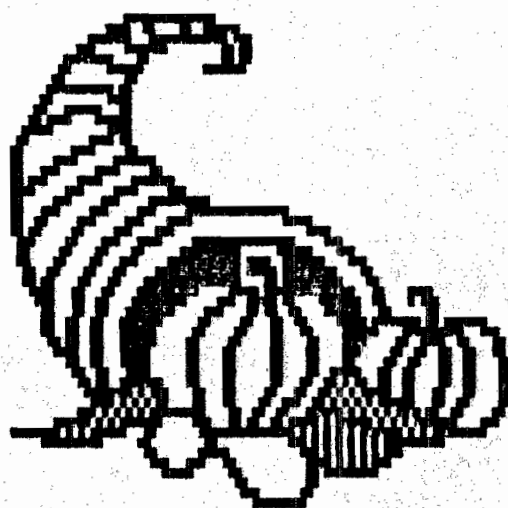




DIPLOMACY WORLD



A TIME TO BE THANKFUL...

#44
FALL
1986



DIPLOMACY WORLD is a quarterly publication dealing with the game of DIPLOMACY. Subscriptions within the United States are \$12 per year (4 issues), including first class mail. Single copy price is \$4.00. In Canada subscriptions are US\$14 per year (4 issues), including first class mail. Overseas subs are US\$16 (4 issues), surface mail, and US\$32 (4 issues), air mail. All prices are in US dollars and exclusive of any bank or currency charges. Make checks payable to DIPLOMACY WORLD or IDS and mail to: Institute for Diplomatic Studies, Box 8416, San Diego, CA 92102-0416 (619-295-6248). Allow 6-10 weeks for arrival of all orders. Submission of materials for the magazine to Larry Peery, address above.

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Subscriptions received by the 10th of the month of issue (February-May-August-November) begin with the current issue, if still available. Others begin with the next issue. Selected back issues are available. See the INDEX AND MENU DIPLOMACY WORLD for an index of articles and ordering information for reprints. Copies are \$2.00 from the publisher.

DIPLOMACY WORLD was founded in 1974 by Walter Buchanan as a service to the Diplomacy hobby at large and as a publication-of-record for hobby statistics and other data. DW is dedicated to the goals of covering the entire spectrum of the hobby fairly and to printing the best original materials available. DW is an IDS publication.

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IMPORTANT NOTICE!!!!

If the number 44 appears on the address label of this mailing you must resubscribe to DIPLOMACY WORLD now in order not to miss the January, 1987 issue. Individuals with subs that expire with issues number 45 or 46 may wish to resubscribe now in order to avoid a subscription increase.

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INTRODUCTION

Hard to believe a year has gone by so fast, but it has. A year ago we had a lot to be worried about. This year we have a lot to be thankful for. As you will see in the Report/Program inside 1986 has been one of the best years in DW's history: lots of good issues with lots of good reading out on time, the Reprint Series, the Anthology, and now the first BBB published under DW auspices. Financially we went from a lot of red ink to a solid black bottom line; thanx to the generous support of hundreds of you.

The year ahead promises to be an even more fascinating one, if that's possible. Next issue will prove to be a historical one I think, but that's all I want to say now.

A reminder---and you'll find them all through this issue---if your sub ends with issue #44 (and many of yours do)---please renew your sub now. We need to know how many of you are going to be with us in the coming year so we can make plans for that year. I think the staff has justified your faith in us in the past year and we ask for your continued support. I think we've earned it.

To celebrate this season of Thanksgiving we've given you an issue filled with meat, potatoes, and just a taste of caviar. If S&T is your bag, you're going to like this issue. There's a whole banquet of meaty S&T articles for you to pick from, including some by authors appearing in DW for the first time. Potatoes, both sweet and otherwise, in the form of another quiz from Don Del Grande, and a fictional piece by Kate Robison add something different to the 'zine this time. Dan Stafford, perhaps the best player in recent hobby history, writes about how he evaluates other players in the game. The caviar is scattered here and there throughout the issue. You'll have to look for it.

Yes, we've indeed got a lot to be thankful for this year. Thanx to all of you who helped make it possible.

This issue was completed on 21 October, 1986. Deadline for submissions for issue 45 is 15 December for feature materials and 1 January, 1987 for news items. Camera ready copy is acceptable until 7 January, 1987.

EDITORIALS

The Peoples Diplomacy Organization Relief Auction Rises Again

Thanx to the efforts of John Caruso and Simon Billenness there will be another PDORA. The PDORA is designed to raise funds to support worthwhile hobby projects by soliciting donations from hobby sources and auctioning off those items to hobby members. The proceeds are distributed to needy hobby service providers, custodians, etc., based on their application for funding. The distribution of funds will be decided by an independent committee. The first auction some years ago raised hundreds of dollars to benefit the hobby and if everyone helps this one should do as well. What is needed at the moment are items to be donated for auction. Almost anything that is game or Diplomacy related will do: books, games, magazines, photographs, game fees, etc. So start digging through your closets and files and make up a list and send it (the list, not the items!) to John Caruso, 29-10 164th St., Flushing, NY 11358 or Simon Billenness, 630 Victory Blvd., #6F, New York, NY 10034. Do it today, so you don't forget. Then watch for the list of goodies we'll be publishing in January's issue of DW. Who knows what treasures you'll find. Your participation, as a donor or as a buyer, is what is needed. And if you are a 'zine pubber please pass the word along in your own 'zine. Time is running

The Diplomacy Grand Prix Circuit

The new 86/87 edition of the Black and Blue Book lists 30 different Diplomacy related conventions or tournaments for this season. There are at least 3 scheduled events for many holiday weekends. It's getting so crowded you can't find a good three day weekend for a con any more. The BBB editorializes in favor of a master calendar for scheduling Diplomacy events as far in advance as possible to eliminate over-laps and duplications. If you are interested in helping out, drop us a line.

The Archives

There's been a lot of talk lately about the status of the hobby's archives and the role of a hobby archivist, most of it in COSTAGUANA, and most of it, unfortunately, hot air. Now that we've read and read and read the views of von Metzke, Walker, Hinton, and Peery it is time for the little folk of the hobby to be heard. What are your ideas about the hobby's archives? Or is it a subject that even interests you? Most people agree that the hobby needs an archives and calling the person who runs same an archivist seems to make sense. But what does it all mean and should the archives and the title become a political football? Your chance to have your say is now, so take advantage of it.

Gen Zines: Going the Way of the Dinosaurs?

The number of hobby publications that have folded or suspended publication in the last few months is frightening. NO FIXED ADDRESS, ENVOY, RAZOR'S EDGE, XENOGOGIC and others, no doubt, are all gone or going. The reasons are varied. And if there were new publications going on line on a one-to-one basis it wouldn't matter so much. But the fact is that the number of new publications is not keeping up with the number of 'zines folding. The only new publication I've seen this quarter is Hugh Christie's OVER THERE! and although it looks good it can't fill the void by itself. Game 'zines seem to be reasonably healthy, but the number of gen'zines continues to decline. The reasons are fairly well known. What we need are ideas and actions to stimulate new publishers and to keep the old ones going. Ideas, anyone? No matter how you look at it, a hobby without PERELANDRA just isn't the same.

DW Family Responds to USOS Appeal

Once again showing that they care, members of the DW family responded to last issue's call for help for the US Orphan Service in a big way. Your donations helped put the USOS back on its financial feet and hopefully will keep it that way. With the revival of the PDORA services such as the USOS should now have a secure source of funding for the future. Thanx to all of you, old timers and novices alike, who answered the call.

Sometimes Nothing Is Better

Another trial balloon for a hobby organization is being floated. This one offers a new twist, a \$20 membership fee. Frankly, we can't think of anything such an organization would provide that would be worth that kind of money. That's more than enough said about this particular idea.

On the JKMA

My thanks to all involved with the John Koning Memorial Award. The two plaques (one to be kept and the other to be passed on to next year's winner) mailed to me by Fred Davis were most impressive! Again, my thanks. DAN STAFFORD

A Bit of Praise

I want to tell you that DW and the first Anthology have proved to be invaluable aids to my entry into the hobby. A year ago, I had no PBM gaming experience whatsoever; now I'm playing in NOT NEW YORK and about to start a new game in REDWOOD CURTAIN. From the Gamer's Guide, to DW, to the Anthology, to KAISSA #100, and SUPERNOVA---a pretty good path for the novice to follow. And to think, the whole thing began with the A-H parts list, where I was looking for wooden pieces! MICHAEL R. WARD

More on Wooden Pieces

I would like to make a suggestion, one that I'm sure has occurred to many Diplomacy players. The current A-H version of the game is, I believe, a stumbling block to expanding the hobby.

First, a question: How is it possible that the nation's largest toy and game store has elected not to carry a GAMES magazine "Hall of Fame" game (namely DIPLOMACY)? The reason is obviously slumping sales. I believe the probable causes of this decline to be: 1) unattractive (definitely not eye-catching) packaging; 2) a three piece map which when seen hardly promotes a feeling that the game is a quality product; 3) the stars and anchors---why give "box peekers" the idea that Diplomacy is some kind of Risk rip-off?

A friend of mine, who helped me learn the game six years ago, called a few nights ago. He asked where he could buy a copy of the game for a novice friend's birthday. I asked if he was aware of the "Risk Factor." He said no and asked about obtaining the Canadian version.

Realizing that the trickle of games from the north won't solve the problem (and it sure wouldn't make A-H happy, anyway), we come to my suggestion. Borrowing from Parker Brothers treatment of Monopoly, I propose that A-H publish a 30th anniversary edition of Diplomacy. It could/would have new box art and copy, a one piece Monopoly-sized board with new art, wooden pieces with a few (or all) new colors, and an unmounted color copy

of the original board and the original rules (of course, the current rules would also be included).

I can hear the brass at A-H moaning about how unfeasible and costly such a package would be. I figure it could retail for \$32 (maybe less) and if it got into Toys R Us, they'd sell for \$25---not much more than the hobby-killing version's current list price.

Many players collect versions from around the world. I'm sure many would welcome the anniversary edition to their collections.

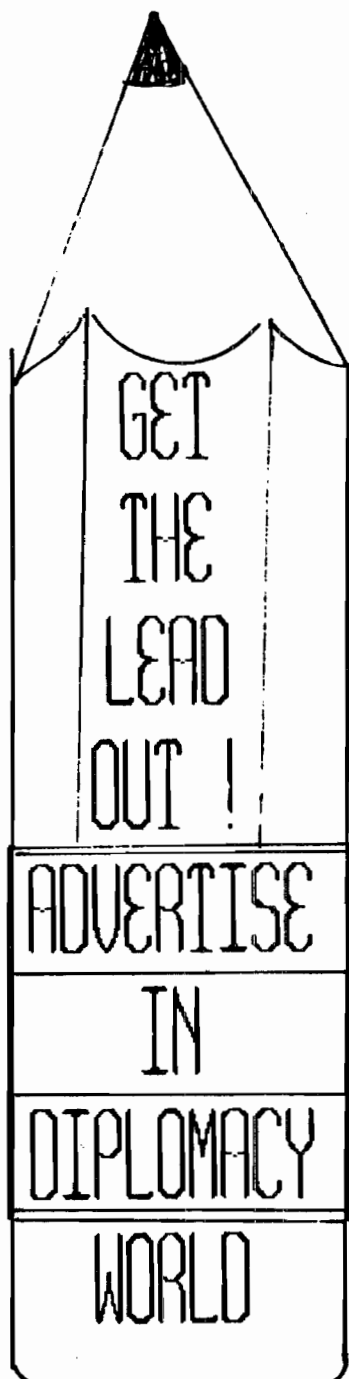
Also, I believe that a proper cover and copy emphasizing Diplomacy's easy, yet sophisticated playing, and it's "Hall of Fame" status would attract the Christmas and birthday gift crowd. Perhaps DIPLOMACY WORLD should put together an 8-12 page booklet of strategies and a bit of postal information to be included.

In summary, I think that a major key in enlarging the hobby is for A-H to put out a more accessible, attractive, and quality-filled product. STEVE COOLEY

/First a story. I remember back in the mid-1960s talking to a Dipy friend's dad about his job. He was a vice president of Woolworth's and a senior buyer. He was responsible for the purchase of all the purses that Woolworth's bought each year for all of its thousands of stores, millions of dollars worth. I asked him why Woolworth's had a man responsible for buying their purses. He said it was because he knew the business. He resolved questions of taste and style by asking his wife what she thought. A couple of years ago I did a study of the 100 or so stores in the San Diego area that carry A-H games. Only 50 of them had ever carried Diplomacy and only 17 of them had it in stock. Not one sales person or manager at any of those stores had ever played the game. When they came out with the computer version it was the same. No matter how hard A-H tries if the buyers and sales people don't push it the game won't sell, and the buyers and sales people at Toys R Us, Sears, K Mart, etc. aren't Diplomacy player types. Better we should focus our attention on those few stores that specialize in games, where Diplomacy would be attractive personally and financially. And A-H is interested in sales of thousands, tens of thousands of units, that would make them money---after all, that's their business. A special edition would nice but I doubt if it would justify itself

/6/

to A-H in terms of scale. I remember years ago looking at a copy of Battle of the Bulge with a product endorsement by the US general in command there. That impressed me. Now if A-H could get Herr Dr. Kissinger to endorse the game I would guess sales would sky-rocket. In the meantime we need to do a little hard selling ourselves. So, if you agree with Steve, as I do, why not drop a letter to Tom Shaw at A-H. He may not see this but he'll surely see your letter. Write: Tom Shaw, Avalon Hill Game Co., 4517 Harford Rd., Baltimore, MD 21214, and be sure to put in a good word for the flyer and DIPLOMACY WORLD!//



Editor's Note:

In the past year I've received over 1,000 letters about DW. Only a handful of them have appeared in the 'zine, although I have read them all carefully and, wherever possible, responded personally. Failing that I sent a form letter or publication or passed the letter on to someone more qualified to respond to it. So, although you haven't seen a lot of your letters in print they have played a big part in the DW story in the past year.

In the coming year I encourage you to continue to write to and for DW. Letters to the editor on any hobby related topic, or pertaining to the game, or even DW are welcome. We urge you to keep them short, to the point, and free of polemics and personalities. There are enough other hobby publications that print that kind of thing. DW doesn't. Guest editorials are also welcome and we invite you to use DW as a platform to speak to the hobby at large. No other vehicle in the hobby offers such immediate access to so many hobby members. Editorials may pertain to the game, to the hobby, to DW, or to most anything of interest to our readers. Again, we urge you to keep a positive approach in your editorials.

Finally, I urge the publishers and hobby service providers among you to keep us up to date on your activities---and the same applies to convention and tournament hosts---because DW can provide you with an outreach to most of the hobby, directly or indirectly. Alas, we still can't offer to trade DW for other hobby publications---it would be too expensive at the moment---but we do hope you'll send us copies of your publication from time to time so we can review them

A WORD OF THANKS

Another valued DW staff member has retired (for the second time in less than a year, I think). Fred Davis, Jr., who served as DW's variants editor, is leaving us to work on his other hobby projects; a list almost as long as one of his contributions to DW. Over the years Fred has done much for DW and even more for the hobby as a whole. Although he's leaving our staff, I'm sure he'll continue to contribute to DW in the future. The challenge now is to find someone to fill his shoes. That's going to be a tough job. Thanks for all your help in the past year, and before as well, Fred.

As part of the on going effort to keep DW family members informed on DW's progress have published a 36 page report on our activities in the past year and our proposed program for the coming year. A copy will be sent to members of the Century Club and 20/20 Club. Members may purchase a copy for US\$2.00, postpaid, from DW.

The R&P includes a message from the publisher, highlights of the 1985-1986 year, a report on DW family members on last year, financial highlights, problem areas facing DW, a report on her IDS/DW publications, a message from the editor on next year's proposed program, a financial program for 1986-1987, a balance sheet, current and future budgets, and some personal observations.

For years the hobby has said that it didn't know enough about the inter-workings of DW. Now, no doubt, we will hear the opposite. But, here it is for all to read who are interested. It's an impressive story of a remarkable comeback in the face of over-whelming odds.

To summarize it all in one page is difficult but perhaps a few highlights will suffice to whet your appetite and encourage you to read the entire document.

Last year was the most productive, in many areas, in the history of DW. More issues, more articles, more contributors than ever before. Special publications like the Reprint Series, Anthology, etc. all did very well. Financially it was also a good year for DW. In spite of heavy expenses associated with the bankruptcy and getting the 'zine going again we took in record funds, well over \$5,000, and ended the year with a healthy balance.

But as the 1986-1987 Program points out this was a unique situation and probably not a lasting one. It will take a lot of work in the coming year to maintain DW's current success. To have a full staff, substantial circulation growth, more contributions to the 'zine, expanded overseas contacts, more black ink, and better timing and hobby coordination are all needed in the coming year.

The coming year will be a conservative one financially for DW. Subscription costs will remain the same and DW will continue to rely on 20/20 Club members and Century Club members to provide the additional funds needed to finance further publication projects including the Anthology, Reprint Series, etc. Fortunately, many of last year's expenses were unique, one time costs which should not be repeated this year.

Last year the hobby's members donated close to \$1,400 just to save DW. This year we hope to provide something in return for donations. In fact, if the hobby supports our various publications and offerings we should have minimal need for our right gifts and donations though those will be welcome and would provide for an improved publication and, equally important, further outreach to the hobby at large.

In comparison to most businesses or other non-profit organizations DW is a small potato. In our hobby it is definitely a big apple. To bring you DW and everything that went with it cost close to \$4,400.

Our big needs at the moment are for those of you who subscribed to DW last fall to renew your subs now. That way we won't have to engage in an expensive and time consuming circulation drive. In addition we need some additional volunteer staff members to fill out the gaps in our staff. These jobs don't require a lot of time or a lot of effort but they will help the rest of us do our jobs more efficiently. So, why not join us?

The past year has been an exciting one for DW. My hope is that the coming year will be quite so exciting but will be just as rewarding for the members of the DW family. If it turns out to be so; then I will have done the job I set out to do a year ago successfully.

Finally, I would like to thank the hundreds of you who rallied to help save DW. I wish I had the time and space to acknowledge all of your many contributions individually but I did it would take an entire issue of DW to do so. Sigh. But I must thank a few people for their particular help: Mike Maston, Rod Walker, Kathy Byrne, Mark Berch, and Ken Peel. Each of you was a key ingredient to our success.

Now the future is up to you. We've saved Diplomacy's flagship. My hope is that you'll send me a short letter along with your sub check, your 20/20 or Century Club membership, and share with me some of your ideas about what you'd like to see DW do and be in the coming year. Remember, it's not just your hobby, it's also your 'zine.

Happy 1987

HIGHLY RECOMMENDED

Each quarter we see hundreds of different Diplomacy publications. Alas, we can't always review them all for you but, fortunately, there are publications that do that (and we've mentioned them inside). Here, however, are some we think every serious Diplomacy player and hobby member should see.

COSTAGUANA (Vol. XI, No 4, 27 September 1986) from Conrad von Metzke, 4374 Donald Ave., San Diego, CA 92117-3813. Last year's Runestone Poll winner, COSTA offers a wide variety of hobby and non-hobby material, all written in a first class literary style; along with one of the most diverse letter columns in the hobby. 75¢ for a sample copy.

FEUILLETONIST'S FORUM (#28, 20 September 1968) is published by Greg Ellis, 700 Rio Grande, Austin, TX 78701-2720. Offers openings in regular and gunboat Diplomacy, and a lively letter column with lots of political chatter in one of the best looking 'zines around.

HOUSE OF LORDS (#8) is back! Dick & Julie Martins' public forum for discussion of hobby affairs has returned, but mostly limited to publishers and GM as a place for their shop talk. A copy is \$1. Try it, it might just convince you to start publishing. Write: 26 Orchard Way, N., Rockville, MD 20854-6128. No games in this one, however.

MAGUS (#62, 10 September, 1986) is that rare combo of well run games, lots of reader input, and a literate editor! In fact, two literate editors. A sample is \$1 and there are a few game openings. Write Steve Langley, 2296 Eden Roc Ln., #1, Sacramento, CA 95825.

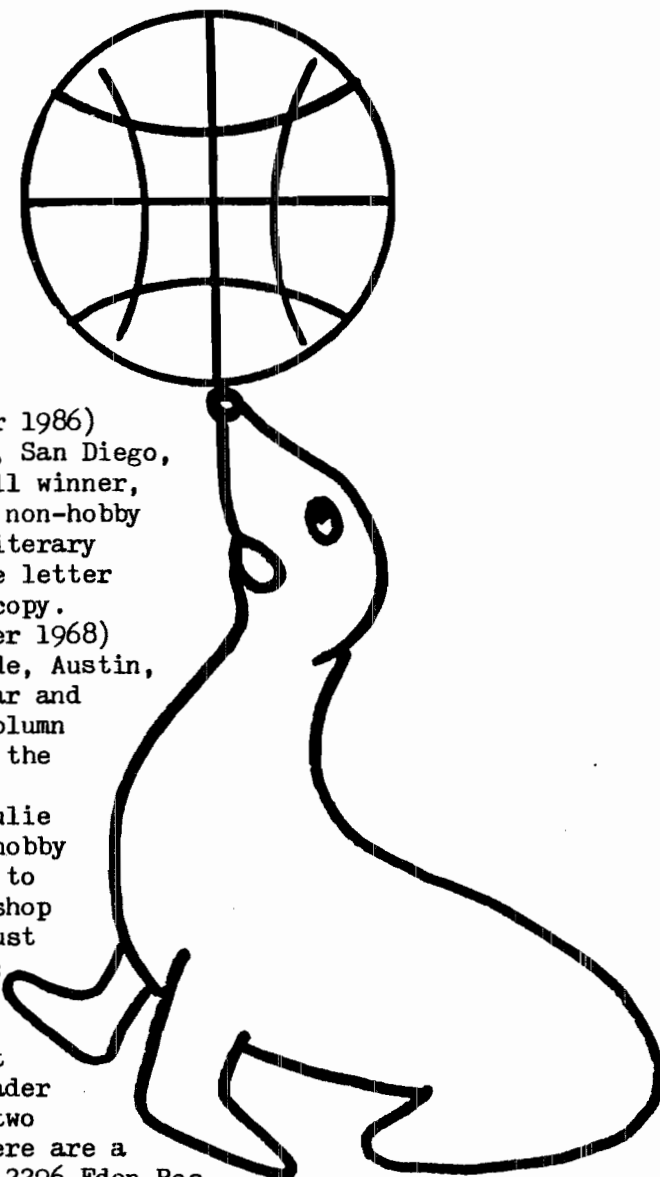
LIFE OF MONTY (#66) offers a look at the seamier side of San Francisco Bay. Published by Don Del Grande, 142 Eliseo Dr., Greenbrae, CA 94904-1339. Send him 50¢ for a sample and ask for change.

POLITESSE (#41) is especially recommended to those who don't play PBM Diplomacy but who want to liven up their FTF Dip activities. Lots of good ideas from this hyper-active group in D.C./MD/VA. 39¢ for a sample from Ken Peel, 8708 First Ave., #T-2, Silver Spring, MD 20910. Warning: ADDICTIVE!!

All of the above are amateur publications, with all of the pluses and negatives that implies. The publications listed below are so-called professional publications which means they offer a higher quality of service (according to them) for a higher fee, oftentimes a much higher fee. Only you can judge whether what they offer is worth what they charge. However, check them out.

THE VORTEX (Vol. I, No. 5, 14 October, 1986) is published by Dave Gorham, 806 So. Euclid Ave. Fullerton, CA 92632. A copy is \$1 and it offers computer adjudicated results, computer printed results, and a map.

GAMING UNIVERSAL (Announced, 1 September 1986) is a reborn pub devoted to all kinds of PBM gaming and offers some PBM games. A sample is \$4.00 from GU, Box 81573, Lincoln, NE 68501.



**DIPLOMACY WORLD
SEAL OF APPROVAL**

ASK LOKI

SATAN'S SEDUCTION

"MEUM DICTUM MEUM PACTUM" goes the old Latin maxim. To those of us who have had all the wondrous benefits of a modern education, we know, as would any 19th century product of a little rural schoolhouse, that that saying means "my word is my bond." "A gentleman's word is his bond" rang through the quarter of the globe administered by the British Empire before that empire collapsed from the suicidal, fratricidal, self-destructive wars they themselves stupidly declared.

No, the world will never be the same, nor will war. Gone, probably forever, is even a veneer of honor in war. War has always been a grisly enterprise in the East, as victims of Genghis Khan would agree. In the West, however, the chivalrous code of conduct of Christian knighthood in peace stressed honor, generosity, and courtesy. In war these laudable attributes were extended even to a vanquished brotherly foe.

If a medieval monarch was successful in war a few provinces and some boodle would change hands. The thought of assigning "war" guilt, having kangaroo court trials, and slaying the defeated ruling class would have been rejected angrily as being barbaric, lacking in Christian charity, and beneath the dignity of the victor.

How in the world can one government (of any type) accuse another government (of any type) of "crimes against humanity?" It is only by exercising crimes against humanity that governments can exist. Without the crime of liberty theft, governments would not be the awesome monsters they are today. Without forced conscription and forced taxation governments would be more civil to civilians and less oppressive (weaker) governments.

On a more mundane level, as children we have all been psychologically consciously or subconsciously programmed not to lie by a "character building," dutifully delivered, parental scolding or swat. That's the way we are raised. That's the ideal. You know, George Washington and the cherry tree. To survive, however, some deviations are permitted, especially among adult. Such venial transgressions are euphemistically termed little white lies or fibs.

Only the moral dregs of society would play "Monopoly" using loaded dice or poker using marked cards. And only the Soviets would cancel a chess championship to prevent "psychological collapse" of the contestants when the favorite of the "Evil Empire" was losing.

In summary, we current custodians of what remains of "western culture" are generally not accustomed to nor encouraged to use foul means (deception, lies, etc.) to attain our goals. A victory obtained by such skullduggery is a tainted, hollow win and nothing to boast about. Now Satan must have observed all this goodness throughout the land. Truthfulness was, along with cleanliness, next to godliness. Not wanting to tangle with Proctor and Gamble or even with Mr. Clean, the Devil decided to divide and conquer. He went after truthfulness! Recall how many times you've heard that the invention of "Diplomacy" must have been inspired. Never have I heard it discussed "by whom?"

A CONVOY PARADOX AT MIDCON '85: PART II

By Malc Smith & Bill Quinn

Editor's Note: Last Spring we presented part one of a discussion of a convoy problem that came up at MIDCON '85. It was written by Malc Smith, the current North American DIPCON champion. The response comes from Bill Quinn, former BNC, and is followed by some comments from Malc. First, Bill's reply:

It is my personal opinion that had you not allowed AUS A Tuscany-Rome you would have been guilty of a GM error. The situation involving England shows an illogical situation. Why would England make such an order? Perhaps as a diplomatic promise one might make such an order. However, as a tactical move I would have to conclude that the player was inept. Since the same person wrote both orders as GM I could only conclude that that is how the player intended the the units to play the move; i.e., that England intended Army Yorkshire to move to Edinburgh by convoy via the North Sea. Since the English Fleet North Sea was dislodged the Army's move to Yorkshire fails.

The situation which you described at MIDCON represents the absurd extension of the previous example. After the Example

AUSTRIA: Army Tuscany-Rome
 Army Venice support Army Tuscany-Rome
TURKEY: Fleet Ionian-Tyrrhenian
 Fleet Naples support Fleet Ionian-Tyrrhenian
ITALY: Fleet Tyrrhenian Sea Convoy AUS Army Tuscany-Rome
 Army Rome stand.

You rule that AUS Army Tuscany-Rome fails because it participated in a failed convoy. Following this line of thought you have given fleets at sea the extraordinary power to abduct foreign armies on coast provinces and force them to participate in doomed convoys which is clearly not in the army's national self-interest. Would you please tell me how the fleet did it? Bomb threat? Hostages taken? Has terrorism come to the diplomacy board?

And Malc's reply: Now the rulebook states the following under Rule XII.3:

3. AMBIGUOUS CONVOY ROUTES. If the orders as written permit more than one route by which the convoyed army could proceed from its source to its destination, the order is not void on account of this ambiguity; but if any of the possible routes are destroyed by dislodgement of a fleet, the army may not move.

In retrospect, I believed that I had committed a GMing error in not permitting Italy's ploy in foiling the Austrian attack. Unfortunately, I was pushed for time and I didn't have the enjoyment of being able to think about the problem at my leisure.

Anyway, Bill Quinn has written to me (as above)...

I wonder what Bill was thinking about when he wrote this letter. It doesn't concern us who wrote the order, and their ability to play the game or whatever promises they may have made. I put forward this example as a discussion point. Does the move to Edinburgh fail or not? Of course it does, the rulebook makes that plain as day. Or does it? The rulebook's section is entitled "AMBIGUOUS CONVOY ORDERS." Is this situation an ambiguous convoy route, or just an ambiguous route with a convoy?

Read the ruling again and then consider this example:

ENGLAND: Army Yorkshire-Norway
 Fleet Norwegian Sea Convoy Yorkshire-Norway
 Fleet North Sea stands
 GERMANY: Fleet English Channel-North Sea
 Fleet Skagerrak support Fleet English Channel-North Sea

Obviously, the Fleet in the North Sea is dislodged. But what happens to the Army? Physically, there are two possible routes and one of them is disrupted by the German attack. The rule isn't clear because the rule doesn't state whether the possible routes have to be ordered first or not?

The convoy rules have been rewritten to improve the clarity, but still there are gigantic loopholes one can drive a bus through. Perhaps the Convoy rules need updating yet again.

Editor's Note: Convoys have always caused a lot of discussion in the hobby. One of the first questions I am usually asked by a new player is, 'Why can an army move clear across the board in one season when it is convoyed by a chain of fleets? Doesn't that contradict the essence of the game?' Perhaps it does. Perhaps it doesn't. We've been arguing about that since 1964. Your dilemma is really nothing more than a game of semantics. And yes, the rulebook is full of loopholes. So is the US Constitution; which is why we have the Congress and Courts. But in both cases the essence, the intent is clear. GMs who follow that will rarely get into serious trouble.

THE EUROPEAN SCENE

European Zine Poll: Now that the UK Zine Poll has become exclusively British it is time that continental Europe should try something of its own. Although language may be a problem, a continental poll could be a step toward more cooperation between the European zines and more foreign subscribers for each zine. Or so says, Jaap Jacobs, publisher of OXYMORON (Kaiserstraat 10-B, 2311 GR Leiden, Netherlands), who is promoting the European Zine Poll.

Who may vote? Anyone who regularly reads at least two eligible zines.

Which zines are eligible? Any zine published in Europe (defined as "all space on the Regular Diplomacy board - excluding the British Isles) concerned with playing games by mail, which has produced at least two issues since January 1, 1986.

How does one vote? List all the eligible zines you receive and give each a mark between 1 (low) and 10 (high). Votes should be sent to arrive by December 31, 1986. Mail them to the above address. Results will appear in OXYMORON and in DIPLOMACY WORLD. Those of you who get European zines are encouraged to participate!

EUROCON: The Dutch Conflict Simulation Assn. (DUCOSIM) is celebrating its 10th anniversary with an international games convention to be held in The Hague, from 21 to 23 November, 1986. Among the events are a FTF United Tournament, an international Diplomacy tournament, a board-game tournament, a D&D game or two, and an auction of second hand games. One of the guests of honor will be Alan Parr, inventor of United and editor of HOPSCOTCH. Info: DUCOSIM, Uranusstr 68, NL-3331 SV Zwijndrecht, The Netherlands.

PRISONERS OF WAR 13 is out and if you've wondered what a top quality British game zine looks like you ought to see it. For a sample send \$1 to Wallace Nicoll, 228 Kinnell Ave., Cardonald, Glasgow, G52 3RU, Scotland. POW welcomes American readers and players and POW will open your eyes to all kinds of new gaming possibilities, as well as show you what a beautiful 'zine can be produced with a little extra effort.

SAURIS ALLSTAR UNLIMITED/GENESIS 50 just arrived, courtesy of Christoph Schunk, Hirschberger Str. 58 (Zi. 40118), 53 Bonn, West Germany and Thomas Franke, our man in Dortmund. This is another quality publication featuring many games besides Diplomacy. Send \$2 for a sample and you'll find enough game openings and pen pals to keep you and your stamp collecting friends happy for a long, long while.

PRESS IN DIPLOMACY

by David K. McCrumb

Play-by-mail Diplomacy has a different flavor of play from face-to-face Diplomacy, for many reasons. Some of the most obvious include: the different type of interaction between the players, the longer time between turn adjudications, and the possibility of small articles dealing with the game. This last item, commonly called "press", is the most misunderstood and ignored difference in the two styles of play. The problem is not a lack of press, but rather because it is assumed that anybody can sit down and write a competent piece of fiction in only five minutes. For this reason, press usually lacks the intensity and thoughtfulness that are regularly found in the moves.

The greatest problem with press is that most people do not know how to write an effective article. By definition; press is criticism, news, etc., that is published in newspapers and journals. This definition has been expanded in Diplomacy to include all fiction about the game in progress. The number of press releases has not diminished over the years I have been playing Diplomacy, but the quality has dropped tremendously.

During the 1970s, press articles usually involved well thought out stories about the situations as they appeared on the game board. Characters were invented and their exploits followed throughout the entire game. Occasionally, spin-off characters (as is done with successful television programs) were formed, adding to the fun. Parodies of story and song were frequently used. While these were fun in themselves, the literary quality was kept high. The enjoyment of the games increased to the point where you would sometimes look forward to the next turn more for the press than for the results.

Press in its present-day form is much different. Most releases are only one or two lines long. They usually include a short note from one player to another apologizing for not writing that season, gloating over some success, or something of that nature that could be handled much better. A few paragraphs about the subject would be much more interesting, especially if well done. The decline in secondary education may have something to do with this literary decline, but I am still surprised since most Diplomacy players are above the average intelligence.

Even with all the bad writing, all of the blame can not be placed on the players. A great deal of it is the fault of the publishers. Many of them do not know how to properly write fiction themselves, and when it comes to reproducing a press article they make many mistakes. I have had releases printed with conversations all run into one paragraph, quotation marks left out, and date lines purged. As a result continuity is lost, confusion reigns, and the story line cannot be followed. These mistakes should not happen if the editor is competent, all of them being mistakes a sixth grader would recognize. While some editors would claim space limitations as the problem, I feel that printing quality fiction properly is much more important than saving a few lines of type. I am very disappointed in how most editors handle press, and am in the process of looking for a 'zine that still prints quality articles.

In my search, I have found only one, and it folded soon after I managed to sign up for a game.

Press is the major reason I join a game of Diplomacy. I enjoy the play and interaction of forming and breaking of alliances, but literary enjoyment helps bring it all together. Press is not the whole story, but it can be a major source of the fun derived from the game, even for the players who are getting trounced.

ASK NOT FOR WHOM THE BELL TOLLS

This has been a rough season for the hobby's press. A large number of 'zines have folded or suspended publication. The list of reasons for the folds was almost as varied as the list of 'zines themselves. Still, for whatever reason(s), we have lost some fine publications, leaving a greater burden on those that remain. Gone, but not forgotten are:

ENVOY: Roy Henricks has finally officially folded his varied game 'zine. Still, his contribution to the hobby in the form of The Zine Register lives on.

MACABRE: Mark Coldiron published an interesting 'zine for quite a while and showed what was possible with a computer and word processor in publishing. I suspect more people will miss his trivia quizzes than his games.

PERELANDRA: The hobby's only Irish literary journal has also gone, a victim to the declining value of the dollar. I watched this one from the day it was born and I'll miss it. After all, where else could you find a snowball fight in Texas in the middle of summer. Pete Gaughan produced a fine 'zine from day one until the end.

RAZOR'S EDGE: James Early has discovered, like many before him, that Dippy zine publishing and college don't mix well. He made the smart choice and folded his zine. I'm sure he'll be back someday.

NO FIXED ADDRESS: Hard as it is to believe Steve Hutton has decided to settle down and forego the pleasures of publishing one of the hobby's most stimulating publications. This is one they'll talk about for years to come.

XENOGOGIC: A man cannot serve two masters, especially when one of them is DW, and so XENOGOGIC is suspending publication for as long as I am responsible for DW. That may be a short time or a long time, only time will tell.

The people who published the above magazines have, individually and collectively, a great deal of talent and wisdom. I hope it won't be allowed to go to waste. Perhaps, if we are lucky, from time to time they'll be inclined to contribute something to DW. I hope so. A special word of thanx to Mark Coldiron, Pete Gaughan, James Early, and what's his face for making sure that complete sets of their publications were on file in the Archives.

A NEW KID ON THE BLOCK

Just when we thought there weren't going to be any zines left in the PBM hobby along comes OVER THERE from Hugh Christie, 43 East Houston Ave., Montgomery, PA 17752 (717-547-1082). Hugh is taking over, so to speak, from his son Howard of STABBACK, but he has some ideas of his own about the game and hobby. A sub is \$6, a gamefee is \$5. I especially recommend this one to our younger readers (e.g. high school or college age) because I think you'll find a lot of peer support in the 'zine, something sometimes lacking elsewhere.

HOW TO BE A SUCCESSFUL PUTZ!

Or Slicing Your Own Throat Can Be Fun!

by Steve Cooley

From time to time I am amazed at the foolish decisions of some "players." It would be much more accurate to label them "masochists," because they obviously only play Diplomacy for the divine torture of being eliminated. In fact, if it looks as though they can improve their positions, they will freely offer to support their own demise. In the Los Angeles area, these players are referred to as "putz's."

Oh sure, from time to time each of us has played the "putz." However, there's a certain hardcore who refuse to play any other way. If you're curious as to whether or not you (or someone you know) qualify as a putz, here are a few classic examples to help you answer the question.

It's Spring 1902 and you're Italy. It's pretty obvious that Russia and Turkey are allied against Austria. The positions are as follows: AUSTRIA: A VIE, A BUD, A SER, F ALB; RUSSIA: A GAL, A WAR, F RUM, A UKR; TURKEY: A BUL, F AEG, F SMY, A CON; and ITALY: F ION, F NAP, A TUN, A PIE. The French player built two armies.

During negotiations, it is apparent that the Austrian player is desperate ---he offers to support either your fleet or army into Greece (which Turkey bounced him out of as he tried for Rumania in Fall 1901). He tells you that you are his only hope for survival. The Turk warns you that he's seen "this guy play Austria and he wiped Italy out." He asks you to support him into Greece. The Russian makes vague promises of a future alliance and warns of an impending English-French alliance. What do you do?

If you supported the Turk's Fleet Aegean-Greece, you have a lot of putz potential. In our game, that's precisely what happened. Eventually, Austria was crushed and Italy was flattened by the Russo-Turkish steamroller. The English-French alliance was so pathetic that they were unable to take anything from Germany. And, even when the handwriting was on the wall, they never offered an alliance to Germany to try and save the game.

Okay, it's second chance time (and this one is much easier). You've drawn France and it's Fall 1901. Frankly, you're a little concerned. The English and German players are well respected and, fortunately, they've decided to form a Western Triple with you. The Belgium Question will be decided in the fall, though it's been agreed that you won't get it.

By the way, the reason you're concerned is this: Germany has opened A MUN-BUR, A BER-KIEL, F KIE-HOLL! England opened as promised---NTH, NWG, and YOR. You trustingly ordered F BRE-MAO, A MAR-SPA, and A PAR-PIC. During negotiations, England expresses disbelief at Germany's opening, but seems confident that everything can "be straightened out." He says he's going to convoy his army to NWY and launch an all out assault against Russia. Germany tells you the move to Burgundy was meant "to create the illusion that there isn't a Triple." He says he's moving it to Belgium. If you're worried,

he says, you can cover your home dots, but you'll lose a build! You've worked game-long Triples with this guy before, what do you do?

In our game, the French player trusted his allies and was justly rewarded. Germany took Paris and supported the English army into Belgium. France was soon put out of its misery and the English-German alliance went on to a 2-way draw.

Want some more? One of the most significant indicators of a player's putz status is his opening move. The award for the All-time Worst Opening has got to go to an Italian player I saw at a recent Con. He opened F NAP-ION, A VEN-H, A ROME S A VEN (Give me a break!). Then, he keeps the armies there until Austria takes him out of the game four years later.

Another simple way to spot a putz is to watch for the player who has to garrison any center that can be threatened within the year. He will never place the slightest confidence in his ally, but will never build up too much of a defense because he doesn't want to make his ally nervous. What his extreme caution will do in the end is force his more competent ally to stab and wipe him out. After all, what good is an ally who has a maximum of one unit "free" for movement?

This is not to say that these players won't ever do well. I am saying that players who make these types of decisions will not enjoy success on the Diplomacy board as often as others. And, if they are doing well, it's probably because a good player is their ally and is supplying key moves. If you found yourself wondering what was wrong with the decisions these players made, and you happen to get into a game with some of "Spitzer's Blitzers" (The L.A. gang featuring Ron Spitzer and some real hobby legends, Nick Marks for one), don't be surprised if you hear muffled snickers and an occasional comment of "what a putz!"

THE TROPHY HOUSE

SPECIAL

AWARDS

FOR

SPECIAL

PEOPLE



FTF NEGOTIATIONS: THE INITIATIVE FACTOR

by David Hood

Tired of stumbling around during the first 30 minutes of every game? Had it up to here with the usual rigamarole from your fellow partners in diplomatic crime? All too often, an aspiring diplomat falls in a pre-1901 negotiation trap; forming his initial strategy after negotiations rather than before. These are the passive, over-cautious players who have no idea of who to believe, so they use the same old non-committal openings. Then they wonder why they are always the victim of some clever strategy, but never the instigator of such an operation.

The key is planning. Once a player has a general outline in his mind of who he wants to attack, and when, the initial negotiations become much more informative and worthwhile. You can't just float around for a half-hour and expect your game-winning strategy to just magically formulate on its own. You can only expect to glean so much information that is useful to you from other prospective game-winning strategy formulators!

How can you decide what to do beforehand? The first step is to think about the country you're playing. If you are playing France, you can ally with another Western power against the third, organize a triple alliance, demilitarize the West and send your Frogs to the Boot and Tunis, etc. Any of those options is OK, the important thing is to come to a tentative conclusion before hand. Then you have concrete proposals to make immediately, as soon as negotiations begin.

Secondly, think about who you're playing against and how their respective personalities fit into your overall strategic plan. You may have to rethink things. Perhaps one of your neighbors, for example, has been dissatisfied with his recent showing in games. He may be more susceptible to strong alliance overtones against another player than the guy next to him, who is primarily interested only in surviving (as if there is anything worthwhile but the win). Someone who is accustomed to sweeping the board is probably not the best candidate for a non-aggression pact (did I hear someone say Hitler-Stalin in 1939?). Even if you don't know anybody that's playing, an attentive ear can sometimes learn something about their playing styles and ultimate goals, as well as their tactical abilities. Sometimes by asking other players about tactical rules and the like, you can determine the competence of your opponents, as well as cause them to underestimate your tactical ability later.

Thirdly, you should carefully figure out your first year or two of moves, so that you can have brass-tacks proposals for each country, instead of the non-convincing, generic arguments like "Let's just leave each other alone," etc. For example, if war with England is in your Frogish mind, you may want to get the Krauts to support your fleet from the English Channel to the North Sea in the fall of 1901; while arranging a standoff with Italy in Piedmont. The key is to have all three of your initial units doing something which contributes to the primary war, as well as convince your allies to do the exact moves to aid you that you have figured out beforehand. It's very impressive for a prospective alliance partner to hear a detailed tactical discussion of

fall 1902 from you in winter 1901. (Of course, this might also make it easier to catch him off guard in 1902, if that is the real game plan.)

Fourthly, come up with an elaborate lie to tell your future victim. A thirty-second "let's ally" canned speech is unlikely to convince him that you mean him no harm. However, a fairly detailed discussion of how to take out Germany may put English units out of position to defend against a stab of Mid Atlantic-North Atlantic/Irish or Mid Atlantic-English Channel. Having Turkish muslims moving north expecting support into Rumania may very well prevent him from supporting Bulgaria against the treacherous forces of a clever Dual Monarchist. Again, the key is to plan ahead.

Lastly, try to be the initiator of diplomatic intercourse more than you are the receiver. Sometimes a more passive negotiating stance is preferable, but it's usually better to take the bull by the horns and propose agreements first. These five principles are often applicable to Mid Game and End Game positions as well as to the Opening Game. This is especially true if you're being defeated and are down to 2-3 units. No one is going to go out of their way to figure out what worth you are to them; they'll just attack to exploit your weakness. So it's up to you to come up with innovative ways to keep your fragile nation from slipping into the terrifying abyss of total destruction! Tactics alone will not save you now; you must be a skilled negotiator in order to get the support of other players in your quest for national survival. And the key to successful negotiations is initiative.

DON'T START THE GAME WITH ANY PRECONCEIVED NOTIONS!!!

by Mark Berch

How often we've seen such advice in play-of-the-game essays. But if you're sensible about it, this is an excellent way to get the game started.

The last time I played England postally, 1978H, I had a preconceived plan well-formed in my mind the day the game start arrived. I had a very specific opening that I wanted to try out, one in which the Fall 1901 moves were Fleet North Sea-Skagerrak, Fleet Norwegian Convoy Army Edinburgh-Norway. I was planning to write an essay on this opening (it later appeared in DIPLOMACY WORLD #30). I already had a name for it, but I wanted to be able to draw on my own experience in a postal game as part of the article.

This opening requires a very specific diplomatic and strategic and diplomatic climate for England. I needed to be on good terms with France, but without promising any anti-German action in 1901. I especially needed to avoid Fleet Brest-English Channel, since my army would be vacationing in Edinburgh. With Germany I needed to talk an anti-Russian line, without being specific. I didn't want to tell him about Fleet North-Skagerrak, as that would only engender fantasies about how useful German Fleet North would be. I very much needed a standoff in Sweden, and in return I could help Germany into Belgium, although not until Fall 1902 at the earliest, obviously. There would be a somewhat vague touch in relations with Germany --- he might assume Fleet Norwegian-Barents, but I wouldn't actually say that. "If you can't take Belgium

by yourself in 1901, I'll help you at the first opportunity in 1902." Austria and Turkey were urged to unite against Russia; and Italy, I suggested, should go west.

Working towards these goals began with my first letters to the six other players. Every opening letter was colored by the needs of this opening. This is not to say that I laid everything out. In fact, no one was to be told about this opening. And the first letter contained a certain amount of generalities, as such letters often do.

But having a fixed plan in mind will give your letters a purposeful edge, a certain sense of direction, even though it will be done in cautious terms. If the recipients have no leanings one way or the other, your letter may give them a gentle nudge in the "right" direction. But to pull this off, to gain the initiative, you need a fully thought out, preconceived plan which will be reflected, to some degree, in every initial letter. In this scheme, you don't want that initial letter to be neutral; that's just wasting time. And you do not want to suggest anything specific that you'll later need to disavow.

A specific, preconceived plan gives you time to think the whole thing through at leisure, deciding not only what the plan should be, but how you should approach each of the players in your initial letters. In an extreme case, if you were confident of the country you were going to get, you could write out the bulk of the letter in advance, thus avoiding that start-of-the-game rush.

Of course, you have to have some flexibility, in case the idea goes flat. If I couldn't sell the idea of a blitz, I'm not going to become addicted to the idea no matter what, and beat my head against the wall. I may have to go along with someone else's counter suggestion, or accept a significant modification.

This isn't the only way to start a game. You can throw up a lot of ideas that you like, and see which one appeals to your neighbor(s). Or you can lie back and let the other fellow make the first specific move, and concern yourself largely with your safety and your neutrals.

But kicking things off with a well thought out, preconceived notion is a splendid way to begin a game, and don't let anyone tell you otherwise!

CHIROPRACTIC CENTER

- NUTRITIONAL COUNSELING
- HOLISTIC HEALTH CARE
- DIPLOMACY INJURIES

- PRIORITY TO PATIENTS IN PAIN -
- INDIVIDUAL PERSONAL CARE -

THE PROCESS ORIENTED APPROACH, or

"The game's the thing."

by Tom Hurst

In this, the third article in my series on player types in Diplomacy, we will look at players who approach the game from a process viewpoint. This process oriented approach is concerned less about how a game turns out, being most concerned about the player interaction and events that go on within the structure of the game. Of course, anyone utilizing this approach will take a win if it is handed to them on a silver platter, but mostly they could care less.

The process oriented player doesn't care who wins, just so they can get their jollies out of what happens before the game is over. They can be divided into four subtypes:

1. The Kingmaker
2. The Power Broker,
3. The Engineer, and
4. The Sadist

The Kingmaker

A Kingmaker is the kind of person that writes a lot in the first few turns of the game, trying to figure out just which of his fellow players deserves to win. Once a player offends a Kingmaker, watch out! Unless a miracle happens, your chances of winning have just been cut by over half! What is most insidious about this occurrence is that fighting the Kingmaker doesn't really help one, as the Kingmaker has no desire to win any such confrontation, but merely draw you to him and stalemate you, thus opening your rear to his "friend's" attack. In effect, the play of a player of this type is a lot like the "buddy system" play of a Henchman. However, this guy doesn't care if he doesn't get a draw with his favorite. He can lose for all he cares, just so that the one he picks wins. He gets his satisfaction not from the outcome of the game, but by steering the game into channels of his own choosing.

The Power Broker

A Power Broker also doesn't so much care about winning or drawing so much as making the game go on as long as possible. He likes playing so much that the mere appearance of a player with an advantage causes him to immediately foresake everything and headman an alliance against that player. He gets all of his satisfaction from being the "swing" power in any game, and will go to great lengths to secure that position for himself.

A Power Broker must necessarily write copiously to each player, thus keeping a good lookout for anyone that might have an advantage. He seeks no real advantage himself, though, as in a battle of even alliances, even a three or four center power can provide a powerful "swing" for the side that secures his help. His greatest wish is that a game will come down to two alliances or powers that stalemate each other and need to beg him for help. He just loves to have people figuratively kowtowing to him in this fashion. In a

battle of an alliance against a single player in the above situation, he will invariably side with the alliance, figuring that neither ally will win right away, while the single player might if he helped him. However, don't be surprised if his help is half-hearted or worthless, and if the alliance looks like it is going to win, he suddenly switches sides. After all, he wants the game to go on forever, while you keep begging him for aid.

The Engineer

The Engineer is the type of player that enters a game with a fixed idea how it should go, and proceeds to follow that idea through thick and thin, trying to make the game come out like he predicted it would. This type of player is the type that writes articles on just how to play particular countries, as he believes that there is only one best way to play any country and proceeds to go and play that country that way.

While an engineer is happy if things go his way, he gets disappointed quickly if things do not. If the alliance that he believes is the best for his particular country fails to form, he loses interest in the game rapidly. For example, if he believes as England that the best possible alliance for his country is Germany at the beginning of the game, he will rapidly lose interest if Germany doesn't ally with him, even if France is falling all over himself trying to get on his side. The Engineer is a very poor writer. He will write only to his preferred partner, and maybe to another, if his overall plan includes a stab to be made later. If the game fails to go his way, he just stops writing to anyone. After all, why waste postage on such an uninteresting game? Sometimes, though, the game goes his way and he is elated. Funny, though, at cons all you hear from him is how well his planned games went---not about any of the others that didn't.

The Sadist

The Sadist could care less about who wins. The driving force behind this player is setting up the perfect stab. The more the victim screams, the better he likes it. After all, anything that's worth doing is worth doing well! Everybody, except maybe a Henchman, stabs at times. The Sadist will do so over and over at every opportunity. Even stabs that net him nothing will be undertaken, as to him there is no such thing as a bad stab, only more or less screams from his victim.

The Sadist will write to and ally with anybody and everybody. Obviously, though, nothing he says should be taken at face value. He's only trying to set someone up. If his reputation is known before a game, the players in the know will try to take him out as quickly as possible, before anybody needs him as an ally. If this happens, he Sadist merely packs it in, quits writing, and searches for another game to enter. After all, there are always plenty of uninformed players around who haven't seen him play before! If not, then he waits and plays friends with everyone until someone trusts him, whereupon the dagger comes out again and the screams begin anew.

In Closing

The Process Oriented Player is one who is not so much concerned about winning or drawing as he is about what happens while the game is being played.

Still, though, his aims are still couched within the framework of the Diplomacy game itself. Other players have approaches to the game that have nothing to do with Diplomacy. These are the Other Oriented Approach players, and will be the subject of my next article.

Until then, Bon Nuit!

OUR INQUIRING INTERVIEWER

We are pleased to announce the addition of a new member to the DW staff. Melinda Ann Holley, publisher of REBEL and player in more postal games than just about anyone else in the hobby, is going to act as our interviews reporter.

This is a format that Melinda has used in her own 'zine very successfully. She has a way with questions and a way of getting answers out of people that should prove very entertaining and enlightening to DW readers. Basically what she'll be doing is arranging interviews with various hobby members about their hobby activities and whatever else comes along.

Melinda has asked us to ask you to send to her a list of people you'd like to see interviewed in DW. In addition, she'd like to hear from you if you have questions you'd like asked of these people.

So, give it some thought and send along your ideas to Melinda at Box 2793, Huntington, WV 25727.

STAFF VACANCIES

As you've probably figured out by now this is a critical issue for DW because it will set the tone for our efforts in the coming year. We need sub renewals from all those people who subbed to the "new" DW last fall. They tell me most zines are happy with a 50% renewal rate and that zines that get an 80% renewal rate are at the top of the heap. So, naturally, I hope for at least an 80% renewal rate. That's the financial bottom line.

But in addition we need some volunteers to join the DW staff. There are now a half-dozen staff positions that are vacant and, in some cases, have been vacant for almost a year. Obviously that hasn't stopped us from putting out the 'zine but it has been a strain, especially around here. We need a news editor, a features editor, a variants editor, a central regional editor, and more. These aren't great big jobs but they will help take some of the workload off of the rest of us, and allow us to devote some of our time to other things; things which will help make DW a better 'zine and improve the hobby as a whole. So, if you've got some time and even a little interest let us know. We could use the help. The coming year is going to be an interesting one for DW and I promise you the view from the inside of the covers is much more intriguing then it is from outside.

MORE DIPCON FEEDBACK

People are still writing about MARYCON/DIPCON '86. David McCrumb has an interesting discussion of his games in THE APPALACHIAN GENERAL #33 and I finally got around to presenting my story in the current issue of XENOGOGIC. Heh,...

THE MOST NERVE-RACKING WEEK OF THE YEAR

BY HUGH E. CHRISTIE

Everybody knows what the most nerve-racking week of the year is...Income Tax Week, right? Wrong! June 13th through June 19th, 1986, the most nerve-racking week of the year. Only a play-by-mail Diplomacy player would understand the real nerve-racking element of the game, WAITING FOR THE MAIL!

(Naturally, it begins on Friday the thirteenth.)

FRIDAY, JUNE 13, 1986

My second day of vacation...am I sleeping until 12:00? No way, orders are due for four zines, three tonight and one tomorrow. Four regular games and two non-diplomacizing variants to figure out in a month's time. Last minute requests from other players? Why am I up at 8:30 when the mail doesn't arrive until 11:30? Twelve pots of coffee, five cartons of cigarettes, seven fingernails, two knuckles, three hours of restudying maps and letters; I'm ready. Be you enemy or ally, I'm ready for all of your offers and ideas now. That's it! I hear it, the screech of brakes from the mailman's vehicle. Yes, that's him! I wait to approach as the mail drops through the slot; afterall, I've been so busy that I'm still in my robe. NO DIP MAIL!!! Well, at least I won't have to make Ma Bell rich tonight calling in a change of orders. Bersaglieri, The Diplomat, The Razor's Edge, everything must be alright. Guess negotiations went well with everybody. Wait, what about ??, they needed my help desperately! Why didn't they write?

(Received three Dip telephone calls Friday night.)

SATURDAY, JUNE 14, 1986

The Home Office orders are due today. Haven't heard from ?? yet, guess he's a real last minute player. The mail is fifteen minutes late, now thirty minutes, an hour late. Where is that mailman? 12:50, finally, the mailman appears. Whoops! The mailwoman, Saturday's substitute mailcarrier, and I've been waiting since 9:15. There's probably a letter from ?? accepting my last proposal. I've heard from everyone else and my orders are in. This is his last chance, he should have...the mail drops! ONE DIP LETTER-NOT FROM A GAME IN THE HOME OFFICE.

(It says, " I need your help desperately..."
Sorry, you're a day late, those orders were due yesterday.)

SUNDAY, JUNE 15, 1986

Sunday is a day of rest, not for the Diplomacy player in need of his fix, but for the mailservice. Time to study all maps and imagine what the new positions will be. ?? said this and ?? said that. Yep, this will definitely work, this one... maybe. TIME TO WRITE LETTERS FOR ANOTHER ZINE.

(Telephone call from ??, " No, I don't know what happen, but I did...")

MONDAY, JUNE 16, 1986

To early for any zines, but responses are due from my games in Frobozz and Perelandra. One game in each zine, both due the 27th. Responses should start coming in today, hope they didn't wait for the weekend to write. EUREKA!

(Two Dip letters received, five letters written.)

TUESDAY, JUNE 17, 1986

Still expecting answers, there should be at least one in today's mail, maybe several. The Dragon's Lair is definitely due. Maybe it will come today and give me a real Dip fix. Maybe Kleiman was super fast and The Diplomat will arrive early. Stabback should be any day now. NOTHING!

(Wife gives me a big hug and offers to diplomacize with me.)

WEDNESDAY, JUNE 18, 1986

Today is the day! The Diplomat will arrive, maybe The Home Office, too. This could be a treasure day if The Dragon's Lair and Stabback also come. Bersaglieri and The Razor's Edge, no, they always take more than a week. Come on, mailman, it's 11:30, where are you? TWO DIP LETTERS, NO ZINES.

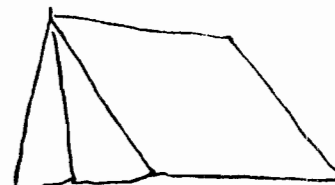
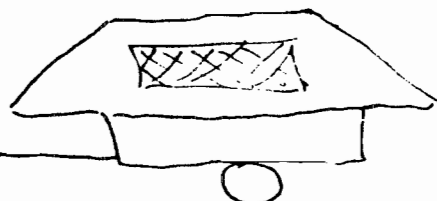
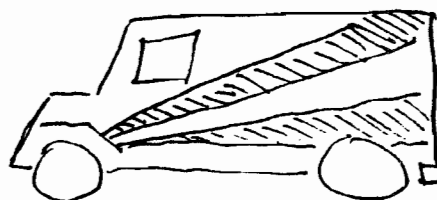
(How can anyone say so little in three pages?
Tomorrow will be my day, two zines for sure.)

THURSDAY, JUNE 19, 1986

The mundane world often interferes with the real world of Diplomacy. Orientation Day at Penn State for students and their parents. Sure, I love my son, but why today? Two zines with move results are due today and I won't be home before 6:30 tonight. Finally, I'm home. The mail sits there waiting to be perused. I quickly spy Fred Hyatt's envelope, The Home Office has arrived! As the adrenalin begins to flow, hands shaking, perspiration beading, I stare at the zine. I've waited all day, all week; I might as well play it kool. I'll play a little masochistic game with myself by reading it cover to cover, just waiting for my game to appear. Hmmm, good reading, Fred, ?? did well, AH! MY GAME, WINCHESTER.

("I have Spring 1901 Orders on file for all countries except Austria. Orders are due July 12, 1986!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!)

CON-HUNT R.V. AND CAMPERS



SALES

SERVICE

RENTALS

MELINDA ANN HOLLEY's

ENGLAND

England is one of the few countries which allows the player to keep his options open until the Winter 1901 builds without having to worry about one of his home centers being grabbed. If France has not opened to the English Channel, there is no way England will lose a home center in 1901. England can traditionally open to the North Sea, Norwegian Sea, and Edinburgh while keeping most of his options open. By successfully negotiating with either France or Germany (or both) for Belgium and with Russia for Norway, England has until the Winter 1901 builds to finalize his plans without fear of an immediate invasion.

As an island country, England must rule the seas surrounding his home centers. One point which the successful English player must stress to his partner(s) is that they will build a minimum of fleets or no fleets at all. Any country wanting to conquer England must build fleets as England obviously cannot be reached by land. If England is successful in getting his neighbors to avoid building fleets, there is no way England will be eliminated.

In my opinion, the English players should build fleets in Winter 1901 in order to maintain control of the surrounding seas. I really don't see armies as necessary until 1902. England's first objectives should be (1) control of the surrounding seas; and (2) targeting the coastal centers of his primary target. Even if France and Germany both build fleets in Winter 1901, England's fleets (except in the direst circumstances) can stand them off and retain control of the surrounding seas. If a worst-case scenario develops with France and Germany both building hostile fleets in Winter 1901, England should be able to convince either Italy or Russia (or both) and possibly Austria as well to help him attack the F/G alliance as they will be likely targets once England is finished.

Many players will build both an army and a fleet in Winter 1901. My own opinion is that this is a mistake (one that I've made myself). There are indeed times which building both an army and a fleet is the only way to go. Your neighbors could be a little nervous seeing all those English fleets suddenly appearing. Building an army in Winter 1901, however, seems to me to be cutting your options. If your target is France, building F London and F Liverpool is the logical way to go. England must gain control of the Channel, Irish, and North Atlantic in order to force the Mid Atlantic while preventing France from threatening an English home center. If England's target is Germany, then control of the Helgoland is necessary to attack Denmark, Kiel, and Holland in 1903/1904. If England's target is Russia, then fleets are necessary to force the Barents and Skagerrak while controlling the North Sea. Some players prefer to go with a fleet and army build in 1901. I think your options

are better with two fleet builds in 1901. My basis for this strategy is that by building fleets England can: 1) maintain control of the surrounding seas (which is absolutely vital to England's continued existence); 2) set up all sorts of convoy possibilities in the next few years; and 3) enable support for attacks on coastal centers giving England's armies a much-needed beachhead. All this works, of course, if England and France are working in perfect harmony against Germany. France's armies, at this point, should be forcing the Burgandy/Ruhr area.

An E/F alliance will keep the English Channel neutral. This is so basic a condition of an E/F alliance that few violations are ignored. Usually France will agree not to build any fleets in Brest in return for no English fleet builds in Liverpool. England might be able to build F London without getting France upset if he has adhered to this agreement. If England has gotten two builds in 1901, he can explain the necessity of building two fleets (Edinburgh and London) since building F Liverpool would violate their agreement. One fleet is necessary to use against Germany (forcing the Skagerrak or Helgoland) while the other fleet moves against Russia. The Russian campaign has usually been discussed by England and France at this point if not sooner. England can make this build evidence of his intention to battle Russia.

With an E/F alliance, the first target will be Germany. England must maintain friendly relations with Russia even to the point of encouraging him to join in on the attack. While Russia's help would be valuable in tying down German units in the east, it is usually far better to encourage Russia to concentrate in the south (or encourage Austria & Turkey to force Russia to concentrate in the south). Russia usually wants Denmark as part of his share of the German spoils. Since Russian units in Denmark and Sweden threaten Norway, England is really better off with Russia safely occupied elsewhere.

As soon as Germany is severely crippled, England must turn his attention towards Russia if he intends to maintain the E/F alliance. From this standpoint, it is definitely better if Russia has not taken any German centers. If Russia is firmly committed in the south and struggling for his life, then an English attack will meet with little resistance. If England intends to stab his French ally, then continued good relations with Russia or ensuring Russian attention elsewhere is necessary.

An E/G alliance will traditionally deal with France first. Again, England must maintain friendly relations with Russia or make sure that Russia will be too busy fending off a vicious attack from his neighbors to worry about English expansion. Here, England must also open early negotiations with Italy who will certainly view English fleet expansion in the Mid Atlantic as somewhat threatening. In order for France to be eliminated quickly, Italian help is almost a necessity. France can prevent Germany from entering Burgandy and England from obtaining the Channel in 1901. However, if Italy pulls a "Mussolini" and opens

to Piedmont, France may have to sacrifice all his builds in 1901 in order to insure that an Anglo/German/Italian invansion does not enter his home territory. If France has bounced Germany in Burgandy, bounced England in the Channel, and opened to Spain, he still has Italy threatening Marseilles. France has to gamble. He can sit in Spain (hoping Italy won't order A Pie-Mar) or order A Spa-Mar (hoping that Italy will order A Pie-Mar). Here Italy would be doing himself a favor by ordering A Pie s (F) A Spa-Mar or A Pie s (F) A Bur-Mar if France has not bounced Germany in Burgandy. This situation is a pure gamble but sometimes pays off.

With France eliminated, England must insure that Italy does not enter the Mid Atlantic. Using the Mid Atlantic (as well as North Africa and Spain) as a DMZ between the two sea powers is a good way of creating a naval buffer zone. A profitable E/I alliance is often established with England to concentrate in the north while Italy attempts to control the south. The victim of such an alliance would be the German if the east is still in turmoil. If England does decide to stab his German partner, Italy's help would be invaluable. If England decides to maintain the E/G alliance, a decision will have to be made as to whether England will attempt to attack Italy or move on Russia. Germany's help in either case would be immense.

The problem of the North Sea has wrecked many an E/G alliance. For the sake of both countries, it should remain a neutral zone. England can afford this concession to his German partner if Germany agrees to station his fleet east of Denmark (or remove it entirely at the first available opportunity). However, if England is going to attack Russia, it is almost a foregone conclusion that a fleet will be stationed in the North Sea. This will make Germany a little nervous especially if the German becomes deeply involved elsewhere. If England plans to attack Germany, F North Sea is vital in order to convoy armies to the continent.

The E/R alliance usually flounders over control of Scandinavia and builds in St. Petersburg. English units in Denmark and Norway can cause Russia to lose Sweden very quickly. Yet a Russian fleet in Denmark in 1902 can slip into the North Sea very quickly and cause severe damage (especially if the Russian has built F Stp-NC in Winter 1902). An English presence in Norway is a continual threat to St. Petersburg. Perhaps the best defense to this is for Russia to order F Swe-Nwy on a continual basis. England, unless positioned correctly, would lose Norway if an attack were made on St. Petersburg from Norway. (This could be avoided, however, if an English fleet could bounce the Russian Swe-Nwy while the English unit in Norway moved to St. Petersburg. If Germany is still an English ally, Sweden could also be taken the same year with Germany ordering Den-Swe and England ordering Nwy-Stp and a fleet to the North Sea in the spring. The Russian unit would then be parked in Norway and dislodged by a combination English/German attack in the fall.)

While the E/R alliance could flounder because of this, the alliance itself could prove effective. I participated in an E/R draw where Scandinavia was a very minor problem and quickly settled to the satisfaction of both parties. If the English and Russian players work well together, Scandinavia will not be a problem at all. The E/R alliance can eliminate Germany first or allow for a mid-game alliance. For example, England and Germany could unite against France at the beginning of the game then England could stab Germany with Russia's help once France is eliminated.

Possible triple alliances for England include the ever-popular Western Triple consisting of England, France, and Germany. This alliance usually develops when a powerful R/T alliance has developed in the east. However, it does leave England very vulnerable to an F/G stab unless England is very sure he controls the seas and works to insure that neither France nor Germany have an occasion to start building fleets.

A second possible triple is England, France, and Italy. These three countries, working together, present a solid western front. Italy and England build fleets to control their respective coastal areas while France builds the armies. On paper this looks very formidable as each partner has his own sphere of influence and the possibility of a rogue partner grabbing his neighbors' home centers are somewhat remote. The problem is that France is committed to building armies and only Paris is feasible for building armies and getting them into play immediately. Army Brest takes too long to get to the front (unless convoyed by an English fleet) and A Marseilles is sure to upset the Italian.

A third possible triple is the Northern Triple consisting of England, Germany, and Russia. Scandinavia is a possible bone of contention here. Traditionally, England gets Norway; Germany gets Denmark; and Russia gets Sweden. As far as I'm concerned, the best way to avoid this is to get everyone to agree to demilitarize the Scandinavian area entirely. As a practical point, it's very difficult to get three competitive individuals to agree to this. Suspicion occurs when someone plays conservatively and keeps his unit in place.

The beauty of this alliance, however, is a solid northern front. England is free to ally with Germany and head south leaving a small residual force in the north to keep the Russian honest. It also prevents England from being caught "in the middle" of any triple alliance and later squeezed out by his partners. In this particular instance, it is Germany who is the cream filling in the cookie.

Another possible triple alliance consists of England, Russia, and Turkey. This configuration presents a crescent-shaped alliance. England is free to work with either Germany or France and later stab the survivor. The drawback here is that once the R/T part of the alliance gets rolling, they may decide they don't need

England. If, by that time, England has revealed he's working with Russia and Turkey, he may have a very difficult time finding a suitable replacement alliance.

Two other possible triples which comes to mind is: (1) England, Austria, Turkey (I've heard of this but never been a part of it nor been a victim of it. I've heard, though, that it can be devastating); and (2) England, Italy, Russia (this would allow each partner his own separate and distinct sphere of influence and allow for a great deal of cooperation without the imminent possibility of losing home centers in a stab).

The most important part of any alliance (whether it's two, three, or more countries) is that the people involved COMMUNICATE. There's been many a great alliance which has fallen apart because one or more of the individuals did not communicate with his partners.

Comments by Mark Berch

The only major disagreement I have with this fine essay is Holley's firm insistence that building a fleet and an army in Winter 1901 is always a mistake. In two of the situations she discusses (war with France or war with both Russia and Germany), two fleets will be a tactical necessity. But when attacking Germany or Russia alone, an army and a fleet is often a very sensible choice. With either attack, but especially against Germany, a strong alliance with France is essential, and Fleet London is going to be a real irritant, since it makes France so vulnerable to a Spring 1902 stab. "If he trusts me enough to attack Germany, why does he need four fleets?" France is sure to ask himself that question. In addition, armies will be needed for any meaningful penetration. St.Petersburg can be a dead end unless England gets Moscow as well, and if Russia collapses fast, the East will be eyeing that center. For this you may need Army St.Petersburg and Army Livonia. The faster you get that second army into Scandinavia, the better your chances are, and building it in Winter 1902 sets you back a year. And in attacking Germany, you want to get your armies into Holland and Kiel as quickly as possible. For these attacks, you should not need more than three fleets. Keep in mind that you may not be able to build in Winter 1902, so a delay in Winter 1901 could mean a long wait.

I have one minor point too. The opening that Holley discusses in dealing with an English/German/Italian blitz is probably not France's best. Bouncing Italy in Piedmont will safeguard Marseilles and still permit the seizure of Spain. Moreover, France may want to open Fleet Brest-Mid Atlantic anyway, using the fleet to take Portugal and using Army Paris to guard Brest in Fall 1901. This will probably result in the loss of Burgundy in Fall 1901, but you'll then have two builds. Alternatively, you can pass up Spain, and do Army Marseilles-Burgundy in Fall 1901. This covers all of your territory (except for Picardy) and still gives you a build.

MILESTONE: DIPLOMACY DIGEST

number one hundred.....

What can one write about Mark Berch? What can one write bad that hasn't already been written by some one else? What can one write good that hasn't already been written by Mark himself? It's a difficult challenge and far worthier verbal pugilists than I passed up the opportunity to go one on one with Mark in this salute to him on the publication of DIPLOMACY DIGEST's 100th issue. Bruce Linsey, after volunteering to write the tribute, suddenly was at a loss for words. Rod Walker, who wanted to do it so Mark wouldn't write it himself, hasn't returned my calls in the last two months.

And so it falls to me to tell you about Mark Berch. Ha! Fat chance. I spent a total of perhaps 20 minutes talking to Mark at this summer's DIPCON (mostly in the halls while we were both getting creamed in our games) and all we did was quote our letters at each other. That's Mark, always ready with an original line. Which brings me to DIPLOMACY DIGEST. There aren't a lot of original lines in DD. Its stock in trade is the reprinted article from other sources, although it does occasionally offer an original piece. DD is to the hobby what READERS DIGEST is to the world about us. Life, without it, would go on, I suppose, but we would be the poorer without it. In it's first hundred issues DD has published many, many articles devoted to almost every subject related to the Diplomacy game and hobby and more, much more. Special issues, like the LEXICON OF DIPLOMACY have become hobby reference works, used by any serious hobby student. No games, few frills, and notorious for its bad grammar and rotten spelling, DD has captured and held the affections of many in the hobby. May it continue to do so.

But DD is not Mark's sole contribution to the hobby. In addition to his skills as a collector and distiller of the hobby's literature he is still capable of producing vast amounts of original materials pertaining to Diplomacy. He has contributed more articles, on more subjects, and in more styles than any other individual to DW. In fact we'll be acknowledging that fact with the next volume of the DIPLOMACY WORLD ANTHOLOGY which will feature reprints of his materials for this 'zine. From serious strategy and tactics articles written in his role as DW's Strategy and Tactics Editor, to humorous fiction like the Shep Rose article that won him the first Rod Walker Award for literary achievement, Mark has contributed many, many fine pieces to the hobby's literature. His latest award was placing first in the XENOGOGIC XXth Anniversary Essay Contest for the essay which follows. No doubt the future will bring him more awards and more prizes.

Mark is also a skillful player and he has mastered the one most important rule in the game, never give up! He fights on and on and on, even when he is winning; and when he's losing he's a terror with a single unit, even if it is stuck in Syria.

But behind those glasses and that Napoleonic manner is a real softy. You don't believe it? Just ask him. Not about Diplomacy, but about his wife and kids. That's his weak point or, perhaps, it's his strongest point of all.

Anyway, DIPLOMACY DIGEST is celebrating its 100th issue and many of you will be seeing it shortly, if you haven't already. Mark tells me it is something very special. No doubt it will be. What else would you expect from a very special person.

Oh yes, Mark, sorry that there was no picture. I tried to use the one from DW but all I got was a fog from the negative. But the halo showed through...

A REAL ZOO: TRIPLE ALLIANCES IN THE GAME OF DIPLOMACY

By Mark L. Berch

Diplomacy is the alliance game par excellence. Forming, maintaining, evaluating, controlling---and terminating---alliances are all critical parts of the diplomat's craft. While other games have alliances, none are as successful in giving the alliance such a central role in how the game is enjoyed---and won.

And yet, for far too many players, "alliance" comes to mean "2-way alliance." This narrow thinking drastically reduces a player's options. He may not have even considered that one path which would give the best growth in this game.

I think that part of this is because of the sheer numbers involved. A French player, for example, has 6 2-way alliances to consider, and one of these (France/Turkey) provides scant prospects for joint military action at gamestart. But he has 15 triple alliances. All of them provide for possibilities of joint military action right from the start. Indeed, over half provide two or three different forms French action could take. Beyond that, there is such a welter of triple alliances (35 in all) that we strain to get a comprehensive view of triple alliances. How do they resemble and differ from each other? How can we make sense of them?

I propose that triple alliances are basically of three sorts: Closed, Open, and Disjoint. These have different topologies and different dynamics.

But first, a definition: Two countries are neighbors if you can go from the home center of one to the home center of another without passing alongside a home center of another country. There is one exception I'll get to shortly. OK, here we go.

CLOSED: In these, each country is the neighbor of the other two. In this sense, these alliances are symmetric. There are six of them: Austria/Germany/Russia ("Central"), Austria/Italy/Turkey ("Southern"), Austria/Russia/Turkey ("Eastern" or "RAT"), England/France/Germany ("Western"), England/Germany/Russia ("Northern"), and Austria/Germany/Italy ("Interior"). The one exception is that last one. I treat Germany and Italy as neighbors in this alliance. The two countries are nearby, and in this alliance, Trieste and Vienna are not hostile home centers.

These are the most popular triples, and the one's most written about. These are quite hard to disguise, since they feature the spectacle of three people, all allying with two neighbors. They also provide reduced freedom of action. Players normally attack their neighbors, but now two of them are off limits. For example, England/France/Germany locks France into attacking Italy, and England must attack Russia. Germany must either attack Russia, find an outside ally against Austria, or launch an awkward attack against Italy. This is perhaps an extreme case, but most of the alliances are so cramped that certain pairs cannot act jointly at the onset, unless an Italian-German war is to be undertaken. Thus, England/Germany/Russia provides no coordinated English-Russian activity until late in the game. An Austria/Russia/Turkey alliance may never see any Russian-Turkish cooperation. These triples are in a sense the least complete; the least fully realized.

But they boast advantages too. The division of nearly all neutrals can be settled diplomatically, not militarily. Thus, in Austria/Russia/Turkey, there will be no scrapping over Rumania or Greece. A certain level of stability comes from knowing that you are in the same sort of position as the other two people. On the other hand, there are three different ways that two players can gang up on the third, a fairly common mid-game occurrence for this alliance.

This is not to say that the alliance is totally symmetric. Except for Austria/Italy/Germany, these alliances have at least one country with a board edge, and at least one country without one. Those with a corner (England and Turkey) will be somewhat safer, but will be more restricted in their expansion. Thus, in Austria/Italy/Turkey, once Turkey gets his share of Russia, unless he can sneak into Scandinavia, he faces the awkward task of arching around Austria into Germany. Another asymmetry comes from the fact that one country sometimes has to locate an ally outside the alliance.

Thus, in Austria/Germany/Italy, Italy will usually start by attacking Turkey or France, but not both, meaning that Germany or Austria will have to look elsewhere for an ally.

These are alliances for active diplomats because they are fairly claustrophobic. But they can be very effective as well. One of the most ruthless is the under-rated and little used England/Germany/Russia. This allocates the entire northern tier of neutrals from Norway to Belgium. France is targeted in the west, and Russia must find an outside ally for an attack on Austria or Turkey. He could even ally with Germany against Austria, but the most effective way is to knock out Turkey first, ideally drawing the Austria/Italy fleets east. In the second round, Russia/Germany presses the southern centers; while England sails into the Mediterranean. At the end, they all sit down for some Greek food.

OPEN: In these, one country is neighbor to two allies, but they are not neighbors to each other. There are 14 of these. The country in the middle has a blessing and a curse. He can frequently ally on either "side", or both. Thus, Russia in England/Russia/Turkey can attack Germany, Austria, or both. He will not normally have to search outside for an ally. On the other hand, only he is at risk of being suddenly squeezed by his allies, so he has the hardest internal diplomatic task. However, since only one of these gang ups is possible (outside two vs. the middle), the open triples tend to be a lot more stable than the closed ones.

Some new issues arise here which seldom are present in the closed triples. Three of these---Italy/Russia/Turkey, England/France/Russia, and England/France/Italy---pose a serious problem for the central power: After the dispatch of the first victim (Austria, Germany, and Germany respectively) the central power can be completely boxed in. Special provisions need to be made to avoid this dead end. For example, in Italy/Russia/Turkey, Italian and Turkish fleets form a joint armada for assaults on Iberia and the Mid Atlantic.

Another issue is that of the blitz: All three allies attacking one power. For a few, like England/Germany/Italy or France/Italy/Turkey, this is impossible. But in general, the open triple is the ideal alliance for a blitz. For some, like Austria/Italy/Russia, it is not only an appealing prospect, it may be the impetus for forming the alliance in the first place. The allies must consider whether other powers should be invited or, indeed, if they can be kept out. Thus, if Austria/England/Germany decides to lynch Russia, the allies may want to promote an Italian-Turkish war, rather than have Turkey grow on some of the spoils. In two cases (France/Germany/Russia vs. England, and Austria/Italy/Russia vs. Turkey) you don't need to worry about this, but you usually do.

The alliance must also decide whether to run a second attack concurrent with the blitz. For example, Austria/England/Germany could stomp Russia; while England/Germany opens a second front against France at more or less the same time. Such circumstances may give the triple some camouflage if another power joins the second attack to make that a blitz, too. Thus, in the above scenario, Italy joins the attack on France. Or, France/Germany/Russia corners England; and a side attack of Germany/Russia on Austria is developed (both Germany and Russia can spare an army for that by Spring 1902). Germany/Russia then recruit Italy and/or Turkey to join the latter attack.

A decision not to do a blitz when one is available will frequently require that one partner be able to ally with the not-to-be-blitzed country. Thus, if Germany/Russia/Turkey decides not to blitz Austria; then Germany/Russia will attack England, and leave Turkey to ally, temporarily, with the reprimed Austria against Italy. In the second stage, Austria will be hit, but by then Turkey; having taken Aegean, Ionian, and Naples and possibly Tunis; will be in a position to move on Austria from across a broader front.

The alternative is for two of the powers, not all three, to attack, with the third party busy elsewhere. This sort of restraint sounds strange, but in some cases, it works just fine. Thus, in France/Germany/Russia, Russia may find it prudent to just let France/Germany take on England, and concentrate all of his initial energies in the south. He figures he can pick up Norway at a later time.

DISJOINT: In this alliance form, two powers are neighbors, but the third is neighbor to neither. There are 15 of these. Commonly, one power allies with two others on the far side of the board, e.g. Turkey allies with any two of the western powers. These are the most stable triple alliances, and the most difficult to spot. The "odd" man in this alliance has a different problem than in the open alliances. He can't be suddenly squeezed, but he must work vigorously to prevent the three way from dwindling to just an alliance of the two neighbors. His alliances should be safer for both parties,

since they begin far apart, and the odd man must exploit this fact to strengthen his parts of the alliance.

The possibility of a blitz exists here, but in a more muted form. In only half of these (8) is an early blitz even possible. Moreover, four of these involve Germany attacking Austria or vice versa, something these countries are usually reluctant to do early in the game. A fifth involves the blitz of Italy (by Austria/France/Turkey), although Italy hardly seems worth a blitz, and the question of who-gets-Tunis may undo the alliance right at the start. This leaves three others. One is England/Germany/Italy vs. France. This is a very attractive triple. Italy, hoping that Austria will stay busy fighting Russia/Turkey, plans to get Marseilles and Spain. England takes Brest and Portugal, and Germany nets Belgium and Paris. The triple then shifts to take on the dominant eastern alliance.

The other two are blitzes of Russia, done by England/Turkey, and either Austria or Germany. Here the alliance will usually want to keep Russia's other neighbor out. England/Germany/Turkey wants to see an Austrian-Italian war; which Turkey can help to instigate. England/Turkey/Austria may have an easier time keeping Germany out of the Russian campaign. England may not have to join the attack on France if Italy/Germany goes to work on France, a fairly slow process.

A second form for the disjoint triple is for two non-neighbors to sandwich a third, with a side campaign by the two neighbors. One power will then be in two wars. There is a tremendous amount of flexibility here, and this is probably the most common form the disjoint alliance takes. For example, in England/Italy/Russia, Italy/Russia squeeze Austria or Turkey, along with an England/Russia vs. Germany war; which puts Russia in two wars. Alternatively, England could have a two front war, England/Italy vs. France and England/Russia vs. Germany. Once the triple alliance sets the agenda, they will probably find other powers joining in the attacks---or propping up the victims. The triple can influence the outside participation by how they select their victims. In the above example of England/Italy/Russia, neighboring participation can be encouraged or discouraged. If its Italy/Russia vs. Turkey or Austria, the other power (Austria or Turkey) will likely join in (helping or hindering). France may be induced to join the England/Russia vs. Germany part, so that the triple could be dominating and instigating two blitzes, though doing no blitz itself. Alternatively, if England doesn't want outside participation, England/Italy vs. France, England/Russia vs. Germany is the ticket. Germany is now in no position to be involved in the attack on France; since he will be diverted by the war with Russia. This will, of course, give England/Italy a greater share of the spoils. But Russia must then deal with the Russia/Austria/Turkey triangle. And if he's the odd man out, he'll be hard pressed to keep up the campaign against Germany, and the entire triple may unravel.

Which country is to be involved in two wars is a function of how aggressive the players want to be, and what forces are available. In France/Russia/Turkey for example, Russia could be comfortable as part of both Russia/Turkey vs. Austria and France/Russia vs. England. But with Turkey in two wars, we get France/Turkey vs. Italy and Russia/Turkey vs. Austria. Turkey might not like the prospect of war with both Italy and Austria.

The third, and most spectacular choice is for all three countries to be involved in two wars, against three common enemy powers. I dub this the "Ring of Fire." Here is the triple alliance in its full glory! With one minor exception, only the disjoint triple can pull this off. (In theory, Austria/Italy/Germany could do this as Austria/Germany vs. Russia, Germany/Italy vs. France, and Italy/Austria vs. Turkey. But, as noted earlier, this puts an extreme burden on Italy's tiny navy.)

A good example would be England/France/Turkey; giving England/France vs. Germany, France/Turkey vs. Italy, and England/Turkey vs. Russia. Replacing England with Russia would give France/Turkey vs. Italy, Russia/Turkey vs. Austria, and France/Russia vs. England or Germany. Even Italy could participate with an England/Italy/Russia alliance; and Italy/Russia vs. Austria, England/Italy vs. France, and England/Russia vs. Germany; provided Italy wants to try the Army Piedmont-Marseilles, Army Venice-Trieste opening in Fall 1901.

This is a highly aggressive alliance structure and will require some rather belligerent 1901 moves, and a willingness to take risks. Three on three odds do not seem very promising. The alliance can improve these by: 1) gaining the element of surprise, especially multiple 1901 stabs; 2) fomenting a war between the victims (e.g. in the France/Russia/Turkey example, stirring up an Austria/Italy war);-and 3) recruiting the seventh power to join in (e.g. the England/France/Turkey example allows Austria to join in any of the three attacks).

This plan in a sense is the exact opposite of a blitz; which targets firepower on just one victim. He'll go down fast, but the other three powers may be so horrified by this sudden lynching at the hands of a blatant triple that they immediately create a counter triple. This is essentially true when the blitz victim is Austria or Germany. The result may be that the original triple is stronger, but not strong enough to overcome the new triple before they can form a stalemate line. In the Ring of Fire, no country is demolished, but all three are weakened fairly early. Having the upper hand in all three battles may be enough to prevent the formation of an effective counter alliance, even if the seventh power tries to help them out. By contrast, in the blitz, the alliance then faces three countries, none of which has been seriously damaged by the alliance.

I'll close with some comments on triple alliances generally.

The ease of forming, operating, and hiding triples is one of the ways face-to-face Diplomacy differs from postal. The face to face conference assures all parties that everyone is hearing the same message, something you can't do in postal Diplomacy. The complexities of sorting out three different interests can be handled much more efficiently in such a conference. On the other hand, three people huddled together is such a dead give away that players frequently avoid it. Instead, one person acts as a relay. Once the triple is exposed, such subterfuge is dispensed with.

If you have a two way alliance, keep alert for the possibility that your ally is actually operating a type of three way. That is: he may be building two primary alliances. If so, it behoves you to contact the other power and explore an alliance with him.

The triple alliance can give you added flexibility once a campaign ends. In such situations, if you have a two-way alliance, you've got three choices: 1) Stick with the alliance and select a second victim; 2) Form a brand new alliance in order to tackle your (former) ally; or 3) Take him on all by yourself. The second two have obvious problems. The triple alliance will usually give you a fourth choice, viz., ally with one of your partners against the other. If the alliance is closed by then, you'll have two such possibilities.

Keep in mind that the biggest danger that the alliance faces is an opposing quadruple. That may sound impossible, but they arise and can stop the triple cold if some one sounds the alarm and it is heeded.

Once the triple has gained the upper hand, and its unlikely that it can be prevented from sweeping the board, you must evaluate your own safety within the triple. Your own strength and successes must not blind you to the risk of being partitioned by your erst-while allies. As a general rule, you will need to control all the English, or all the Turkish home centers to even consider building a single-power stalemate line. Five triples have both England and Turkey in them, but for the remaining 30, one or both of these powers will be defeated. In most cases, the home centers will be held by two powers, meaning that neither will be able to create such a line. You must also be alert to the possibility that one of your allies will stab both his partners, in an attempt to grab 18 centers without necessarily eliminating anyone.

By the same token, if a three-way draw does not appeal to you, keep your eyes open for other possibilities. Here, you want to secure as much of the board's "edge" as possible. You should also try to loan a piece or two to your intended victim; pieces that will later become raiders. You should explore any hard feelings which may have developed between your two allies, especially if one has faced more opposition than the other. Keep in mind that your best opportunity for converting a triple alliance into a win may not be a direct stab, but taking advantage of a war or skirmish which breaks out between the other two. Alternatively, you may choose to shorten the draw to a 17-17. Keep in mind, however, that if the victim has more than about 8 centers, he'll probably be able to throw the game by presenting an unbalanced defense.

Finally, please note that these three categories are only for the start of the game. As the victims are swallowed, all triples undergo closure, from open to closed, or from disjoint to open. As the topology of the alliance changes, your thinking and planning must adjust as well.

ON THE XENOGOGIC XXTH ANNIVERSARY ESSAY CONTEST

First let me explain that XENOGOGIC, which is my Diplomacy publication, is not 20 years old as a Diplomacy publication. I hasten to point that out before some other yoyo does. In fact XENOGOGIC was founded in 1964 as a high school newspaper column. It was first published as a Diplomacy publication in the spring of 1967 which, theoretically ought to make it about 20 years old, right? Well, perhaps. But after a half-dozen years as a Diplomacy magazine XENOGOGIC became a gaming and simulations quarterly, a serious gaming and simulations quarterly. From a Dippy 'zine it changed into a journal that the "military-industrial" complex found very interesting, or so they said. And then that phase passed and XENOGOGIC ceased publication for a number of years. Then, in the spring of 1981, XENOGOGIC returned as a DIPLOMACY 'zine, only this time it was an entirely new world filled with different faces, new publications, and a whole different outlook. But we went ahead and did our thing and waited for the hobby to find out that we were the mainstream. Sure enough, as time passed. Not all of the last twenty years were good ones, of course, but in the main they were. And so, last year, we felt we had something to celebrate and that, at that point, the hobby needed something to celebrate, just to take its mind off its collective problems.

And so we decided to have an essay contest to encourage people to write original materials about the game and hobby. The rules were pretty simple and everyone who entered followed them, which is probably a first for any contest. A contest implies prizes and we were fortunate that in addition to our own cash prizes Avalon Hill Game Company came through and donated some prizes as well. So the winners were going to get some rather nice rewards for their efforts.

And so we sent out the contest announcements and waited to see what would happen. We didn't devote a lot of effort to promoting the contest because we wanted to keep it all in the XENOGOGIC family, so to speak. We figured our readers deserved first crack at the goodies and, besides, by now they ought to know how to write for the 'zine since they'd been reading it for the last five years.

I asked Rex Martin, editor of The GENERAL, to serve as one of the judges for the contest and his comments were extremely valuable, both to me and to the entrants. When the smoke cleared we found we had three major entries on our hands; which was rather nice since we were offering three prizes. One was a long essay on triple alliances. One was an analysis of Russian strategy and tactics in the early game. And the third was a piece of fiction that could have been modelled after an old Bogie movie. A strange assortment, but that's what I had wanted. I distributed copies of the entries to the judges and let them comment at will. Then I sent the essays back to the authors for their changes, if any. And then I went back to the judges for another round of negotiations. There was a problem, you see. The judges didn't agree at all. I almost decided to scrap the idea of first, second, and third place and award all three entries a joint prize. But that would have been a cop-out. And so the results are as follows.

First place to Mark Berch for his essay, "A Real Zoo." Mark's prize includes \$100 and three games of his choice from Avalon Hill. Second place to Peter Mateunas for his essay, "Splitting the Russian Attack." Peter's prize includes \$50 and two games of his choice from Avalon Hill. Third place to Kate Robison for her essay, "His Master's Voice." Kate's prize includes \$25 and a game of her choice from Avalon Hill. I was pleased that Mark had won, confirming his reputation as one of the hobby's top writers. And I was delighted that two newcomers to the hobby had also won.

My hope, of course, is that contests such as this will encourage others to write, if not for XENOGOGIC then perhaps for DIPLOMACY WORLD or other hobby magazines. Why not give it a go?

SPLITTING THE RUSSIAN ATTACK

By Peter Mateunas

The Russians white block appears in your hand for the Diplomacy game, and now that sinking feeling of paranoia sets in during initial negotiations. You don't know who to trust and feel as if all knives are pointed at Moscow.

Early Russian diplomacy indicates a tentative alliance with Turkey for games length, or at least until Austria is eliminated. Austria is suggesting an alliance with Italy against Turkey, and would like Russian support. Meanwhile Italy claims Austria and Turkey are planning to split Russia up the middle. England declines negotiations. France offers to split Germany between Russia, England, and herself. Germany claims she has an alliance with France against England, and wants Russia to join. Meanwhile, Italy claims England and Germany are going to divide France and want Italian support. For further confusion Austria is convinced the west has a triple alliance and is encouraging Russia to attack Germany as well as Turkey. Well, here is a Russian opening you might try, Fleet St.Petersburg south coast-Gulf of Bothnia, Army Moscow-St.Petersburg, Army Warsaw-Ukraine, and Fleet Sevastapol-Black Sea.

Lets examine this opening in terms of the west first. It is probably to Russia's advantage to keep the west in turmoil as long as possible. If France or Germany are eliminated she will become the center of attention for at least one of the remaining two. Eliminating England is usually desirable for Russia. Therefore, the first half of this essay will center around forming a Franco-German alliance against England. At the end of the spring 1901 turn, Russia should have some indication as to whether there is a triple alliance or not. Two such indicators would be, both German armies going toward Russia, or one German army going south to Tyrolia while one French army travels east against Italy. Other indicators can and will occur. If there is a western triple, Russia is in a good position for a slugfest in Scandinavia. Warn the east and try to rally them, move army Ukraine back to Warsaw, and use your diplomatic skills to end the western alliance.

If there is no triple alliance, then one of the three conditions below should exist. First, France and Germany are united against England. Use your diplomatic skill to maintain it. Encourage Italy to go south. Germany should allow Russia to take Sweden. If you want a fleet in St. Petersburg north coast in 1902; then attack Finland with army St.Petersburg. Otherwise attack Norway and possibly deny it to the English. If you attack Norway look to build a fleet in St.Petersburg north coast in 1903 as it is essential in taking Norway and having a secure northern border.

Second, England is united with France or Germany. If Germany is the English ally, Russia's hands will be full taking Sweden. Build fleet St.Petersburg north coast if Rumania is taken, and send the southern army west toward Berlin. Consider putting the fleet from the Gulf of Bothnia in the Baltic. This may be enough to convince the Germans to switch alliances. If he is stubborn and refuses, consider eliminating Germany with French or Italian help. France should be able to hold its own with Russia pressuring Norway and Germany. Good diplomatic relations with Austria and Turkey will be needed if you go west, as the fleet in the Black Sea theater is extremely vulnerable.

If Germany is the victim, concentrate on Norway. Encourage Italy to go west with army Venice, just as it should go north if France is the victim. With Russian and Italian aid, the Germans should be able to withstand the Anglo-French alliance. If this is the situation it will take longer to convince the French to join the Germans. Be prepared to shift strategies as the alliances switch. You want to obtain the Franco-German alliance by making the continental powers realize it is useless to ally with England because Russia will ally with the victim. Remember to encourage Italy to stay on your side as it is more effective in creating the Franco-German alliance.

The third possibility is all three may be fighting one another with no alliance. Fine, let them. Attack Norway after securing Sweden, and work on a negotiated peace between France and Germany. Try to obtain Sweden with fleet Gulf of Bothnia and Norway with fleet St. Petersburg north coast; which would be built with the Swedish dot. Upon taking Norway, build a second fleet in St. Petersburg north coast. This fleet is essential in taking the Barents Sea, and holding Scandinavia. It will also be the spearhead into the Norwegian Sea. Also, work on shifting fleet Sweden to Skagerrak, and army Finland to Sweden.

The east is another matter. I would only recommend this opening if you think Italy is pulling your leg. If you think he is telling the truth, do something else. It will leave you in a better position to handle the Austro-Turkish alliance. Such is not likely, but does occasionally occur.

Fleet Sevastapol-Black Sea is good for two reasons. If allied with Turkey, it lulls Austria's suspicions. If Russia is allied with Austria, it keeps Turkey off the water. So long as they are not allied against you, tell them both Russia is their ally and get an assurance of Rumania. Hopefully Rumania can be taken with army Ukraine should no one threaten Warsaw. It is better to have the army in Rumania because it gives Russia more choice in attacking the Balkans. The fleet only allows an attack or support on Bulgaria. If Austria went to Galicia, then army Ukraine back to Warsaw, and fleet Sevastapol to Rumania. The same is true for the fall 1901 move, if there is German aggression toward central Russia. With any luck Russia will get two builds, Rumania and Sweden, and have it sorted out as to who is who in the zoo. Then you can plan the eastern strategy more concretely.

The split Russian attack is unique and some might even argue dangerous due to the dual fronts. The opening is primarily anti-English. The thrust of the attack pressures primarily England, and allows Russia to pressure Germany as necessary. With both the fleet and army in Scandinavia it gives Russia a more defensively secure north in case of heavy English aggression, with good possibilities of counter-attack.

The east is slower developing. If Russian diplomacy is successful she will get Rumania. By taking Rumania in fall 1901, Russia has given herself time to sort out the alliances and forestalled the final decision of who she's supporting until spring 1902. Russia is weak defensively in the east should she come under early assault. If Russia receives only one build at the end of 1901, and wants a more secure southern posture, put it in Warsaw if in alliance with Turkey. If allied with Austria, then Moscow is probably the best place for it, unless Sevastapol is open. If Russia faces an Anglo-German alliance then she will need a fleet in St. Petersburg north coast or an army in Warsaw to maintain parity.

The underlying principle is to tag along as a minor ally in both the east and west, and pick up the peripheral supply centers. As a general rule, gains in the south should build units for the south; while gains in Scandinavia should be for fleets in St. Petersburg north coast. By keeping the number of fleets small on each front, Russia is less likely to be considered a threat by eastern or western allies. She should not have to worry about a stab until on the shores of England, or having divided up an eastern power with an ally. The two or three units in both north and south help prevent an early effective stab. Russia may need to ally with Austria to gain Italian support in the west. It is difficult to convince the Italian to divide Austria between Turkey and Russia, as it usually leaves Italy in a poor position. The Turkish alliance is easiest to justify when a Franco-German alliance appears early. In this case Russia is not in need of Italian help in the west. Encourage Italy to go south against Turkey. This will slow down Turkish expansion and allow Russia to gain the lions share of the supply centers. If you ally with Austria, Turkey is in trouble, but Russian gains are minimal. If you ally with Turkey it will slow their expansion and with a little luck Russia will gain the bulk of Austria.

There are three keys to Russian success in this opening. First will be taking Sweden as early as possible, thus allowing a swift northern advance with the building of a fleet in St. Petersburg north coast. Second, creating a Franco-German alliance against England. Finally, getting Rumania in 1901 so Russia can build a unit in the south for security against any possible aggression.

By K. Robison

It was spring. You could tell by the amount of green leaves on the trees and the lack of snow. I had been so busy lately that the change of season surprised me. But I knew the season had changed; there was always extra work when the seasons shifted. The contrast between the spring day and the building I was about to enter was extreme. The air was fresh but this structure was very stale. The ancient cigarette smoke reached out to touch me as I entered. There were only a few offices and I found the one I wanted on the second floor.

I knocked on the glass of the old door. There was no answer. Traces of gilt lettering shadowed the glass, but none of it was readable. As I pushed inside, the door creaked and the sound filled the hallway more ominously than I had expected. The man inside had his feet on the desk, and was surrounded by closely typed pages. His hat hung on a rack behind him. A fedora. He was muttering to himself but I couldn't make out what he was saying---the only words that came through were "out to get me" and "stab." The man was paranoid as well as messy. My mission was important so I decided to approach him directly. I said, "Are you Joe Player?"

The crash of feet hitting the floor and the rattle of flying paper was somehow anti-climatic. The man asked who I was.

I got my first good look at my quarry. He was pale, probably spent too much time in artificial light. There was a permanent crease between his brows and a curve to his spine. Worry and excessive study had had a permanent effect on his physical appearance. He spoke again and asked who I was. "That is not important" I said. "I am looking for Joe Player. I was told I could find him here." He looked around frantically. There was only the one door and I was standing right in front of it. He finally looked back at me and wet his lips. He said that Joe wasn't there and that he wouldn't be back for a long time. He didn't suggest that I wait. "Can you tell me where I can find him?" I asked. He said that Joe had mentioned going abroad. "That's too bad." I said. He got up the nerve to ask me a question, why did I want Joe? I had expected this so I was prepared. "I have some orders for him" I said. He sat up straighter. His voice became strangled as he asked what kind of orders I had. "I am not at liberty to say" was my reply. He became even more agitated than before and began muttering to himself again. He wanted to know who the orders were from, but it wasn't until he repeated it more loudly that I knew he was addressing me. I told him, "They are from The Master." I thought the man would pass out. He stood up and leaned across the desk towards me but he was not threatening me. If possible, he became even paler and his eyes began to bulge. He gibbered. Mixed in with the various phrases and sounds was the fact that he knew these orders were for him. I knew I had to be quick to seize the opportunity. "So you are Joe Player" I said. All life seemed to drain from him and he sagged into his chair. It, too creaked. He admitted he was Joe, and said that I could do whatever I wanted with him. "I do as the Master commands" I intoned, seriously, in response.

When I left the office Joe was still alive, but barely. What he had left to live for was small, his pulse was weak but his expression was one of relief. It was as if a burden had been lifted from his back, severed by a sharp, quick blade. My job was rarely easy, but moments like this were especially though. Certain personalities were inclined to lick the hand that bit them. It made my stomach turn. The hall was dusty and as I left I had to stifle a sneeze. My next stop would be easier I hoped.

It seemed that my hopes were realized. This office was clean and the hallway smelled of new paint, not dust. There was a secretary in the office, pert and a little too pretty. She inquired as to my business. I told her I was looking for her boss. She smirked. She said he wasn't available. I said he was, and to tell him I was there. Her smile faded. I leaned on her desk and repeated my message. She wavered. She finally admitted that the Boss was busy having a little snack and wouldn't like being interrupted. Could I wait? I said yes, but not for long. She said she didn't know how long it would be. I took a seat but soon got up and started pacing. We were too busy for this. The longer I waited, the later I would be for the rest of my deliveries. I had a special mission this time as well as all the other work I needed to rest. There hadn't been much time for rest recently, and the Master had even less time than I did. I kept pacing and the secretary kept watching me. After another turn or two I decided not to wait any longer. I delivered a final message. "Tell your boss he missed his orders from the Master" I said, and started to leave. The secretary became agitated and left hurriedly for another part of the office. As the door to the hallway swung closed behind me I heard a new voice from further inside the office I had just left. It was attacking my messenger and then became even louder as its owner moved ponderously toward the now closed door. I had already turned the corner of the hallway when the door opened again but I could hear the voice booming through the corridor. I couldn't quite make out what it said. I had other appointment to keep and if I didn't hurry I might be too late.

I discovered that the worry had been unnecessary. When I reached the next address I found it didn't keep regular business hours, in fact, it didn't keep regular business. The sign over the door read THE DABBLER and the bell that jangled as I pushed inside was made to look like a fist with one extended finger. A voice called to me to say that they would be with me shortly. I replied, "I have your orders from the Master." The voice expressed its pleasure at this news and invited me to leave the sheaf of papers on the counter. There was no other counter. Every available space was filled with... things. Dragons, spacemen, hobbits, and a host of other personalities lined the room. I only recognized half, the rest were probably obscure, even to their creators. Every level space had papers and books, games and boxes, and more littering it. There had been no hurricane here. Mother Nature was tidier than this. Finding no counter to leave the orders on, I waited. Eventually a head protruded from a curtain toward the rear. It was human, male, and of indeterminate age. I was advised that it was unnecessary for me to wait, that the papers would be collected shortly. "As you wish" I replied and I laid the envelope on top of a puzzle box that showed a garish rendition of a scene from Babes in Toyland. I did an about face and left the premises. The door did not shut behind me. The clapper of the bell had gotten caught and now it could only clank.

The next delivery was quite a ways away and in a different type of neighborhood. There were wider streets, less traffic and more trees. The office was exceptionally clean, even though it wasn't new. It smelled of antiseptic. My nose told me this was a doctor's office even before I saw the secretary/nurse. Again I had to ask for my quarry. I was asked in return if I had an appointment. I did not. The secretary/nurse said the doctor was very busy, could I come back or was it an emergency? I explained that I was only here to make a delivery. She smiled and said perhaps the doctor could spare me a minute between patients if I could wait for a few minutes. I waited and, curiously, was not at all impatient with this delay. It also felt good to rest a bit.

Finally the secretary/nurse motioned to me and ushered me into an inner office. She said that the doctor would be with me shortly. She was right. As the doctor entered, I stood. It seemed the right thing to do. I was promptly waved to my seat and asked as to my business. "I have orders from the Master" I said. The doctor did not understand. I repeated, "Your orders from the Master." The doctor apologetically explained that while a delivery had been expected because of what I had said to the nurse, the orders were a surprise. Were they for one of the patients? I said "No, they are for you," and handed over the envelope. The doctor opened it and began to rea

Comprehension dawned. The doctor glanced at me and confessed to being new at this business and said that it had nearly been forgotten. She smiled at me and asked if I wanted a cup of coffee while she looked over the orders. I declined. I had more deliveries to make. Too bad this game wasn't played in person. That smile would have done a lot to further a position. She stopped me as I was about to leave. She asked who she should call if she had any questions. I asked her if she didn't have someone she could consult. She said that she didn't really, or rather, she didn't have someone she could trust. I said, "The Master is always available." She thanked me and said she would try to do her best. She smiled again. I almost smiled back.

Four down, three to go. The next delivery was easy. No one was there and I slid the envelope through the slot in the door. There was quite a pile for it to land on top of. Two more and I could rest.

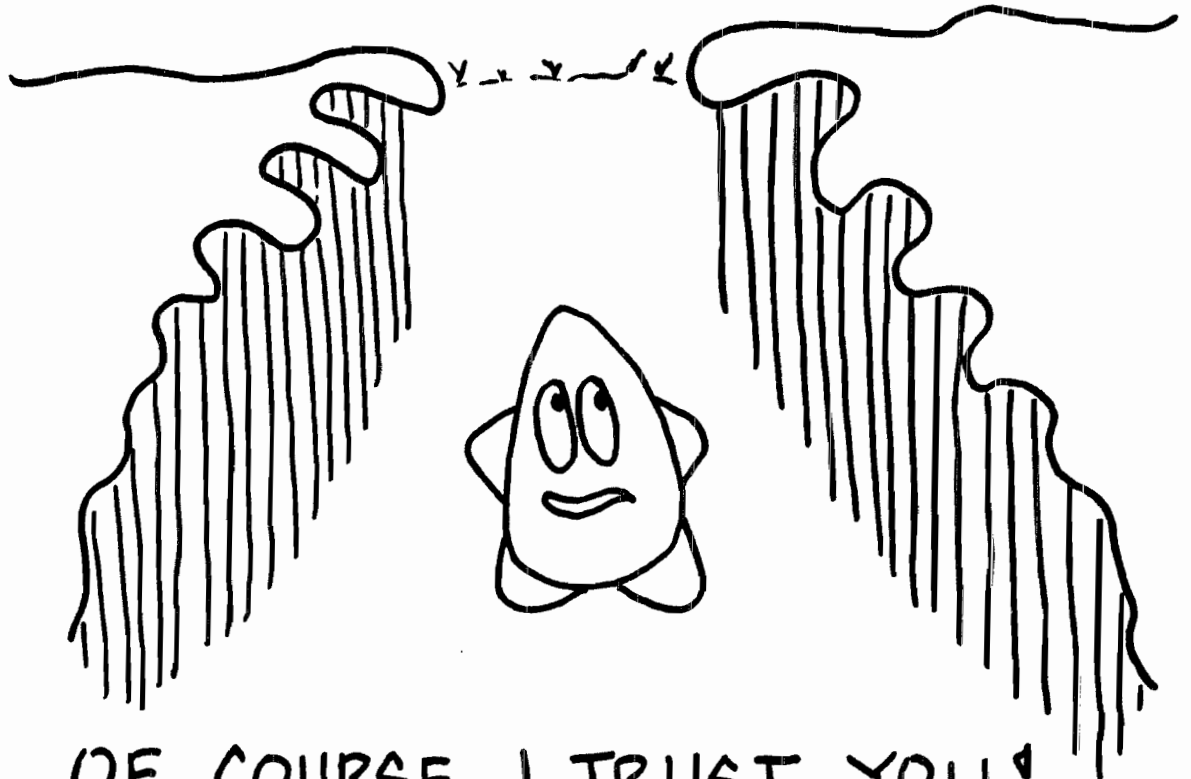
It was getting dark and the house I was approaching had no lights on. I feared another no-contact delivery. This trend would upset the Master. But when I knocked there was a prompt response. The resident apologized as he came to the door. He explained that he had short circuited the wiring and hadn't been able to fix it yet. "It doesn't matter," was my response, "Here are your orders from the Master." He was instantly enthusiastic. He asked me to wait while he found his glasses and went back into the dark house. I knew what was coming even before I heard the clatter. The swearing, however, was prolific and imaginative. I was impressed. When the man appeared again the glasses dangled from one ear but both the lenses were intact. I handed him the envelope and he cut himself as he opened it. As he read, he absently sucked blood from his wound. When he spoke it was to curse again, this time at another human. He exclaimed over failures and how he knew they were going to happen. I couldn't tell if he was pleased or upset by the results. I delivered an extra message I had for this player. "The Master said to tell you that the execution was faulty. He suggests you re-check your connections." The man waved me aside and his glasses fell as he did so. I wasn't sure if he had heard me, or if he had comprehended. He said his thanks and moved back inside the now very dark house. He did not step on the spectacles. The closing door got them for him. I heard another crash and more cursing. I walked down the steps very carefully.

I was ready for my final delivery. Since I had saved the best for last, my anticipation grew with each mile I traveled. There was a special mission at the next stop. I enjoyed such specialities.

It was all as I had anticipated. After I arrived and the door had been answered, I did not have to announce my identity. Instead I was asked if I carried the orders from the Master. "Yes," I responded gravely, "I have them." I was asked inside and led to an interior room. As I entered I reacted to the way the room was arranged differently than I had reacted to any other stop of the day. A United Nations poster of flags caught my eye on one wall. The table in the corner was spread with a game; and the paper, pencil, and chair had all been aligned with a military precision. The light was bright and the carpeting green, or was it blue? The brown covered furniture sailed serenely beside a long narrow throw rug of the same color. The lingering smell of dinner awoke a dormant hunger in me. Had it been Italian food? Or perhaps an interesting curry? I wanted to savor this delivery but the smell of the food reminded me it was late and I needed to finish soon. The Master was waiting for me to return. My host was speaking to me, and I quickly re-focused my attention on him. He was expressing his concern at my lateness. He had feared that the orders would not even arrive and commented that I must be working overtime to get them delivered. I acknowledged the truth of that statement and explained, "The Master and I have been sharing a heavy burden, his is heavier than mine. It has become more than he can bear and he has requested that you join him." My host's attention had wavered. He asked me for his orders and only after the envelope was in his hands did he respond to my message. What did I mean? I restated the message. "The Master cannot accomplish all that he must do. He has asked for your help. He wishes you to come and assist him" The

response was a non-sequitur. His persual of the orders had created a great enthusiasm which he was generously sharing with me; and while it pleased me greatly; I was tired and I needed to have him understand the importance of the rest of my mission. I decided to try a different tactic.

I extended my presence until I filled the room. I enlarged my oral cavities until my voice could boom out. I reached out and touched the young player with a cold hand. I spoke. "You are requested to join the Master." I finally had his complete attention. "Join him where?" was the weak response, but at least we had started on the right track. "You will come with me," I said. "Of course," was his reply. I was pleased. He then said, "Shouldn't I turn out the lights before we go?" "It is not necessary," I replied, "all will be taken care of." But even as I spoke, I was glad to see that his pajamas had feet in them.



OF COURSE I TRUST YOU!
BUT WOULDN'T IT BE FASTER
IF YOU JUST CONVOYED ME?

THE
NORTH
AMERICAN
DIPLOMACY
BOARD

by Don Del Grande

INSTRUCTIONS for this NADB EXAMINATION

There are five parts: MULTIPLE CHOICE, FILL-IN, GENERAL QUESTIONS, TRUE/FALSE, and everybody's favorite, ESSAY. In the first four parts, there is a penalty for incorrect answers (1/4 of the value of a correct vote), so random guessing may be hazardous to your score. In essay questions, each one is scored from 0 to 10 based on various arbitrary factors which usually (but not always) have something to do with how accurate the answer is. Somehow, the score is converted into the 200-800 range that makes the S.A.T. so popular; however, the higher the "raw total" is, the higher the score.

Answers may be written on anything you feel like submitting, but if it can't be read, it can't be correct. If your answers arrive after the deadline date, don't bother blaming the NADS - either mail earlier next time or don't trust the Postal Service as much as you used to.

AS AN EXTRA ADDED INCENTIVE, various publishers of 'zines (at least one, anyway) have graciously offered to donate subscriptions and/or other items of hobby interest for awards to the high scorers. HOWEVER, if you don't get it in, you can't possibly win.

SEND IN YOUR ANSWERS to the address listed at the end of the examination. You have until January 1 to get your answers in; the answers, as well as the results, will be published in a future issue.

Enough chat - now, get right into things with the MULTIPLE CHOICE QUESTIONS.

1. Besides Joyce Singer, which of these women have won a DIPCON Diplomacy tournament?

(a) Marie Cockrell (b) Kathy Byrne (c) Julie Glass (d) Peggy Gemignani (e) only Joyce Singer has

2. In which of these ranges did DIPLOMACY place in The Avalon Hill Game Company's best-selling games for the year ending 4/85?

(a) 1 through 5 (b) 6 through 10 (c) 11 through 15 (d) 16 through 20 (e) not in the top 20

3. The last time a DIPCON region was "passed over" for a hosting position, which region was passed over?

(a) Region I (b) Region II (c) Region III (d) Region IV (e) No region has ever been passed over

4. Which of these is NOT one of the AD&D books?

(a) ORIENTAL ADVENTURES (b) GODS, DEMI-GODS AND HEROES (c) LEGENDS AND LORE (d) MONSTER MANUAL II (e) All of them are AD&D books

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5. The 'zine THE VALOR OF IGNORANCE deals with PBM play of what game?
(a) DIPLOMACY (b) KINGMAKER (c) PAX BRITANNICA (d) DUNE (e) MACHIAVELLI
6. What color page is the 20th anniversary issue of GRAUSTARK printed on?
(a) Pink (b) Light Blue (c) Green (d) Dark Blue (e) Red
7. How many non-Supply Center land areas are not adjacent to at least one other non-Supply Center land area?
(a) 1 (b) 2 (c) 3 (d) 4 (e) 5
8. What is the date of DIPLOMACY DIGEST number 1?
(a) January 1977 (b) April 1977 (c) July 1977 (d) September 1977 (e) January 1978
9. Speaking of dates...the last issue of The GENERAL to have some sort of date on its cover was dated with the year:
(a) 1981 (b) 1982 (c) 1983 (d) 1984 (e) 1985
10. What is the minimum number of armies required to be able to move an army to any supply center (in an unlimited number of moves) without going through a non-supply center nor being convoyed?
(a) 3 (b) 4 (c) 5 (d) 6 (e) 7
11. How many games have a Boardman Number with the year 1984?
(a) 250 (b) 260 (c) 270 (d) 280 (e) None of the above
12. Everybody knows the United States won the most medals at the 1984 Summer Olympics. What country won the second largest number of (total) medals?
(a) Federal Republic of Germany (b) Great Britain (c) People's Republic of China
(d) Rumania (e) Canada
13. Which of these best describes what "GRAUSTARK" refers to?
(a) a person (b) a place (c) a jewel (d) a creature (e) a magic spell
14. When 'zines and subzines were combined into one list for the only time in the Leeder/Runestone Poll, what 'zine/subzine finished first?
(a) BLACK FROG (b) DIPIMASTER (c) EUROPA EXPRESS (d) GRAUSTARK (e) KATHY'S KORNER
15. According to the Infocom numbering system for its adventures, ZORK I is Z1, Zork II is Z2, and Zork III is Z3. What is Z0?
(a) ENCHANTER (b) SORCEROR (c) SPELLBREAKER (d) WISHBRINGER (e) THE HITCHHIKER'S GUIDE TO THE GALAXY

Now for some FILL-IN questions...

1. There are _____ attack (move) orders that can be accomplished with (exactly) 13 convoying fleets.

2. 1985A appears in a subzine in the 'zine _____.
3. Before Gary Coughlan began publishing EUROPA EXPRESS, he published a series of fakes called _____.
4. _____ was replaced by Lee Kendter, Sr. as Miller Number Custodian, at least before a complaint was lodged against Lee's right to be MNC.
5. Despite the fact that only as many as seven can play, there are _____ "countries" in CIVILIZATION.
6. When the American Wargaming Association merged with the National Wargaming Alliance, the combined organization's 'zine became known as _____.
7. When Prince William of Wales was born, his mother's father, Lord Spencer, "hoped and prayed he would play _____." (Hint: a sport is involved)
8. Moving an army from Naples to Greece (or from Greece to Naples) requires at least five overland moves. However, a one-fleet convoy - via the Ionian Sea - reduces the number of moves to one. This is also true of an army moving between _____ and _____.
9. Since subzines were added to the Leeder/Runestone Poll in 1982, the highest ranked subzine (based on average rating - ignore the "combined" results of the 1985 poll, and use the "traditional" ratings instead) has had a higher average than the highest rated 'zine _____ times. (Do not include 1986 results).
10. Although THE VOICE OF DOOM was known for appearing in mailboxes quite frequently, there were only _____ issues in 1984, the year in which the 'zine folded.

OK, now for some old-fashioned GENERAL QUESTIONS. In other words, the question appears here; you come up with the answer. No choices and no blanks.

1. What is the longest (most fleets) convoy in which an army moves through sea areas in alphabetical order.
2. As of the end of the 1985-1986 season, which National Hockey League team was the last to win the Stanley Cup without winning it either the previous or following seasons?
3. Who designed the logo used on page one of almost every issue of WINSOME LOSESOME?
4. Who received the first Rod Walker Award for Hobby Literary Excellence?
5. How many people (as of 1 January, 1986) are in the International Diplomacy Hall of Fame?
6. What type of unit appears in MACHIAVELLI but not in DIPLOMACY?
7. In what year was DIPLOMACY introduced into the GAMES Magazine HALL OF FAME?
8. The fiftieth issue of what European 'zine was actually on cassette tape?
9. Rod Walker recently revived EREHWON after a long absence. However, he folded the 'zine again. How many issues (including #100) of the "new" EREHWON were published?
10. What two persons claim to have created Linear Separators? (A Linear Separator is a line of words with the spaces removed - LIKE THIS FOR EXAMPLE - used to separate sections of a 'zine.)

/44/

11. The "Marvin Depreciation Society" is a fan club for a character on what television series?
12. What body of water would be involved in somebody built "Fleet Moscow?"
13. In what issue of WHITESTONIA/KATHY'S KORNER was the title of the 'zine "KATHY'S KORNER/WHITESTONIA" for the first time?
14. In what country was the 1985 EUROCON held?

15. Just about everybody knows that there was a fake DIPLOMACY WORLD 40 recently. A few years ago, there was another fake DW, although no attempt was made to disguise it as a real DW. What was the "issue number" of this "DIPLOMACY WURLD?"

Take a breather here - just a few TRUE-FALSE questions in this section. (You should save up your brain power for the final questions.)

1. John Boardman once played in a PBM Dip game under the name "Eutiquo Jose Revillagigedo" while playing another country (in the same game) under his real name.
2. North Africa is the only neutral land space not named for a country.
3. The GENERAL is the "adventure gaming" (wargaming, role-playing, etc.) magazine with the most readers.
4. According to the FLIGHT SIMULATOR II software, JFK Airport has grass runways.
5. The 'zine THE ARMCHAIR DIPLOMAT runs games via the CompuServe consumer information (electronic mail) service.
6. DIPLOMACY appears in the bottom 30% of The GENERAL's Wargame RBG Ratings.
7. The only triple issue of DIPLOMACY DIGEST has been the "Lexicon of Diplomacy."
8. Speaking of multiple issues, between the 209 issues of THE BRUTUS BULLETIN and THE VOICE OF DOOM, none of them were double issues.
9. There are no land-locked non-supply center land areas not adjacent to at least one other land-locked non-supply center land area.
10. DIPCON 1986 was the first DIPCON in the 1980s to be held on one coast while ORIGINS was held on the other coast.
11. DIPLOMACY and CIVILIZATION are the only two "wargames" (that is, not computer, sports or "family" games) currently sold by The Avalon Hill Game Company that do not use dice.
12. A U.S. Navy ship was sunk by a U-Boat attack more than a month before the Japanese attack on Pearl Harbor.
13. Appearing in one of the issues of EVERYTHING from number 50 to the present is a game that lasted into 1930 or later.
14. It costs more to send a 1 1/2 ounce 'zine from the USA to Canada than from one location in the USA to another.
15. All of the "Macintosh" issues of RETALIATION have yellow covers.

OK, the easy stuff is finished. How well did you do? (I suggest you go back and check your answers.) Now for the stuff that separates the intelligent ones from the typical hobby members - the ESSAY QUESTIONS.

These are not long essays - just a few words will suffice. Remember that these are each worth up to the equivalent of 10 "regular" questions, but there's no penalty for not answering. Now that you've seen the instructions, here come the questions...

1. (For those of you new to the NADB Examinations, this question has appeared on just about all of them, and is used to "standardize" the exams.) Stand against a wall with your left shoulder and left leg touching the wall. Describe what happens when you lift your right leg.

2. Suppose you were given this ultimatum: write an article for DIPLOMACY WORLD or lose your subscription. (Assume any current subscription funds would be refunded.) What would you do - and if you would write, what would you write about? (Anybody who says they would write about DIPLOMACY probably won't get 10 on this question.)

3. You hear about a gaming convention nearby, and you decide to attend, bringing along your DIP set for the tournament you know that every con holds. However, you happen to arrive at something like DUNDRACON - a D&D (and other role-playing games) con, which doesn't have Dip but DOES have plenty of munchkins (young people who believe that D&D is everything). What action do you take to uphold the honor of Dip as well as your health?

4. Everybody has at least one 'zine they don't like very much. (Usually, the so-called "feud" 'zines make this list.) Don't bother listing the names of any 'zines, just describe a few things that can be done with these things for the improvement of the hobby.

5. There have always been debates over trivial things in the hobby - for example, the term "the hobby."

- (a) Which do you feel is better - "the hobby" or "dipdom?"
- (b) Just how do you pronounce the word "zine?"
- (c) If the hobby has a "flagship 'zine," what is it?

That's it - now write down those answers and send it in to the address of the chairman of the NADB committee on hobby examinations:

DON DEL GRANDE
142 Eliseo Dr.
Greenbrae, CA 94904-1339

Remember the deadline is 1 January, 1987.

FUED STOPPERS

REWARDS FOR INFORMATION ! NO NAMES

DOES IT WC

WHAT CAN YOU DO :

RATING SYSTEMS

When we last looked at The Dragon's Lair #6 in issue #42 Dan Stafford was securely in the number one slot in the DTRS. Well, now we have the results of The Dragon's Lair #7 and #8 and things have changed. Here's a summary of the info in the latest issue.

Best Country Performance

AUSTRIA: Keith Sherwood, Phil Cooper, Peter Reese, Mark Frueh, Fred Townsend.

ENGLAND: Dan Stafford, Bill Becker, Blair Cusack, Dan MacLellan, Lee Kendter, Sr.

FRANCE: Jack Masters, Dan Stafford, Blair Cusack, Bob Acheson, Kathy Byrne.

GERMANY: Lee Kendter, Sr., Don Ditter, James Wall, Rob Wittmond, and Kathy Byrne.

ITALY: Kathy Byrne, Ron Brown, Tom Swider, Russ Rusnak, Kevin Kozlowski.

RUSSIA: David Lincoln, Dan Stafford, Ron Brown, Jeff Albrecht, Bill Hart.

TURKEY: Russ Rusnak, Randolph Smyth, Dave Ditter, Don Swartz, Ron Kelly.

DTRS Applied to the Great Powers

Rating	Country	W	2D	3D	4D	5D	6D	7D	S	E	Change
11.62	ENG	63	60	66	55	17	6	1	292	236	+ .20
11.01	FRA	64	52	63	53	18	6	1	294	245	- .17
9.68	TUR	64	37	50	46	14	4	1	274	306	- .05
9.34	RUS	75	48	46	37	10	5	1	238	336	- .07
8.35	GER	63	43	47	37	15	6	1	237	347	- .07
6.85	ITA	41	31	39	38	16	6	1	289	335	+ .24
5.79	AUS	53	32	40	38	15	3	1	185	429	- .10

This marks the first time the rating for first place has been more than double that of last place. Both Italy and England achieved their highest rating ever with this issue while Austria dipped to its lowest ever.

Individual Performances

Congratulations to David Lincoln for passing up Dan Stafford for the top spot with 3 wins in 3 games. Dan held the top spot since issue #2 (Fall '84).

35.53	David Lincoln	24.32	Tim Burton
33.12	Dan Stafford	24.12	Mark Fassio
31.02	Don Swartz	23.87	Keith Sherwood
30.47	David McCrumb	23.62	Lin Foote
29.43	Randolph Smyth	23.50	Greg Haskew
28.67	Mark Berch	23.49	Kevin Kozlowski
27.75	Jack Masters	23.12	Fred Townsend
27.54	John Stewart	21.89	Bill Oxner
27.39	Phil Redmond	21.58	Steve Langley
27.02	Jim Grosch	21.54	Lee Kendter, Sr.
26.33	Peter Reese	21.42	Dennis Duncan
25.65	Ron Brown	21.41	Don Ditter
25.63	Peter Fuchs	21.10	Kathy Byrne
24.98	Dale Bakken	20.81	Tom Williams

THE DRAGON'S LAIR is pubbed by Stephen Wilcox, 5300 W. Gulf Bank, #103, Houston, TX 77088 (713-820-6038). It contains complete rating info on the postal hobby.

PLAYER RATINGS AND RATED PLAYERS

by Dan Stafford

Larry has asked me to write an article for DIPLOMACY WORLD to explain and to defend my Influential Player Ratings (IPR), as well as to present my opinions on the abilities and playing styles of the top rated players in the hobby. What follows is my meager attempt to comply.

I have never tried to present the IPR as a substitute for the other major hobby rating system, the Dragonstooth Rating System (DTRS). It is, at best, a distant second. The IPR is the most simple of ratings, allowing players to pile up points just by playing lots of games. It is strictly a "quantitative" system as opposed to a "qualitative" system, such as the DTRS; which takes into account your losses as well as your wins and draws.

The IPR is a derivative of Diplomacy's own rating system, The Calhamer Point Count. As originally set-up, that rating was to award 1 point for each postal win, and fractional points for draws, from the beginning of the postal hobby in 1964. But somewhere over the years, the Count was lost and the rating abandoned. I'm not sure if anyone still has any records for the Calhamer Point Count or not. Certainly I don't have access to game results dating back to 1964. And if I did, any compiling of the rating would result in a player list of which most have long since retired from the hobby. So, to solve both problems, a system was evolved by Jack Masters, Keith Sherwood, and finally myself which has resulted in the current IPR. Each update of the rating includes only those games which have ended in the past four years. That is, soon after each quarterly issue of the Boardman Number Custodian's game statistics 'zine EVERYTHING is published, I update the IPR. The results of that issue's game finishes are added, but I delete the game results listed in the corresponding issue of EVERYTHING from four years ago. By doing so, I maintain a rating list in which at least 50% of those listed are still active players, unlike the DTRS or CPC. And, arguably, I have a list of the hobby's most "influential" players, defining that term to be a function of both success in and number of games played (in the past four years).

Each rating has its advantages over the other. And it is possible to do well in one and not the other. DTRS gives a much better picture of a player's consistency; while the IPR shows which players are having the most overall impact on the postal hobby. On the down side, one can manipulate the IPR just by playing in a large number of games. And due to its complicated set of rules used to determine the "ratability" of a game or a position for the DTRS, it is also easily manipulated by those who care to do so.

But does anyone really care about ratings? (Well, I certainly do, but that's another story!) After all, no rating system is anywhere near 100% accurate. So, perhaps the only true measure of a player's skills lie in the opinions of his fellow players. With that in mind I offer up my view of some of the top rated players.

In order to facilitate the discussion that follows, I would like to define several broad categories by which most of the game's top players can be described.

Starting at the bottom, we have DOT GRABBERS. These are players of modest diplomatic and tactical skills who can rarely resist the temptation to grab an open center; whether it belongs to friend or foe. Actually, it is very unlikely that any players from this category would ever make it into the top 40 of either the DTRS or IPR, but it does occasionally happen.

ALLIANCE PLAYERS: These players are the backbone of the hobby. The strength of their game lies in the alliances they form. A solid alliance in a game of Diplomacy will carry a player quite far. Weak strategy or even poor tactics can be effectively covered up by a strong alliance. This style will carry a player far, but usually not to wins. Alliance players become addicted to their allies so much so that they cannot operate without them. As a result, they miss out on opportunities to break games open and their style of play almost certainly excludes any strategic considerations. When asked, I'm sure most alliance players would give you some sort of "moral" excuse for not stabbing! But, in reality, these players generally lack the skill necessary to carry out such a move or the courage to try.

OPPORTUNISTS: I would describe this group as one of strong tactical players of players with at least an elementary understanding of strategy, and of players with the ability to take advantage of stabbing opportunities. But unlike the dot grabbers, who would stab the first chance they got, these players are more likely to stab the last chance they get. In other words, they will resist the temptation to stab until they feel that they are looking at their last opportunity to do so. Opportunists build strong alliances just as alliance players do, and they use them to establish strong positions just as alliance players do. But they are not afraid to go for it all at some point, usually late in a game.

COMPLETE PLAYERS: These players (and they are few) are one up on opportunists because they can create their own opportunities more often than lesser players by skillful use of "strategy."

Tactics in the game of Diplomacy encompass the many intricacies of move, convoy, support, and breaking of support. Good tactical play is important but tactics alone won't get you very far. There are many good tactical players in the hobby, but strategists are hard to find. Strategy in Diplomacy involves all of the following: forming a favorable alliance, i.e., one that always leaves your ally more exposed than yourself; creating a "corner" position for yourself, even if you're not playing a corner power; manipulating alliances on the other side of the board which will favor your country or alliance; defeating stalemate lines before they can be formed; or if things haven't gone so well, forming a stalemate line before you can be defeated; and even the preferential building of fleets over armies, especially by the so-called "land" powers of Germany, Russia, and Austria.

Strategic play can increase the chances of winning a postal game considerably, but it remains by and large an unexplored art.

CON-TOO CHINESE RESTRAUNT

金	AN	金
木	OFFERING	木
田	OF	田
合	FAR	合
店	EASTERN	店
	DELIGHTS	
	WE DELIVER	

POISONS FOR ALL OCCASIONS & CONS
FORTUNE COOKIES FOR WINNERS

THE LISTSDTRS (Stephen Wilcox)IPR (Dan Stafford)

Top Board

- 1) Dan Stafford
- 2) Mark Berch
- 3) Peter Fuchs
- 4) Phil Redmond
- 5) Jack Masters
- 6) David Lincoln
- 7) John Stewart

Top Board

- 1) Dan Stafford
- 2) Dave Carter
- 3) Kathy Byrne
- 4) Russ Rusnak
- 5) Dick Martin
- 6) Blair Cusnack
- 7) Don Swartz

Second Board

- 8) Randolph Smyth
- 9) Jim Grosch
- 10) Bill Oxner
- 11) Peter Resse
- 12) Don Swartz
- 13) Lin Foote
- 14) Fred Townsend

Second Board

- 8) Bill Quinn
- 9) Paul Rauterberg
- 10) Al Pearson
- 11) Keith Sherwood
- 12) Kevin Kozlowski
- 13) Peter Fuchs
- 14) Steve Arnawoodian

Third Board

- 15) Tim Burton
- 16) Mark Fassio
- 17) Keith Sherwood
- 18) Greg Haskew
- 19) Kevin Kozlowski
- 20) Arturo Guajardo
- 21) Andy Lischett

Third Board

- 15) Tom Ripper
- 16) Jim Meinel
- 17) Ron Brown, USA
- 18) Randolph Smyth
- 19) Bob Acheson
- 20) Fred Townsend
- 21) Bill Becker

Seven names are mentioned on both lists: Stafford, Swartz, Sherwood, Kozlowski, Fuchs, Smyth, and Townsend.

Information for these lists was compiled in the summer of 1986.

HUMAN ANALYSIS: THE LAST WORD

Last spring I invited hobby members to send along their candid comments on the 21 names that were listed in the top three boards of the DTRS/IPR. Response wasn't that great---as you might expect---but what we did get makes for some interesting reading. So, here's what some people thought of the players at the top.

DAN STAFFORD: What can I say, I wrote the book. Or at least this article, so I am, by definition (since I defined it) a complete player.

MARK BERCH: The consummate S&T man and a skillful negotiator. If he just wasn't functionally illiterate!

DAVE CARTER: Primarily an alliance player as is shown by his preponderance of draws over wins. Also, plays in a lot of games.

KATHY BYRNE: A weak tactical player who more than makes up for that shortcoming with diplomatic enthusiasm. She burst on to the screen a few years ago and effectively stabbed her way to many impressive wins. But more recently her play has degenerated into more of the alliance type so that now only an occasional draw is her standard. Kathy is still the game's most popular player. A competitor from start to finish. She never gives up even if she's down to one unit. She communicates well and never gives up.

PHIL REDMOND: Very smooth. Phil always communicates. He seems very loyal to his allies but is also practical.

RUSS RUSNAK: Russ is an excellent postal player, a first class opportunist. He's great strategically. He can dig in and make you raise a sweat to take his last center.

JACK MASTERS: Most top players are either very loud, like Kathy, or very quiet, like Jack. Both are equally deadly. Jack would put you to sleep before he knifed you.

DAVE LINCOLN: Quite simply, one of the best there is. Amazingly he's as good at FTF play as he is at PBM, or is it the other way around. A superb ally until the last black dot falls into his lap, along with the win.

BLAIR CUSACK: How did he end up in this list? Oh well, some people rise above themselves.

DON SWARTZ: Don has the ability to communicate his ideas with a minimum of words. He's specific and nails down the attack.

PAUL RAUTERBERG: Paul is an over-rated, alliance-type player, but a very nice guy. Right, Paul? Yes, but you can also drive him out of a game real easy if you know the secret.

AL PEARSON: Another slugger. Al doesn't write much once he commits to an alliance but he usually picks the right alliance.

KEITH SHERWOOD: Keith was just beginning to develop the killer instinct of solid opportunist play when he left the hobby a few years ago. Na, he's a pussy cat in disguise, a Siberian tiger I think.

KEVIN KOZLOWSKI: A very tall fellow (6'5"), who uses his height to advantage as he makes a good impression when standing tall during negotiations. He has lots of negotiating skills, combined with a ruthlessness that should put him up there with Edi Birsan and Kathy Byrne among the all-time best players. His jet black hair and lanky frame give him a somewhat ominous mien during the game, but he's a hell of a nice fellow before and afterwards. Sort of a cross between Rasputin and ...

PETER FUCHS: Probably got as far as he has because people were too busy worrying about whether they were mispronouncing his name to pay attention to his playing. A slippery little devil. Pete plays his cards close to the vest. While this may make it hard to completely trust him; it does make for an interesting game.

STEVE ARNAWOODIAN: Woody doesn't write much---or is it me? I've stabbed him and he's stabbed me. He's a great strategist who never gives up. He's also a good FTF player if you can stay up-wind of his cigars.

TOM RIPPER: Who the hell is Tom Ripper, anyway?

MARK FASSIO: Talk about writers---this guy wrote the book. He's great strategically and in making Triples work.

JIM MEINEL: I'm GMing a game that Jim is in and he just passed up a great opportunity to stab and break the game wide open. I must therefore conclude that he is an alliance player. Of course, I'll have to eat those words if he goes on to win that game. And, no doubt, he will. He looks like an angel and plays like the devil incarnate.

BOB ACHESON: Bob doesn't write much but what he writes is to the point. And he doesn't give up either. And if you lived where he does you wouldn't give up either.

ODDS AND ENDS

Ordering & COA Procedures: When ordering materials from DW it is very important that you send us a proper address to send your materials to. Also be sure to allow plenty of time for us to deposit your check, let it clear, and get your stuff off to you. Since we only go to the bank twice a month and do major mailings only about once a month it can take a while for us to get to your order. Sorry, but that's the way it is. And be sure to send us a change of address as early as you can. We are extremely proud of the fact that only about .5% of any mailing is being returned to us, but even that is too much if it's your copy of DW.

DW #45 Sneaky Preview: I am really looking forward to the next issue of DW. I think it will be a most unusual issue, perhaps the most unusual issue in DW's history. More than that I don't want to say or I might let the cat out of the bag.

Pontevedria to Scott Hanson: Scott's taken over this chore for Simon Billenness. If you are looking for the latest in game opening info write: Scott Hanson, 3508 4th Ave. So., Minneapolis, MN 55408, (612-874-0082). Enclose a SASE.

1983 X: I'm still waiting for one of the participants to send me a set of the last year's moves for this game so I can publish them and close the books on this one. Can't anyone provide me with a copy of the spring moves for the last year of the game?

International Demo Game: I think we have more than enough players for the game and I think we may have a publisher lined up. So, hopefully, by next issue, we'll have the game going. It should be interesting to see if Europeans (and others) play Diplomacy any different than the rest of us.

Local Groups: If you are in the D.C./MD/VA or TX areas you should contact Ken Peel (address on inside cover) or J.R. Baker (address on inside cover) and get a copy of their recent surveys of local hobby members. Both are valuable supplements to the BBB and include more info.

Cons: No reports yet on the results of any of the major Labor Day events. PEERICON VI was a real bloodbath with 9 games played: 2 wins, 5 2-way draws, 1 3-way draw, and 1 5-way draw. Congratulations to Jay Shufeldt, the Tournament Champ, and Ron Spitzer, the Grand Prize winner. Both received several prizes, including \$100 gift certificates from Avalon Hill. Jay had a ten center win as Germany, shades of DIPCON! Most upcoming events are listed in the BBB but one that didn't make it is DRAGONCON III, to be held November 1-2, in Orlando, FL. For info: Call 305-352-6778. Yet another con host makes his debut this month when Steve Cooley hosts COOLEY CON out in Palmdale, CA. Fred Chang hosted his first Dippy gathering this past month in another part of Los Angeles. Don't forget Kathy's BYRNECON over Thanksgiving and our own BEETHOVENCON on December 6-7. We welcome reports on the results of face to face games, conventions, and tournaments.

1986-1987 Reprint Series: We are going to publish a new edition of the Reprint Series including issues 1-44 of DIPLOMACY WORLD. If you are interested let us know now so we can plan to print you a copy. The price is US\$90.00 (plus US\$45.00 for airmail overseas), which includes some 1,600 pages of material.

Anthology Volumes: Yes, we will be doing more as finances allow. II will be a collection of Mark Berch's writings. III will be variant games from past DWs. And IV will be the complete demonstration games from past issues of DW, again as finances allow.

HEADQUARTERS COMPANY

Well, if nothing else our two demonstration games have shown that the differences between old timers and novices aren't all they were cracked up to be. Both have had their share of problems in the early stages of the games. I don't think this is any profound truth, it's just a fact of reality. What should be obvious is that putting together a perfect game in which everything goes as it should isn't as easy as it might seem, for old timers or novices.

One interesting tactical aspect in 1986Q is that by the end of 1903 Turkey (Vince Springer) has gained control of what I call "The Smokestack." The Smokestack is a series of spaces beginning with Smyrna and running up through Constantinople, Bulgaria, Rumania, Sevastapol, the Ukraine, etc. Its control means that the Black Sea is a Mare Ottoman and, more importantly, Turkey has a dominant position in the Balkans. Perhaps it is too soon to say this will mean a Turkish victory in the game but it is a remarkable accomplishment for a novice player to achieve so early in the game.

If there is one lesson that the gamesmasters, commentators, and players should have learned from these games by now---and it applies to all of us as well---it is TO PREPARE FOR THE UNEXPECTED. Too often we fall into the trap of assuming that things will go as we expect or, failing that, as they usually do. Not so, things don't go that way at all. The person who is prepared to seize advantage of these opportunities is the one who will fare well. Games always have their share of Plodders and Go For Brokers. The trick is to be able to navigate between them from black dot to black dot.

Another lesson that can't be repeated is NEVER GIVE UP! Hugh Christie showed that in his performance as Austria in 1986Q where he took a down and almost out Austria and brought it back to life. Like you-know-who said, "It's not over until it's over."

Finally, another obvious lesson applies to game 1986H, the old timers game. Attention has to be paid to details. He who fails to do so is lost. Little things, like correctly writing orders, not missing a build to replace an annihilated unit (And yes, the Masters do it as well. Dave Lincoln and I failed to keep track of our units in a game at DIPCON and we missed a build we could have had. The lack of that unit kept us from a two way draw.), and other nitty-gritty details. These are the kinds of things that reveal a true pro, not the number of years one has been playing the game.

Diplomacy players talk about the game's strategies, the tactics, the diplomacy---but they miss the fundamental point, Diplomacy is a game of real estate. No hotels, no houses, but it's still the biggest game of Monopoly around.

As we begin to move out of the Opening Game into the Mid Game the action promises to continue hot and heavy. After all, would you have it any other way?

GAME OPENINGS, ANYONE?

If you are looking for an opening in a postal Diplomacy game (or many other types of games) there are two things you should do:

- 1) Get a copy of the new ZINE REGISTER (#7) which has just been published by Simon Billenness (630 Victory Blvd., #6F, Staten Island, NY 10301) (718-981-6247). The ZR offers brief reviews of almost every hobby publication. \$1.50.
- 2) Get a copy of PONTEVEDRIA, the most current listing of openings from Scott Hanson, 3508 Fourth Ave. So., Minneapolis, MN 55408. Include a Self-addressed stamped envelope with your request.

Simon tell us that there are 21 different publications right now with game openings offered so if you can't find one you just aren't looking!!

BOARD EXPLODES WITH ACTION,
STELLAR CAST DOES THEIR OWN...
STAR WARS

AUSTRIA (Randolph Smyth)
Army Tyrolia-Trieste
Army Vienna Supports Tyrolia-Trieste
Army Serbia-Bulgaria
Fleet Greece Supports Serbia-Bulgaria

ENGLAND (Al Pearson)
Fleet Norway-Sweden
Fleet North Sea-Skagerrak
Fleet London-North Sea
Army Edinburgh-Yorkshire

FRANCE (John Kador)
Fleet Marseilles-Gulf of Lyon
Army Paris-Picardy
Army Burgundy-Belgium
Fleet Spain (s.c.)-West Mediterranean
Army Portugal-Spain

GERMANY (Edi Birsan)
Army Munich-Tyrolia
Army Ruhr-Burgundy
Army Holland-Ruhr
Fleet Kiel-Holland
Fleet Denmark-North Sea

ITALY (Dan Stafford)
Fleet Ionian Support AUSTRIAN Fleet
Greece-Aegean (NSO)
Army Trieste-Albania
Army Apulia-Venice
Fleet Naples-Tyrrhenian

RUSSIA (Kathy Byrne)
Army Galicia Supports Army Ukraine-Rumania
Army Ukraine-Rumania
Fleet Rumania-Black Sea
Fleet Gulf of Bothnia-Sweden
Army Warsaw-Livonia

TURKEY (Blair Cusack)
Army Ankara-Constantinople
Fleet Constantinople-Black Sea
Fleet Smyrna-Aegean
Army Bulgaria Supports ITALIAN
Army Trieste-Serbia (NSO)
/Bulgaria is dislodged and
annihilated./

Birsan has done it again! In the last HA Demo Game, things looked grim for him after Fall 1901, yet in Spring 1902, the sun practically rose over his shoulder. And he's seized the initiative. France exits Burgundy and politely follows up with Army Paris-Picardy---so Edi hops into Burgundy. England breaks off her attack, so what does Germany do---stands her out of the North! This is not necessarily anti-English---Germany may have just wanted to ensure that Belgium will be his if he wants it. Austria evacuates the Tyrolia, so Opportunistic Edi slides right in. That gives him three splendid choices. He can open a second front with Army Tyrolia-Piedmont, he can support Italy back into Trieste, or he can attack Vienna. Austria is the other aggressive mover, taking Trieste and Bulgaria. But Austria's position is extremely precarious. Supported attacks on Trieste, Vienna, Bulgaria, and Greece would bring Austria down to only two centers, allowing each of the attackers one center. The only country not providing a support in such a blitz would be Germany, but he can repay Russian help by supporting Fleet Bothnia-Sweden. Note that Russia has selected the cautious Army Warsaw-Livonia, a tepid move which lets her guard St.Petersburg but little else. Elsewhere, relations in the Balkans remain murky, as both Italy and Turkey found themselves supporting non-existent moves and the Black Sea standoff tied up huge numbers of pieces, and forced the annihilation of Army Bulgaria once it was dislodged. The Russian move of Army Galicia Support Army Ukraine-Rumania rather than vice versa shows that Russia is still keeping her anti-Austrian options open. And with all of Austria's other problems, Budapest is unlikely to be guarded this fall, should she decide to just waltz in. Meanwhile, in the west, decisions must be made about Germany. If France cannot make a deal with Germany, then the attack on Italy will probably be called off, with the fleets located to guarding the Piedmont-Marseilles area. On the other hand, France may decide that this is too static an approach, especially if England is willing to take an active anti-German stance. If France can hang on, he should be able to get a build from the southern campaign in 1903, and this may be enough if England can provide active aid in tying up German armies. Unless Germany opts for Army Burgundy-Gascony, France could assemble a Marseilles-Paris-Picardy line for the Spring 1903 German attack. Much depends here on whether England decides to use Fleet Skagerrak to support Fleet London-North (which might not be needed), or to support Fleet Norway-Sweden (which might not

/54/

1986H/Fall 1902/The Moves

AUSTRIA SURVIVES & BUILDS!

GERMANS ENTER PARIS,

ITALIANS TRADE TRI FOR TUNIS

AUSTRIA (Randolph Smyth)

Fleet Greece Supports Army Bulgaria

Army Bulgaria Supports Fleet Greece

/Dislodged: retreats to Serbia, OTB/

Army Vienna-Tyrolia

Army Trieste Supports Vienna-Tyrolia

ENGLAND (Al Pearson)

Fleet Norway Supports London-North,

Fleet London-North Sea

Fleet Skagerrak Supports RUSSIAN

Fleet Bothnia-Sweden

Army Yorkshire-Holds

FRANCE (John Kador)

Fleet Gulf of Lyon-Piedmont

Fleet West Mediterranean-Mid Atlantic

Army Spain-Marseilles

Army Belgium-Hold

Army Picardy Supports Belgium

GERMANY (Edi Birsan)

Army Tyrolia-Vienna

Army Burgundy-Paris

Army Ruhr Support Holland-Belgium

Fleet Holland-Belgium

Fleet Denmark Supports RUSSIAN Fleet

Bothnia-Sweden

ITALY (Dan Stafford)

Fleet Ionian Support Tyrrhenian-Tunis

Fleet Tyrrhenian-Tunis

Army Trieste to Serbia /NSU/

Army Venice Supports AUSTRIAN Army

Trieste-Tyrolia /NSO/

Army Albania-Hold /Not Ordered/

RUSSIA (Kathy Byrne)

Army Galicia Supports GERMAN Army

Tyrolia-Vienna

Fleet Rumania Supports TURKISH Fleet

Constantinople-Bulgaria (e.c.)

Army Livonia-St.Petersburg

Fleet Gulf of Bothnia-Sweden

Army Ukraine-Holds

TURKEY (Blair Cusack)

Army Ankara-Constantinople

Fleet Constantinople-Bulgaria (e.c.)

Fleet Aegean-Greece

The Commentary (Mark Berch)

work anyhow). The latter would seem like a better choice, since it helps safeguard Norway (Russian seizure of Sweden could give Russia two extra pieces on Norway: Sweden and St.Peterburg, but it risks losing the North altogether if France and Germany strike a deal).

In short, the game has an unusual amount of flux for Spring 1902. Almost any alliance or war is at least plausible for Fall 1902. This is a time for maximum diplomatic activity, because choices now are probably going to commit the play of all of 1903.

In the Fall of 1902 Germany caps a remarkable comeback year with a very aggressive set of moves. Note that he is attacking three supply centers, with support in two cases. He is now the strongest power in the west, and the only power operating on both sides of the board. He appears to have forged an alliance with Russia, has drawn first blood in his war with France, and will be the only western power building this winter. France has opted for a long term approach. But even if Italy leaves him alone, and England comes to his aid, this may be slow going. Germany's Army Paris is cut off, but whether Germany can change that is the issue. Spring 1903 could see two triple attacks on Burgundy, one, or none. But even if France can get an army into Burgundy, he will have to get rid of Army Ruhr first before he can get to work on Paris because he has so many armies to bring to bear. And the fleet will have to guard Gascony and Brest. Of course, Ruhr could be distracted by such moves as Belgium Support Army Yorkshire-Holland. England has put out a bit of anti-German press, and is poorly placed to move against France and faced with a strong Russian-German alliance, he may see no alternative to helping France.

In the east, Italy's moves are a puzzle. Taking Tunis with Fleet Tyrrhenian rather than Fleet Ionian, shows that the war with France is over. It's possible that Italy was anti-Austrian, with his Army Venice move an attempt to foil an Austrian self-standoff in Tyrolia (a tactic called the scissors, since Germany sits in the standoff space and could be used for support) and thereby Italy would retain Trieste and take Serbia as well. On the other hand, the misorder might have been deliberate, with Italy just marking time.

If the game really does have a German-Russian Turkish alliance, then Italy's stance is crucial since that triple can only be halted if they are stalemated on both fronts. That in turn requires that Italy prop up Austria.

AUSTRIA, GERMANY, RUSSIA BUILD
 TURKS REARM, REST STATIC....
 CHANGE OF GOVERNMENT IN ITALY

AUSTRIA (Randolph Smyth)
 Vienna, Budapest, Serbia, Greece,
Trieste
 4/5 Builds Army Budapest
 /Army Bulgaria retreated to Serbia/

ENGLAND (Al Pearson)
 Home, Norway
 4/4 Constant

FRANCE (John Kador)
~~Paris~~ Brest, Marseilles, Spain,
 Portugal, Belgium
 Constant

GERMANY (Edi Birsan)
 Home, Holland, Denmark, Paris
 5/6 Builds Army Munich

ITALY (Dan Stafford resigns, and is
 replaced by Jim Burgess.)
 Home, ~~Tripoli~~, Tunis
 Constant

RUSSIA (Kathy Byrne)
 Home, Rumania, Sweden
 Builds Army Warsaw

TURKEY (Blair Cusack)
 Home, Bulgaria
 Builds Fleet Smyrna to replace
 annihilated unit.

Italy's moves are not the only puzzles. I am very surprised by two of Russia's moves. The first is supporting Turkey to Bulgaria (e.c.) rather than Bulgaria (s.c.). That move greatly decreases the pressure on Greece, and in general puts brakes on the westward movement of Turkey's fleets. Fleet Rumania can hardly need support, and if Russia and Turkey plan a standoff in the Black Sea from there, the entire front against Austria has been narrowed drastically. My best guess is that this was a requirement set by Italy, perhaps as his price for going along with the anti-Austrian campaign; if so, quite a coup. The other was her move to St.Petersburg. While this is explicable in terms of guarding St.Petersburg, that should not really have been a worry for Russia. The cost here is considerable: She can't build Fleet St.Petersburg (n.c.). So, if a campaign is to be taken against England, Russia will have to ride in the back, and Germany is probably in no hurry to start that one. Moreover, that move ought to worry Turkey, so much so that he may reconsider building Fleet Smyrna at all. Russia hardly needs another army in the south---she isn't even using Army Ukraine as it is. Unless Russia plans something like Fleet Sweden Support Army St.Petersburg-Norway, (new) Army Moscow-St.Petersburg, all that's left is a build in Sevastapol. That Russian attack can easily be foiled with Fleet Skagerrak-Sweden, and even if it succeeds, Russia's northern fleet is still backward. Add to the pot that Austria will probably offer support for Fleet Bulgaria-Rumania, and fears of being perpetually junior to Russia and Germany in the triple, you may have the makings of a turn around for Turkey.

Stay turned.

A

WINNING
 COMBINATION

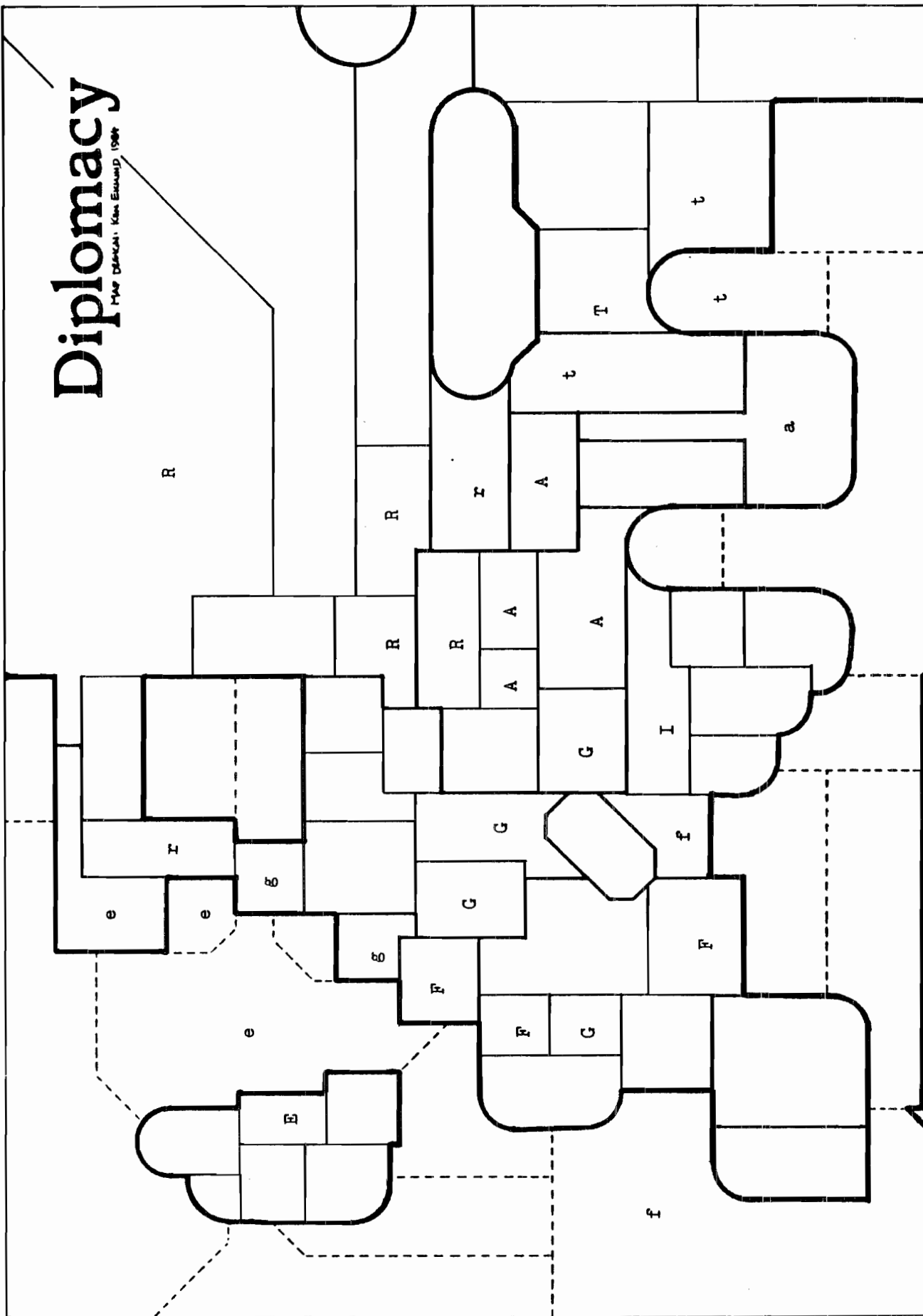


D. W.
 AND
 YOU

DIPPERS
 FROM ALL
 OVER THE
 WORLD USE
 THE BLACK
 AND BLUE
 BOOK !

Diplomacy

MAE DEKAL: KAN ESUWID 1984



FRANCE-GERMANY TAKE ON THE WORLD...
TURKS CONTINUE ADVANCE IN RUSSIA...

AUSTRIA (Hugh Christie)

Army Serbia-Bulgaria
Fleet Albania-Greece
Army Vienna-Trieste
Army Trieste-Serbia

ENGLAND (Paul Boben)

Army Yorkshire-Belgium
Fleet North Sea Convoy Yorkshire-
Belgium
Fleet English Channel Support
Yorkshire-Belgium

FRANCE (Bruce Walker)

Fleet Portugal-Mid Atlantic
Fleet Brest Support Fleet Portugal-
Mid Atlantic
Army Burgundy-Belgium
Army Marseilles-Piedmont
Army Spain-Gascony

GERMANY (Dennis Walker)

Fleet Kiel-Denmark
Fleet Holland Support FRENCH Army
Burgundy-Belgium
Army Ruhr Support FRENCH Army
Burgundy-Belgium
Army Munich-Tyrolia

ITALY (Bob Addison)

Army Tyrolia-Piedmont
Army Venice-Piedmont
Fleet Rome-Tyrrhenian
Fleet Greece-Ionian

RUSSIA (Robert O'Donnell)

Fleet St.Petersburg (n.c.)-Norway
Fleet Sweden Support Fleet St.Peters-
burg (n.c.)-Norway
Army Ukraine Supports Fleet Rumania
Army Moscow-Sevastapol
Fleet Rumania Support AUSTRIAN
Army Serbia-Bulgaria
/Rumania is dislodged and
annihilated./

TURKEY (Vince Springer)

Army Sevastapol-Ukraine
Army Bulgaria-Rumania
Army Constantinople-Bulgaria
Fleet Smyrna-Aegean
Fleet Black Sea Supports Bulgaria-
Rumania

As you may recall, last time I explained how you tell novice player games from experienced player games: novice player games have more NMR's. In this game, there were two in Fall 1901 followed by a change of player. The "experienced player" game then proceeded to have two Fall 1901 NMR's followed by a change of player. I'll try to show more respect for novice players in the future.

Getting back to the current conflict, it was pleasing to see an absence of NMR's in favor of some nice, healthy backstabbing. Taking the western situation first, as predicted, the English-German alliance broke up and, for all of Spring 1902, it looked as if Germany (D. Walker) had cut a deal with France (B. Walker). The interesting point to note was that France ended up in Belgium rather than Germany. This was rather greedy on France's part and certainly as it turned out, a bad deal for Germany. In fact, it would be a bad deal for Germany in most other games as well. To survive and prosper, Germany must grow to about six fairly quickly. Anything short of that (particularly with the Russian "red tide" in the Baltic) leaves Germany at less than critical mass, which in DIPLOMACY, usually is the rough equivalent to buzzard bait. Having accepted the offering (probably refusing an English demand to support his convoy), France really didn't need Germany any more and so switched to England in the fall.

England (Boben) did not exactly get off completely free and clear either. To make quick progress vs. Germany, he had to make deals with both France and Russia, leaving him between the proverbial rock and a hard place (France and Russia can be very complementary mid-game allies). Furthermore, having annexed Denmark, Germany may be difficult to impossible to reliably turn once again, should the desire arise. In short, England may have foreclosed most of his options in the early game; healthy success is now required vs. Germany to provide compensation.

Russia (O'Donnell) is looking relatively better in 1902 despite some setbacks. He managed to stay even despite the loss of Rumania (indefensible anyway) and his major neighboring threats have been effectively neutralized: Germany and Austria by being on the wrong side of alliances, England by alliance with Russia and Turkey by distraction with Austria combined with a relatively defensible Russian position in the south. Russia now has the option of trying a little marauding in Germany or perhaps trying for a piece of the action in the Austrian mess.

ASSAULT ON AUSTRIA CONTINUES,
GERMANY SURROUNDED BY A PACK

AUSTRIA (Hugh Christie)
Fleet Greece-Bulgaria (s.c.)
/Greece is dislodged and retreats
to Albania./
Army Serbia Supports Fleet Greece-
Bulgaria (s.c.)
Army Vienna-Budapest
Army Trieste-Tyrolia
/Trieste is dislodged and retreats
to Vienna./

ENGLAND (Paul Boben)
Army Yorkshire-Denmark
Fleet North Sea Convoy Yorkshire-
Denmark
Fleet English Channel Supports
FRENCH Army Belgium

FRANCE (Bruce Walker)
Fleet Mid Atlantic-Spain (s.c.)
Fleet Brest-Mid Atlantic
Army Marseilles-Burgundy
Army Gascony Supports Marseilles-
Burgundy
Army Belgium Supports Marseilles-
Burgundy

GERMANY (Dennis Walker)
Fleet Denmark Supports Holland-North
/Denmark is dislodged and retreats
off the board./
Fleet Holland-North
Army Ruhr-Holland
Army Munich-Tyrolia

ITALY (Bob Addison)
Fleet Ionian-Greece
Army Tyrolia-Trieste
Army Venice Supports Tyrolia-Trieste
Fleet Tyrrhenian-Tunis

RUSSIA (Robert O'Donnell)
Army Moscow-Sevastapol
Army Ukraine-Rumania
Fleet Norway Supports ENGLISH
Fleet North
Fleet Sweden Supports ENGLISH
Army Yorkshire-Denmark

TURKEY (Vince Springer)
Army Constantinople-Bulgaria
Fleet Aegean Supports ITALIAN
Fleet Ionian-Greece
Army Sevastapol-Hold
Fleet Black Sea Supports Army Sev
Army Rumania-Serbia

As might be surmised from the foregoing, France (B. Walker) clearly got the best position out of the western situation, as befits the most effective diplomat. He has a docile and protective England, content to support French Army Belgium, position to go off munching on German centers and even a decent naval capability, useful vs. Italy now and maybe Turkey and/or England in the future. The major danger in this situation is over-confidence. As an example, leaving one fleet in the Mid Atlantic as a damper to English temptation is a wise move. In postal games, after the early stage, stabs by minor powers against lead allies tend to be relatively rare (compared to face-to-face games). Mostly they happen when opportunity combines with over-whelming temptation; the task of the lead player in an alliance is to minimize both.

The antics of Italy (Addison) could be interpreted in several ways. The Spring move could have been intended to set up Austria for the kill in the Fall. On the other hand, they could simply be more waffling, brought on by Turkish enticements on the value of two builds. I suspect the latter actually and frankly, it is Italy's best option. Italy tends to have good options in many games; anything and everything eventually leads to disaster. In such a situation, the best thing to do may be to take an otherwise unsound chance and simply hope for the best. That is what it looks like here. Probably Italy will end up crushed eventually between France and Turkey, but who knows? Maybe England will stab France and Turkey will turn a better ally than usual or will misplay and allow himself to be stabbed or...

Austria (Christie) is suffering from the frequent "worth more dead than alive" syndrome mentioned above. Only the most active and effective diplomacy can forestall it and, once dissolution begins, the effect is something like blood in the water in the presence of sharks. There is still a little fight left, especially if Russia stays neutral. But all those Turkish armies should eventually tell once they are in position.

Finally, we have Turkey (Springer), who seems to be playing as formidably as France in the west. The Russians have been effectively neutralized, Austria is on the ropes and--- a major plus---Italy is signed on as an ally. Such alliances, when they occur, usually allow Turkey to grab up most of Austria's and Russia's centers in reach while Italy is graciously allowed the task of defending the Mediterranean from marauding French (or occasionally English).

FRANCE, ITALY, TURKEY BECOME BIG 3!

AUSTRIA (Hugh Christie)
Budapest, Serbia, ~~Tripoli~~, Vienna
4/3 Removes Fleet Albania

ENGLAND (Paul Boben)
Home, Denmark
3/4 Builds Army Edinburgh

FRANCE (Bruce Walker)
Home, Spain, Portugal, Belgium
5/6 Builds Fleet Marseilles

GERMANY (Dennis Walker)
Home, Holland
3/4 No build received. Will be one short

ITALY (Bob Addison)
Home, Greece, Tunis, Trieste
4/6 Builds Fleet Naples & Army Rome

RUSSIA (Robert O'Donnell)
Moscow, Warsaw, St.Petersburg, Sweden,
~~Norway~~, Norway
4/5 Builds Army Warsaw

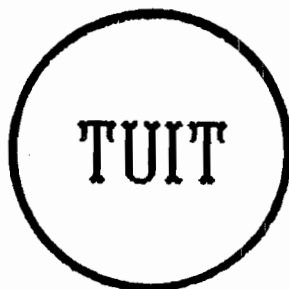
TURKEY (Vince Springer)
Home, Bulgaria, Sevastapol, Rumania
5/6 Builds Army Ankara

A more equitable arrangement is easy to imagine, thus the relatively unpopularity of the alliance.

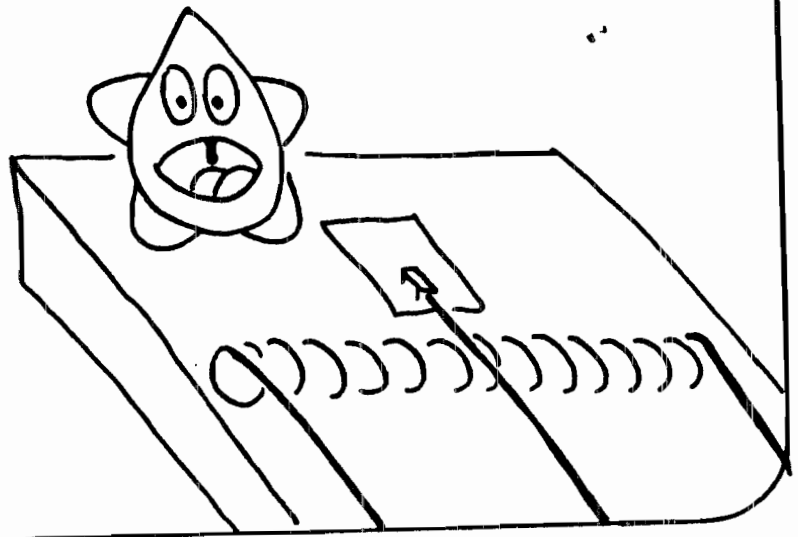
Looking ahead, the build season telegraphs several participants intentions. Austria and Germany are simply holding on as best they can, hoping for a minor (or major) miracle. England probably hopes for a convoy to someplace like Holland. France and Italy are preparing for confrontation (and most likely at least temporary stalemate) in the Mediterranean. France meanwhile will continue to move in on Germany while Italy tries the same (with lesser resources) on Austria. Russia is the least predictable. Does he stand pat (not so good in the long run) or move on Austria (unlikely to get anywhere) or prop up Austria (only temporarily effective) or move in on Germany (most likely, if Turkish erosion is simultaneously contained)?

Long term prospects remain best for Turkey and France, in that order given Turkey's new Italian alliance. Nonetheless, getting that one western center Turkey requires for victory will not be easy, even if everything else goes right.

ISN'T IT TIME
YOU SUBSCRIBED TO
DIPLOMACY WORLD



I STILL SAY IT LOOKS
LIKE A TRAP TO ME!



DIPPY DODDLES

JR

CHANGE OF GOVERNMENT IN GERMANY,
ITALY RUNS INTO PROBLEMS

AUSTRIA (Hugh Christie)

Army Serbia-Trieste
 Army Vienna Supports Serbia-Trieste
 Army Budapest Supports Serbia-Trieste

ENGLAND (Paul Boben)

Army Denmark-Kiel
Fleet North Sea-Holland
 Fleet English Channel-Belgium
 Army Edinburgh-Hold

FRANCE (Bruce Walker)

Fleet Mid Atlantic-North Africa
Fleet Spain (s.c.)-West Mediterranean
Fleet Marseilles-Gulf of Lyon
 Army Belgium-Ruhr
 Army Burgundy Support Belgium-Ruhr
 Army Gascony-Marseilles

GERMANY (~~Dennis Walker~~, replaced by

Randy Karmolinski)
Fleet Holland-Kiel
 Army Ruhr-Munich
Army Tyrolia-Venice

ITALY (Bob Addison)

Army Rome-Tuscany
Army Venice-Tyrolia
Army Trieste Supports Venice-Tyrolia
 /Trieste is dislodged and retreats to
 Albania/
 Fleet Naples-Tyrrhenian
Fleet Tunis-West Mediterranean
 Fleet Greece-Ionian

RUSSIA (Robert O'Donnell)

Fleet Norway-Sweden
 Fleet Sweden-Baltic
 Army Warsaw-Silesia
 Army Moscow-Sevastapol
 Army Ukraine Support Moscow-Sevastapol

TURKEY (Vince Springer)

Army Rumania-Galicia
 Army Constantinople-Bulgaria
 Fleet Aegean Supports Constantinople-Bulgaria
 Army Ankara-Rumania
 Fleet Black Sea Convoy Ankara-Rumania
Army Sevastapol Supports Ankara-Rumania
 /Sevastapol is dislodged and retreats
 to Armenia./

1903 had fewer surprises than 1902, but the lines were fairly firmly drawn and a cessation of alliance switching while the winners carve up the losers in preparation for mid-game is not unusual.

The eastern situation showed the most life in it. Italy (Addison), noting the presence of large numbers of froggies in the western part of his Mediterranean lily pond, waffled yet again and made an extraordinarily trusting deal with his erstwhile Austrian enemy. Austria (Christie) was probably expected to stand pat while Italy fought off the infidels to the west and Turkey (Springer) contentedly brought up additional forces to make an Austrian deal unnecessary---permanently unnecessary. Austria, understanding more than miffed at previous Italian behavior and disinclined neither to trust long run Turkish intentions nor to passively go down in support of the greater glory of the eastern entente, decided instead to take the supply centers and run. And why not? Austria is down in the long run anyway; why not take some tormentors down with him and have some actual units to play with in the interim.

This illustrates an important fact to consider: "balance of power" play, as advocated by Allan Calhamer, is nice in theory but fails to take into account human nature, such as desires for revenge and a disinclination to be taken advantage of a second time. Therefore, when you begin to take someone down, be prepared to take him all the way down, or at the very least be prepared to defend yourself thereafter (not necessarily everything, but enough to lower the temptation to stab by making it at least arguably unprofitable). Another factor, maybe an issue here or maybe not: never tell another player all your real moves. A few units here there for necessary coordination is one thing, occasionally a few "ringer" moves you actually do not plan to use may sometimes help to divert actual intent when you are still able to respond. However, giving away all your real moves (even obvious) is akin to leaving a wide open safe with a "Do Not Burgle" sign on it; noble in intent, but unlikely to be effective.

A few other points may be of note. The French-Italian-Austrian mess has left Russia (O'Donnell) with a one-on-one situation in the south, one he has been playing fairly skillfully while waiting for builds derived from the north. In particular, a build in Warsaw leaves Russia with a Warsaw-Ukraine-Moscow line which is very difficult for Turkey to break unaided.

AUSTRIA & ITALY BOUNCE BACK,
GERMANY GOING DOWN FAST,
FRANCE & TURKEY MAJOR POWERS

AUSTRIA (Hugh Christie)

Army Budapest-Serbia

Army Trieste-Venice

Army Vienna-Trieste

ENGLAND (Paul Boben)

Army Denmark-Kiel

Fleet Belgium-Holland

Fleet North Sea Supports

Belgium-Holland

Army Edinburgh-Yorkshire

FRANCE (Bruce Walter)

Army Burgundy-Munich

Army Ruhr Support ENGLISH Army

Denmark-Kiel

Army Marseilles-Piedmont

Fleet Spain (s.c.)-West

Mediterranean

Fleet Gulf of Lyon Support Fleet

Spain (s.c.)-West Mediterranean

Fleet North Africa Supports Spain

(s.c.)-West Mediterranean

GERMANY (Randy Karmolinski)

Army Munich-Berlin

Army Tyrolia-Bohemia

Fleet Holland-Kiel

/Holland is dislodged and retreats
to Helgoland Bight or OTB/

ITALY (Bob Addison)

Army Venice-Piedmont

Army Tuscany Supports Venice-
Piedmont

Fleet Tyrrhenian-West Mediterranean

Fleet Tunis Supports Tyrrhenian-

West Mediterranean

Fleet Ionian-Naples

Army Albania-Serbia

RUSSIA (Robert O'Donnell)

Fleet Sweden-Denmark

Fleet Baltic Supports ENGLISH Army
Denmark-Kiel

Army Silesia-Warsaw

Army Ukraine Supports Sevastapol-
Rumania

Army Sevastapol-Rumania

/Sevastapol is dislodged and
retreats to Moscow or OTB/

Given the sad state of the German empire, little help is expected from that quarter. The other question is the Fall move Fleet Aegean-Greece (supported, no less). Are we to infer that this was arranged? Or did Turkey decide that Italian centers were more valuable than Italian help? In Italy's shoes, I'd be inclined to invite the French into the Ionian; Italy is probably doomed anyway and this has the prospect of breaking Turkey's potential defensive line, thereby likely taking the Sultan down with him. Isn't revenge and retribution fun to watch?

The western situation is less exciting, but just as significant. The triple alliance (France, England, and Russia) made great progress vs. Germany (Karmolinski, replacing the resigning Dennis Walker). With only a single unit left, elimination in 1904 seems a foregone conclusion. France (B. Walter) is making significant inroads vs. Italy, especially considering the Austrian (and maybe Turkish) stab(s). Russia is stemming the Turkish advance in the south. So now what does England (Boben) do? Take a long nap until the end of the game?

Aside from standing pat, the options are of course to attack either France or Russia, no doubt with a Turkish cheering section in either event. France is currently in a classic over-extended state, placed well vs. Italy but not yet achieving real gains. Fortunately for France, he did get one build (likely Fleet Brest, given the "unfortunate" occupation of Marseilles) and Italy seems less likely to be able (or interested) in holding out then might have been thought in the Spring. Russia probably has to build Army Warsaw and hold pat, leaving Scandinavia relatively undefended (Norway is wide open). This then is England's most likely option for a Spring or Fall 1904 stab.

France will likely leave a fleet in the Mid Atlantic as insurance (sort of like England's aimlessly wandering Army Yorkshire) and continue vs. Italy. If he can get into the Ionian, Turkey will not be able to defend in the long run; even a lion's share of Italy will make it very difficult. An English attack on Russia would probably have more plusses than minuses. To be sure, Turkey will pick up more Russian centers and eventually build more fleets, but eventually is quite some time away and in the meantime, England is distracted from more dangerous pursuits.

Longer term, for the first time, France's chances now look better than Turkey's. Most of the reasons have been covered before, however in essence, it boils down to the fact that without an effective cork to bottle away the French, Turkey must face French fleets alone at a considerable disadvantage. Of course,

/62/

1986Q/Winter 1903/The Results

TURKEY (Vince Springer)
Army Armenia-Sevastapol
Fleet Black Sea Supports Rumania
Army Rumania Supports Armenia-
Sevastapol
Army Galicia-Warsaw
Army Bulgaria Supports Aegean-Greece
Fleet Aegean-Greece

NEVER GIVE UP, NEVER GIVE UP.....

AUSTRIA (Hugh Christie)
Budapest, Serbia, Trieste, Venice,
Vienna
3/5 Builds Army Vienna (one short)

ENGLAND (Paul Boben)
Home, ~~Denmark~~, Holland, Kiel 4/5
Builds Fleet Edinburgh

FRANCE (Bruce Walter)
Home, Spain, Portugal, Belgium,
Munich 6/7
Builds Army Paris

GERMANY (Randy Karmolinski)
Berlin, ~~Holland~~, ~~Kiel~~, ~~Munich~~ 3/1
Remove Fleet Kiel (Impossible)
Remove Army Bohemia, Fleet Holland
retreats off the board

ITALY (Bob Addison)
Naples, Rome, Tunis, ~~Trieste~~, ~~Tripoli~~,
~~Yenisei~~ 6/3
Removes Fleet Naples, Army Albania,
Army Tuscany

RUSSIA (Robert O'Donnell)
Moscow, Warsaw, St.Petersburg,
Sweden, Norway, Denmark
5/6 Builds Army Warsaw
Army Sevastapol retreats to Moscow
TURKEY (Vince Springer)
Home, Bulgaria, Sevastapol, Rumania,
Greece 6/7
Builds Fleet Smyrna

The Commentary (Eric Verheiden)

diplomacy is still possible. The most useful development would be an Anglo-French conflict. This could be encouraged by playing on mutual paranoia or even an offer of a split of the Italian spoils to France. Of course, this latter arrangement has two major problems: first, France stands to get most of Italy, deal or no deal. Second, to cede so much to France may be to cede him the game. No, a nice, long indecisive war is what is needed and it will take some skill indeed to pull it off.

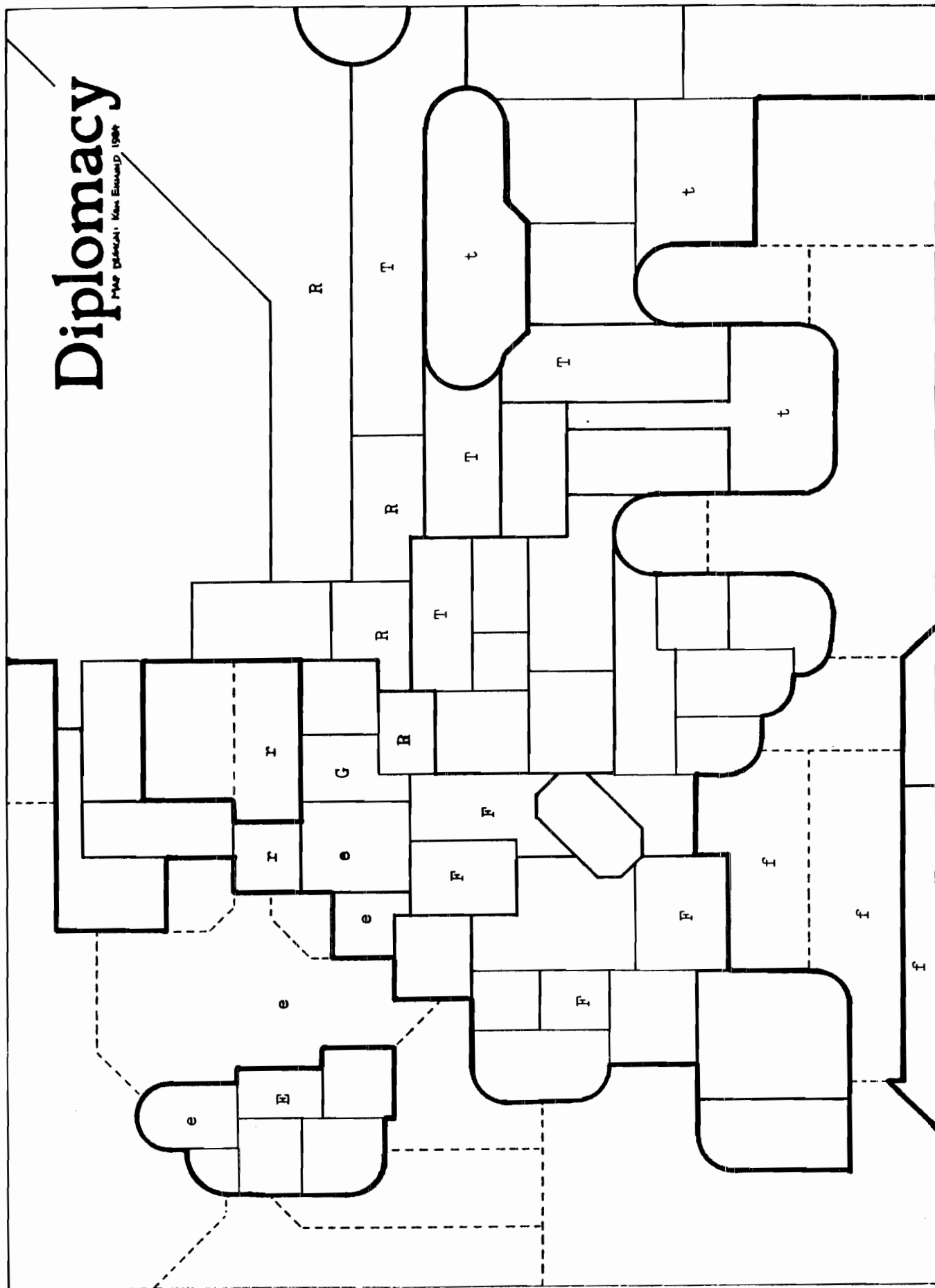
Some other long shots are worthy of brief mention. England could win by hitting Russia now and a careless France later. The "careless France" part will be the trickiest. Also, Russia has been resurrected to some extent and could also profit from an Anglo-French war, if with more difficulty. Finally, Austria has nowhere to go for the moment, but also no unified opposition (Italy does not count). If Austria can hold on and somehow get his second build, well, who knows...but it is not likely.



GAMERS
CAN BE
FOUND
FASTEST
IN THE
BLACK
AND
BLUE
BOOK

Diplomacy

Map Details: New Edition 1984



CHARACTER DIPLOMACY

by Fred C. Davis, Jr. 1986

Variants on the Regular Board

Not all interesting variants require a new map. Many can be played on the Regular map, which makes them easier to play FTF. Some have a few minor map changes, such as making Switzerland or Ireland passable, but such alterations do not affect their playability using the boards we already own. In fact, the largest single category in the North American Variant Bank files is Category "R," Rules Revisions Using the Regular Board. There are about 250 variants in that major category.

There are all sorts of subcategories. Many add only a single new feature or change a single rule. There are categories for adding Economic factors, for Hidden movement, for adding new types of units, and for playing on two boards, to name a few varieties.

In this issue, I am presenting an example of such a game, "Character Diplomacy," which combines the aspects of several variants. There are variants where each country has special characteristics for all of its units (Cosmic Diplomacy III). those where cards are dealt to the players enabling them to make special types of moves for one season only (Vacation Diplomacy), and designs incorporating almost any type of strange move or weird piece you can imagine. "Character Diplomacy" deals cards to each individual unit, so that any unit may have the potential for any of 21 different types of special powers (including some which will remain plain old-fashioned units). The fun lies in the concealment of those special powers by the players until they are ready to use them in the most advantageous manner. The game could be won by he who lies in wait to spring the trap, rather than by he who rushes forth helter-skelter to grab Centers. Only play of the game will determine which course of action is best. Meanwhile, the players can have a ball hinting or threatenin at what their units might do.

Rules for Character Diplomacy

1. The rules of the 1971/1976 Diplomacy Rulebook will apply, except as shown below.
2. Each unit on the board will be dealt a Character Card, which may give that unit some special characteristic, such as extra strength or mobility. These cards are non-transferrable. They confer these powers only on that particular unit.
3. At the start of the game, the GM will deal one card for each of the 22 starting units. No single Power may initially be dealt more than one card from the following categories: The combined set of Cards #1 and #2 (Double-strength units), Card #9 (Province annihilator), #11 (Hypnotist), #12 (Minelayer), #14 (Invisible), or #15 (Cutter of support orders). Should such an event occur, the GM will return the second card to the deck and draw another card for that unit. (The chances of a Power being dealt more than one card 9, 11, 12, 14, or 15 are small, as there are only two copies of each such card in the deck).
4. The characteristic assigned to each unit will be kept confidential by the GM. The nature of each unit will be disclosed only in the course of the game, when the special actions taken by a unit will reveal its power.

5. As subsequent units are built, the GM will assign a character card to each. The procedures in Rules 2, 3, and 4 will be followed, except that all Powers entitled to at least 8 units on the board may have two of the combined cards #1 and #2 assigned to their units (Double-strength units).

No power may ever have more than one Annihilator, Hypnotist, Minelayer, Invisible unit or Cutter among his forces, or more than two Double-strength units.

6. One additional abstract space, "Heaven" is added to the game. Units drawing Card #8 may move to "Heaven" on one turn, and then to any legal space on the board on the following move. Any number of units may simultaneously occupy "Heaven." (This is adopted from the "Black Angels" variant designed by Lew Pulsipher.)
7. The Caspian Sea is passable to Amphibious units, to Army's allowed to cross one sea space without convoy (Card #17), plus all units holding Card #7 characteristics. (An Army making this move will be presumed to be walking on water!). Also, a Converting unit (Card #6) may become a Fleet and use the Caspian. Caspian touches only Armenia, Moscow, and Sevastapol. The term "(e.c.)" must be used to designate an East Coast conversion by a Card #6 unit in Armenia or Sevastapol.
8. The GM will report the destruction of mines by an Engineer unit (Card #13) moving into a space, but will not report who laid the mine. An Engineer unit automatically destroys all mines placed in a space when it moves into it, so players do not have to write an order for this.
9. An order written by units holding Cards #9, 10, or 11 (Annihilator, Gas Attack, or Hypnosis) has priority over any orders written by the units they are attacking, or by other units trying to attack them. Thus, an order to put an adjacent unit into Civil Disorder (Card #10) succeeds, even if that unit was ordered to attack the space the Card #10 was in. Even if the Card #10 unit is dislodged by attacks and supports from elsewhere, its order to put a specific unit in Civil Disorder succeeds. An Annihilation order written by a Card #9 unit always succeeds, even if its move to an adjacent space would otherwise be stood off.
Clarification: The Annihilator unit (Card #9) is unstoppable only when it gives the order to "Annihilate (space name)". It could be stood off under the normal rules of Diplomacy when making an ordinary move. Note that the order to "Annihilate" may be given for the province in which it is located, or to any adjacent space to which it could legally move, including move by Convoy if an Army. Any alien unit in the space which is annihilated is also destroyed, but any unit ordered to move into the annihilated space is merely stood off.
10. There are a total of 68 Character cards. The types and the numbers of each card are shown below. Note there will still most likely be more ordinary units than those of any other type, since there are more cards (12) for ordinary units. Players may wish to check off the cards as they are played and appear.
11. In order to keep track of which characteristics belong to which unit, each unit will be numbered, as in the original Diplomacy game. (i.e. 1Army, 2Army, 1Fleet, etc.)

The GM will have to do careful bookkeeping to keep track of these units. There will be a higher than average rate of units being annihilated, so several units will probably be built each year.

12. When a total of 50 cards have been dealt, the GM will return all of the cards to the deck and reshuffle them, so some unit characteristics

which may have been "used up" will be brought back into the game.

13. Players are, of course, free to confabulate on the characteristics of their various units as they conduct diplomatic negotiations with each other. This should add some spice to the diplomacy!

Ideas for this variant have been borrowed from "Vacation Diplomacy" (rm24 and rm 39) by Dan Kuszynski & Fred Davis, "Unplayable Card Diplomacy" (rm32) by Stephen Agar, "Cosmic Diplomacy II" (rm 42) by Russ Rusnak, and "Black Angels" (xa01) by Lew Pulsipher, as well as several Hidden Movement games, such as Kriegspiel and Deadman. Borrowing from one source is called plagiarism. Borrowing from many sources is called research.

Types and Numbers of Unit Characteristic Cards

<u>Card No.</u>	<u>No.</u>	
1	2	Unit always moves and holds with a strength of two, but only supports with a strength of one.
2	2	Unit is <u>double strength</u> for all purposes.
3	4	Unit is <u>amphibious</u> . Initially reported as an Army or Fleet. Once its identity is disclosed, reported as an "Amp."
4	4	Unit may move <u>two spaces</u> each turn. If the second space is blocked, it moves just one space. (Can Retreat only one space).
5	4	Unit may <u>jump</u> over another unit, alien or friendly. Must land in a legal space. Includes a jump over Switzerland, if occupied.
6	4	Unit may <u>convert</u> from an Army to a Fleet, or vice versa, in Spring, Fall or Winter. If done in Spring or Fall, this is in lieu of any other move, and, if attacked, conversion does not take place, even if space is successfully defended. Must take place in a coastal space.
7	4	Unit may move to Iceland, Ireland, Sardinia, Sicily, Crete, Switzerland, or Caspian Sea at will, using normal moving rules. Units may also move <u>directly</u> between Ireland-Liverpool, Sicily-Naples and Spain-North Africa, and vice versa. Convoyed Armies may use islands, and Rule 7 permits Armies to exist in Caspian. These units may also Retreat to these spaces.
8	4	Units may move OTB to "Heaven" and return on the next move to any legal space. (Armies must go to land space. Fleets to a sea or coastal space.)
9	2	<u>Annihilator</u> . Unit may destroy province it is in or moves into. It's annihilated, too, but the space is impassable on the following turn, and, if it is a supply center, it cannot furnish support for <u>3</u> turns after the explosion.
10	2	<u>Gas attack</u> . Unit may force any adjacent alien unit into Civil Disorder for <u>2</u> turns, in lieu of any other move (ie. It holds while writing this order). (May take this action only once every 4 moves).
11	2	<u>Hypnosis</u> . Unit may hynotize an adjacent alien unit, and write orders for its move, in lieu of any other move. (i.e. It holds while writing this order). (May do this only every other turn).
12	2	<u>Minelayer</u> . Unit may leave a mine behind in any province as it leaves. If it fails to leave, mine is <u>not</u> laid. (May lay only 1 mine per year).

- 13 4 Engineer. Unit can disarm any mines in provinces it enters.
(Automatic).
- 14 2 Unit can become invisible, if owner writes order to that
effect. Subject to all normal rules. Unit is reported by GM
only when it has contact with other units, or it captures a
supply center. (Return to already owned supply center does
not disclose its position).
- 15 2 Unit may cut up to two support orders directed against it.
(Automatic).
- 16 4 Army may move nonstop through (or over) Switzerland to a
space on the other side (e.g. Munich-Piedmont) without regard
for status of Swiss space. May also move directly between
Spain-North Africa and Armenia-Moscow.
- 17 2 Army may cross one sea space without need of convoy.
(Theoretically a 2 space move, but may be done without regard
for any units or mines in the intervening sea space).
- 18 2 Fleet may carry an Army piggy-back, using Army/Fleet rules.
After identity disclosed, it's reported as a "PF" (Piggyback
Fleet).
- 19 2 Fleet may jump directly from MAO to Eastern Mediterranean;
or MAO to Norwegian Sea, or vice versa.
- 20 2 Free unit. Once built, needs no supply center to support it.
It must be annihilated to be removed from the board.
- 21 12 An ordinary unit.

THE WONDERFUL WORLD OF DIPLOMACY VARIANTS

From the very beginning of the hobby people have been tinkering with ABC's idea. The result is a huge collection of variant games based, more or less, on the Diplomacy idea. Over the last 25 years hundreds of variants have been designed by scores of individuals covering almost any geographical area or time frame you can imagine (and some I'm sure you can't).

These variants are collected in the North American Variant Bank and are catalogued in the NAVB 1986 Catalogu (Draft) which you can order from Fred Davis, Jr., 1427 Clairidge Rd., Baltimore, MD 21207 for US\$3.00. It also tells you how you can order copies of the hundreds of variants available.

If you are interested in variants, and you have a computer and some time available to work on a worthwhile hobby project you might contact Fred to see if you could be of help in computerizing his records.

If you are interested in playing Diplomacy variants, or other boardgames by mail you should get a copy of the ZINE REGISTER from Simon Billenness, 630 Victory Blvd., #6F, New York, NY 10301 for US\$1.50. It lists 'zines with variant and non-Diplomacy game openings.

Finally, if you are interested in variant games in and of themselves you should subscribe to Fred Davis's publication, BUSHWACKER, which is devoted to those kinds of games. Inquire to above.

And last, but not least, we need a new VARIANTS EDITOR to replace Fred. If you are interested in variants and would like to have a hand in selecting the ones we publish in DIPLOMACY WORLD and are keeping up with what is going on in the world of Diplomacy variants, let me know.

86 T. A. D. P. O. L. E.

TEXANS ANNUAL DIPLOMACY PLAYERS OFFICIAL LOCAL EVALUATION

BEST TEXAS ZINE

- 1ST - PERELANDRA
- 2ND - FEUILLETONISTS FORUM
- 3RD - THE DRAGONS LAIR
- 4TH - THE RAZORS EDGE

BEST TEXAS CON

- 1ST - ARLINGCON
- 2ND - NANCON
- 3RD - OWLCON

BEST TEXAS G. M.

- 1ST - P. J. GAUGHAN
- 2ND - GREG ELLIS
- 3RD - CONRAD MINSHALL
- 4TH - MIKE CONNER
- 5TH - STEPHEN WILCOX

BEST PLAYER

- 1ST - STEPHEN WILCOX
- 2ND - CONRAD MINSHALL
- 3RD - GREG ELLIS
- 4TH - RON SPITZER
- 5TH - MARK FREUH
- TIE - P. J. GAUGHAN
- TIE - DAVID LINCOLN

BEST LOSER

- 1ST - JAMES EARLY
- 2ND - DAVID BAKER
- TIE - P. J. GAUGHAN
- TIE - ROCKY MARINO
- 5TH - PAUL GARDNER

BEST OTHER ZINE

- 1ST - MAGUS
- 2ND - ITS A TRAP
- 3RD - DIPLOMACY WORLD
- TIE - EUROPA EXPRESS

BEST OTHER CON

- 1ST - DIPCON
- 2ND - GENCON
- TIE - ORIGINS
- 4TH - PLUDGECON
- 5TH - DRAGON FLIGHT

BEST OTHER G. M.

- 1ST - STEVE LANGLEY
- 2ND - JOHN BOARDMAN
- TIE - GARY COUGHLAN
- TIE - DAF LANGLEY
- TIE - CONRAD VON METZKE

BEST ALLIE

- 1ST - GREG ELLIS
- 2ND - STEPHEN WILCOX
- 3RD - NELSON HEINTZMAN
- TIE - BYRON VORENSKY

BEST VARIANT

- 1ST - GUNBORT
- 2ND - COLONIAL IV
- TIE - FINAL CONFLICT III

S. T. U. D. SERVICE AWARI

GREG ELLIS

ANALYSIS OF THE 1986-1987 BLACK AND BLUE BOOK CENSUS INFORMATION

By Fred C. Davis, Jr.

The intent of the BBB was to show the state of the Diplomacy hobby as of July 1986. This includes a list of the hobby custodians and service providers, and a good listing of the planned hobby conventions from August, 1986 through July, 1987. Unfortunately, the mailing of the BBB was delayed until after several of the earlier cons had been held. However, the 1986-1987 BBB is well worth the \$6.00 price.

The Book states that about 1,200 names are listed in the Alphabetical Listing. I found several names were duplicates, and also saw three fake names (including "Ieapo Stabo" at Kathy Byrne's old address), which brought my total down to 1,177. Some deadwood is included. I have personal knowledge that some of the people included had left the hobby prior to July 1986. In addition, not too many changes of addresses or other information were made for those who had been listed in the 1985 BBB.

Essentially, what was done in 1986 was to add about 400 new names to the approximately 880 people listed in 1985. The majority of the 1985 entries were left unchanged. Mike Maston assures us that all of the deadwood will be eliminated next year, as no name will appear unless it's shown on a Diplomacy 'zine mailing list or a Diplomacy tournament roll. For 1986, I'd estimate that the actual number of active hobbyists is closer to 1,100 than to 1,177.

I took the liberty of changing the State of residence in a very few cases where I had personal knowledge of such a move prior to August 1986, such as Cathy Cunning Ozog's move from Illinois to Arizona, but for the most part I left things as shown.

The Zine section ("Delta List") has been extensively updated to add new publications and eliminate those that have folded. To cite one example, Ron (Canada) Brown is shown in the Alpha List as the publisher of SNAFU, while in the Delta List he is correctly shown as editing D-Day. Therefore, everyone should use only the Delta List for information on who publishes what.

The Census figures for 1986 confirm my prior statements that many people in Florida, New York, Pennsylvania, and Ontario were not reported in 1985. This year's figures seem more accurate. The most impressive statistic is the one showing the continued growth of the hobby in California and Texas. The emigrations from areas like Michigan, Ohio, and Pennsylvania to the Sun Belt apparently included a lot of Diplomats. The third largest growth took place in Maryland (a gain of 14), which has its own miniature Silicon Valley, as well as providing the bedrooms for many people involved in the Potomac Fever game. Again, note that most of the people listed as living in Maryland and Virginia live in the Washington, D.C., suburbs. I believe the only reason the Virginia total increased by only two in 1986 is that the area was very well reported in the 1985 BBB.

Texas passed up New York as the second largest State in the Diplomacy hobby. Virginia remains fourth, and Illinois fifth, while Maryland has zoomed to sixth place. In the Golden Age, the bulk of players were in places like Michigan and Ohio, but no more. Note the big growth in hobbyists in Colorado, Arizona, and North Carolina. And, of course, the MadLads are probably responsible for the big increase in Wisconsin.

Ontario continues to hold the bulk of the Canadian Diplomats, but Alberta is also becoming more important. And, for the first time, we have a listing for Mexico.

This State and Regional breakdown follows the same pattern I've used for the past ten years. The Regions are based on those used by the late IDA club, except that Arizona was moved from the Central to the Pacific Region.

Most Common First Names, 1986: Mike/Michael (65), Dave/David (56), Steve/Steven (53), John (52), Bob/Robert and Jim/James (46 each), and Mark/Marc (44). Then there is a big drop to Bill/William (28) and Jeff/Jeffrey (24). In 1985, Mike/Michael also led the list with 46, and Bob/Robert and Dave/David were tied for second with 44 listings.

Most Common Surnames, 1986: Anderson (11), Baker (8), Johnson, Martin, Smith, White, and Williams (6 each). There are 5 Browns, Kellys, and Walkers. In 1985, the top names were Anderson (10), Baker (8), and Brown (5).

1986 DIPLOMACY PLAYER STATISTICS - by Fred C. Davis, Jr.

Number of Players by States and Provinces, Compared with 1985 Figures

<u>Atlantic Region</u>				<u>Central Region</u>				<u>Pacific Region</u>			
	1985	1986	(+/-)		1985	1986	(+/-)		1985	1986	(+/-)
Conn.	14	17	+3	Ala.	2	3	+1	Alaska	2	4	+2
Del.	1	2	+1	Ark.	1	1	-	Ariz.	6	15	+9
D.C.	8	8	-	Colo.	16	23	+7	Calif.	245	262	+17
Fla.	23	23	-	Idaho	3	3	-	Hawaii	1	2	+2
Ga.	12	14	+2	Ill.	48	52	+4	Nev.	2	2	-
Maine	1	1	-	Ind.	16	20	+4	Ore.	25	28	+3
Md.	32	46	+14	Iowa	4	5	+1	Wash.	19	17	-2
Mass.	27	34	+7	Kans.	5	8	+3		289	330	+41
N.H.	3	5	+2	Ky.	3	4	+1	<u>Canada</u>			
N.J.	37	36	-1	La.	8	8	-	Alberta	9	15	+6
N.Y.	84	88	+4	Mich.#	24	29	+5	B.C.	9	8	-1
N.C.	10	18	+8	Minn.	8	15	+7	Manitoba	2	2	-
Pa.	37	30	-7	Miss.	0	1	+1	N.B.	0	0	0
R.I.	2	2	-	Mo.	10	13	+3	N. Scotia	1	3	+2
S.C.	4	8	+4	Mont.	2	2	-	Ont.*	45	42	-3
Vt.	2	5	+3	Nebr.	1	3	+2	P.E.I.	0	2	+2
Va.	65	67	+2	N.D.	1	1	-	Que.	4	4	-
W.V.	2	2	-	N.Mex.	6	5	-1	Sask.	1	1	-
P.R.	0	0	-	Ohio	14	23	+9	NWT/Yuk.	1	0	-1
	364	406	+42	Okla.	9	8	-1		72	77	+5
				S.D.	1	1	-	<u>Mexico</u>			
APO's	2	2	-	Tenn.	7	7	-	Atlantic	364	406	+42
				Texas	86	102	+16	Central	289	361	+72
				Utah	1	2	+1	Pacific	289	330	+41
				Wis.	14	24	+10	Canada	72	77	+5
				Wyo.	0	0	-	Mexico	0	1	+1
					289	361	+72	APO's	2	2	-
U.S.A.	942	1097	+155						1016	1177	+161
Canada	72	77	+5								

* 1983 Census figures are used for these areas, as there was evidence that they were significantly undercounted in the 1985 Census. In New York, for example, only 70 names were listed in 1985, while only 14 names were reported for Pennsylvania. Therefore, the figures for the "Atlantic" region for 1985 differ from those previously reported. Also, Canada is shown with 72 Diplomats for 1985, instead of the 53 previously reported.

33 names were listed under Michigan for 1983, which may have been more accurate than the 24 shown for 1985. This would mean that Michigan experienced a net loss of 4 players rather than a gain of 5 in 1986.

Editor's Note: The seemingly large numbers for TX, Md./DC/Va, and CA are because of the eff of people like J.R. Baker, Ken Peel, and myself; who go out and look for Diplomacy players. know there are other large concentrations of players in other states which, in time, we hop to be able to include in the BBB. If you think your state or area is under-represented the perhaps you should be participating in our on going effort to keep the BBB up to date. New listings are welcome at any time and should be sent to: BBB, c/o Mike Maston, Box 8416, San Diego, CA 92102 (619-295-6248). Please include name, address (with ZIP Code), and tele number (with Area Code) if possible. Hobby interests are also needed.

I just got hit by a falling
Black & Blue
Book.

/71/



**NAMES and
ADDRESSES**

**GAMERS
from all
over
NORTH
AMERICA**

Well, the 1986 Black and Blue Book is here. I received a first run copy along with a request for a review, so.....

What can you say about a list of names?

It's a big list of names.

The BBB is 122 pages - ALPHA (by name) gone are the zip code and area code lists. However, the format is such that the two letter designation for home state hangs out on the right and it's fairly easy to do a visual sort for all the Dippers in your state. I counted 98 Texans. Also sadly missing are a vast majority of peoples phone numbers, but area codes are included so at least you can call information and hope they're listed. And I still don't like a list split with half the information about a person on one page and the remaining half on the next page !

The good things.... yes there are some nice additions to the BBB this year, other than a whole lot of more names.

A Dippy Calendar of upcoming events
White Space - 2 pages for your notes
THE INEPT SOFTWARE HOUR - a report of
who, when, where, why and how the BBB
is done, how it got there and where it's
going from here.
The Delta List of Hobby publications
The Epsilon List of Hobby services
The Jello Pages - SIC - Humor

JR

HOW TO ORDER YOUR BLACK AND BLUE BOOK

Copies of the new BBB are available for immediate delivery. We suggest you order yours now to be sure of getting one.

Send a check or money order in US funds for \$6.00 to BBB, Box 8416, San Diego, CA 92102.

Remember if you have a copy of last year's BBB be sure to enclose the coupon on the inside of the back cover, it's worth \$1.00 off the price.

And, as a special offer to DW family members, if you enclose your DW sub renewal order and check with your BBB order you can take an additional \$1.00 off the price, so you can get a BBB for only \$4.00 if you planned ahead.

Domestic orders are shipped by book rate or first class mail, overseas orders by surface mail.

And please be sure to include a copy of your own Diplomacy mailing or telephone list with your order so we can check to make sure we've included you and your hobby associates.

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