occasional German aerial bombardments (including one day of Zeppelin attacks), artillery barrages at times, and the German use of the Paris Gun (really more like a naval

battleship gun than a big howitzer like Big Bertha); that didn't keep American doughboys and officers from visiting it at least once during their time in France.

Surprisingly, I couldn't find any figures on how many doughboys visited Paris during WWI but a look at the guest books of the Paris American YMCA and the American Club suggests it was between 400 and 800 a day, or about 25% of the total A.E.F. force.



The A.E.F. "home away from home" in Paris was the American YMCA. It was a combination: mail drop, canteen, souvenir shop, and hotel; but most of all it was a place where a doughboy could get a taste of home. The rule was: the lower the rank the higher the priority for a room or seating in the dining hall. Prices for services were scaled according to rank. Remember, privates for \$7 a month, lower offices got \$70 a month, senior officers \$100 a month, and a few at the top got \$120. FYI: based on the death benefit of his government insurance policy, General John J. Pershing was making \$2,083 a month at the end of his service.

Most doughboys spent their time in Paris doing what any tourist does. When they got hungry they ventured into the cafes and bistros. Despite the efforts of Pershing, his chaplains, and the WCTU, the bars and brothels beckoned. After all, it was Paris. Still, for the more adventuresome the Chinese Umbrella restaurant at 9, Rue de Mont-Tabor offered an intriguing menu of Chinese food, waffles, pancakes and American Cokes. Today, the same site is the location of Kinugawa, a high-end Japanese gourmet restaurant.



In case you were wondering, let me clear up one thing. The doughboy of the A.E.F. and WWI had nothing to do with the Pillsbury Doughboy! A Doughboy was the nickname of an American soldier or Marine during WWI. They were also called Yanks, a term that American soldiers from the South did not appreciate. The name "doughboy" was very popular among the men who bore it and it came to symbolize the American fighting men who were called into service. Pillsbury flour company; which was a major provider to the military's rations program in WWI, capitalized on this when they adopted the Pillsbury Doughboy as their advertising symbol in 1935. So now you know.

In June of 1917, the first 14,000 American infantry troops arrived in France with General Pershing. These four regiments and two brigades (with an artillery brigade to follow) basically were the battle-ready American Army (and Marines) of the day. A year later, in June 1918, 318,000 American doughboys arrived in France. Indeed, the Americans were there.

THANKSGIVING DAY 1917 AND 1918: AT HOME AND WITH THE A.E.F.



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There was a big difference between Thanksgiving Day in 1917 and in 1918, both at home and for those with the A.E.F. in France.

In 1917 at home people were both anxious and hopeful. The reality that we were in a great war, the greatest since the Civil War (and yes, there were still veterans of that war around to remind youngsters of what it was like). Had begun to sink in. The first doughboys for the new US Army were beginning to report for training. They were a mix of volunteers and draftees, of city and farm boys, from the urban areas of the east coast and the farms of the south and Midwest.

At home the traditional Thanksgiving supper or dinner was pretty much as it had been, although turkeys and cranberry sauce (due to its high sugar content) were in short supply. Millions of Americans would turn to the latest Saturday Evening Post to explain what it was all about. The music and the prayers were a little more serious, especially if there was an empty seat at the family table for one of the millions of young Americans who had answered the call to arms, even if that just meant reporting for training at a camp in places like Camp Kearney, California, a barren area outside San Diego, where not one but two divisions of the new A.E.F. would train.



Thanksgiving Day, 1917, in the trenches. Hardtack in on hand, an Enfield in the other.

In France it was a bit different depending on where you were. For those in the trenches it was pretty much business as usual, and anxious doughboys wondered if the Germans would do to them what they traditionally did to the French poilus on their national holiday, July 14th

(True to form, the Germans launched their last great WWI offensive the day after Bastille Day in 1918)? Soldiers in the reserve garrisons and training camps got a slightly better meal than usual, but a special effort was made for the few hundreds (soon to be many thousands) of doughboys in the hospitals. They got warm good on real plates and a table cloth. It wasn't the same as being home but it helped.



WWI Thanksgiving Day supper at an A.E.F. hospital in France



Gen. John J. Pershing acknowledges the crowds from the balcony of his headquarters at the Crillon Hotel in Paris



The Palais Hotel where Pershing dined on Thanksgiving Day with members of the local American Club in Paris

In Paris, the wealthy French had combined their resources to build ten deluxe hotels in anticipation of the profits to be made from the 1910 Exposition. These were the latest and greatest hotels in the world. They had elevators, were completely wired for electricity, and even had private bathrooms for each room; and they were priced accordingly. Still, the war had changed things. The Tattingers, owners of some of these hotels and a big piece of the Champagne wine vineyards, used one of their hotels (the Crillon) to house Pershing's staff and later the US delegation to the Paris Peace Talks; and another (Lutetia) to house members of the press. France, the Americans and the world responded to the Tattinger's generosity and made the family not only billionaires but symbols of the glories of France.

It may be hard for an American today to understand the significance of the Tattinger family in France but imagine, if you can, a combination of the Hilton (hotels) and Gallo (wines) families controlled by a populist politician that was J. Edgar Hoover's worst nightmare. Well, France had such a person seventy years ago and his name was Pierre Tattinger.

By Thanksgiving 1918 everything was different, both at home and in France. The victory had been won, although at a great cost, especially to the Allies, and was to be celebrated. At home, although turkey was still rationed and sugar and other items were still rationed, people had adapted and found ways to make substitute dishes that were meatless, flourless, and sugarless. In France pantries and wine cellars (boarded over years before in case the Boche came too close) were open and people dined. The churches, even those destroyed in the war, were filled with thankful worshipers glad to have made it through another war.

And everywhere, around the world, there was another empty seat at many a table --- not for a soldier off to war but for a victim of the pandemic sweeping the world that had already killed more people than died in the recently

ended war. And more millions would die in the coming winter. Ironically, the so-called Spanish Flu had come to Europe with the doughboys that had come from an Army camp in Missouri and brought it with them. Even today nobody knows how many people died in the pandemic but it was huge: 40 million, 60 million, as many as 100 million --- 7 million in Spain alone.

How bad was it? More American doughboys died from the Spanish flu than from the bullets of the Germans. For that matter, more American doughboys died from their wounds and injuries than from the bullets of the Germans.

THE 1917 DOUGHBOY MENU TODAY

As a commemoration of the 100th anniversary of the end of The Not-So-Great War I decided to recreate a typical doughboy menu for a "feast" today. When I got the idea I wasn't even sure if it could be done, but as I got into the project I discovered it was very doable, if not exactly a nutritiously beneficial one. But forget the calories, the carbs, the sugar, the salt --- onward!

But was it realistic to think it is possible to recreate a doughboy's (or Tommy's or poilu) daily ration during WWI? Actually, yes, it is, and you don't even need a bayonet or a can opener today --- just the strength to pull a tab top.

If you want to duplicate what I did (What a great idea for an Armistice Day DipCon event on 11 November, 2018!) it will cost you about USD 25 for the food and another USD 15 for the wine. If you make it a pot-luck it would be even less.

Here's a partial list of ingredients for your shopping cart: Hormel Spam, Dole Sliced Pineapple, Libby's Corned Beef (with an egg if you dare), Libby's Canned Beef, Corned beef hash (with another egg), tinned sardines (from Norway), Chef Boyardee Mac and Cheese, Campbell Beef Bouillon, Hershey Chocolate (the 4 oz. dark chocolate bar is de rigueur), Nabisco Graham Crackers, Nestle's canned milk, fresh asparagus (the skinny, French kind), fresh harcouit vertes (thin green beans), a baguette or a loaf of hard (or soft) French bread (preferably from a French bakery and baked less than 4 hours ago), Libby's Saur kraut, Libby's pickled beets, Armour Vienna sausage or fresh Frankfurters (usually called "franks", Louis Jadot label Gamay Beaujolais wine, and, if price is no object, a bottle of Tattinger Champagne. Coffee, tea, salt and pepper, sugar and, in lieu of brushing your teeth, chewing gum are options.

FYI: Short of ammo, the doughboys learned from the French and Brits to make "jam tins" which recycled food tins into hand grenades. Some gun powder and a

couple of bullets created a big bang and, with luck, a dead enemy.

DIPPERS AND THEIR GRUB: DIPLOMACY'S RATIONS

Like the doughboys, tommies, poilus, macaronis, krauts, kamerad schnürschuh, cossacks, and camels; Dippers have always had their own preferences and traditions for their "grub". The stories of many of them can be found in the hobby's cookbooks (Yes, they do exist.), magazines and dip lore. After all, a DipCon report without a food story or two just wouldn't be complete.

Perhaps the one big difference between the rations served during WWI and the grub consumed at DipCons is its effect on the soldiers and players who consume it. Whether it was WWI, WWII, Korea or the Gulf Wars I never saw a soldier come back from combat fat! In contrast, as you will find in looking at photos of DipCon attendees over the last fifty years or so, DipCon players over the last fifty or so years have expanded in girth as they declined in numbers. But that's a topic for another article.

What is the origin of the term grub for food?

You might not like to learn that it's the same word as that for a caterpillar or other insect larva, though you will be relieved to hear that it has nothing to do with actually eating them.

The source is the old Germanic word meaning to dig (which is also the source of grave). The verb to grub came first in English, around 1300, and meant just what it still does: to break up the surface of the ground or to clear the ground of roots and stumps. Derived from it is our adjective grubby for somebody or something that is dirty and the Australian term grub for a person who is unclean or who has messy habits.

The connection with food is the idea of animals foraging for food. In their wild state, for example, pigs grub for edible roots and the like. The larval sense comes from this, because grubs often feed in leaf litter or around roots. The slang sense of human food appears around the middle of the seventeenth century and is also linked to grubbing in the ground for something to eat. By the time of WWI the word was a popular term in trench slang for food in general and field rations in particular.

Among the items in Diplomacy's rations history are: junk food, the contents of which can vary by place and time, but which is generally understood to include anything that is fast, cheap and heavy on fat, salt, and sugar. In addition, ethnic and regional cuisines are popular, especially where the host is a foodie as well as a Dipper.

Diplomacy's Rations: Past examples

My earliest culinary memory associated with a DipCon event was in 1971 at DipCon IV which Rod Walker and I hosted in San Diego. The last night of the event I took nearly twenty of those that had survived the gaming to an all-you-can eat buffet at the "Campus Chuck Wagon" where I worked. For \$2.00, including drink, tax and tip, they waded through the buffet line of prime rib, beef ribs, turkey, chicken and ham; and all the trimmings. The next time I saw the owner, my boss, she smiled and said, "Larry, I really enjoyed having your friends for dinner but please don't bring them again. They made an average of three trips each through the buffet line."

Pizza has always been popular with Dippers and over the years I've had some very good ones and some that weren't fit for human consumption, especially when eaten cold, the next morning for breakfast. I'll never forget the morning at one of the early DixieCons when David Hood and I arrived early to find a gaming room filled with unemptied trash cans and corners of the room filled with stacks of empty or nearly-empty pizza boxes. The stench of day-old anchovies made us both gag, but by the time the players arrived we'd cleared the mess away, although both of us smelled like anchovies for the rest of the event.



But it's not the pizza that DixieCon is known for --- it's the famous Tar Heel Barbeque that has been featured at every DixieCon since the first one. Allen and Sons in Chapel Hill has been providing the BBQ and trimmings for the last twenty-eight years. After all those years only two questions remain: how much BBQ and iced sweet tea can you eat and drink in one day; and which has more sugar in it, the BBQ sauce or the tea?



Once again providing that old theory about "everybody and everything being connected according to the seven-steps-of succession law, I discovered, while researching this part of my tale, two things. The first was the story behind the famous Dixie Cup which became popular in the early 1900s as a disposable beverage holder. One of the first mass uses of the Dixie Cup was on the early passenger trains used to carry doughboys to their embarkation ports in New Jersey and New York. Doughboys remembered the cups and when they came home from France they went looking for them in the stores and a national icon was born. That's the WWI link. And, like unto it, the obvious question, "Why doesn't DixieCon have a Dixie Cup award?" If you read this and you know David, ask him that next time you're in touch. Maybe he'll get the hint?

I have six pages of notes on the story of Smithfield Hams; which is located just down the road from Chapel Hill. The challenge is to condense it down into somebody, even a Dipper, might read? Hams come from pork, as well known, and pork is the protein of choice in China. To make sure they had a dependable supply of pork the Chinese did what the Chinese do --- they bought the biggest pork processor in the world; which just happened to be Smithfield Foods. They plopped down \$7.1B, a 31% premium, for a company that could provide them with every kind of pork product imaginable, including a premium \$140 fresh ham product.

Before you start laughing consider this:

Jinhua ham is a type of dry-cured ham named after the city of Jinhua, where it is produced in the Zhejiang province of eastern China. The ham is used in Chinese cuisines to flavor stewed and braised foods as well as for making the stocks and broths of many Chinese soups. The ham was awarded first prize in the 1915 Panama International Merchandise Exhibition in San Francisco. It is a well-known ham in China.

The Chinese mega-company that bought Smithfield knows just as much about pork and ham as Smithfield does, maybe more.

Second, I looked at hundreds of images on Google for Smithfield ham and the one thing I did not see was a canned ham product. Cold vacuum packed, yes, but nothing canned. And a fresh ham will only cost you up to \$140 or so.

Having managed to segue our way to China we should note that the new Chinese Diplomacy hobby has quickly adapted the idea that a Dipper players on his stomach. And, as one would expect, they have done it in style. Fang told me of their formal dining event during the first ChinaDipCon in Shanghai last year that included a buffet at a five-star hotel. He even included this picture of their happy group.



"It is hard to imagine not having a good dinner together when dippers come over from across the country. Every time I am the tournament holder I pay for all the bill. It will likely be AA in the western countries as far as I know." Now there's a thought for future North American and World DipCon hosts to chew on.

Fang's dinner wasn't the only dip&Dip related culinary event last year. Showing that times and tastes do change in the hobby's eating habits I discovered, when I ordered eight pizzas for a dozen players, that I ended up with four pizzas left-over. On the other hand, the consumption of premium craft brewed beers was at an all-time high.

"A wise general makes a point of foraging on the enemy," according to the Chinese general Sun Tzu. "One cartload of the enemy's provisions is equivalent to 20 of one's own."

The lesson of that maxim — that leaders need to pay close attention to the economics of conflict, and make sure that costs are imposed more on the enemy than the home front — holds as true today as it did two and a half millennia ago. Washington doesn't appear to be listening.

And, to complete the circle, let's remember that historic meeting last year at the five-star Palais Coburg Hotel in Vienna where the P5+1 and Iranians thrashed out a nuclear weapons limitation treaty. The Palais is a lovely hotel and the standard room rate is about USD 550 a night. Unfortunately, the per diem housing allowance for US diplomats was only USD 222. Since the hotel restaurants prices were equally high, the clever diplomats pooled their daily ration allowance of USD 128 and car-pooled it to the nearest McDonald's and Burger King. I have a great photo somewhere in my files of Secretary of State Kerry, Undersecretary Wendy Sherman and various aides sitting on the floor of a Palais Coburg suite wolfing down pizza and hamburgers, but photo of Wendy surrounded by 2,000 calorie wiener schnitzels will have to do. Somethings never change. Diplomacy and its food is one of them.



CONCLUSION

The East coast gave its money and its life's blood (casualty rates) and the Heartland Midwest gave the produce of their farms, and the rest of the country gave what it could. New York as financial center, transportation (overseas) center, and recruitment center. Chicago as agricultural and livestock center, transportation (rail) center, and recruitment center. Washington kept them all moving in the same direction.

Diplomacy World Demo Game

“Eclipse” – 2017A

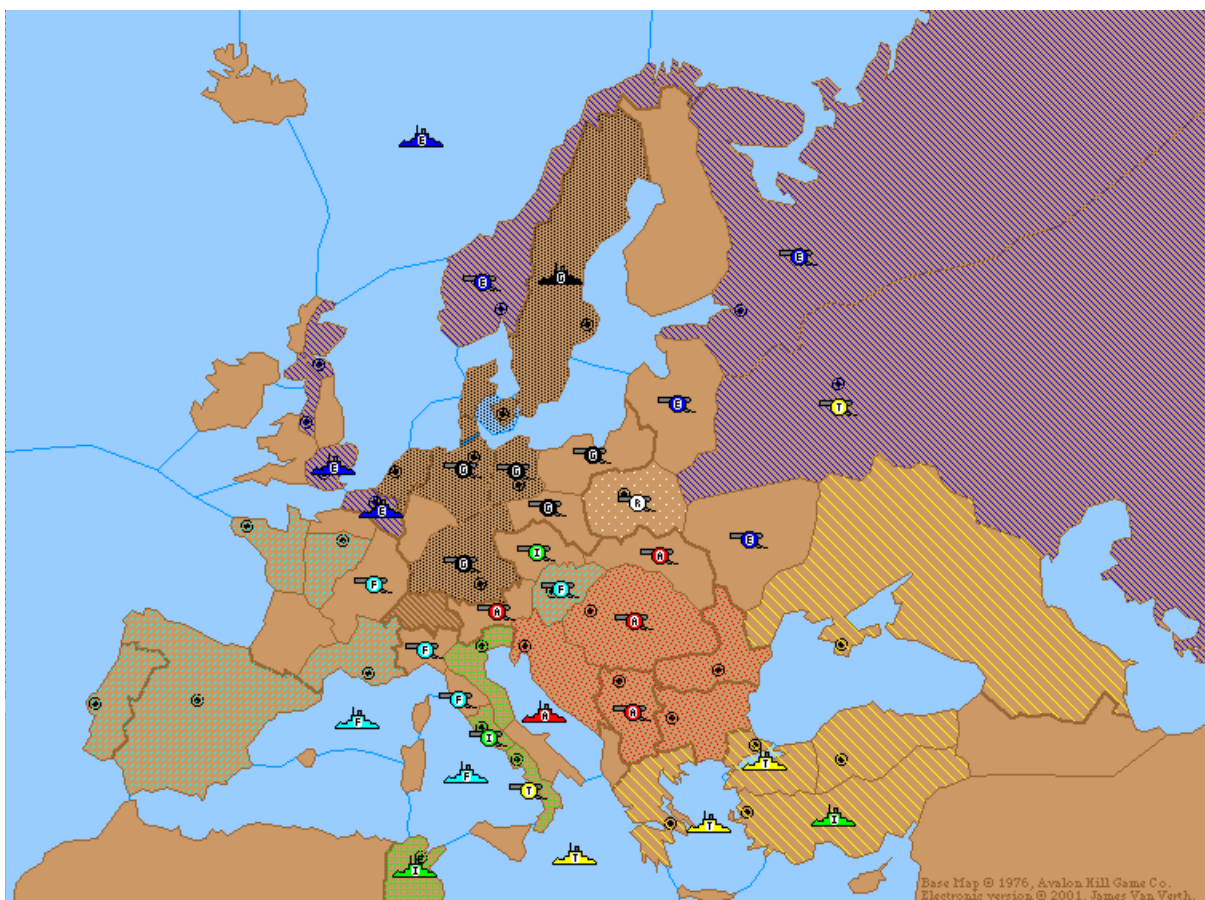
The Players:

Austria: Nicolas Sahuguet
England: Edi Birsan
France: Andrew Goff
Germany: Conrad Woodring
Italy: Chris Brand
Russia: Doug Moore
Turkey: Tanya Gill

Commentators by Typeface:

Rick Desper
Christopher Martin
Jack McHugh

Spring 1904 Results



Austria: F Albania - Adriatic Sea, A Budapest - Vienna (*Bounce*), A Bulgaria – Serbia, A Galicia - Vienna (*Bounce*), A Tyrolia - Trieste (*Bounce*).

England: F Belgium Hold, A Edinburgh – Norway, A Moscow – Ukraine, F North Sea – London, A Norway - St Petersburg, F Norwegian Sea Convoys A Edinburgh – Norway, A St Petersburg - Livonia.

France: A Burgundy Supports A Kiel – Munich, F Gulf of Lyon Convoys A Spain – Tuscany, A Marseilles – Piedmont, A Spain – Tuscany, A Vienna - Trieste (*Bounce*), F Western Mediterranean - Tyrrhenian Sea.

Germany: A Berlin Supports A Munich – Silesia, A Denmark – Kiel, A Kiel – Munich, A Munich – Silesia, A Prussia Supports A Moscow - Livonia (*Void*), F Sweden Hold.

Italy: A Bohemia - Tyrolia (*Fails*), F Eastern Mediterranean – Smyrna, F Tunis - Ionian Sea (*Fails*), A Venice - Rome.

Russia: A Warsaw Supports A Sevastopol - Moscow.

Turkey: F Aegean Sea Supports F Ionian Sea, F Black Sea – Constantinople, A Greece – Naples, F Ionian Sea Convoys A Greece – Naples, A Sevastopol - Moscow.

PRESS

Paris to Vienna:

“But who has the bigger ego?”



Spring 1904 Commentary:

Commentators by Typeface:

Rick Desper

Christopher Martin

Jack McHugh

Nothing unexpected this turn as far as this commentator is concerned.

France finally lowers the boom on Italy (or does he? Read on for more....)

England continues to encircle Germany and Austria.

Turkey picks up Mos and Nap but loses Smy. Turkey is still irrelevant for now but that could change if Tanya can excise the Italian fleet from Smy and hold on to Nap or Mos. Right now she has doesn't have much of a chance of holding on to either.

Italy picks up Smyrna but is about to lose Rom or Nap if France is working with Turkey (maybe) or Austria (probably not.) On the other hand, Italy can become a stalemate line power like Germany. Italy can still survive as long as the other powers can't figure out how to divide up his centers or Italy becomes a pliant French client state like Germany has to England.

Right now this looks like Eng/Fra going for a two way, or one of them going for the solo after stabbing the other, once Austria/Italy/Germany/Turkey get reduced to manageable bite sized portions.

Agreed on the lack of surprise. Goffy commits to the Italian front, while Edi backs off of the North Sea for Conrad. I'd expect F GOL to backtrack to Spain in the fall, unless Chris supports Goff into Naples to prevent Tanya acquiring it. That actually looks pretty likely to

me, possibly even with a convoy from Tuscany, which would allow the fleet to fall back. With a build in hand, Goff may not feel the need to drop back - though being conservative there is more is playstyle.

Russia is a hot mess, and Edi advancing into Ukraine just makes it more likely that we're going to see a massive western triple three-way draw at the end. I note for the record that Smyrna will almost certainly be re-captured by Tanya, though it may not do her that much good. I think Nicolas will support Ionian to hold, delaying the forward progress in the south another year.

Conrad will likely get Warsaw, sending Doug to the locker room. It's going to be a bit of a slog for the W3, but barring any significant alliance shifts, I'd say things are moving towards endgame.

The next move should be very interesting. First things first: Turkey isn't losing Smyrna. She's got two fleets to retake it and Italy cannot be supported.

The Russian front is fascinating. Edi has weaseled into Ukraine and Tanya's army in Moscow is in danger of being forceably disbanded.

Goff could stab Italy very hard, mend fences with Tanya, and set up a strong F/T alliance. Might be a good idea if he's worried about Edi and/or Conrad.

I'm expecting Austria to retake Vienna. Even if that means letting Edi into Rumania. A recapture of Vienna would set up a good fist of Austrian armies that could be a swing ally for anybody.

I doubt this will be a E/F two-way. It might be a Western triple. But Goffy and Edi didn't resurrect Conrad just to stab him again two game years later. The question here is what their goals are. They might want to do a Western Triple just as an exercise and to show off in a demo game. I hope something more involved develops in this game.

Oh, and yeah. This is it for Russia.

Fall 1904 Results

Austria: F Adriatic Sea - Trieste (*Bounce*), A Budapest Supports A Tyrolia – Vienna, A Galicia – Rumania, A Serbia - Trieste (*Bounce*), A Tyrolia - Vienna (*Fails*).

England F Belgium – Holland, A Livonia – Moscow, F London Hold, A Norway – Finland, F Norwegian Sea – Norway, A St Petersburg Supports A Livonia – Moscow, A Ukraine Unordered.

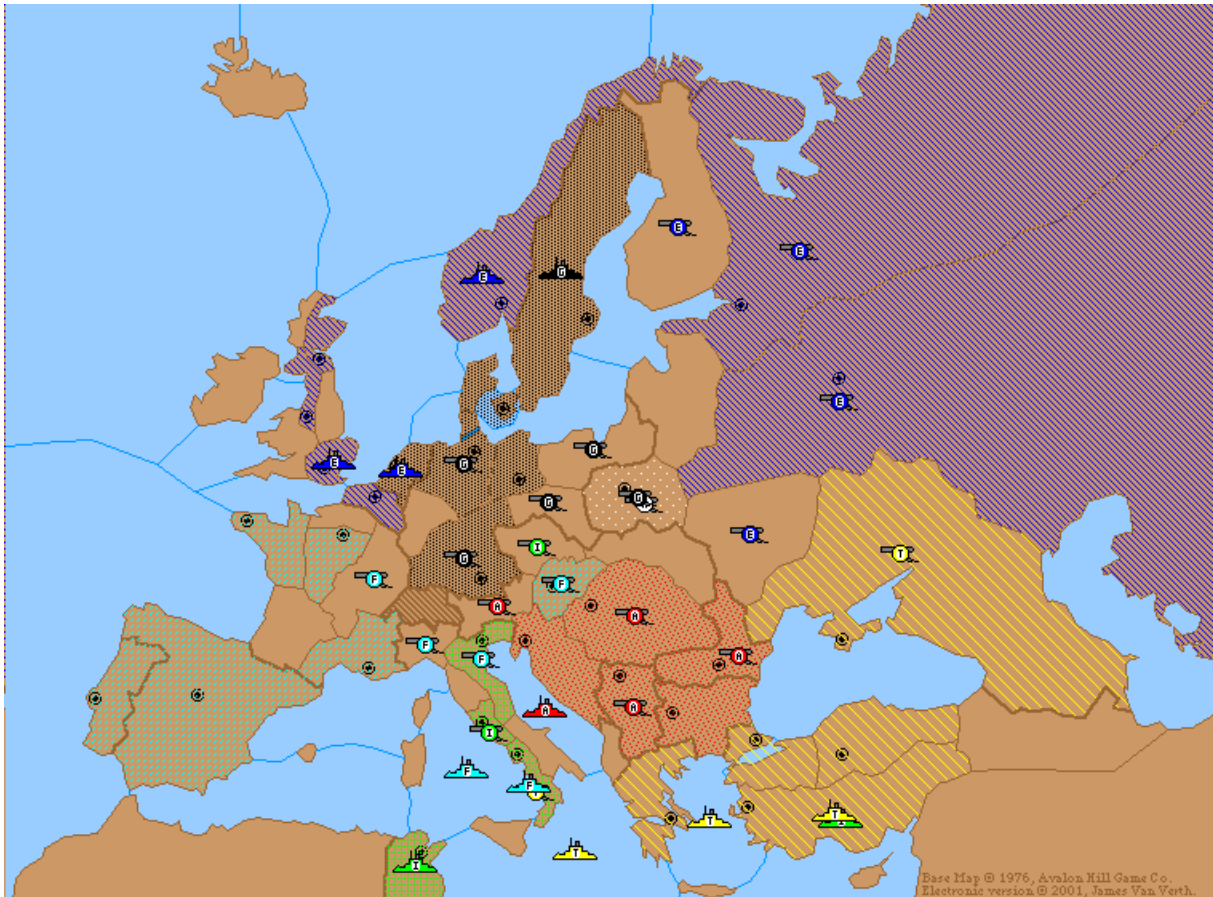
France: A Burgundy - Piedmont (*Fails*), F Gulf of Lyon - Tyrrhenian Sea, A Piedmont Supports A Vienna – Tyrolia, A Tuscany – Venice, F Tyrrhenian Sea – Naples, A Vienna - Tyrolia (*Fails*).

Germany: A Berlin – Silesia, A Kiel Supports A Munich, A Munich Hold,
A Prussia Supports A Silesia – Warsaw, A Silesia – Warsaw, F Sweden Hold.

Italy: A Bohemia - Vienna (*Fails*), A Rome Supports F Tyrrhenian Sea – Naples,
~~F Smyrna portage to Ankara~~ (*Dislodged*, retreat to Eastern Mediterranean or Syria or OTB),
F Tunis - Ionian Sea (*Fails*).

Russia: ~~A Warsaw – Edinburgh~~ (*Dislodged*, retreat to Galicia or Livonia or OTB).

Turkey: F Aegean Sea Supports F Constantinople – Smyrna, F Constantinople – Smyrna,
F Ionian Sea Supports A Naples (*Cut*), A Moscow – Sevastopol,
~~A Naples Supports A Rome~~ (*Dislodged*, retreat to Apulia or OTB).



Draws Now Proposed: E/F/G and A/EF/G/I/T. NVR=No

PRESS

Rome (AP) – Early Start to Tourist Season

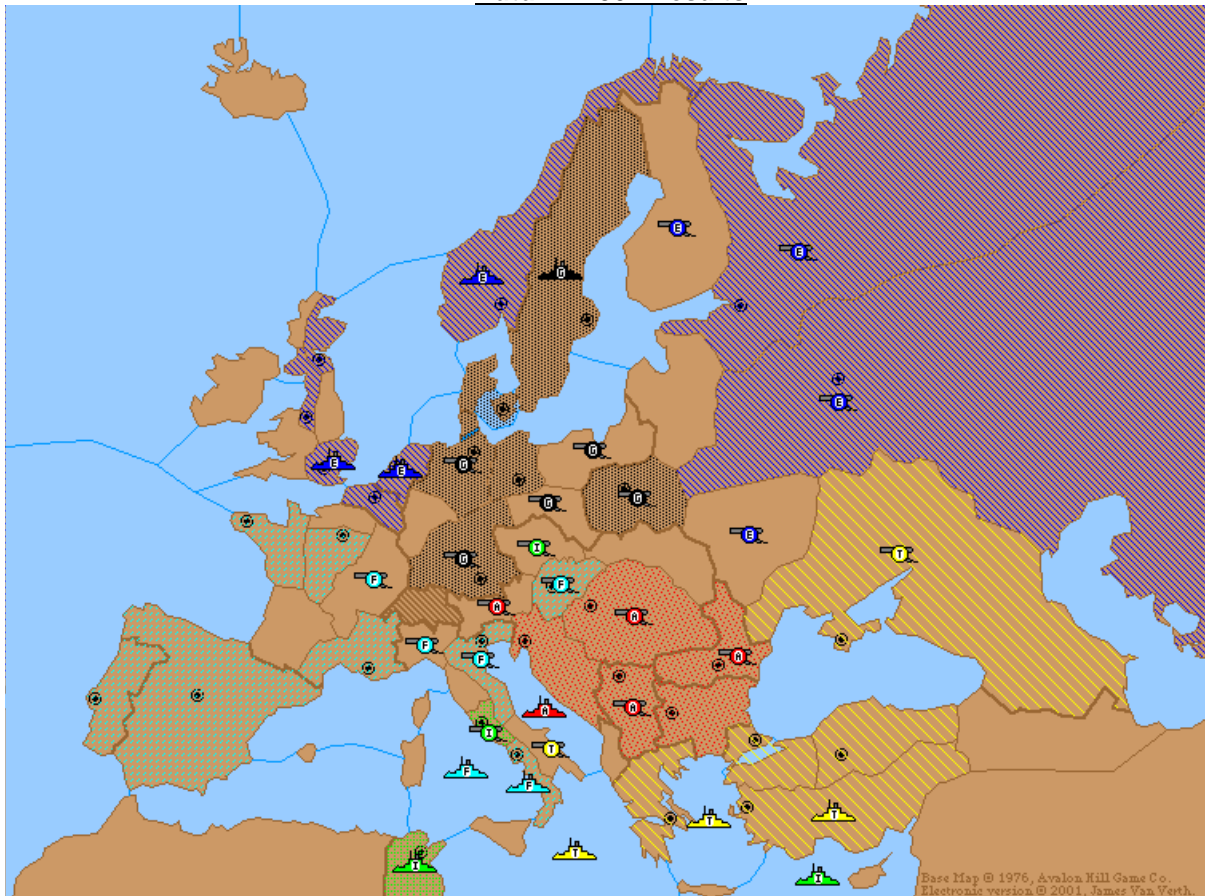
Summer started early this year, with visitors from far and wide descending on the beaches of Italy. The most popular destinations are all on the west coast – the Adriatic beaches are not nearly as popular for some reason. The hotels and restaurants of Piedmont, Tuscany, Rome, and Naples are all full to overflowing.

This year sees particularly large numbers of visitors from Turkey, and even more from France. Stefano Rosso, head of the Naples Tourist Board commented that “Italy has always been a popular destination for the French

people. We share a lot of values – a love of fine wine and romance, for example. So it’s not surprising to see all the French cruise ships in the Tyrrhenian and the Gulf of Lyons. Where else are they going to go? To sample the English “viniculture” and “cuisine”? We have been pleasantly surprised by the number of Turkish visitors this year, though. Many of them seem to be on some sort of Mediterranean tour, coming here after spending some time in Greece. They seem to be particularly keen to visit our historic landmarks”. It remains to be seen whether there will be a similar level of interest in the east coast later this year. Austrian cruise ships have been

seen in the Adriatic, but are not believed to be carrying holidaymakers at this time.

Autumn 1904 Results



Austria: Has F Adriatic Sea, A Budapest, A Rumania, A Serbia, A Tyrolia.
England: Has A Finland, F Holland, F London, A Moscow, F Norway, A St Petersburg, A Ukraine.
France: Has A Burgundy, F Naples, A Piedmont, F Tyrrhenian Sea, A Venice, A Vienna.
Germany: Has A Kiel, A Munich, A Prussia, A Silesia, F Sweden, A Warsaw.
Italy: Retreat F Smyrna - Eastern Mediterranean..Has A Bohemia, F Eastern Mediterranean, A Rome, F Tunis.
Russia: Retreat A Warsaw – OTB..Has no units.
Turkey: Retreat A Naples - Apulia..Has F Aegean Sea, A Apulia, F Ionian Sea, A Sevastopol, F Smyrna.

Supply Center Chart

Austria:	Budapest, Bulgaria, Rumania, Serbia, Trieste=5	Even
England:	Belgium, Edinburgh, Holland, Liverpool, London, Moscow, Norway, St Petersburg=8	Build 1
France:	Brest, Marseilles, Naples, Paris, Portugal, Spain, Venice, Vienna=8	Build 2
Germany:	Berlin, Denmark, Kiel, Munich, Sweden, Warsaw=6	Even
Italy:	Rome, Tunis=2	Remove 2
Russia:	None=0	OUT!
Turkey:	Ankara, Constantinople, Greece, Sevastopol, Smyrna=5	Even

Both draw proposals fail.

Fall/Autumn 1904 Commentary:

Commentators by Typeface:

Rick Desper

Christopher Martin

Jack McHugh

As anticipated, E/F/G pushing towards the 3rd. I would not be surprised to see it pass, frankly. Goff goes +2 with the acquisition of Venice and the assistance into Naples, and England takes Holland to even things up. I expect an army from Goff and another waive from Edi.

Next year the wheels come off for A/T if there is no dynamic change. Tanya can make it hard for them to dig her out, but that fight is all over unless something changes.

Edi _could_ stab as Rick notes below, but my sense is he won't be the first bad actor in that trio. If someone starts shenanigans, sure, he's in a great position. Goff isn't beyond voting the draw down to see if he can get enough traction in the Med to out-race Edi, but given E/G are still viable, its hard to imagine him sneaking across the line to 18 with a stab.

It could very well pass. I wouldn't be happy. I want more from a Demo game than a draw at the end of 1904 for a Carebear alliance.

A/T are down to 10 SCs. Germany gets Warsaw but England takes Holland to keep Germany weak.

The other thing that wouldn't surprise me is to see Edi stab Conrad hard. He's got the land presence in

Russia and cannot really be pushed back from Moscow/Ukraine. If Tanya and Nicolas are making any kind of offer to him (and why wouldn't they?) he could roll through those German SCs in two years. At that point the out-of-position Goff would be hard-pressed to stop the English solo.

I hope Edi has such a plan in mind. It would be far more interesting than a carebear draw. And, really, Edi isn't a care bear. He might well go for a Western triple endgame, but it seems very premature to just take it in a vote right now.

I'm disheartened that Austria didn't take Vienna from Galicia. Oh well, it was a guessing game.

Disappointed that Edi hasn't lowered the boom on Germany--there is not much left for England to do at this point. France is playing predictably, taking Italy's centers on his way to Austria. If Austria and Turkey work together Nicholas and Tanya can make Andrew and Edi sweat a bit taking them out but if they determined to get a two way, Rick is right, there isn't much A/T can do to stop F/E.

A three way is a travesty at this point as Conrad contributes very little F/E needs and Germany survives only at their pleasure. I would only agree to E/F concession if I were one of the other four players.

Winter 1904 Results

Austria: Has F Adriatic Sea, A Budapest, A Rumania, A Serbia, A Tyrolia.

England: Waives build, plays 1 short..Has A Finland, F Holland, F London, A Moscow, F Norway, A St Petersburg, A Ukraine.

France: Build F Marseilles, A Brest..Has A Brest, A Burgundy, F Marseilles, F Naples, A Piedmont, F Tyrrhenian Sea, A Venice, A Vienna.

Germany: Has A Kiel, A Munich, A Prussia, A Silesia, F Sweden, A Warsaw.

Italy: Remove A Bohemia, F Eastern Mediterranean..Has A Rome, F Tunis.

Turkey: Has F Aegean Sea, A Apulia, F Ionian Sea, A Sevastopol, F Smyrna.

Now Proposed: E/F/G, A/F/G/I/T. Please vote. NVR=No

