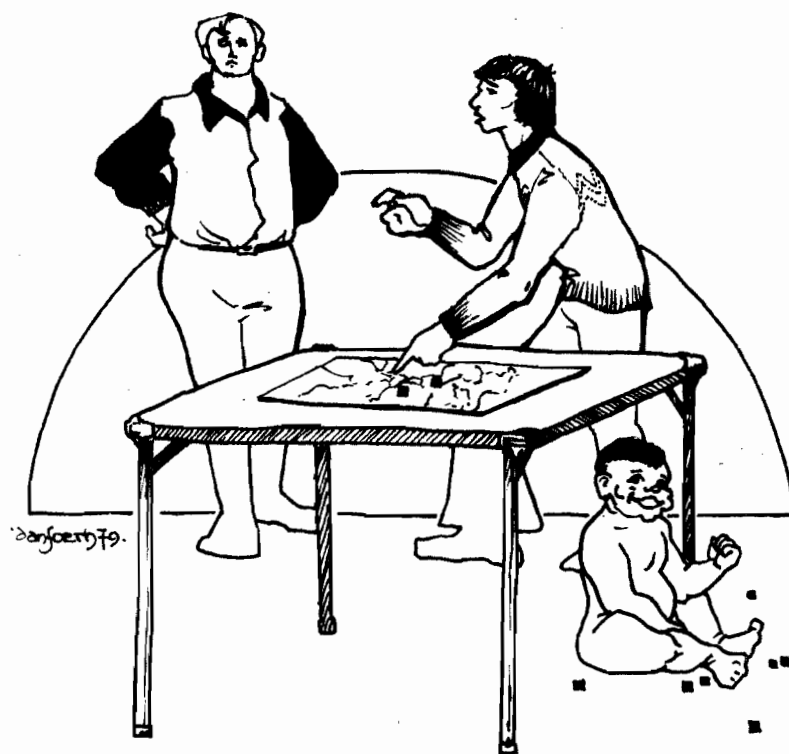


DIPLOMACY WORLD



I'm sure there were armies in Arm and Sev!!

Spring 1979

Issue 21

\$1.25

Diplomacy World

Issue 21

Spring 1978

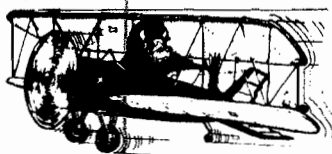
DIPLOMACY WORLD is a quarterly magazine concerning the game of Diplomacy (R)*, published and edited by Jerry H. Jones. The subscription rate for DIPLOMACY WORLD is \$4.00 per year (four issues) in the U.S.A., \$5.00 elsewhere. All foreign subscribers wishing to have DIPLOMACY WORLD sent by Air Mail must add an additional \$3.00 per year. Lifetime subscriptions are available for \$75.00 worldwide. Address subscription orders to: Jerry H. Jones, 1854 Wagner St., Pasadena, CA 91107 U.S.A. The subscription agent in the United Kingdom is John Higgett, Flat 6, 15 Freeland Road, Ealing Common, London.

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Contributions to DIPLOMACY WORLD are always welcome and may be on any subject related to the game of Diplomacy*. All contributions will become the property of DIPLOMACY WORLD and will not be returned if not used, unless accompanied by a SASE. All contributions should be sent to Jerry H. Jones (address above). The deadline for contributions to be included in Issue 22 is April 15th.

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foreward

The cover is yellow, the ink is black and the paper is white. Diplomacy World wanted you to know these colors for if these aren't the colors you see, then your in big trouble.

But there is a reason for the cover being yellow. If you're like me you may find that Turkey is a rather difficult country to play, but that is the case no longer. In this, our Turkey issue ((I could get in big trouble for that statement.--JHJ)), the feature article is a monster article covering the many aspects of playing Turkey. While a lot of "How to Play" articles become boring, that is not the case with this one. Mark Berch has used a different slant on the "How to Play" theme and even with its enormous length you will find it very "readable".

Also in this issue is the beginning of both the North American and the World Demo games. With commentary by Mark Berch and Richard Sharp, respectively. This should be two extremely well played games. The NA game, because of the fine caliber of players, primarily the Turkish player. The World game not only hosts seven fine players but probably one the world's finest commentators in Richard Sharp.

Inside you will find the map and rules to John Lipscomb's "Ancient Empires II" variant Diplomacy game. Along with this are articles concerning variants by Lew Pulsipher and Der Garvey. Der Garvey speaks about a new book on the market that deals with Diplomacy variants. The book is written by, who else but Lew Pulsipher.

All that and much much more. I'm sure that you will find this issue of Diplomacy World a rather good one with some interesting reading throughout.

By the way, my name is Jerry Jones and I will be the one who brings you Diplomacy World from now on. The previous editor, Conrad von Metzke, has decided to retire from the publishing business and has passed the task at hand along to me. I hope that this hobby that you've chosen, Diplomacy, will be an enjoyable one and that Diplomacy World will add to the enjoyment

THANK

P.S. If there is an X at the bottom of this page it is time to renew your subscription.

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and you can blame thank:

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Conrad von Metzke
and who else WALTER BUCHANAN

Postal Diplomacy is DEAD!

by JERRY H. JONES

Yes, postal Diplomacy as it was but a few years back is dead, but don't fool yourself into thinking that the hobby is dead. Different but not dead. What we are witnessing is a complete change in postal Diplomacy. I won't try to say whether it's better or worse, but let's suffice to say that it has changed.

One reason for the change is in the players themselves. The player that was around at the early days of the hobby were more inclined to play the game for the "feel" of the game rather than for the tactics of the game. A game without loads of press was strictly an unthinkable matter. In the past few years the average player coming into the hobby are from a "wargaming" background and as such hold much more passion for strategy than did their predecessors. It is sad but true that most of the early players have long since abandoned Diplomacy for other hobbies. You'll find quite a few of them involved with other role playing games now, (D&D, Trolls, etc.) where they can use their creative talents.

This change is predominate throughout the hobby. The writing in the zines that concerned Diplomacy has diminished to a rare thing. John Michalski's The Brutus Bulletin was voted the no. one zine in the latest N.A. zine poll by John Leeder and yet this zine has very little in the way of Diplomacy orientated articles. What BB does have are a few games at a quick, reliable pace which seems to be what players are demanding today. While there is quite a bit of reading in BB not too much of it pertains directly to Diplomacy. Now that's by no means to say that BB is a bad zine. In fact how can the #1 zine be bad? John doesn't write articles for BB, rather he reprints articles from other zines but mostly he prints letters from people and his replies. I'm sure that John would be more than happy to reprint Diplomacy articles if there were more available. (John's address is: Rt. 10, Box 526Q, Moore, Oklahoma 73165 U.S.A.)

Mark Berch puts out another zine that rated high in the poll, Diplomacy Digest. Diplomacy Digest is unique in that it has no games, only reprints that are exclusively devoted to Diplomacy. This seems to bear out that the players, while their primary interest is in the games there is still the desire to read about the hobby. The sad point is that the vast majority of the articles are from zines and writers that are no longer in the hobby. (You can reach Mark and DD at: 492

Naylor Place, Alexandria, VA 22304.

Even here at DW you can count the number of regular contributors on one hand.

What does all of this mean? It simply means that the hobby is losing some of the creative people whom we became accustomed to, but the hobby has not lost its desire for that creativity. But verily the hobby is not dead, and for that matter neither is the creativity. I keep hearing certain names over and over again concerning their writing. Such names as Dave White, Andy Meier, John Caruso to name but a few. If the hobby is to survive with some resemblance to the past it lies on the shoulders of people like these.

Also the hobby needs more new zines. I have been told that a primary indicator to the growth of the hobby is in the number of new postal games started each year. I believe that the number of games started in 1978 is lower than in 1977. I strongly believe that the reason is directly tied to the number of games that were opened for play in 1978 (or the lack thereof). There are just more people that want to play than there are game openings.

While it is easy to say that all we need are more zines that is not the whole story. It seems that today's players are more selective towards which zine they wish to play in. Whereas the players did not get too upset when a zine was late yesteryear, that is not the case today. A prime requirement for a zine of today is that it has to maintain a degree of regularity. All of which drops the number of "functional" zines down lower than the mere number of zines indicate.

Not only are there a limited number of zines but the publishers of these zines realize their limitations as to how many new game starts that they can handle. In a zine that I am closely related to I know for a fact that the publisher is still getting money for game fees even though he stated that there will be no new game starts for quite a while. Another zine, in an attempt to slow down his game growth, raised the cost of his game fees. This did not slow down the growth. The players were willing to pay more for his well run games.

So if you are willing to maintain a zine much in the same manner that you would want a zine you play in to be run, now is the time to start. The staff at Diplomacy World will be more than happy to offer any assistance and/or talents that we have to aid in getting you started.

So yes, the hobby is changing. But it is definitely not dying. With the new faces in the areas of hobby services (Boardman Number Custodian, Miller Number Custodian, Orphan Games Director, and even the editor of DW), one can only expect a bright future.

There is a whole new look in postal Diplomacy and today, while it's just beginning to blossom, is the best time ever to get involved.

Well, What About Guest Gamemasters?

ROD WALKER

In the postal hobby, most magazines are one-man operations. This means that the Publisher and Editor is also the Gamesmaster. However, quite early on, some 'zines were done by two or more people who also split the Gamesmastering tasks between them. BARAD-DUR is a good early example. It later split into two 'zines, one for each Gamesmaster.

Having a true Guest GM, someone who did nothing in a 'zine but GM a game and who did not necessarily live near the editor, is a more recent development. The practice is probably not more widespread because most editors would prefer to have total access to the contents of their own 'zines.

Being a Guest GM offers an outlet to those who would like to manage games but don't have the time and/or facilities for a full-blown publishing operation. What advantage this is to him is moot; being a Guest GM prepares no one for the very different and more arduous tasks of editing and/or publishing a Diplomacy 'zine. Nor is it particularly ego-satisfying. A GM has a responsibility rather than power, as such. He has to be right...or what an outcry! The Rules are very explicit and God help the GM who doesn't abide by them. In the few, rare instances where he might be able to exercise some prerogative things are so complex that he usually finds himself in a situation where he's damned if he does and damned if he doesn't. Anyone who thinks being a Guest GM is an ego-trip probably also wears leather to bed. Still, it's a challenge which can be enjoyed for its own sake...and what the hobby needs is more able, conscientious, organized GMs.

Whether the Guest GM bears any other responsibilities for the game is moot. If he accepts the game fees, or any part of them, I'd say he has the ball if the 'zine folds. However, if he is not so obligated, then that responsibility is not his. Even so, he's the logical one to find a new home for the game...but he's not the automatic goat in this regard. If the 'zine folds and the game dies, he's no more responsible than

any of the players.

For the Editor/Publisher, the Guest GM is something of a boon, something of a bane. The Guest GM can expand a 'zine's coverage, giving the players more of a choice of whom to play under. The editor could even play in his own 'zine.

On the other hand, if the GM defaults on his job, the editor is going to be stuck. He'll have to run the game himself, or relocate it, or find a new Guest GM. If the Guest GM turns out to be unreliable as to schedule, he could foul up the entire 'zine. Allowing for lag and lead time, a 'zine using a Guest GM could appear no more frequently than monthly. These days, that's quite enough.

One innovation in the postal hobby has made Guest GMing more feasible. Allowing for Guest GMs means running several games...and that's a disadvantage if you don't want to publish a mere warehouse (a 'zine with nothing, or virtually nothing, but games in it; fine for those who think the game is all there is to Diplomacy, dullsville for those of us who know better). The "supplement" allows an editor to have his cake and eat it too.

The "supplement" system is so simple I don't know why it wasn't used earlier. And it is very effective. The editor publishes a basic 'zine that is one ounce. He puts in articles and other interesting stuff, plus as many games as he has room for. The rest of the games are published in supplements. These go only to concerned players and the Archives and to completist nuts who have paid a fee for them. It's such a spiffy idea, I've spent the last two hours trying to figure out how to take credit for it.

Because the Guest Gamesmaster is such a good idea, it's easy to expect too much from it. The number of good, dependable 'zines in which one can play is, and always has been, small. The Guest GM system will allow them to expand their coverage, which is distinctly beneficial. Even so, there is a limit to such expansion. Beyond that, we should not expect too much. Although there will be some break in a publisher's costs this way, it will probably be fairly minimal; postal Diplomacy will continue to be an increasingly expensive proposition. Similarly, although some work is taken off an editor/publisher's shoulders, that again will be minimal. This is because the major work in putting out a 'zine is not in GMing a game; that can be done in 5-10 minutes. The editing, typing, correcting, duplicating, collating, addressing, and mailing are, any one of them, more time-consuming than GMing (well, I'll give you correcting and collating on occasion).

It seems to me, therefore, that the Guest GM system is a potential trap: An editor/publisher must avoid the pitfall of believing that the system will save him significant amounts of time or money. If he does not avoid it, he may overextend himself and wind up exactly where he was trying to escape: in burn-out.

SOOPER GERMANY

Richard Nash

The first thing to do on drawing Germany is to go see a psychiatrist. You have a lot of problems. It is the only country which can directly affect every other one, so you either die a quick death or influence a major part of the game.

To start with you must become tops in the west before taking on the surviving Balkan power. Any premature move east will only court disaster. So is it E or is it F?

A pact with France leads to one corner and a Lon/Lvp and Edi/Nwy split, after which there is nowhere to go: France can't hit the Med as Italy is too strong (or else Austria has overrun Italy and is blocking the path), while Germany can't go east as Russia blocks his path. This is because a F/G pact requires Russian help in Scandinavia which blocks any movement or expansion later. So tactically the F/G pact is fine; strategically it is a disaster.

Thus an E/G pact is a necessity by virtue of their being little else, in strategic terms, to ensure victory. However there are positive factors too.

Russia must be denied Sweden at all costs. A strong Russia is more of a threat than a strong Turkey. And all Russia can do is swear at you. He won't attack you - he won't have any units to do so anyway. And if an E/R active or passive pact is to be avoided the E/G alliance is a necessity.

Turkey can be ignored totally except that you want Turkey on top in the east as it is the least threat. By the time Turkey reaches you he will have won the game so conflict is generally avoided. So inconvenience Russia as much as possible.

You must aim at setting A/I at war. This generally occurs anyway so there is not much to worry about. In any case should Italy not attack Austria he can only head west against France - which though a stupid tactic, nevertheless will help the E/G cause. So you have little to fear from the east, and any moves they make will generally either ignore you or help your pact.

What are your moves and strategies?

F Kiel-Den and Den-Swe in 1901 is definite. F Den-Swe in '02 onward is also in your plan.

A Ber-Kiel and Kiel-Hol is another certainty. These moves give you 2 builds. Getting the third with A Mun is a bonus. But A Mun-Bur is required. If stood off, or if met by a

supported attack from Paris, then repeat the move in the Autumn.

England to move Lon-Eng, Lvp-Wal, and Edi-Nth; giving him Nwy and Bel (by conveying A Wal-Bel by F Eng in Autumn '01).

Build A Mun, A Kiel, and F Ber in that order, no matter what the position. Armies are what you need in Mun and Kiel, while F Ber is more useful as regarding Sweden.

Short term aims are neutrality of the Nth Sea and possession of Par/Mar/Swe by 1903. Eng gets Bre/Spa/Port. With the Nth Sea vacant, A Hol-Ruh S A Kiel is safe in Spr. '02 and this should get you to Bur in the Autumn if France blocked you in '01; England moves A Bel-Pic (F Eng S) and F Edi-Nwg; F Lvp-Iri in '02 ready to take Brest or break out into the MAO.

By 1903 France should be out and with 8 units apiece England may head for Italy via the Med while you go over the Tyrol. It is at this stage that you take him out, while he is stretched out from Russia to N. Africa. You already threaten Bre with A Par and Spa with A Mar. F Swe and F Den are already well positioned. You must act IMMEDIATELY. France is out. It will be your last chance of winning - your only chance.

If you hit England as France goes out you will have about 14 or so supply centers and enough to take on the surviving Balkan power, and win. Germany is a strong country, but confined as it is, it is hard to play.

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DIPLOMACY GAMES & VARIANTS

by DER GARVEY

"Diplomacy Games and Variants" is the first professionally produced book of Diplomacy variants and as such, it marks a significant milestone in the evolution of the Variant Hobby.

It was published in the UK, with the agreement of Philmar, who are the UK distributors, and is currently on sale. Elsewhere, the situation is somewhat different. AH have retained the right to publish it in America, but as yet they don't seem to be making any moves to do this. It might be a good idea, if as many of you as possible wrote to AH, and urged them to go ahead with the publication. If they get enough signs of interest they may go ahead and publish it.

All of the variants in the book, were designed by Lew Pulsipher and is undoubtedly one of the best variant designers in the world. He is certainly the most prolific.

The book runs into 20 A4 size pages, with fairly small print, so there is quite a lot of material in it. It is divided into four sections; "Simple Variants", "Moderate Variants", "Complex Variants" and "Miscellaneous".

Also provided in the book, are 3, 3A size maps, for the games in the book. The maps are well produced (far better than any amateur maps I've seen) and the areas are large enough for a game to be played directly on the map, using the UK Diplomacy pieces. The larger American pieces would probably be too big.

Were I to review each game separately, as I normally do, I could fill up half of DW. I will therefore, merely give a brief description of each game, so you'll know what you're getting into.

Suffice to say, however, that I strongly recommend this book to everyone who plays Diplomacy. Even if you do not normally play variants, the quality of these may change your mind.

All of the rules, are very clear, having been thought about (and haggled over) for almost a year before publication. A great deal of thought has gone into ensuring that the games are well balanced, also.

Anyway, let's have a look at the games:

"Some Simple Variants Using the Boxed Game"

1. Anarchy; where a player's home centres are scattered.
2. Baseball; where each player has a chance to play each country, and scores points for how well he does with each.
3. Capitals; where more importance is placed on each player's capitals.
4. Leaders; where each country has a leader

unit to lead its armies into battle.

5. And lastly, Black Angels; which adds two new centres, called Heaven and Hell.

"1939"

This game is "tenuously" based on World War II and is for 5 players. This game is very simple consisting really of just a new map. The rules only fill about a quarter of a page.

A very handy game if you can only get five players together at one time.

"1939 II"

This is a more complex, and realistic version of the above. The same map is used, but the rules are about a page and one-half long.

Two new types of units are added. T for tank, and B for bomber. Tank units act as double armies in combat. Bombers have a longer range than other units. They can be used to give support, cut support or strategically bomb an area.

Instead of an one to one relationship between supply centers and units, each SC yields three supply points and units are paid for out of these. Players may hoard up S.P.'s and exchange them among themselves as bribes, etc.

Overall, this is a much better game than the simple version and the addition of Air Force units should definitely prove interesting.

COLONIZATION

Picture, if you will, the aftermath of the Third World War. Europe has been devastated and all that remains of the civilised world is a few American Nations, which are now vying with each other for the remains of Europe.

Each player starts with some units in the Eastern Seas and play continues from there. One of the advantages of this game is that there are no fixed number of players, so it is a very flexible game. Also there is no need to confine it to the Standard board. It could just as well be played on most variant maps, with a little thought.

Quite a simple game but one which I think should introduce some interesting strategy to the Classical board.

REALISTIC VARIANTS

This is a collection of rules aimed at introducing more realism to the game.

Some of the rules refer to negotiation and limit a player's right to attack a nation it is not at war with. Similarly, players cannot give support to or convoy the units of a country which they are not allied with. These rules represent the fact that, at least in this century, it was not all that easy to change sides in a war.

Other rules are given to cover supply lines, railways, supply points, and the mobilization of units.

These are a useful set of rules which could be applied to almost any variant.

THE SONG OF THE NIGHT

This is the biggest game in the book, with rules running to 5½ pages.

As the name suggests, this is a fantasy variant with rules covering magic, treasure, encounters, and assorted other things.

The rules open with an excerpt from the "Chronicles of the Young Kingdoms", which outlines the history of the world and reads very much like an excerpt from the Sillmarillion.

The map for this game creates an imaginary world with the land surrounding a central sea area. Also, since the map represents the entire globe, it is possible to move from the left hand side of the map to the right side, (around the back).

The game can be played by anywhere from 2 to 7 players with different initial set-ups depending upon the number of players.

There are three types of units with a new Knight unit. The Knight unit acts as a double unit.

There are also three playing pieces; Kings, Heroes, and Wizards. Heroes can lead units, giving them extra power. Wizards can cast spells, and the King can do both.

Overall, the game gives a good compromise between Fantasy games and Diplomacy, and

should prove to be of interest to Diplomacy players who would like to try some fantasy and visa versa.

MISCELLANEOUS

The last section of the book contains a lot of odds and ends. There are rules for 2 and 3 player Diplomacy. There is also a collection of what can best be described as "Modules". These are lots of rule ideas which could usually be applied to any game. Or players could choose the ones they like and "build" themselves a game.

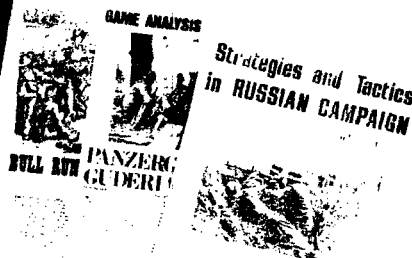
These modules are divided into 5 sections; 'Movement Rules', 'Conflict Rules', 'Economic Rules', 'Board Changes', and 'Alterations in Basic Structure'.

There are some very useful ideas here and they could be used to easily improve some variants by introducing some variety.

Diplomacy Games and Variants may be obtained from Games Centre, 16 Hanway Street, London, W1A 2LS. It is £2.45 (post paid) in the UK. Overseas must add 30% for postage, which comes to £3.19. If you pay in foreign currency you must add an extra 7½% for exchange charges and use the current exchange rate. Personal checks are not advised.

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How To Lie, DIPLOMATICALLY

DAVE WHITE

I'm sure that everyone who reads DIPLOMACY WORLD knows how to lie (a very significant statement about the readership!), so what is the point of this article? Remember when you were little and you used to do bad things, things that you knew you were going to get punished for? Remember how you used to lie and blame those things on your brother, sister or dog? Don't lie, now! Remember the story about the little boy who cried, "Wolf!" The point of this article is to explain how to be a discriminating liar.

What makes Diplomacy the game that it is, is the section in the rules about diplomacy. "The rules do not bind a player to anything he says...." Quite a number of people I have played, both face-to-face and postally, take this to mean that you are supposed to lie at every available opportunity. While technically this is true, it's not too smart. Usually, this tactic of lying all the time is successful on a limited basis the first time that it's used, but, alas, the end result is the same as for the little boy who cried "wolf." This is disastrous in Diplomacy because opponents will either listen to you and then ignore everything you have said as they write their moves, or they will simply ignore you altogether rather than risk believing the line of crap they know you're going to dish out. I guarantee that once you acquire a reputation as a liar, it will take you ten times as long to get rid of it than it did to gain it.

How do you get rid of a reputation as a liar? Well, first you try not to acquire one in the first place! Failing that, you must go against the grain of your very fiber and (God forbid!) TELL THE TRUTH! I know that it will be tough, but, believe me (yes, I know this article deals with lying, therefore you should NOT believe me), it will be worth it. I recall a face-to-face game where I was playing Austria. A fellow whom I introduced to the game several months earlier, and whom I had stabbed on numerous occasions, was playing Russia. He took off for Turkey, while I discouraged Italy enough that he left early, giving me the simple task of restoring order to that poor country with my troops. Russia and I then entered into an agreement to divide the Balkans evenly while he headed for Scandinavia and I headed for Germany and France.

For three interminable years I kept every agreement I made with him, even when he didn't. Even though we had a non-aggression pact, I still had units lined up along the border as he eventually got further and further strung out. Patiently, I bided my time, and struck like a coiled rattlesnake when he was most vulnerable, breaking all of our agreements in one move! Even then, he said he wasn't mad at me; he said that he would have done the same thing in my position. Before all of this happened, though, I suffered through about five games where no one talked to me. In fact, they headed straight for me on the very first move, stabbing me before I had the chance to stab. I am still healing from some of those stab wounds.

Just as there's more than one way to "skin a cat," there is more than one way to lie. Of course, there is out-and-out fabrication, but I have found this to be the least effective method for two reasons: One, you have to make sure that your lie is plausible, which is sometimes difficult; and Two, all future statements have to coincide with your original fabrication to avoid its detection. So what other options are available?

One of my favorites is simply to withhold information that would be detrimental to me if revealed to another player, or which would help another player. For example, you are Austria. It is Spring 1901. You get a letter from Germany that says he plans to move F Kie-Den and then bump Russia in Sweden in the Fall. Russia and Austria agree to non-aggression, but you don't trust Russia. Russia asks you point-blank, "What is Germany going to do?" You know, or think you know, what Germany is up to, but you simply sidestep the issue and say that all you discussed with him was non-aggression, saying nothing about F Kie-Den. Too many times, though, I have seen novices pass along everything verbatim to everybody, only to ponder too late about lack of security.

Another favorite ploy is the "misdirection," the principle here being to direct an opponent's attention elsewhere to either set up a stab or free you to pursue other activities. For example, you are France in Spring 1901. You have negotiated non-aggression with Germany. Even so, you know that he is greedy as hell and has his eyes on Belgium. Here, you tell him that you have indications that Italy might head into Tyrolia to go for Trieste and simply point out that an open Munich would be tempting.

This is not really a lying technique, but it is a deceptive and effective one. The only way you can get someone to do something for you is because he wants to. Make him an offer he can't refuse! Use logic to explain why your proposal is in his best interest, because of gaining a supply center or an advantageous position. Offer your services for free; then, later on, you'll be able to ask for his help, and he will remember gratefully how you helped him earlier.

One last tactic for deceiving opponents:
TELL THE TRUTH! Did he say what I thought he
 said? Yes, you heard right. Oftentimes, truth
 is indeed stranger than fiction. Why lie if
 the truth is so bizarre that no one will believe
 it anyway? Besides, the more you tell your
 colleagues the truth, the more they will expect
 it out of you. It's just like rocking a baby
 to sleep. They'll think, "He has told the truth
 so far, he'll most likely tell the truth again."
 And then...**GOTCHA!**

Whatever you do, use your deception sparingly; it will be much more effective. When you lie, do it with conviction; put enthusiasm into it until you believe it yourself. Cover your tracks by being nebulous about your sources. That way, you can blame someone else for any misunderstandings that may arise.

This is by no means a complete list of deceptive practices that you can employ, but only a few of my personal favorites. Try them; they may add a new dimension to your game. Trust me! Have I ever lied to you?



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Talking



MARK BERCH

"Turkey: Pretentious or pompous speech... (c. 1880)"
"Talk Turkey: To talk plainly and frankly; to discuss the facts (since c. 1920)"
Dictionary of American Slang (Thomas Y. Crowell, Co. NY 1967)

I. THE VIEW FROM CONSTANTINOPLE

When you see "Turkey" by your name at game-start, put a smile on your face! Turkey is one of the easiest countries to prosper with. You have an impressive number of advantages. Turkey has a defensive position second only to England's; wiping her out can be a lengthy process. Fleets are an essential part of this, since lone units posted in Con and Arm cannot otherwise be dislodged. However, fleet access is severely restricted. The Black Sea is available only to the Russians, and EMed is hard to get at. Turkey's most vulnerable space is Aeg, but it is difficult to get more than two units to bear on it (contrast with England's North Sea!) Even when those fleets find their targets, things can be awkward. Italy often takes Smy with a fleet--only to find it cannot help the Russians into Ank (and vice versa). When Bul is taken by an enemy fleet, it can be of no help in the other part of the Balkans. Further, once Turkey reaches a certain level (generally 9-11 units) it can be very difficult to push back. These protracted defensive battles give you time to get help, time to pry someone loose from the coalition.

In addition, Turkey should find it easy to make friends in the West, as she is generally perceived as too distant to be a military threat. Turkey is right near the dense cluster of centers that is the Balkans, so that even small geographical progress assures growth. If you decide to attack either A or R right off, there are a large number of countries to choose from as allies. With no landlocked home center, 1) the loss of any one home center means that Turkey can still build fleets on either the Aeg or Blk coast. (contrast France) 2) Two fleets can be built

in the same "direction". Turkey has other naval advantages. Once Sev is taken, or Russia is out, then Turkey has only one naval front (contrast England, who must knockout Germany and either France or Russia). Further, because of the land bridges to Europe, it is easier for fleets and armies to move in tandem (as opposed to England, who must either pause his fleets for convoy duty, or be dependent on an ally).

There are some significant problems to face. All too often, the game will start with an I/R/A blitz. It is difficult to even try for a second build in 1901 without offending a neighbor. Even Turkey's traditional neutral (Bul) is easily picked off in S02 regardless of Turkey's 1901 moves. If she's trapped in a southeast ghetto, that will likely suit everyone else just fine. Turkey often has difficulty allying with another eastern power because of the latter's fear that helping Turkey only sharpens a scimitar which will some day be used on him. As Harry Drews (who certainly ought to know better) put it in Paroxysm #8, for "The player who is determined to win as Turkey ...there cannot be a lasting alliance with any of I, A or R." If Turkey does not take the Ion quickly, he may find that he cannot enter at all, as it is easily blockaded by an Italy with no western problems. Another tactical problem is with Con. More often than not, unless there's been an all out attack on Russia, Con will be occupied after P01. This means that Turkey's build of a fleet will telegraph her intentions and limit her S02 options. Contrast this with Kiel or Naples, usually open. Turkey has strategic problems as well, discussed in greater detail latter. Taking StP usually requires western help; going beyond Ber/Mun is difficult. In fact, Kiel, Par, Scandinavia and England are often out of reach.

The point here is not whether Turkey's assets outweigh her liabilities. Your job is to apply your diplomacy in such a way as to make the best uses of Turkey's assets and to minimize the impact of her liabilities. This task begins with your first letter.

II. GETTING STARTED

Styles of opening letters vary so considerably, and are so dependent on personal preferences, that it is difficult to give any specific advice. To the novice, I would suggest you IMMEDIATELY send off a friendly letter to each of your neighbor's (I/A/R). I do not recommend the Hi-there-have-you-got-any-ideas?-Yours-truly approach, which will mark you as unimaginative and uninteresting. Point out what you see as common interests and needs. For example, to Austria, paint a lurid picture of the potential of the I-R alliance. Possible areas of conflict should also be mentioned, if only on an exploratory basis. You might begin with an indirect approach. For example, if you covet Greece, consider talking up the advantages of Austria taking Rum. If you don't want to put joint military action plans into the first

letter, you might propose more limited deals of what not to do. For example, ask Italy not to move to Apu or Nap and in return you'll avoid F Ank-Con. When you find that you and your neighbor have attitudes in common, try to build on that, and see if it can be applied to the areas of conflict.

When evaluating letters from you neighbors, keep in mind the following:

1. Is he prompt in responding? Tardiness is a dangerous bad habit, especially in mid-game, when the tactical and diplomatic situation may be quite complex.

2. Does he address your question, or at least try to? Beware of the person who ignores them, or answers a different question than what you asked.

3. When you hear from I or R, does he mention attacking a Western country as his second victim? If not, he may well have you in mind as #2.

4. Does he seem to have a similar style of play to you? If you like bold, aggressive moves, and he prefers solid, positional play or if you like to commit your alliances one year at a time and he likes long term ones, then you will frequently be at loggerheads.

5. Does he provide for a reasonable balance of risks, as well as benefits, for both parties? Beware of an Austria who urges you into Arm, but never commits himself on moving to Galicia. On the otherhand, a plan that has all the goodies going your way is likely to be a set-up.

Keep in mind that your letters may be scrutinized by the same standards. After that, promptly write the Western powers. Why bother, you ask??

1. Sometime in midgame you will probably seek an alliance with a western country. But you don't know which one. W'00 is the time to get started.

2. If a Western power is planning to attack one of your neighbors by S02, you'll need this fact in your planning, as the victim will not be able to commit herself fully to helping or fighting you.

3. If the Western Triple Alliance is forming, it is urgent for you to know this early (see below).

4. If you plan to attack Russia, you will need a northern ally...

In the material that follows, I have somewhat arbitrarily grouped the Eastern alliances under the opening game and the Western alliances under mid-game, since that is generally when those types of alliances begin to function militarily. This is an over simplification. As you plow thru this morass, keep the following foremost:

1. Despite the intrinsic pluses and minuses of any alliance, the most important factor is the person. Any alliance can be made to work with the right one, and with the wrong one, no one will work.

2. Regardless of what tactical and strategic skills you bring to bear, nothing outranks these two cardinal rules of Postal Diplomacy:

- a. Write plenty of letters.
- b. Get your moves in on time.

III. THE OPENING GAME

Spring 1901 moves for Turkey are a rather simple affair, with over 90% of all players using one of the four. In this list, N.A. refers to my tabulation of 272 North American games; U.K. to Mich Bullock's 541 British games. Games with all units holding are excluded from the percentages. I use both because there appears to be a small, but significant difference in the F Ank-Bla openings. A Con-Bul in all cases:

			N.A.	U.K.
#1	F Ank-Con	A Smy-Ank	14.9%	17.0%
#2	F Ank-Con	A Smy H	13.7%	13.6%
#3	F Ank-Bla	A Smy-Arm	27.1%	32.1%
#4	F Ank-Bla	A Smy-Con	34.9%	29.3%
			90.6%	92.0%

Turkish openings do not easily fall into neat categories as being pro and con certain countries. Even the ferocious #3 can be toned down in F01 with A Bul S & F Bla C a Arm-Rum. It is not uncommon for F Con to dart toward the Black in F01. Generally, F Ank-Con is perceived as pro-Russian, and more anti-Italian than anti-Austrian. In general, however, Turkish S01 moves are less revealing than any of her neighbors, with the obvious exception of #3.

Turkish opening game strategy usually resolves itself into one of three types; Anti-Austrian, Allied with Austria, or the Eastern Triple Alliance. Each of these options are discussed in turn.

1. Attacking Austria

Austria makes an attractive first victim. In addition to the wealth of centers in the Balkans, it should give you a chance to size up the Austrian and Italian players as allies for mid-game. Unless he gets involved in a very early war with G or E, R will be an automatic partner. Italian participation is very desirable. His additional pressure on the Austrian home centers means that Ser and Gre will get less attention. Unless your bargaining position is weak, insist on Ser and Gre as your share of the spoils. point out to R and I that while they have other areas in which to expand (Scandinavia and Iberia) you do not. The beauty of this plan is that it will often cause I and R to squabble over Vie. At the same time, try to stav on good terms with Austria. Point out that you are not after his home centers, only the neutrals. If you decide to move on I or R sooner rather than later, Aus can make a mighty handy puppet. Indeed, the A/T war may end sooner than you think! In 1976KJ, both my I and R allies wandered of the battle-

field in S02 to attack F and G, leaving me to face the Austrians alone. Good 1901 communications facilitated an immediate end to the war.

Tactically, the traditional moves are #4, with A Bul-Ser or Gre as seems appropriate. There is no danger to Bul in this. If there is a Russ F Rum, then order F Bla S A Con-Bul.

As Austria crumbles, orient your thinking toward the selection of victim #2, and do your utmost to prevent the formation of I/R. Such an alliance can expell you from the Balkans in amazing speed. If you can avoid this problem, you should have the choice of the T/R or T/I alliance.

The alliance with Russia can be very productive, as it allows Turkey to concentrate on one front. Both countries can expand westward without getting in each others' way. As they do, they create a common border. This border lengthens as the countries learn to trust each other, and provides a locus of military cooperation. Build restrictions are generally limited and easy to comply with (contrast A/T). Turkey is able to ally with a western power (e.g. Italy early on, France later) without straining the R-T alliance. There are some problems. One is the Russian southern fleet, usually parked in Sev. In an extreme case, the fleet is brought through the Dardanelles and joins the Turkish Mediterranean Armada (as was done in 1970BN). In either case, tho, Turkey will be vulnerable to a stab since the long frontier west means little if anything will be left behind to defend the homeland. Secondly, if either E or G collapses very quickly, or if Italy gets too big a chunk of Austria and is unmolested by France, then Turkey will find his growth seriously outstripped by Russia's. Russia can bring her units to the front quicker than can Turkey. Further, Russia can move on her third victim (normally E or G, depending on which was her second victim) on two fronts at the same time.

Enough of theorizing --- let's see how this works out in a real game: 1968G (Graustark), which featured some of Diplomacy's top players: Rod Walker (E), Larry Peery (F), Steve Hueston (G), Gene Prosnitz (R), and Dave Lebling, an MIT undergraduate at the time, as Turkey.

After a standoff in Bla in S01, Turkey took Gre and Bul in F01. As Austria initially withstood R-T, in F02, Turkey opened up a second front, supporting himself into the Ion while Russia bided his time in the north. France maneuvered against E-G, and indeed the only center taken in S02 was England's seizure of Bel.

1903 saw solid progress for T/R, as R supported T into Ser in the spring, and T returned the favor that fall with A Ser S Rus A Rum-Bud. In addition, Turkey slipped a convoy into Naples. At the same time, Russia took Vienna, and Italy finished Aus off by taking Tri. In the west, E-G took Mar and Bre, but their progress was not as decisive and indeed, W03 found the Mid vacant.

Spring 1904 saw John Konig enter as the new German player, but the Russian attack was irresis-

table: two armies rumbled through the Polish corridor, two fleets swept down from the North, and A Vie-Tyro completed the eastern ring. By F04, Den and Mun fell. Meanwhile, T continued to push Italy back by taking Tun and Tri. England swung his fleets east in a desperate, doomed attempt in F04 and S05 to prop up Germany. This meant that Turkey would have no serious competition pushing west in the Med area, and in W04 Turkey built two more fleets, giving him six to only three armies. Russia continued to build his fleets at StP(sc). In 1905, Russia traded Den for the last two German home centers and prepared to wrest Norway from England, while Turkey easily took Italy's last two centers. England meanwhile was very busy, as he tried to secure his Scandinavian holdings, stood Turkey out of the Mid, and grabbed centers from both G and F for builds. This game R,T-11; E-8; F,G-2.

1906 saw R take Den and Hol, place two fleets on the North Sea, and enter Bur and position 3 fleets on Norway. England would not have enough fleets to hold both Nth and Nwy in S07. However, in the south, Turkey was having some problems. His armies did not get thru the narrow Piedmont corridor, and his three fleets knocking on the Mid were evenly matched by England's. But the crucial decision was made by England: In W06 he had to remove two pieces, from the loss of Spa (to T) and Bel (to G). He scuttled F NAO and F Bar, one from each front. From the perspective of the Turkish player going for the win, things did not look good. Turkey could not hope to get to Nwy, Bel or Par before the Russians. The immanent seizure of the Nth would give R the inside track to both Edi and Lon. This is one of Diplomacy's classic dilemmas: Does T stick with or stick it too his game-long ally? This is then the strong-second vs win-only debate which will continue as long as Diplomacy is played.

Turkey built A Smy. This probably violated a build agreement, since Russia then moved F Sev-Bla in S07. Boardman's headline summed it up: "Russia against the world!" Meanwhile, Turkey pulled two fleets east, and ordered his armies into Tyro, Vie, Arm and Ser (all succeeding but the last). The remaining 5 fleets continued to press the English. By the end of 07, Russia had taken Bel, but lost Vie to Turkey, who picked up Mar and seized NAO as well as the lead with 14 centers. The situation worsened for R in W07 when England removed F Por, signalling an unwillingness to turn against the new leader.

In Spring 1908, Turkey broke off the attack on England to move F NAO-Nwg and even tried to support the English into Mun. However, despite S08 setbacks, losing StP to the English and two English supports of T in F08, Russia retook Bud, and seized Bul and Lvp for 15 and the lead. 1909 saw Eng and Rus regain their homelands and some minor shifts on western Europe, but nothing decisive. In 1911, Gemignani's France joined E-T as Bul was finally retaken by Turkey. W11 had a rare bit of Russian press, as he stated that un-

less E-F broke off the attack, he'd "abandon his territory to the Turks" --- and emphasized this by removing A Sev. This bid failed as R suffered further losses to F and T in 1912. By 1913 T had bulldozed into central Russia and won in 1914. Russia kept his word and stonewalled against Eng even as T stalled his victory in an attempt to give a second to England. I might add that the GM, Boardman, in his commentary on the game, differed somewhat from the above, feeling that Russ attacked in S07 to prevent a Turkish victory.

The I-T alliance is one of Diplomacy's most overlooked, as many players agree with Len Lakofka that it is "highly unworkable", and Rod Walker that it is "Stupid". Baloney. A good example is 1972GB (Dolchstoss). The game began with an attack on A (mostly I/R's doing) resulting in three builds for R and two fleets for Ita, and poor R-T relations. Fall 1902 saw each of I-R-T taking one Austrian center, eliminating the country and leaving the allies at 6-8-5. But mutual aid in F02 against A between I-T apparently sealed the alliance. During 1903, the I-T attack on R began in earnest, while F-G continued to crush England, giving a balanced 5-way game by W03. The breakthrough took place with the German 1904 attack on Russia, breaking the logjam, and putting Germany on top. But not for long. France stabbed Germany in 1905 -- a bad choice, as Italy moved west that very year on France. It was then Germany's turn to underestimate I-T. Rather than prop up France, he snatched French centers --- weakening the latter against Italian advances on Iberia. From then on, I-T pushed Germany back and back. Slowly. Despite such shenanigans as convoying A Con-Wal in F09, Turkey was unable to break thru in the north until aided by the Italian fleets. 1912 saw a 17-17 draw. This game saw no significant Turkish naval action after 1902; Italy handled that. Thus, Turkey plays tiger to Italy's shark, the usual format for I-T alliance.

An alternative approach was seen in 1968CL (Graustark). After crippling R and annihilating A, two Turkish fleets joined Italy's attack in the west, while Italian armies helped out in central Russia, so by F05, T had the Mid. By 1907, the joint I-T attack pressed Germany while T took War, Lon and accepted Spa from Italy. This gave T a decisive edge (12-8) over Italy, and most of the remaining centers taken by I/T went to T. T apparently persuaded Italy to accept a strong second rather than link up with R or F to push T back, but that ring of T units surrounding him certainly limited his options.

2. The Austro-Turkish Alliance

The alliance with Austria, especially with R as its first victim provides rich irony for the Turkish player. It is, in my opinion, his easiest and most productive alliance in the short term. But it is certainly his most difficult alliance-with-a-neighbor to carry all the way thru the end game to either a Turkish victory or a two way draw. Alliance with Austria pro-

vides opening game security. Without Austrian cooperation, you cannot be blitzed. Further, an Austrian stab is hampered by the lack of naval muscle. No other alliance gives you as good a chance for two builds in 1901, as either Sev or Rum are often taken by T. Especially if R is attacked in the north, and A holds Gal after F01, both Mos and War can be vulnerable to A/T as early as 1902. In addition, immediate help in demolishing Turkey's most serious naval rival, Italy, is available, as Austria attacks in the north, T in the south. The Austrian fleet is an asset, not a threat. If all goes well by W03, your naval power will be unchallenged, Russia (except for StP) will be gone, Italy nearly so, and A by treaty building only armies. Things will look pretty Istanbulish.

Tactically, T begins with #3 opening. If an I/R alliance is believe operating (a prime cause for many A/T alliances, incidently), A should be encouraged to open with a hedgehog, F Tri-Ven, A Vie-Gal, A Bud-Rum/Ser. Other Austrian openings are available, but this is the most pro-Turkish of the lot. Bob Lipton has suggested (Graustark #300), Aus forego Gal for A Vie-Bud-Rum, accepting the latter as the price for risking A War-Gal-Vie. This also risks a triple attack on Tri in S02. This judgement depends on how likely A War-Gal is perceived to be, and how soon Aus wishes to tip his hand.

However, seven problems await the Turkish player in the long haul. There are a series of stalemate lines that the west can interpose. The first centers on Tun. Or A/T may position fleets in Spasc, WMed, and NAF --- only to find that F Mid, F Por and one other F bottles them up (the same problem occurs in the R/T alliance). Scandinavia is an even more difficult problem. If the west posts units in Den, StP and a third to support StP, the four Scandinavian centers cannot be taken until fleets blast their way in to the region, as we saw earlier in 1972GB. So, for example, in 1973BC and 1975T, A/T was stopped by E/F giving a four way draw. On the other side of the coin, this is an excellent way to stop a Western victory. In 1975ET, A/T barely halted an English win. However, A/T must be quick about this. One of the most ferocious attacks on R occurred in 1976AC (1901 and all that). In F01, T supported Aus into Sev while Aus also attacked War. But stubborn R resistance and Italian attacks on Austria stalled A/T, and by W04 they had only 12 to E/F's 17. They were unable to form a stalemate line and conceded the draw to E/F in 1907.

A second problem is builds. Since Turkey must continually bring any new units around Aus the fear/temptation of a stab is omnipresent. Likewise, A can blow T out of the Balkans with very little warning. One solution is to stop building units at a certain point. This was done by Beyerlein and Buchanan in their spectacular 17-17 1908 draw in 1972BD (for details, Diplomacy World #6, still available from Jerry).

Giving some measure of safety is the fact that once A and T have been allied for a while, a stab can be very risky if there is even a moderately strong western power. Thus, when war broke out in S10 in 1972E, England cleaned up and won in 1913. So, if you do decide that you are going to stab A, its usually best done early, rather than later when A is strong. A fairly brutal example of this was 1968CL, when T accepted Austrian support into Rum and grabbed Sev as well in 1901. Then in 1902, he took Vie and Gre, and supported I into Bud as well (see above on how this turned out). However, even if you line up Italy as an ally to take Aus out after R is dispatched, you may find that Italy's timing does not suit you, and you may land up as Italy's second victim. For example, in 1969 CA (Diplophobia) T took Bul and Rum in 1901, and Sev in 1902. But Italy by then had Tri, Ser and Vie as his Balkan holdings. In S03, Italy struck and by F03, Russia had retaken Rum. and Italy collected Bul, Gre and Bud and by 1906 finished Turkey off on his way to a 1911 victory.

A third problem is the risk that once R is crippled, Aus may turn immediately on T. Thus, in 1969CD (Diplophobia), F01 saw T take Sev as he supported Aus into Rum. But Austria stabbed in F02, taking Bul and Sev. If T does not make rapid progress, getting stuck in Bla/Arm, he presents a tempting target. In 1976EE (The Mixumaxu Gazette), just as Sev finally fell, I/A stabbed in F03, taking Smy and Bul respectively, and T was the first out.

Thus Turkey must strike a proper balance between his army campaigns against R and his naval campaign against I. The easiest way is to try for two builds via either Sev or Rum, and then to build F in Con, and Smy in 1901. The alternative approach, with Austria building the fleets, does not provide enough room for long term Turkish expansion. This was tried in 1972 BV (Ethil the Frog).

In F01 T moved A Bul-Rum (with Aus support), A Con-Bul, F Ank-Bla. S02 saw the Austrian stab of Italy, and by fall Aus had Ven and Turkey had Rum. At this point, the Turkish fleets were in Bla and Ank, and T built A Smy while Aus built a fleet (guess where!). So in 1903, while Sev was taken, Turkey was cut off from Italy: Aus took Tunis. Once again, W03 saw A build a fleet, and T an army, and in W04, T built another army from the fall of Mos. At this point, his fleets were in Con and Rum, with Austrian fleets in Adr, Tun, and Tyrr, and a sole Italian fleet in Nap, and French F WMed. T was further cramped in Russia since Austria had taken War in F04. While T moved north to StP in S05, war with Aus was inevitable since T had ignored Med expansion. The Turkish stab took place in S06, but it was mostly army moves. T drew first blood by taking War and Gre, but Austria compensated by seizing Por and Mar. This produced T,A=10; G=7. However, balancing Turkey's army edge was Austrian dominance of the Med, with Ital and French fleets

gone. T began building fleets immediately, but it was a while before he could gain some measure of control. Meanwhile, Germany began to interfere, attacking Turkish held Russia. By F10, T had lost War to Germany, who had grown to 12 centers. With the bitter A/T war in the Med taking Austria's attention, Germany crashed into Austrian France in 1911, and won in 1912. Poor strategic planning had gotten A and T into a war before the west was really out of the picture.

Finally, please don't get the picture that Turkey cannot win without stabbing Austria in this alliance; not so --- it was done for example in 1966BN, with T capturing Bre and Lon. for his victory. By game's end, Austria had zero fleets -- while T had five armies, three of them in the Balkans. These armies, plus Austria's failure to take any Russian centers assured Tur victory.

3. The Eastern Triple Alliance

An attack on I is normally done in alliance with Austria. The case where R is also attacked was just discussed; when allied with Russia you have ta-ta-ta The Eastern Alliance! Unlike the Western Triple (see below), each country has clear lines of expansion beyond the opening game attack. From Turkey's perspective, Iberia is the prime concern. Italy will be no problem, because with Austrian help, he should fall fairly quick, but no such help will be available against France. Thus, you prefer E-G vs. F. Once A-R hit Germany, that will leave an evenly matched E/F war with France facing north.

A good example of this was 1974GI (Pellucidar). The alliance may have not existed in 1901, as F01 saw T do F Con-Aeg, but A Bul-Gre failed. The Russians took Rum, but left A Gal in place. The attack was fully launched in S02, as A-R moved into Bal, Sil, Pru, Boh and Tyo, with Aus supporting T into the Lon. Happily for the alliance, I-G chose just that season to move on France. F02 saw T convoy to Apu, and Ber and Swe were exchanged. In 1903, Rom, Mun, Kie and Ven fell to the allies, with builds for all. Unfortunatley, by this time, E had the upper hand in the north, and took StP. 1904 saw the elimination of Italy and a French stab of Eng. However, with the S05 F-T naval clashes, France decided not to press the attack on England. With F able to hold the Mid, and England, StP, the East was stymied, and the game ended in a five way draw.

One of the most infamous Eastern triples was in 1975DJ (1901 and all that) with a S01 "Treaty of Budapest" in which R (who won), T and A swore to respect each other's homelands, Karma League style. The agreement did not go beyond that, and in fact Austria stabbed Turkey in 1907.

4. Odds and Ends

Before leaving the Opening game, a few

miscellaneous tactical matters should be mentioned. The first is the prearranged stand-off in the Black Sea. Do not scorn this as a mediocre substitute for decisive action, as it presents several pluses:

1. You won't be stabbed by Russia. Russian occupation of Bla is a serious problem for T, even if a direct stab does not result. With Rus F Bla hovering nearby, T will find that he had better accept some otherwise marginal proposals from R, for fear of angering him.

2. Since R knows that he cannot stab you, his thinking should naturally turn toward attacking A instead, IF he wants an activist role in the south.

3. Because of the ambiguous nature, you can represent it as war to one party, peace to another, should that suit your purposes. Don't forget that R can do the same.

The second is Beyerlein's "Bulgarian Gambit". This requires that after S01, Russia has F Rum, Aus has A Ser, T has A Bul, F/A Con, and no F Bla. T is "enticed" to move to Rum (or less likely, Gre) with A to offer support from A Ser. Instead, A Ser S Rus F Rum-Bul(ec) and the Bulgarian army is annihilated! The key to this is getting A Bul to move. Russia will presumably have only one army in the area, so as to make Rum seem attainable. Austria will likely not even press for a Turkish commitment, but just state that he is writing the order anyhow. The loss of Bul will greatly reduce your offensive options.

Third, there's the dreaded Lepanto Opening. In this, Italy convoys from Apu/Nap to Tun in F01, via F Ion. S02 sees F Nap-Ion, F Ion-Eas, in preparation for A Tun-Syr or Smy. This is normally done in conjunction with Austrian pressure on Bul, and is most effective if T is caught in a war with Russia. Altho you will naturally seek to forestall this, don't put on the long fez if he goes ahead with the F01 convoy. In fact, a majority of such openings never get as far as the F02 convoy to Turkey. Italy can often be encouraged to convoy to Apu or Gre instead, or run the fleet up the Adr. Or will be threatened by France during 1902.

These gruesome matters aside, regardless of your alliance structure, don't hesitate to take an aggressive, adventurous start. John Beshera in 1970AG (Graustark) grabbed Bul and Ser in 1901. Then in 1902, as A and R attacked Germany, he stabbed both of them, taking Bud, Gre and Sex while simultaneously supporting himself into the Ion, on his way to a spectacular 1905 victory. Similarly, in 1971DI (Xenogogic) Walt Buchanan began similarly by taking Bul and Ser, seizing Rum, Gre and Sev in 1902.

Summarizing then, the opening game is a time for selecting your first victim, and forging an alliance to do him in. However, the consideration of selecting your second victim must shape your strategic planning during that time. Usually, this means either 1) attacking your

ally, with the aid of either the third eastern country (e.g. T-A vs R, then T/I vs A) or, more dangerously, a western power, or 2) sticking with your ally to take out the third eastern power. This decision is often influenced by events in the west, to which I shall now turn.

IV. THE MIDDLE GAME

There is no generally applicable definition of the middle game for Turkey. If you know one, please keep it to yourself. I hate being contradicted.

1. The Anglo-Turkish Alliance

A strong case can be made for the proposition that the E-T alliance is potentially the most lethal on the board. One advantage is that stabs are so difficult. So long as each is healthy, home centers are invulnerable to each other. Frequently this alliance begins with an assault on Russia. Once the armies link up in central Russia, a stab is quite awkward. The large provinces of Russia make flanking difficult in the west; in the east is the Board's edge. Cooperation is safer and thus easier. More commonly, however, E and T go their own way, and unite late in the game against a powerful foe who lies between them. Unless the giant has a forced win, or has minor allies, they can always be pushed back. No one is really safe from the coven of wicked witches (E and T), because without either all the Turkish home centers, or at least two of the English centers, no stalemate line is possible. So long as Eng is healthy, it behooves you to remain on good terms with her even if you won't need her for years to come. In the final battle against the giant, there will normally be the dregs of an eastern or western power left. Pay attention to him. Not only might he prevent the defeat of the giant, but he can easily determine who of E and T will land up with the fuzzy end of the lollipop. A good example of some of these factors is seen in 1973FW (Paroxysm).

By 1904, 9-center Russia was in the lead, having overrun Scandinavia and parts of Germany. Meanwhile, England was chewing up France, and T was destroying Austria. Turkey stabbed Rus in S05, and by fall took Tri, Rum, Sev and Nap for the lead. Meanwhile, England grabbed Tunis for an important build, and struggled to prop up Ger. Russia however, picked up Kie and Mun in 1905-06, and France continued to fight England, giving T-R-E-F at 10-9-7-5, with Russia firmly entrenched in central Europe, and pressing Nth as well. 1907 saw stiffening Russian resistance to Turkey, altho the latter was able to build by seizing Rom and Bud. Altho England took StP, Den and Hol, he was unable to shake the French. This was England's undoing. By 1909, Russia was crushed, but Turkey got two more of France's

CONTINUED ON PAGE 29

N.A. DEMO GAME

Wolves Among the Sheep --- 1978 IM

Spring 1901

West Generally Peaceful, Eastern Powers Mixing it Up

AUSTRIA	(Gregg Gallagher):	A Bud-Ser, F Tri-Alb, A Vie-Gal
ENGLAND	(Bob Fabry):	F Lon-Nth, F Edi-Nwg, A Lvp-Edi
FRANCE	(Don Bingle):	F Bre-Mid, A Par-Pic, A Mar-Bur
GERMANY	(Bernie Oaklyn):	A Mun-Ruh, A Ber-Kie, F Kie-Den
ITALY	(Lee Kendter Sr.):	A Rom-Apu, F Nap-Ion, A Ven H
RUSSIA	(Don Ditter):	A War-Ukr, F Sev-Blk, A Mos-StP, F StPsc-Bot
TURKEY	(Jerry Jones):	A Con-Bul, F Ank-Blk, A Smy-Arm

COMMENTARY

Preface

At my suggestion, commentary on this game will be handled differently. A rotating set of commentators will be employed. I am doing this season, and those in #22. After that each issue of DW will use a different one, with each commentator picking his own successor. You will lose the continuity of approach normally present --- but you'll have Sharps' commentary for that. Instead you'll get a variety of writing styles and viewpoints. We may even disagree with each other. But now on to the show...

FRANCE SHUNS IBERIA TO HEAD EAST: RUSSIA CAUGHT GOING THE WRONG WAY AS AUSTRIA FACES BIG DECISIONS!

There's little to say about the West. France has secured the best position. He has placed two units on Bel, while the German fleet is out of the picture, and the English must be concerned with A StP. There are some nice choices here -- he could even enter both Bel and Ruhr if all went well.

The East is more complex. Russia's position is the most eye-catching. He has blunted the Turkish attack, but missed the Austrian one. His fall tasks include defending War and Sev, keeping the Turks out of the Black, and trying to take Rum. With only two units in the south, it's a hopeless assignment. His bargaining position is poor, as A-T likely smell blood. The north has problems too. The strong French position may well cement E-G, which of course means no Sweden. There's not much point ducking into Finland, because in the (by no means certain) event that he does get a build, it will likely be needed in the south. Since the non-likelihood of A StP-Fin may well force England to use both fleets in Scandinavia, the real beneficiary of A Mos-StP could be France. However, it is Austria's position which is

the most fascinating. He has an odd position for Austria in S01: Too many alliances. Clearly he's allied with Turkey against Russia. But Italy is coming east against -- he hopes -- Turkey. Can he keep these two alliances for one more season? Tempting and gleaming in front of Austria, well within grasp, are three builds: Greece, Serbia and Rumania. But this could be an all-or-nothing situation. If he goes for it, and T-I forms, he'll see A Bul-Gre. A Ven-Tri, and possibly A Ukr S F Sev-Rum. The final result would be no builds, and surrounded by three enemies. Kaput! But will his neighbors move that quickly? Austria can buy some insurance by trying to arrange a standoff in Trieste with A Ser. But that risks Serbia should A Ven H. And it reduces his attack on Rumania. Alternatively, A Ser S F Alb-Gre risks Rumania and Trieste. Either of these would indicate a lack of trust to the ally. Perhaps Italy can be persuaded to turn against France. But any way you look at it, its nail-biting time in Vienna as well as Mos.

A Diplomacy game can be said to have a "life" of its own. Thus, it might be able to be "re-incarnated" in another form, another game. 19 1975FX had essentially the exact same eastern situation. The only (unimportant) difference was that Italy moved A Rom-Nap in place of -Apu here. Even the German moves were the same, so Sweden was also threatened. So why would 1975 FX want to live again? Because it suffered one of the most horrid fates ever to befall a postal game: It was murdered in its crib by the GM. It never saw Fall 1901. It seems that the GM (Mick Bullock) had a (well known) policy against replacing players, he performed the ritual infanticide, and returned the game fees to the players, leaving their diplomatic efforts still-born. Perhaps in some way, the eastern half of 1975FX is with us again.

Dip World Demo Game

1978-??

Spring 1901

AUSTRIA (Stuart Dagger)	F Tri-Ven; A Vie-Gal; A Bud-Ser.
ENGLAND (John Balson)	F Edi-Nwg; F Lon-Nth; A Lvp-Yor.
FRANCE (Tim Roberts)	F Bre-MAO; A Par-Pic; A Mar-Bur.
GERMANY (Richard Hucknall)	F Kie-Den; A Ber-Kie; A Mun-Bur.
ITALY (Norman Nathan)	F Nap-Ion; A Ven-Tyr; A Rom-Ven.
RUSSIA (Greg Hawes)	F StPsc-GOB; A Mos-Ukr; A War-Gal; F Sev-Bla..
TURKEY (Simon Dally)	F Ank-Bla; A Con-Bul; A Smy-Con.

Autumn 1901

AUSTRIA (Stuart Dagger)	F Tri S ITA A Tyr-Ven; A Vie-Tyr; A Ser S TUR A Bul-Rum.
ENGLAND (John Balson)	F Nwg-Bar; A Yor-Nwy; F Nth C A Yor-Nwy.
FRANCE (Tim Roberts)	F MAO-Por; A Pic-Bel; A Mar-Bur.
GERMANY (Richard Hacknall)	A Mun S AUS A Vie-Tyr; F Den-Swe; A Kie-Hol.
ITALY (Norman Nathan)	F Ion-Tun; A Tyr-Ven; A Rom-Ven.
RUSSIA (Greg Hawes)	F GOB-Swe; A War-Gal; F Sev S A Ukr-Rum; A Ukr-Rum.
TURKEY (Simon Dally)	F Ank-Bla; A Bul-Rum; A Con-Bul

Supply Chart:

AUSTRIA	Home, SER.....4.....Builds A Bud
ENGLAND	Home, NWY.....4.....Builds F Lon
FRANCE	Home, POR, BEL.....5.....Builds A Mar, A Par
GERMANY	Home, HOL, DEN.....5.....Builds A Ber, F Kie
ITALY	Home, TUN.....4.....Builds F Nap
RUSSIA	Home.....4.....No change
TURKEY	Home, BUL.....4.....Builds F Smy

COMMENTARY

Russia's position is desperate to a degree. England has played the expected attack through the Barents Sea. St. Petersburg and Sweden are both certain to be in enemy hands next year if the Anglo-German 'alliance' holds. But will it? The French builds and France's evacuation of MAO are strongly pro-English, and I feel fairly sure that Russia and Germany will unite next season, if they can trust each other enough. They will be helped by circumstances: along with most of the hard core of the British hobby, Greg will be attending a week-long party being held by Adrien Baird at Syston (near Leicester) after Christmas, and Richard is intending to come over one evening for a drink! The advantages, you see, of playing Diplomacy in a country of manageable size.

The English moves were predictable; so were the German ones, in that if Austria asked for support to Tyr he was sure to get it. I have a feeling that Germany told Russia he would not go to Sweden. But the move to Sweden was almost certain unless Richard had known in advance about the Austro-Turkish alliance - if he did, then he should clearly have allowed Russia to take Sweden. I still fancy Germany's chances; I can pay him no higher compliment than by say-

ing that he has played exactly as I would have!

France's moves, and more especially his builds, are of interest. A Pic-Bel was obvious, of course, but apart from that he had to choose between two plans, both of which would commit him (for the moment) to one ally: the pro-English set he has adopted, or the pro-German, F MAO stands (perhaps misordered) and A Mar-Spa, building F Bre and A Mar. The advantage of the choice he has made is that Germany can do little about it - he might perhaps have preferred A Kie rather than F Kie, and could have made this build conditional on the presence of a French A Bur. The anti-English set invariably results in the build of F Lvp. For all that, I think the English are France's main concern, and should be tackled first. I wonder if the English build of F Lon rather than the more usual F Edi will make Fra think twice?

Trying to predict events in the west for the next season is not easy. There are two main options:

(1) England stabs France. This looks very good to me. England orders F Lon-Eng; F Nth S GER A Hol-Bel; A Nwy S F Bar-StPnc; while Germany goes A Hol-Bel; A Mun-Bur; F Den-Swe; F Kie-Den;

A Ber-Mun/Sil. This gives England a terrific position, but is dangerous for Germany.

(2) Germany stabs England. This may be essential for Germany, depending on how firm the Anglo-French agreement seems to be. Germany orders F Den-Swe; F Kie-Hel; and Russia orders F GOB-StP(sc) and A Ukr-Mos. Now a German attack on Nwy in the autumn allows Russia to re-take StP while Germany himself has gained Swe.

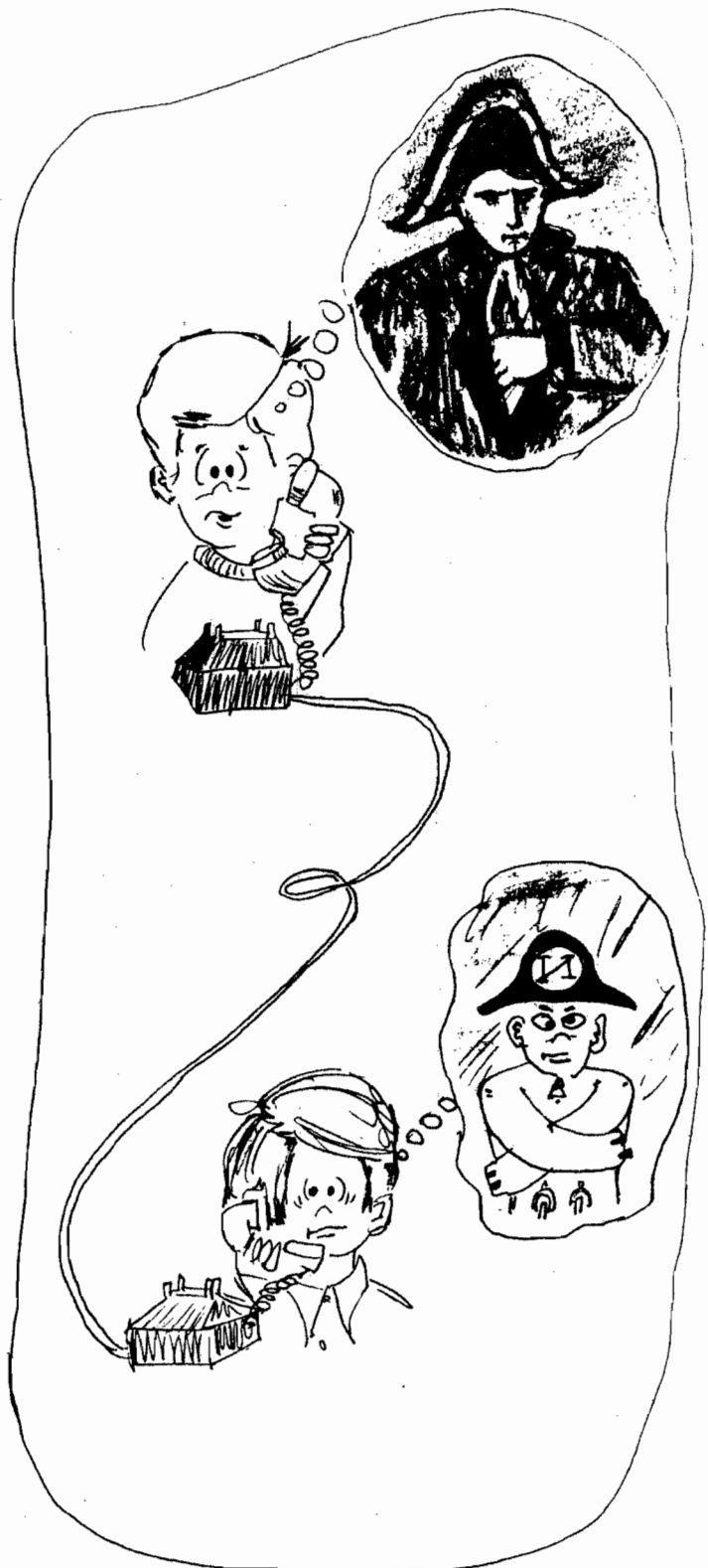
All of this depends largely on what Russia does. The disaster in the south leaves him a horrible position. In the matter of Rumania, he is outnumbered 4-3, so there is little prospect of his taking that; but if he simply lets it go to concentrate on the north, he is likely to lose Sevastopol as well. He will simply have to negotiate hard and, eventually, hope he has found someone who is telling him the truth and put all of his eggs in that basket. Nasty. Austria must be his best chance: Austria will know well enough that a long-term Austro-Turkish alliance always ends with a strong Turkey and a dead Austria. But Greg will have to work at it.

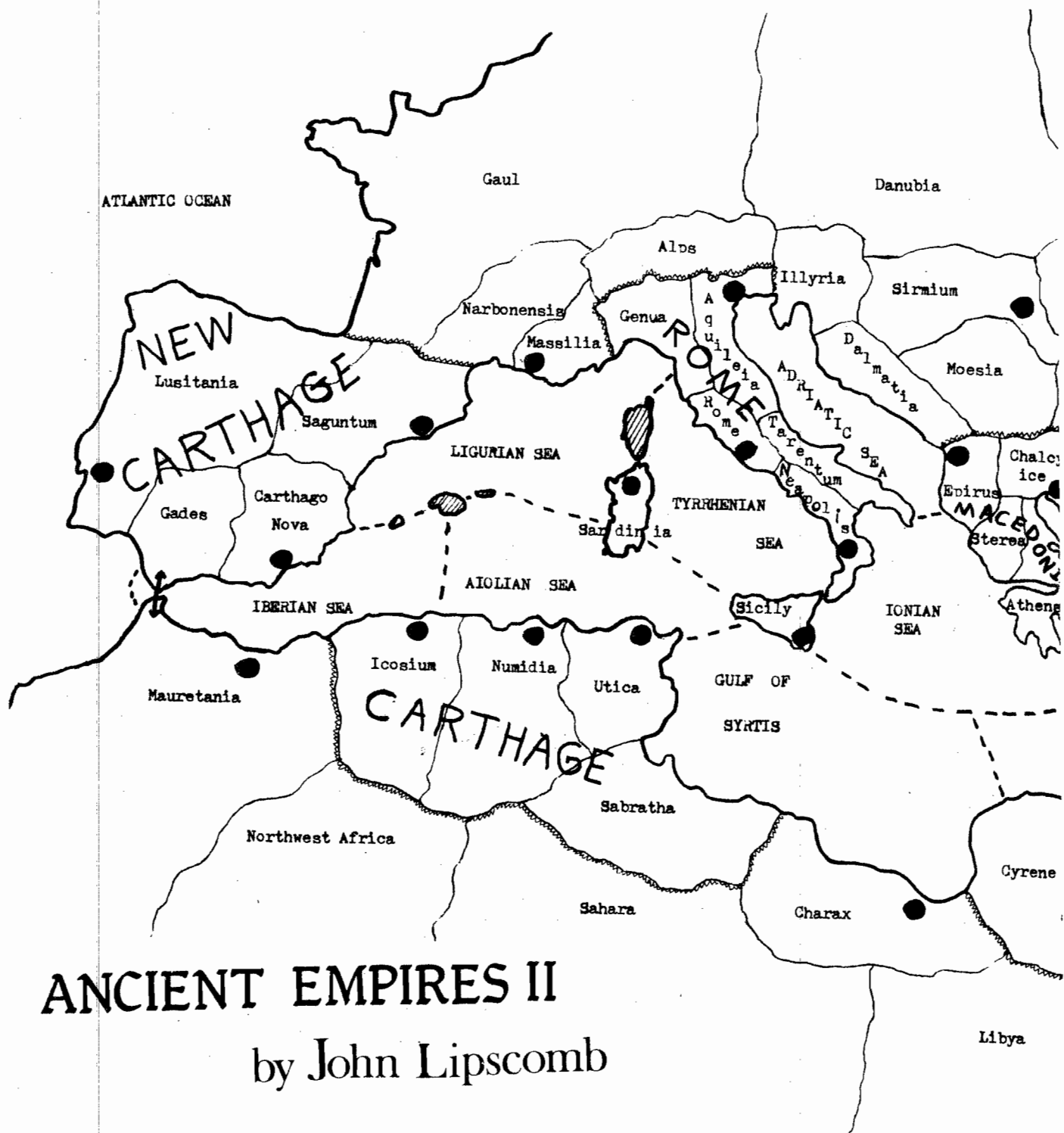
Austria has a very playable position now - a triumph for the combination of Hedgehog and Anschluss! His problem is to prevent Turkey from doing too well out of their alliance. The Turk build will have given Austria pause for thought: surely A Ank was more consistent with an attack on Russia? I entirely agree with Simon's selected build, though: F Smy-Aeg covers him against what could be a very good double-cross by Austria. We've all seen this one worked - Turkey supports Austria into Rumania in Spring 02, then in Autumn Austria grabs Bulgaria, leaving Rumania to the Russians. I should imagine Stuart had something like this in mind, but he will now need to have an agreement with Italy if it is going to work, and I can't see that.

Meanwhile Italy has got absolutely nowhere, as predicted. He will have his eye on Greece for this year, and that means doing a deal with Turkey or Austria, almost certainly the former. So Turkey holds the cards in this area, for the present. By autumn, he could set up a fine range of tactical and deceptive possibilities. He does have the usual long-term Turkish problem, though; he is going to find it difficult to break out if he sits on the fence for too long.

Sticking my neck right out, then, here are my predictions for Spring 1902, and I shall be amazed if even half of them are right.

AUS	A Bud-Gal; A Ser-Rum; A Tyr S F Tri-Ven
ENG	A Nwy S F Bar-StPnc; F Lon-Eng; F Nth S
	GER A Hol-Bel
FRA	F Por-Spasc; A Bel S A Bur-Ruh; A Par-Bur;
	A Mar-Pie
GER	F Den-Swe; A Hol-Bel; F Kie-Hel; A Ber-Kie;
	A Mun-Bur
ITA	A Rom S A Ven; F Nap-Apu; F Tun-Ion
RUS	F GOB-StPsc; A Gal S F Sev-Rum; A Ukr-Mos
TUR	F Bla C A Con-Arm; A Bul S AUS A Ser-Rum;
	F Smy-Aeg.





ANCIENT EMPIRES II

by John Lipscomb



map by pulsipher

FOREWARD

By LEW PULSIPHER

This is the twice-revised winner of the Historical Variant category of the Diplomacy World International Variant Design Competition. John notes that although there was no Red Sea to Mediterranean Canal at the time of the game, one did exist much earlier (Red Sea-Nile-Med.)

ANCIENT EMPIRES II

- 1) Use all regular Diplomacy rules except when they conflict with the following rules.
- 2) The major Powers and their starting positions are as follows:

CARTHAGE..... F ICO, F UTI, A NUM
NEW CARTHAGE.... F N. CAR, A SAG, A LUS
ROME..... F NEA, A ROM, A AQU
MACEDONIA..... A EPI, A CHA, F ATH
PTOLEMY..... F THE, A MEM, A SIN
ANTIGONUS..... F PON, A ANT, A MYS
SELEUCUS..... A RAYY, A ATR, A SEL

- 3) Sinai, Mysia and Arabia function as Con does in the standard game. A fleet in Mysia could move to either the Euxine Sea, the Aegean Sea, Pontus, Caria, or Thrace (either coast). A fleet in Arabia could move to either Seleucia, Sinai, the Red Sea or the Persian Gulf. A fleet in Sinai could move to either Thebes, Arabia, the Red Sea, Memphis, Judaea, the Levantine Sea or the Egyptian Sea. The reverse of any of above are also possible.

- 4) Thrace has two coasts. Thrace functions as Bulgaria does in the standard game.

- 5) A unit ordered to move may not defend its original space and if attacked is dislodged. This would not apply if the attack was coming from the space the unit was attempting to move too.

E.G. ROME.... A AQU-ALPS (dislodged)
MACEDON: A ILL-AQU, A DAN-ALPS

The standoff in the Alps is unaffected even though the Roman unit is dislodged by the army from Illyria.

- 6) A single attack against a convoying fleet disrupts the convoy.
- 7) Victory is achieved by owning 16 centers at the end of any Fall turn. Any other victory situation may be decided by a unanimous vote of all remaining Powers.
- 8) Fleets and armies may move directly from Gades to Mauretania, and vice versa. Fleets

may still move from the Atlantic Ocean to the Iberian Sea, and vice versa.

- 9) The game begins in 300 B.C.

- 10) Optional: There are neutral armies representing barbarians in Gaul, Danubia, and in Scythia. They are all in Civil Disorder. If dislodged they are eliminated, but return when the space is vacated. They may of course be supported to hold by other units.

Variant Maps

by LEW PULSIPHER

A few guidelines to help variant maps ought to benefit players and producers alike. Since I have drawn more variant maps than anyone in the world I may as well make the first effort.

Above anything else, the map should look like a real map, not a schematic diagram, and many of the guidelines which follow stem from this principle.

1. Use full names, not abbreviations. If a non-standard abbreviation is required, put it below the full name, in parentheses, or underline in the full name the letters of the abbreviation: Norwegian Sea. In most cases the standard first three letters of a name are sufficient.

2. Land borders are commonly jagged, crinkled, rough--anything but straight. Smooth, straight borders look unreal.

3. Sea boundaries, on the other hand, are necessarily artificial and should be straight or smoothly curved. This helps differentiate land from sea.

4. To further differentiate land and sea, use dashed lines for sea boundaries and an extra-heavy, or double line, for coastlines. Pro artists shade the sea with wave patterns and use solid boundaries, but we amateurs can be satisfied with dashes and nautical words in the names (North SEA, Indian OCEAN, etc.)

5. Use all-capital letters for sea space names and normal lower case with the first three letters capitalized for land.

6. Typing is almost always better than hand printing, and printing better than handwriting. Letraset is best of all, but expensive and time consuming.

7. Country borders can be extra heavy lines or other special lines--rigid, "railroad", etc. Coastlines and country borders should be different types of lines.

8. Date the map and include variant title, designer's name, and map-drawer's name. (I won't say artist...)

9. Finally, there should be a key on the map if unusual symbols are used, and the rules should state how many supply centers and how many land and sea spaces there are on the map.

Variant Information:

VARIANT AWARDS

by Robert Sacks

It gives me great pleasure to announce this year's Variant Award List. (For a detailed explanation of the process, see this column in DW 17.) This year the panel consisted of Robert Sacks (Secretary), Gregory Costikyan, Fred Davis, Raymond Heuer, Drew McGee, and David Schwartz. Persons wishing to serve on next year's panel or to submit nominations now should write to Robert Sacks, 4861 Broadway 5-V, New York, NY 10034.

The second annual Variant Awards List (for 1977) follows. Where unanimous consent was required (and received), the winner is starred.

OUTSTANDING PUBLICATION FOR VARIANTS:

Diplomacy World, Conrad von Metzke, Editor
(This covers his issues in 1977)

OUTSTANDING VARIANT GAMEMASTER:

*Fred C. Davis, Jr.

OUTSTANDING VARIANT DESIGN:

Pseudo-Classical Diplomacy - Martin Janta-Polczynski

OUTSTANDING ARTICLE ON VARIANTS:

"Unsolicited Editorial" - Ken St. Andre in
Diplomacy World 16

GENERAL CONTRIBUTOR TO VARIANTS:

John Leeder for his work as a variant game-
master, designer, and publicist

SPECIAL AWARD:

-no award-


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THROUGH THE AGES

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News From The Classical Board

by DUOGLAS MILLS

God! What awful weather we've had, sometimes I wonder why the British weren't born with webbed feet! Regular as clockwork the nights are beginning to draw in, heralding the end of the Summer that Never Was, and once again a young man's fancy turns from the distant, but happy, memories of golden beaches and tropical sunsets etc., to the more serious business of poison pen letters and nefarious forms of Face-To-Face and Postal Diplomacy.

The organizations of the European side of the hobby have been ticking along happily for the last couple of months and events such as PRESTONDIPLCON (renamed POLYCON) here in the UK have passed off without incident. Kindly organized by Bob Brown, FfF secretary of the NGC, POLYCON was held on the weekend of the 8-9-10th September, and yours truly had the good fortune of being able to attend on Saturday the 9th. Naturally, many "stars" of the British hobby, far too numerous to mention here, were present, including Richard Sharp who, having recovered from some mysterious ailment which laid him up for the better part of a "con" held some weeks previously in France, snowballed into the convention hall during the afternoon with his entourage of "hardcore" hobby freaks. As would be expected a Diplomacy tournament was available for those interested in that sort of thing; organized and run by James O'Fee, and sponsored by Philmar who kindly agreed to part with some cash to pay for a trophy - ultimately to be won by Gary Murkin. Gaming activities weren't limited to Diplomacy; people clustered around tables, sprawled on the floor, or supported the bar (physically and with pocketbook), whilst going through the mental contortions of slaying Dragons, "hitting" neighbouring Mafia bases, subduing interplanetary civilizations and generally testing their capability of consuming vast quantities of alcoholic beverage. I, myself passed a delightful couple of hours chatting with Der Garvey and Peter Calcraft, editor of yet another new 'zine on the UK scene: Spirit of the Age. It was in a cheerful mood that I finally left the CON to wind my way back to the station and catch my train home.

The French 'zine Vortigern has finally reached its half century, and Roland Prévot (the editor) has decided to open waiting lists for Regular Diplomacy as well as for a variant: "Quest for the Runic Chip", a fantasy variant designed by Michel Liesnard. The sub

rate is 16 Ff for 10 issues (Europe), or \$3 for 8 issues (America by airmail). Published on a 5 week deadline, this is a well established 'zine and I would seriously recommend it to players looking for reliable GMing, and able to read French.

There are some conventions planned for the near future. One will be WARGAME WEEKEND '79 at Waterloo in Belgium (probably during June), and a similar event to be held in the UK, in the Bristol area; both sponsored by 'The International Conflict-simulations Group' (ICG). The Benelux 'Wargamer's Federation' - brain-child of the Belgian firm Kamlag and the dynamic Michel Liesnard (editor of the professional hobby publication NUTS!) - are also in the throws of organizing an event planned for the early part of next year. Watch this space for further details on all of these events.

Anyone out there interested in bringing the American and European parts of the hobby closer together by participating in an International Diplomacy game? Well, Randolph Smyth, editor of the well know NA 'zine Fol Si Fie, and I are trying to get together some players who would be interested in playing such a game. Each party will be comprised of 3 US/Canadians and 4 Europeans and initially will be run on 8 week deadlines (though this could be shortened if it proves to be too slow). The gamefee is set at \$3.70 per 7 game turns (or the equivalent in European currency) and should be sent together with letters of registration and preference lists to Randolph or myself. To keep the game moving at a reasonably fast pace the two season prophetic system will be used (Spr. moves, and Autumn moves + prophetic Winter builds/removals). The games will be run outside of Fol Si Fie or Aide de Camp so as to keep cost to the barest minimum, though if you feel like splashing out neither Randolph or I would be adverse to gaining a few extra subscribers!

Designation of Miller Numbers in Europe is finally back on the straight and narrow again; so far during '78 some 30 numbers have been assigned and hopefully there'll be more before the year's end. Anyone requiring Miller Numbers in the UK or Continental Europe should get in contact with me. If a number is required for a variant which has never previously been played postally, it would be appreciated if a copy of the rules could be enclosed with the request, together with a list of player's names, the countries they are playing and any other pertinent information concerning the game.

Finally, I'm trying to get a group of female Diplomacy players together for a World Wide, girls-only, regular game, and so far I'm not having too much success - I still need another four players. Anyone interested?

FUTHER INFORMATION ON THE ABOVE PUBLICATIONS AND EVENTS CAN BE OBTAINED FROM:

AIDE DE CAMP//MILLER NUMBERS//THE INTERNATIONAL CONFLICT-SIMULATION GROUP and WARGAMER WEEKEND '79: Douglas Mills, 210 Bramhall Lane South, Bramhall, Stockport, Cheshire SK7 3AA, UK.

SPIRIT OF THE AGE: Peter Calcraft, 13 Ridgeway Rd., Long Ashton, Nr. Bristol, BS18 9EX, UK.

FOL SI FIE: Randolph Smyth, 249 First Ave, Ottawa, Ontario K1S 2G5 Canada.

VORTIGERN and PARISCON: Roland Prévot, 16 rue Descombes, 75017 Paris, FRANCE.

WARGAMER'S FEDERATION and NUTS!: Michel Liesnard, 415 Avenue de Tervuren, Woluwe-Saint-Pierre, B-1150 Bruxelles, BELGIUM.

Putting Correspondence into the FTF Game

Tom Butcher

After the announcement in DW #19 that the FTF player would be given more attention in subsequent issues, it came as rather a disappointment that DW #20 gave the face-to-face version of the game the usual brush-off.

Much of the difficulty seems to lie in the in the fact that it's the postal players who dominate DW, as well as all the other publications. Moreover there seems to be a strong opinion among the postal players that there's enough difference between the two forms of the game to make them virtually two different games. And there is, unless you try to bring them a little closer together.

The biggest difference, for those who've played both, is that in FTF play it's quite obvious, most of the time, as to who is huddling with whom, and if you keep your eyes (and ears) open you usually know with what effect. In postal play you can only judge by your correspondence, and the effect is what bridge players call the 'feel of the table' is now drastically altered.

After my first few forays into the world of postal Diplomacy I decided that perhaps the FTF player could have the best of both worlds--

the diplomatic secrecy of postal play without the delays, the orphans, and the NMR's. For the past year or so we've run our FTF games like this:

We seat ourselves around the table in our usual positions and we stay there--no huddles. Everyone has a memo pad and gets busy writing notes. This is what constitutes our negotiating period. Everyone is told that he or she should pass notes to everyone even when no 'diplomacy' is intended. To one player you might write, "Will you support my F Aeg-Ion?" To another, "How about an alliance against Russia? What are your terms?" And to another (a pretty girl this time), "You sure look nice in that sweater."

Each receives his note as if it were something important, studies the board a bit, and writes an answer, hopefully with a straight face. The idea is that even if the note to you had nothing to do with the game it is hoped that you'd act as if it were.

The effect is roughly the same as in postal play; there's a heavy traffic around the board and the alliance structures are only apparent as the moves are read out. All that is required, besides plenty of paper, is that everyone play his part in writing lots of notes and doing a bit of play acting in treating all of them as though they were concerned with the game.

If there is an eighth who is acting as the GM the effect can be made even more "realistic". Each note is folded and addressed, and the GM acts as the post office, collecting them at stated intervals and delivering them together. Now no one even knows who's writing to whom.

Try it. You'll have a lot of fun even when you're losing, and if you've decided FTF play just hasn't got it, you may find yourself changing your mind. On the other hand, if you are a FTF player who has never ventured into the labyrinths of play-by-mail Diplomacy, this can give you an idea what it's like without those agonizingly long waits between issues.

MEGALO

Chris Tringham
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MEGALOMANIA is a comparatively new Diplomacy zine from England. It is litho-printed, 20pp and costs 25p/50¢ by sea, 35p/70¢ by air. American \$ can be sent to Richard Jarvinen (2404 Sunset Ave, West Linn, ORE 97068); MEGALOMANIA prints a lot of hobby news and gossip, so: if you're interested in what's happenin' over here, sub.

MANIA

HELP!

Since you are reading this it shows that you are a person with a fine sense of taste. Also you must be a person who is interested in Diplomacy and therefore are interested in DIPLOMACY WORLD. With the change of editors for DIPLOMACY WORLD now is the time for that interest to come forward and show itself.

The future of DIPLOMACY WORLD rests directly upon your shoulders. My values/interests may be totally different than yours and let's face it is more important that you get what you want to read than it is for me to publish what I want you to read. So how do we get together on what we want?

First: Right now, before you have time to forget, run to your desk and get out a sheet of paper and an envelope.

Second: Address the envelope to Jerry Jones, DW Suggestion Box, 1854 Wagner St., Pasadena, CA 91107 U.S.A. Put a stamp on it and set it aside.

Third: Place your name and address on the top of the sheet of paper. This is a must for I will be selecting one of the suggestions that are received here before April 15, 1979 to receive a free year subscription to DIPLOMACY WORLD.

Now we can get to the meat of the letter. I am going to ask you some questions and I want you to answer them honestly and directly. Now please do this. It'll only take ten minutes or so and will mean so much.

1. In this issue (#21) there were quite a variety of articles. These first questions deal only with the articles in this issue.

A. Which article, that you read in its entirety, held your interest and you enjoyed the most?

B. Which article, that you read, did you enjoy the least? What was it about this article that disturbed you?

C. Now, list the articles that you have not read and doubt that you will ever read? Why?

2. The next set of questions deals with DW's of the past. There is no need to go and get all of your back issues, these questions should be answered off of the back of your head.

A. Name the article that you remember that you really enjoyed. It is not important to name the article, a brief description of it would be fine.

B. What types of articles do you like the least?

C. Rate on a scale of one to ten (ten being the best) the interest level that each of the following types of articles hold for you.

a. "How-To-Play" articles.

b. Variant articles.

c. Puzzles.

d. Letters to the Editor

e. Articles that deal directly with the postal end of the hobby.

f. Articles that deal directly with the face-to-face end of the hobby.

g. Articles with no social redeeming value (humor, etc.)

3. O.K. Now its essay time. What I am going to suggest you do now is to sit down and think about what would you like to see in the future inside DIPLOMACY WORLD. You can be as vague as you wish or you can get right down and give direct suggestions for a future article. (Better yet, you can write that article and send it along with this questionnaire.)

4. Do you feel that you are getting your money's worth from DW? If not, where are you getting cheated? (Length, type of writing, quality of writing, etc.)

5. Here are a few ideas that we have in-store for the future. Rate them on a scale of one to ten (ten being definately a good idea, one being el stinko.).

A. Certificates to players who have won or been in a draw in a game of Diplomacy.

B. Articles on subjects other than Diplomacy.

C. Re-prints of articles that are printed in another zine.

D. Would the purchase of a typewriter that would justify (make the right hand margin even, like the left hand margin) be a worthwhile purchase or just a waste of money.

E. A Special Edition of DIPLOMACY WORLD that would be nothing more than a collection of articles from early issues of DIPLOMACY WORLD. This issue would be an extra issue that would have to be purchased separately and it would be called the 'Best of DW'.

6. Lastly the next list of questions need not be answered. I am asking them to try and find out what type of an audience I am addressing this too.

A. Age.

B. Occupation.

C. Primarily a postal player or a Face-To-Face player.

That's enough. (I heard someone say, "That's more than enough!") Probably right, but DW is your magazine, not mine, and the only way that it can be directed in the direction that you want to see it go is through questionnaires such as this. Please help, you may win a free sub.

Computer Diplomacy Players?

by LEW PULSIPHER

Part of the playtesting procedure for my Solitaire Diplomacy rules was a standard 7-player game with all moves determined by the non-player orders rules. The Solitaire game is meant for one vs. one, so I didn't pursue the multi-player aspect further than several game years of this rather strange playtest, but it reminded me of articles I've read recently about computer chess playing programs. Such programs are now able to beat 99.99% of human players, especially if the human doesn't know how to take advantage of a computer's strategic weaknesses--they are demon tactical players because they can look at potential moves farther ahead in the time available than can a human. International Master David Levy bet several thousand dollars several years ago that no computer could beat him, and in Aug. 1978 he met the world champion computer chess program in the final match before the deadline passed. Unfortunately I don't know whether Levy's strategy of doing nothing until the computer make a mistake brought him through.

Diplomacy mechanics are not more complicated than chess mechanics, so it should be possible to write a tactical program to play Diplomacy. My Solitaire rules constitute an unsophisticated "statistical program", that is, there is no consideration for coordinated action between units and little consideration for what the enemy is able to achieve. The basic idea was to arrange tables so that the overall result would look more or less like Diplomacy moves. If I had meant to duplicate standard Diplomacy play instead of arranging a one vs. one non-human opponent I might have gone through many postal Diplomacy games and counted how often an army in a center stood, how often it moved, how often it supported, etc. With the aid of computer a much more complex program could be devised because the computer could rapidly "roll" many percentages and take many more factors into account. There could be dozens of tables--e.g., one for an army in a center with no enemy adjacent but one move away, and with no friendly units nearby to offer support.

What I call a "tactical program" requires greater programming sophistication because the computer has to "understand" how Diplomacy mechanics work, and not merely generate percentages for appropriate tables. Attempts have been made to write a program to adjudicate a Diplomacy game; a "tactical program" would need this abil-

ity in order to understand tactics. Game theory, a branch of mathematics, could be used to give the program considerable tactical skill without predictability, but incorporating game theory sufficiently sophisticated to be useful might be a programming nightmare. At least one article about applying game theory to Diplomacy was published 3 or 4 years ago, but I don't recall where--in a Michigan zine, I believe.

I would be pleased to read the moves of a computer played Dip game merely to admire human ingenuity (and have a few laughs). It would be more interesting to see different programs playing each other. Each program would be different not only tactically but strategically; they would need some kind of built in response to the kinds of movement "signals" given in a game without negotiations. Moreover, each program might have "alliance" preferences imposed by the programmer. He might introduce a set of biases concerning who would be regarded as an enemy--for example, say, when the program played Turkey it would not regard Russia as an enemy unless Russia moved into Bulgaria, Black Sea or Armenia.

Taking this a step further, programs could be written for specific countries. This would enable the programmer to introduce statistical tables for at least the first game year based on the positions of all nearby pieces. The computer would "memorize" the best set of moves for each possible Fall 1901 or Spring 1902 position--"best" meaning those which in actual games have most often led to wins or draws. The alliance biases could be more detailed as well. I believe chess programs work this way, but in Diplomacy one must consider cooperation with other players, and in any case not enough Diplomacy games have been recorded or analyzed to allow this technique to be much used.

So far I've talked about statistics and implied negotiations. But overt, though limited, negotiations are possible, whether between programs or between humans and programs. Each negotiation symbol would require a general definition, but each human or program would interpret the details as it chose. Initially the programs would probably not have a "lie factor", but this wouldn't do much harm if the human players didn't know whether their opponents were human or programs. A perfectly legitimate human strategy in standard Dip is to play without stabbing, and when done carefully, with limited alliance durations, this may be the best of all strategies for well-known players. Later generation programs might be capable of offering bogus alliances or of breaking agreements.

An account of a game played by, say, four sophisticated programs and three humans, able to negotiate only by symbols so that the players didn't know who was human and who computer, would be fascinating. A computer Diplomacy championship would also be interesting. I hope the programmers reading this will agree with me and get to work!

INTRODUCTION by C.F. von Metzke

So the Rulebook tells it all, does it? Hardly. There is much more to strategy than merely learning legal ways to move pieces. Robert Bryan Lipton published an article in his journal THE MIXUMAXU GAZETTE, a bit of fine satire entitled "The Tunisian Opening," as a spoof of tactics articles. Fred Davis, in his now-discontinued BUSHWACKER, carried the spoof one step further by offering this bit, originally from BUSHWACKER VII/3 and reprinted in DIPLOMACY DIGEST 12:

The Tunisian Pronunciation

FRED C. DAVIS JR.

Robert Lipton's award-winning article, "The Tunisian Opening," has been criticized in some quarters as being a bit too elementary. It begins at the beginning and goes nowhere. This is not the case. It may go nowhere, but it certainly doesn't start at the beginning. For the true beginner, whether in a face-to-face game or 'phoning another player or the Gamesmaster, one must begin with a more fundamental question: How does one pronounce "Tunis?"

There have long been two schools of thought: The long-double-0 (as in "looney toones") and the short-U (as in "ton"). Indeed, most of Diplomacy's major feuds (Walker vs. Beshara, Sacks vs. Everybody, Lepanto vs. Turkey, U.S.P.S. vs. Hobby) are now believed by revisionist historians to have arisen from this dispute.

The beginner usually confronts this matter the very first time he plays Italy. Austria pulls him aside and they agree on this strange attack on Turkey. And then, just to be sure, Austria asks Italy to repeat, so there won't be any foulups. "Oh, well, I go Rome to Apulia and then I convoy to, uh...." What to say? It's not a simple matter of what's "right." There's always the dictionary for that (although how does one explain scurrying for the dictionary in the midst of negotiations?). But how does one choose which one Austria prefers? The wrong guess will provoke either gales of laughter or an icy stare, neither of which is conducive to a game-long alliance.

All too often the novice, tormented by this difficult choice of pronunciation (ever wonder why the 'e' is dropped on going from 'pronounce'

to 'pronunciation'?), will grasp at the only way out and blurt, "...uh...uh...Greece!" I can state for a fact that 90% of all novice-attempted convoys to Greece in 1901 arise from just this dilemma.

But even the well-prepared player still faces the problem: Which is right, and, even more serious, How to remember which is right in the heat of battle? Some years ago I solved this problem with the discovery of the following limerick while researching this issue on one of the smaller islands of the Lesser Tunisian Antilles:

There once was a limey named Eunice
Who convoyed from Yorkshire to Tunis.
While it took every fleet,
The Italians were beat,
And the army cried out, "Don't maroon us!"

I don't think I need to go into the abuse I received on first publishing that limerick from the short-U crowd. A joint IDA-TDA-DNYMPA-MITSGS-ILGWU investigative panel ruled it invalid for the use of non-Diplomacy sources.

I then discovered another one, this time in a prepublication version of GRAUSTARK, a "proof" distributed prior to the appearance of Issue 1. It went like so:

There once were some Frenchmen in Tunis,
Who said to the Wops, "Don't impugn us!"
"For the Turk we must halt,
"Though his growth is your fault,
"And besides, if we war, it'll ruin us!"

This attempt fared no better. It seemed that the Union of Owners of Graustarks #1 had years ago raided the Hoosier Archives and destroyed all copies (other than mine, of course) previous to GRAUSTARK #1, so as to protect their investments. It was further pointed out that only in Washington D.C. would such a strained pronunciation of "ruined" be acceptable. So I was forced to discover yet another, this time stuck in an old game board which dated back to the days of Calhamer's playtesting of the game:

Some Germans retreated to Tunis
Where their presence was truly a newness.
They called to the Kaiser,
"Now don't be a miser,
"What we really need here is a funis."

The firestorm of criticism over this one was too much. I was compelled to stop discovering even older limericks. A special edition of VERITAS VINCIT was published with a detailed proof that Calhamer could not possibly have heard of a word such as "funis."

So I shout out my challenge to the short-U gang: I challenge you to a duel on the field of limericks. The score is 3-0 in favor of the long-double-0. Come forward with three of your own, or start pronouncing the word right!

Delivering The Mail Twice --- is it acceptable?

Recently I have been criticized (and stabbed) for participating in the practice of passing the letters of one country to another. I was informed that "most Diplomacy players frown on such a policy" and that "the idea of Diplomacy is to try to stir up conflicts by what you write." Aside from the fact that the stern person who wrote this is allied in the same game with another letter-passer against me, I find this posture to be rather stiff and stodgy. It saps a lot of the fun out of the game.

We've all gone into a dither in our respective minds over just exactly what is Diplomacy and how the game is best played. Because it's a subject that produces umpteen variations of opinion, we should settle on one basic fact. Diplomacy is a game that can have many types of people and styles of play. Any game can, and should, contain a variety of play philosophies, even stodgy ones; but no player should be so pontifical as to state what is acceptable and what is not. Diplomacy is an EVIL game. Accept this fact.

Now there is nothing wrong with being evil. Lying, flim-flamming, passing letters around, Xeroxing letters and sending them out, innuendo, ruses, spying, double-agenting, betraying, and many other vile activities are all forces for good in the community of Diplomacy. Only one other facet, besides evil, is needed by each player - loyalty. A good player will also form solid, warm, smooth alliances that work like a Swiss watch. This is the balancing factor of the evil. Switching from an ally to an enemy for help, and stabbing an ally in the back, are just variations on the loyalty vs. evil scale of balance. Nobody should be totally rotten all the time. It will only lead to expulsion before '04 or so. Being "Mr. Alliance" to everyone will leave you nowhere also. Staying with a dying ally is foolish too. Betrayal and new loyalties elsewhere are the pace-setting activities of the game. If letter-passing serves a truly foul purpose, then so be it, but do it only in conjunction with a solid ally. In other words, be dastardly together.

This is a game which uses the good and bad of the mind. None of the mind's capacities should be excluded. If telling one player that another player beats up old ladies and is therefore mentally unstable, will get you what you want, then do it. There is no set morality. In a game of seven Goodie-Two-Shoes types one can't expect too much trickery and rotten behavior. In a game

of seven ruthless savages who'd hock their dying grandmother's wedding rings just for kicks, you can expect some horrendous nasties to occur. But what of the average game which seems to include one non-writer, one paranoid, one tactician (who only does tactics, not diplomacy), one overly-literate madman, one cool dude and two general easy-going types who'll side with someone sooner or later just to be sure of being in an alliance? Must all treat each other according to some diplomatic etiquette? I say NEVER! Let all hell break loose! Let the maximum tricks and cooperations occur. Bar no holds! The only rules to obey are those of Allan B. Calhamer and the gamesmaster.

Diplomacy's greatest contribution to our society is that it gives us an outlet for our nastier natures. Lying, befuddling, attacking, etc., all can be done as good procedure. Only Diplomacy permits this. Slapping rules of needless niceness on the game only dilutes it. Civilized man is a barbaric oaf with a suit on. Here we have a lovely outlet to show how unpleasant we can be. Let's use it. It will be for the best.

Talking Turkey

from page 16

southern holdings. An English win was now out of the question, and E-T drew the game, altho Turkey had the distinct edge at that point.

2. Turko-German Alliance?

The alliance with Germany is one of the more difficult ones to carry thru to the game's end, and indeed, Turkish wins with a strong second by Germany are extremely rare (but not so the reverse!). With Germany normally flush with armies, Turkey becomes a sea power. However, a strong Germany often means a strong Italy, which blocks Turkish Medit expansion. If G/T begin with an attack on R, T will go no further than Mos, since G should get War and StP. This will force T to take 2 Iberian centers to reach 18. Germany is closer to those. I G/T(A) vs R is followed by G/T to split up A, then he will need even more Western centers. Stabbing Germany will seem much simpler. A G/T alliance can be essential if F/I solidifies. This is a somewhat insidious alliance, because it is often difficult to spot until its too late.

3. Franco-Turkish Alliance

An alliance with France is not so cramping as with Germany, but is in some way more difficult to establish because of the dearth of possibilities for joint military action (like

the aforementioned I/F alliance). The desire by both countries to possess Tunis relatively early in the game can easily undermine the alliance. T/F is a good alliance for a race-to-victory type. In this, both countries pledge not to attack each other, but whoever gets to 18 first, wins. Competition is thus diplomatic, not military. This works well, because each can expand within his own sphere without impinging on the other. The key is Italy: If he can be induced to go west, Turkey will have a good head start. And vice versa. Diplomacy's second two-person game, 1964A, features a F/T alliance that grew at the expense of E and I, and gave the hobby its first Turkish victory.

4. The Western Triple Alliance

Perhaps the most fascinating challenge to the expert Turkish diplomat is in the operation of the Western Triple Alliance, E-F-G. It has great promise---regardless of who he wishes to attack, an ally will be available. And there is great danger: his attacks will help the allies grow, thereby digging his own grave. The alliance has considerable exploitable instability, especially from England, who after the Russian campaign will find himself somewhat cutoff from further growth. However, England is the one country T cannot easily affect. Turkey's work begins, if possible, in the opening game. Indeed, T will sometimes suspect the alliance as early as W00, by putting together separate pieces of Western correspondence. Initially, a low profile is advisable, so that I-A-R will turn to face F-G-E. This will not only slow down western growth, but should present some delectable rears. Unfortunately, I-A-R may decide to stab Turkey, for safety and for some handy builds. After all, the Austrian and Russian fleets in the south won't be needed against the west and at least one Austrian army will be available. As a case study, consider 1974HW, a demo-game in Les Liasons Dangereuses, which featured Pitch as Turkey and Vagts and England.

W02 found Turkey with Bul, Ser, and Gre allied with R (who had Rum and Vie) against A (who was in a grudge war with Italy). In the north, E/G was pressing R hard. In 1903, T joined this attack, taking Rum and Sev, as F invaded I. With E and A each also taking a R center, R was down to 2 that year. The western triple continued in 1904, with T showing no coordination with the minor eastern powers (I&A). At this point, E-F-G had 21 centers. In 1905, T-I-A moved to form a stalemate line, as England took Den from Germany but otherwise E-F-G held firm. 1906 showed the west unsettled, with England taking a bigger bite out of Germany (Kie and Hol) and Germany swiping Paris (retaken in '07), but neither France, heavily committed in the south, and Germany (too dependent on England for support in Russia) were in any position to do anything about England. Thus Turkey's strength at this point was England's prime

asset. Turkish naval pressure doubtless made the movement of English fleets south acceptable. In 1908 the game exploded. Turkey grabbed both Austrian centers (he switched sides in '07) and one from Italy, but this wasn't enough, as Eng took War and Berlin to hold the lead. Further, feeling surrounded by English units stretched from Germany to WMed, France could not restrain England, who took Bre in 1909 and Spa and Naples in 1910 to gain the conceded victory. Turkey was never in a position to help either France or Germany against English encroachments, nor could he break thru French or German forward lines.

Some intriguing questions arise from this. Should Turkey encourage the operation of this alliance? Should the allies tip off Turkey? These questions I leave as an "exercise" for the reader.

V. THE END GAME

End game situations are difficult to discuss in the abstract, since they are so dependent of the tactical and diplomatic situation. As strong-second play doesn't really require any discussion (just speed and greed!), I'll center my remarks on winning, and keeping someone else from winning.

1. Stalemates

In forming a stalemate line, several things should be considered. You must be sure that the opposing alliance cannot be pushed back or split up. You must also determine that your allies actually are interested in forming such a line. Some players just don't like draws, and would just as soon grab extra centers. Such people must be dealt with rather harshly, even if that means that the other side will get most of the centers. You do need to know the essential centers and units to make this decision. The best compilation presently in print is in Diplomacy Digest #10/11 (available from me for 50¢). As a summary, your position will extend from the home centers either west or north. If extended west, you'll generally need all of Italy, Austria and the Balkans. Tunis' necessity depends on whether you have Rum. If you don't have any of Austria, you'll need parts or all of Iberia plus Tunis, with Italy optional. If you extend north, you need Russia, most or all of the Balkans and Austria, and either some or all of Scandinavia and Germany (depending on how much of the Austria/Balkans you have. However, Ber, Nwy and Swe are always essential. In most cases, this cannot be done without German or Russian help.). There is a third set of positions in which one holds Austria and the Balkans, plus portions of both Italy and all of Russia (except StP), plus sometimes bits of Ger. There are also a raft of positions in which Eng centers are part of the line.

I hasten to add that the above is only an oversimplified summary. In addition to having

the right centers, the right positioning of fleets and armies is required, and sometimes in rather forward positions. The first set of positions, for example usually requires that you have an army in Pie. It is also necessary that no enemy units be behind the lines or are buildable there. Finally, not that these lines will usually only stalemate an alliance. The opposing giant may still win by seizing his allies' centers. That moment may be your last chance to stop the victory.

2. Victory

Ah, sweet victory! The bitter truth, however, is that while Turkey is good at many things, victory isn't one of them. Indeed, Turkey has fewer postal victories than any other country, (except Italy).

A very common situation occurs when Turkey has overrun all of Italy, Austria, the Balkans and Russia except for StP. But this totals only 16 centers. The most available centers at this point are Tunis, Mun and StP, but to win, Turkey needs two of them. Alas, all three are parts of stalemate lines relatively easy to set up by an alert west. The most obvious case is StP--- Turkey can only place two units on it (Mos and Lvn), so that Western help or serious western disorder is required and even then, StP can be retaken. Tunis is only a little easier. Your best bet is to try to seize this in midgame. The line of fleets Mar-Lyo-Wes, plus fleets in Tun and Naf locks up Tun (and Mar). Munich can be held by numerous western and northern stalemate lines. Its a cruel fact, but the common stalemate lines slicing the board diagonally don't leave a majority units on the eastern half.

What's to be done about this? One approach is to have a Western ally --- remember those letters mentioned several pages ago? Because all he does is open the door for you, he need not be strong. Indeed, a weak one is more likely, as he should have some resentment towards his neighbors. The second approach is for a break thru in one sector: Take StP and then spill over into lightly defended Scandinavia; take Tunis and grab an Iberian center; take Mun and Ber. To pull this off, you may need to make a midgame decision unbalancing your F/A ratio, to prepare for the endgame blitz. For example, if the west has A Mar and no F Spa(sc), then the Tun-Wes-Lyon line can be broken by placing fleets in Pie, Tus and Tyr. This will take a lot of preparation. The third approach is to have an eastern ally -- i.e. not overrun all of the east yourself. It is simply not possible to discuss all of the combinations with any degree of specificity; the reader is referred to previous games mentioned here. Basically, the choice boils down to either racing your ally to the 18th center, or reaching 15 or so, and stabbing your ally for the rest.

VI FEEDBACK

I'm done, but you're not. I am vitaly interested in getting feedback from the readers of DW, especially in two areas:

1. Content. Were there items that you think were under emphasized, omitted, over simplified or just plain wrong? Also: Altho this article will naturally be of most value to newcomers, I tried to include material of interest to intermediate players. Did I succeed?

2. Style. There are several departures here from the norm, the most obvious being its length. This allowed me much greater scope, depth and precision, but at a price: it consumes an enormous amount of space in DW. Was it worth it? In addition I have frequently relied on Postal Diplomacy games to illustrate my points. This arises from my own belief that articles such as these must be firmly founded in how the game is actually played, as opposed to the writer's theoretical notions. Did you find such material illuminating? Finally, I have taken a strategic approach rather than the more conventional tactical one. Was this a smart move?

Please write me directly (492 Naylor Place, Alexandria, VA 22304). I will forward (unless you indicate otherwise) some of these to Jerry for possible publication here.



OK. If I yell 'I've been stabbed'. Spot, you hit the table leg, and Kitty you tear up the sheets of paper!

A Look At The "GUIDE"

by DOUG BEYERLEIN

Rod Walker's The Gamer's Guide to DIPLOMACY published by the Avalon Hill Game Company is the best thing to happen to the Diplomacy hobby since John Boardman started the first postal DIPLOMACY game in Graustark in 1963. The 36-page Guide is written in Walker's typically smooth, concise style and is divided into eight major chapters: introduction, elements of the game, playing the game, a sample game, postal Diplomacy, DIPLOMACY variants, clubs and tournaments, and question and answers. Each major topic contains a wealth of information and opinion. Let's look at each in detail.

The introduction to the Guide discusses the development and nature of the game objectives in playing DIPLOMACY, and the ideals of good diplomacy. Most of this information and opinion is interesting and accurate (that is, I agree with it). The objectives of the game are divided into four categories: (1) win or draw, (2) strong second, (3) balance of power, and (4) "what the heck." Probably only Rod Walker and Conrad von Metzke are cavalier enough to play DIPLOMACY with the "what the heck" attitude of someone only interested in having fun without regard to their country's finish. The rest of us play to do well -- whatever that is. For some of us winning is the most important goal of the game, and failing that a draw is acceptable because it stops someone else from winning. For others finishing with as many units/centers as possible is the goal regardless of whether or not someone else wins the game. How you label these objectives or how many subdivisions you divide them into is not as important as firmly and clearly establishing your own objectives and goals in playing DIPLOMACY.

In the second chapter Walker outlines eight elements of the game: communication, alliance and treachery, aggression and defense, cheating, stalemate lines, the small time, the convoyed attack, and some other little tricks of the trade. The elements of communication, alliance and treachery, and aggression and defense should be read by every DIPLOMACY player at the start of every game. They are the basics of the game and cannot be over emphasized. The discussion of cheating made me feel uneasy as it appears to endorse some practices that I dislike in face-to-face play. In particular, sabotage of another's orders and addition and movement of units added to the board ("the Flying Dutchman") only serve to disrupt the game.

The heart of the Guide is Chapter III: Playing the Game (the strategy and tactics of DIPLOMACY). Nothing new in terms of country strategies is introduced (but then nothing has

and endgame) are systematically discussed for each country in terms of the options available. A beginning player will find this information very useful in studying strategies and their consequences; a more experienced player will also gain new insight to possibilities perhaps never fully explored by reading this chapter. An interesting extra at the end of this chapter is a discussion of the seven countries' performances in 803 games played by mail. A newcomer to DIPLOMACY might expect England and Turkey, the corner powers, to win the most games and Austria and Germany, the interior powers, to win the fewest. The statistics presented by Walker show the opposite: for wins the order is Russia, Austria, Germany, England and France tied, Turkey and Italy. Russia, Austria, and Germany once they start to expand have an excellent chance of winning because of their central location on the board. Yet, as again shown by Walker, they are the three most likely countries to be eliminated. They either win or are eliminated. This type of information can be very useful to a player unsure of his/her country preferences and game objectives.

If I were to identify one chapter in the Guide that I did not like, it would be Chapter IV: A Sample Game. The idea is good, but the game selected is poor. The game, 1966AA, was a rough, uneven game (typical of postal games played back then) with some poor opening moves, too many missed orders during the course of the

game, and a rulebook and victory criterion slightly different (although significant in this case) from that used today.

The last four chapters of the Guide proceed to discuss a number of miscellaneous topics: the postal DIPLOMACY hobby, DIPLOMACY variants, clubs and tournaments and answers to typical questions regarding the rulebook. The information on the postal DIPLOMACY hobby and how it works is a good introduction for a newcomer to the postal scene. The only error in this section is a minor one in the discussion of rating systems. The ODD system is described, but today a modified version of it (ODDMOD) is used by John Leeder. Apparently Walker did not realize the difference between the two. I found the discussion of DIPLOMACY variants interesting although I no longer design or play variants. Of particular interest is the 1958 version of DIPLOMACY presented in the Guide. Allan Calhamer, inventor of the game, spent many years play-testing DIPLOMACY before putting it on the commercial market. The 1958 version is of historical curiosity because of the board and rule changes made since then.

In summary, I recommend the Guide to all serious DIPLOMACY players. The Guide contains a wealth of information plus extras (DIPLOMACY-related cartoons, a guide to the real players of 1901, and good graphics). The Gamer's Guide to DIPLOMACY is available from the Avalon Hill Game Company, 4517 Harford Road, Baltimore, MD 21214 for \$3.50 postage paid.

The Joy of DIPLOMACY

This piece will purport to show what seven consenting adults can do in the privacy of their own home. The story is true only the names have been changed to protect the stabbers.

by "S"

AUSTRIA: Playing Austria in a Diplomacy Game is illegal in eleven states and Puerto Rico. Once you have been informed that you are to be playing Austria you should immediately inform your friends and relatives that you will be impossible to be with for awhile.

CIVIL DISORDER: This is where a player realizes that he wasn't cut out to become a world power and quits the game. This generally happens to Italian players. Most friends, relatives and spouses think Diplomacy player's minds are in civil disorder.

CONVOY: This is a special move in Diplomacy where an army is transported over a body of water. Take notice that this does not have anything to do with C.B. talk or movies with Burt Reynolds.

DEFEAT: This is what Diplomacy is all about.

ENGLAND: If you are playing England, you probably like to beat up third graders and push kittens down garbage disposals. But now you

really get to be nasty. Beat up on Russia, Germany and France in that order. Don't worry, you are the only one that has half a chance of winning.

FTF: This is an abbreviation for F-T-F which is an abbreviation for Face to Face Diplomacy. This is when seven people get together for a joyous afternoon of mud, blood and beer (otherwise known as Diplomacy.) In FTF Diplomacy you need a quick mind and a fast tongue. If you are reading this article, chances are you had better avoid FTF Diplomacy. The best way to win at FTF Diplomacy is the judicious use of a .38 police special or a 12 guage shotgun.

FRANCE: This particular position in Diplomacy is rarely found in the winners column. France is like being a sex offender, you will probably wind up in the pits or in a public restroom.

G.M.: Also known as the Gamemaster. This is the turkey that collects the players, the Boardman Numbers and the orders. But the most important thing he collects is the money. Right now, get out your checkbook and send him some. Now you finally know what it takes to win a game.

GERMANY: Playing Germany is a little like playing on the freeway. You have a good chance of getting your tail run over. In any case, the best way to play Germany is to wear a bullet-proof vest, and put it on backwards.

HELGOLAND BIGHT: An area on the Diplomacy board that is never pronounced twice in the same way. Actually it is a term used by Dentists for someone who can bight his own nose.

ICELAND: This is another area on the board. If someone in the game asks you to move to Iceland you must be writing your letters in crayon.

IDIOTS: These are the other players in the game.

PRESS: Players in postal games can write little notes and such along with their orders. Then the gamemaster will publish these notes for free. As in most cases, you get what you pay for. The closest thing to press in the "real world" can be found in Adult Bookstores.

POSTAL SERVICE: The amount printed on a postage stamp is not only the price of the stamp, it also instructs the postal employees as to how many days they have to send the letter. A fifteen cent stamp takes fifteen days. Take my advice and only use one cent stamps.

RUSSIA: Playing Russia in a Diplomacy game is very interesting. One must be daring and innovative. Such dull moves as Fleet St. Pete-Gulf of Bothnia and Fleet Sev-Black Sea will never improve your position. If you use such moves

you will soon find yourself in big trouble. Just ask anyone who's ever played Russia.

SPOUSE: See Divorce.

STAB: The most interesting thing in Diplomacy is the stab. Stabbing means promising some other poor, dumb sucker you will not attack him and then falling on him like a ton of bricks. Or by getting some other poor, dumb sucker to attack your former ally. Get the picture? There is very little enjoyment in Diplomacy, but what there is, is in stabbing. Remember, stabbing is a nine plus on the Richter scale of Diplomacy.

STUDENTS: This is the main population of Diplomacy players. Most students playing Diplomacy are Poly Sci or History Majors. They also like Star Trek, Budweiser and have sexual fantasies about Suzanne Sommers. And we thought that we had problems.

SUPPORT: This is where you get help to move your units around. Most players end up moving their units around in little circles.

STALEMATE: Stalemates are formed with an unbreakable line of units on the board. Stalemate articles are the most dull, boring and dry articles around and you will pass out after the second paragraph. This is true with the exception of Eric Verheiden, the Sultan of Stalemate.

THREATS: Using threats is the best way to get your way in Diplomacy. One good threat is to tell the other players you will call the IRS on them or will write their names and phone numbers on restroom walls. My personal favorite is to tell the other players I will leave their names with life insurance salesmen or real estate brokers.

TREATY OF ALLIANCE: This is a situation where you ally with some idiot and gang up on another poor slob and then you turn around and stab your original ally. This is an excellent tactical move. But remember, you can only do this starting in 1905. To do so before hand is a direct violation of the rules.

TURKEY: Playing Turkey is not very much fun. Generally you get Bulgaria and that's it. But don't worry, you will probably be around when England wins the game. People who like to play Turkey generally like to invest in the stock market and like to read Marvel comics.

VARIANTS: These are games which are variations of the game of Diplomacy, hence the name variants. Playing variants is like watching stag movies, the anticipation exceeds the end result.

WIN: This is something you will never do if you have paid any attention to this article.

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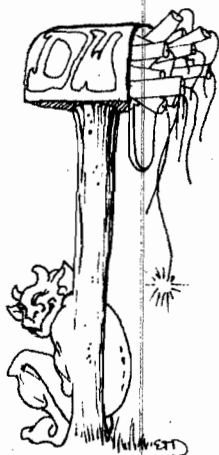
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Mail Pouch

I can't bring myself to answer Conrad's mail so instead of a letter column this issue you'll get:

DIPLOMACY WORLD; putting the 'DIP' back into Diplomacy - - -

As you must know by now DIPLOMACY WORLD is in new hands. Conrad von Metzke has retired and I am the new captain of this motley crew. My name is Jerry Jones and my qualifications for editing a magazine like DIPLOMACY WORLD are about as slim as anyone's but what I'm lacking in experience I hope to make up for in desire. DIPLOMACY WORLD was, is and will continue to be the professional magazine that has brought it along this far.

This issue (#21) is a combined effort between Conrad and myself. Not until #22 will this be all mine and we'll see just how well I'll do. I will try and tell you what's in store for the future. In the next few issues we're going to try to attempt some new ideas and breath life into some old ones. Some ideas will hopefully be good and others... I hope that you will let me know if there's something you liked or would like to see. (I know you'll tell me when you don't like it.)

The major questions that has been asked of me since I took over DW was what the new philosophy would be. My philosophy is to put the Dip back

into Diplomacy. Diplomacy is a game, and a good one at that, and we will be striving to make it more enjoyable through knowledge of tactics, hints on strategy and clues as to where you might find a game or two.

DIPLOMACY WORLD will have its own rating system for postal Diplomacy games. This system is currently in the designing stage by Steve McLendon and Robert Sergeant. This should prove to be a fairly good indicator for most players performance. Also we plan on running the top twenty or so people in the other hobby wide rating systems. I am very interested to find out who, if anyone, is maintaining some of the other rating systems. Also there will be articles on rating system design so that maybe you can come up with the "perfect rating system".

Each issue we will try to introduce a variant Diplomacy game along with a critic and the designer notes on the game. Mostly we will be introducing new variants but from time to time we will "dig" into some of the classics of variant design.

For those of you new to the postal Diplomacy hobby we will maintain a listing of "zine" publishers so that you too may get involved in probably one of the best ways to thoroughly enjoy playing Diplomacy, through the mails. From time to time we may "spotlight" a zine so that you may find out more about the zine and its publisher without even seeing a sample copy.

Not only will you be reading about what's going on here in North America but DIPLOMACY WORLD will be taking you across the pond to England and Europe so you can see what your English counterparts are up too. While we're at it, we won't leave out our Canadian friends to the North. Some fine Diplomacy comes from Canada and I hope that I'll be seeing some articles from up that way soon.

Lots more in store for you then just that. I feel that you will find DIPLOMACY WORLD to maintain its high quality that you have grown to expect in the past.

THANK,

P.S. While I've got your attention I should introduce one of the other main forces behind DIPLOMACY WORLD. Without his help (and criticism) DIPLOMACY WORLD would not be what it is today. (See, you can blame him.) Of course I'm speaking of Mark Berch. I am excited that Mark will be working closely with DIPLOMACY WORLD trying to keep me on the straight and narrow.

While I am thanking people, I should take the time to thank Walter Bucharan for all his help in getting this issue rolling. Conrad von Metzke for having the material for this issue available and for making the transition so smooth. (Sometimes slow, but smooth.)

Finally I wish to thank my wife Pat and my son BJ for putting up with all this and cancelling the psychiatric hospital admission papers.

Here is a listing of the fine game stores that carry DIPLOMACY WORLD on their shelves. When in the area be sure to drop in and say hi.

THE BOARDROOM

5460 E. Fall Cr. Pkwy N. Dr.
Indianapolis, IN 46266

THE CITADEL

171 Bridge St.,
Groton, CT 06340

EXCALIBUR HOBBIES

170 Massachusetts Ave.
Arlington, MA 02174

BILL DEAN BOOKS LTD.

166-41 Powells Cove Blvd.
San Francisco, CA 94105

GAMES & GLASS

687 Market St.
San Francisco, CA 94123

THE GAMES PEOPLE PLAY

1105 Massachusetts Ave.
Cambridge, MA 02138

LINCOLN PK CHESS & GAMES

2526 N. Lincoln Ave.
Chicago, IL 60614

LYLES HOBBY

38 N. Cass Ave.
Westmont, IL 60559

SUTLER'S HOBBY WAGON

3107 N. Central Ave.
Chicago, IL 60634

AVALON HILL GAMES

646-648 High Road
North Finchley
GT. BRITAIN N12 ONL

GAMES CENTRE

16 Hanway St.
London
GT. BRITAIN W1A 2LS

We at DW can never thank these people enough and we hope that the readers of DW would show our thanx for us by visiting one of these stores.

MOVING?

don't forget to send DW your new address!

THE GAME PLAYER'S MAGAZINE...

If you play wargames, you should be reading **Fire & Movement**, here's why: 'F&M is clearly a rising star in the wargame hobby and one which more and more people will turn to for advice on the purchase of new games.'

Don Greenwood, Editor **The GENERAL Magazine**

'F&M has come from an unknown to a real contender for greatness...the writing and graphics are of the highest level. An excellent 'zine.'

John Mansfield, Editor **SIGNAL Newsletter**

'F&M...has definitely proven itself to be of professional caliber.'

Redmond Simonsen, Editor **MOVES Magazine**

Fire & Movement is an Independent, bimonthly magazine which covers games by every company in the hobby. Each 48-page issue contains Battle Reports on new releases, in-depth Close-ups on popular titles, interviews with Designers and hobby leaders, and much more. To give you an idea, here are just some of the titles covered in F&M's first year of publication: AH's **Tobruk**, The Russian Campaign, WS&IM, **Panzerleader**, SPI's **War in Europe**, **Russian Civil War**, **MechWar '77**, **Terrible Swift Sword**, GDW's **Russo-Japanese War**, **Drang Nach Osten**, 1815 **The Waterloo Campaign**, **Battleline's Air Force**, **Submarine**. F&M has also covered many titles by the smaller, independent game companies. Exclusive interviews with James Dunnigan and Randy Reed, plus Editorials which frankly discuss the hobby and its future.

Fire & Movement is published by Baron Publishing Company, which has brought you **AFV-G2 Magazine** for nearly ten years - the magazine on armored fighting vehicles. F&M is Edited by Rodger MacGowan. The Editorial Staff includes such highly respected writers and designers as: Martin Campion, Richard DeBaun, Omar DeWitt, Jack Greene Jr., Ray Lowe, Mike McGuire, Tom Oleson, John Prados, Randy Reed, Mark Saha, and Warren Williams. As you can see, a highly experienced and knowledgeable writing staff that brings depth and expertise to the articles you'll enjoy in F&M. Join us in our second year in the game player's magazine.

One year (6 issues): \$8; Two years (12 issues): \$16; or send for a Sample Copy at \$1.50. (Outside U.S., add \$2 per year.) **FIRE & MOVEMENT**, Baron Publishing Company, P. O. Box 820, La Puente, CA, 91747.



NEWS FROM THE HOBBY

1. I heard you. You were asking yourself how do we keep all of these postal Diplomacy games straight? The answer is simple, The Boardman Numbers Custodian. The Custodian is Dennis Agosta (14 Shadyside Ave., Dumont, N.J. 07628) and he is busily compiling all of the statistics for the next issue of Everything. (which is available from Dennis). Of course we all know that Dennis' wife Bernie does all the work and Dennis gets all of the glory. Rightfully so. My wife has just threatened me with something worse than a stab if I don't take back that last statement. Consider it unsaid.
2. Well, now you've caught me with my pants down. The Miller Number Custodian is Mike Smolic (sp) but I cannot locate his address but all is not lost. Should you wish a Miller Number you may contact Rob't Sacks (4861 Broadway 5-V, New York City, New York 10034). Also the Miller Number Custodian for Europe, Douglass Mills is leaving the hobby and those interested in assuming his vacated position should contact Rob't.
3. The IDA/NA elections are in and final. The results are:
 President: Bob Hartwig
 Ombudsman: Fred Davis Jr.
 Treasurer: William Young
 Periodicals Editor: Elmer Hinton
 Special Projects: Jerry Jones
 U.S. Representative: Rod Walker
 Canadian Representative: Cal White
 We wish them all well except the clod who is the Special Projects Editor.
4. The Orphan Games Project Director, currently Ray Heuer (162-10 87th Rd. Jamaica, NY 11432), is stepping down and if you are interested in taking over this time consuming but rewarding post should contact Ray and tell him you are interested.
5. Up in Canada The Orphan Games Project Director is Randolph Smyth. Randolph is in the process of finding homes for poor neglected Canadian games. You might wish to get in touch with him if you are in an orphaned Canadian game or if you are willing to publish one. His address

is 275-3rd St. S.E., #314, Medicine Hat, Alta., T1A 0G4 CANADA. (In case anyone's interested, the Apt. number 314 seems to be the most popular one in the hobby. Remember, you heard it here first.)

6. DIPLOMACY WORLD is seeking someone to be the hobby Archivist. The job requires someone who can set aside enough space to maintain all of the zines sent to DW as trades. It is advisable that the archivist have access to a Xerox machine or such and the ideal situation would be that the archivist be the OGP Director also. Requests for this should be sent to Walter Buchanan (R.R. 3, Box 324, Lebanon, Indiana 46052).

7. The annual hobby get together, DIPCON is just around the corner. This is the one function that brings out the postal players from all over the country to meet at one place. This year DipCon will be the weekend of June 22-24, 1979 at Widener College in Chester, PA. This is the same location as which Origins was held in 1977. The Diplomacy tournament will be conducted by John Boyer and after you register for Origins you will receive forms allowing you to register for the Diplomacy tournament. By the way, the dates listed above for DipCon may not be the dates that you've heard before. Just last week the convention was changed and these are the latest official dates.

8. Speaking of DipCon, I will not be able to attend this year so DIPLOMACY WORLD is looking for someone who will be attending to take notes and pictures of this event. Contact me if you plan on attending and are willing to fill in this void.

9. Can you draw? Can you think of something that would make a good cartoon but can't draw? If you said yes to any of the above DIPLOMACY WORLD needs you. Liz Danforth has agreed to continue doing her outstanding artwork for DW but we still need the ideas. Make your mark on Diplomacy, be funny.

10. All publishers who wish to get their zine listed in the DIPLOMACY WORLD 'Need A Game' column and on a continually updated listing should contact Lee Kendter Sr. (4347 Benner St.,

Philadelphia, PA 19135). Or if you are looking for a game you should send Lee a SASE for his current list.

11. Those of you who have sent money requesting back issues of DW and have not received them yet, please be a little more patient. With the transfer of DW something had to be put off until after this issue is finished. As soon as it's done I will begin to process those requests, Thanx.

12. Want to vote for next years Variants Awards (as seen in this issue)? Well before you can vote on them they must be nominated and you do that too. Nominations are for:
Outstanding Publication for Variants
Outstanding Variant Gamemaster
Outstanding Variant Design
Outstanding Article on Variants
General Contribution to Variants (may be for events prior to 1978)

(You may have two nominations for the above categories).

Special Award (may be for events prior to 1978) (one nomination only)

Now you send all of this to Raymond E. Heuer Secretary, Variant Awards Panel; 162-10 87th Road, Jamaica, NY 11432 USA.

13. Sorry, I don't like the number 13.

14. While Bob Hartwig hasn't given out all of the facts he has announced that he is getting married in mid-August. He is the President of the IDA/NA and puts out a zine called The Podunk News. Pat, BJ and I wish Bob the happiest of futures.

15. Are you new to the hobby of postal Diplomacy? Do you live in Canada? If the above questions are true then you should contact Randolph Smyth (275-3rd St. S.E., #314, Medicine Hat, Alta, T1A 0G4 CANADA) and ask him for the novice package put out by the CDO. It, Cephheids, covers all of the most often asked questions asked by newcomers to the hobby. Well worth the time it takes to get it.

16. What if I don't live in Canada? Well then you might send Craig Reges a SASE and ask him for the IDA/NA novice package. Craig's address is 1501 Higgins Hall, Western Illinois University, Macomb, Illinois 61455. Worth the stamp and it will help get you started into the hobby the right way.

17. Another zine is knocking on the door of the elusive 100 issues. Claw & Fang has long since been the guideline for what a good zine should be and Don Horton is getting ready to publish his 100th issue. Truly an outstanding feat and truly an outstanding zine. No real postal player should be without at least seeing Claw and Fang. Ask Don for a sample copy. I'm sure he'll be glad to send you one. (Don Horton, 16 Jordan Ct., Sacramento, CA 95826.)

18. A zine without a game? What kind of nonsense is that? Well that's what Diplomacy Digest is but by no means is it nonsense. Mark Berch (492 Naylor Pl., Alexandria, VA 22304) has put together a zine of re-prints of articles and he ties them together

each issue with a different theme. You can get 10 issues for \$2.50 and with what's inside you can't go wrong.

19. Who says all of the good new zines come from the U.S.? Right now Francois Guerrier is publishing one of the brightest new zines to come out of Canada, or anywhere for that matter. He calls his zine Passchendaele and can be had for roughly 33¢ a copy. If you're interested, as well you should, contact Francois at Stanton Residence, Room 603B, University of Ottawa, Ottawa, Ontario, K1N 9A7 Canada.

20. The hardest thing for an editor to do is to try and remain unbiased but I have to brake down and tell you about a zine that is in my book one of the best available. The zine is Brouhaha and is published by Bob Beardsley (17 Moryan Road, Edison, N.J. 08817). My own zine, Lies, Deceit and Nefarious Schemes, was patterned after Bob's. Ten issues for \$3.00 and worth much more. Not only good reading but one of the best zines to play in.

21. One of the newer zines to come out of the U.S. is Konrad Baumeister's Eggnog. Konrad has in the past been writing for Claw & Fang and has now decided to put his efforts into his own zine and his efforts have paid off. You can get a sample copy by sending 15¢ to Konrad Baumeister, 11416 Parkview Lane, Hales Corners, WI 53130 or you can send him \$3.50 and in return you'll get 10 issues of Eggnog.

22. Also Lee Kendter Sr. has put out a zine that merits a look-see. Why Me? (the universal question) is another in a list of fantastic zines. not only is it timely but there is some good items inside to read. Lee has been around the Diplomacy hobby since the armies were chipped out of stone (I know Lee, cheap shot but what can I say?) and he proves to be quite knowledgeable when it comes to any aspect of Diplomacy. Ten issues for \$3.50 or a sample for a stamp. (Lee Kendter Sr. 4347 Benner St., Philadelphia, PA 19135).

23. Bruce Schlickbernd is stepping out with his own 'claim to fame' by starting the Schlickbernd Numbers for MACHIAVELLI games. As far as I know there will be no zine, no records or any statistics, just your number. Wish I'd thought of it. If you want your official Schlickbernd Number you can write him at 7121 21st St. Apt. 13, Westminster, CA 92683.

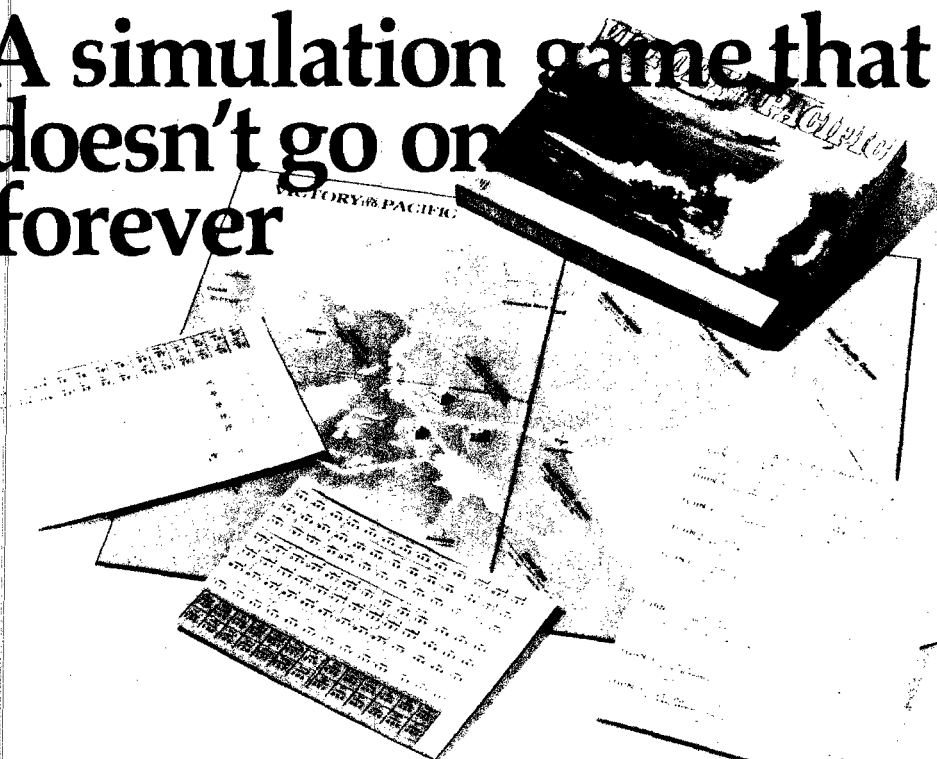
24. The Las Vegas International Diplomacy Tournament is scheduled to be held May 26, 27 and 28, 1979. A Two hundred dollar entry fee covers meals, lodging, and prize fund. The tournament is set up so that there will be 49 players, each playing seven games. Each will play one game as each country and at no time will two players be in the same game twice. Sounds like you could have a good time if you got the bucks.

Need~A~Game?

Enclosed is a listing of all known postal Diplomacy publishers, in no particular order, who have regular game openings for Diplomacy. If you are interested, send any of them a SSAE and ask for a sample copy of their magazine; that way you can get an idea of which publication most interests you. DIPLOMACY WORLD nor Avalon Hill Game Co. is not responsible for any of the zines below. The ones listed are believed to be ones that can be counted on to give you a good, well-run game but any problems that arise should be dealt with the publisher directly. But don't hesitate to ask for help from DW if you can't get satisfaction, sometimes it is just a misunderstanding and a third party can sometimes help.

1. Steve Heinowski 1630 W. 28th St., Lorain, OH 44052.
2. Francois Currier Stanton Residence, Rm 603B, University of Ottawa, Ottawa, Ontario Canada K1N 9A7
3. Ron Brown 1528 El Sereno Place, Bakersfield, CA 93304.
4. Chris Tringham 25 Auckland Road, London SE19 2DR Gt. Britain.
5. Steve McLendon PO Box 57066, Webster, TX 77598.
6. Doug Hayward Box 291, Huntsville, Ontario Canada POA 1K0
7. Craig Reges 1501 Higgins Hall-WIU, Macomb, IL 61455

A simulation game that doesn't go on forever



**Victory in the Pacific—Avalon Hill's newest game—
recreates historical flavor without sacrificing playability**

Victorious **2**
0 2 7

Akagi **4**
1 4 6

Victory In The Pacific is a strategic game of the naval war in the Pacific during World War II. It is a simple game on the strategic level, in which ships and units are assigned to areas where they will fight, attempting to cause enemy casualties and gain control there; combat resolution is abstract, based on a simple confrontation of opposing ships in the same area, like Avalon Hill's popular **WAR AT SEA** game. However, in the Pacific the ocean is large and the fleets are enormous, and the rising deadliness of air power casts a shadow over the fleets that sail the seas . . . land-based air fleets are present, and marine divisions to invade and capture island bases. The result is a subtle test of strategic skill, in which the players must use ships, planes and marines to capture ports, bases and sea areas that lead to the heart of the enemy's war effort.

The game includes a counter for every capital ship that fought in the Pacific during the crucial first three years—each battleship, battlecruiser, fleet carrier and heavy cruiser has its own counter, as well as some of the front-line light cruisers. The Japanese, United States, British, Australian and Dutch navies are all represented. The land-based air fleets that fought are also present, from the United States' 5th Air Force that survived the Philippines to lash back at Guadalcanal to the Japanese 25th Air Flotilla that opposed it; each air fleet has its own counter. There are even marine divisions that invade islands, and garrison counters that hold them.



You must choose and develop the winning strategy—whether to fight for India, for Australia, or for the Pacific

island chains, or whether to fight a climactic battle at Midway and the Hawaiian Islands! It is three years of skillful attacks, defense and counterattacks by both sides that will determine the final winner of **Victory In The Pacific**.

Game comes complete with full color 22" x 28" mapboard, over 200 two-sided full color counters of varying sizes and shapes, 8 pp. rule booklet, two Order of Battle Charts, and four dice. Not just another **War At Sea**, **Victory In The Pacific** adds sophistication and simulation missing in its sister game while maintaining the former's ease of play. Playing time 2-3 hours.

The Avalon Hill Game Company
Dept SC11, 4517 Harford Road
Baltimore, Md. 21214

- ☐ Send me copies of *Victory in the Pacific* @ \$9 plus \$1.00 per order for postage.
- ☐ Just send me your full-color catalog FREE showing all 70+ games.

Name _____

Address _____ Apt _____

City _____ State _____ Zip _____