

Summer 1993

No. 71

Diplomacy World

The Two-Way Alliance

A Survey of Diplomacy Player Opinion



by Mark Nelson

Editor's Desk

This issue of *Diplomacy World* is being distributed at the 1993 AvalonCon tournament. If you are reading the magazine for the first time, let me welcome you to the postal Diplomacy hobby. Actually, the hobby surrounding the game of Diplomacy is broader than the postal world, but it is by post that the hobby has grown and prospered during the last thirty years or so. *DW* is just one small part of that hobby - if you have an interest in the game of Diplomacy, I'd encourage you to write to some of the people listed on page 16 for more information.

This issue has two main components: contests and Con reports. The big contest this time is a reader participation contest between three of the entries received for the 1993 *Diplomacy World* writing contest. After reading the three, I encourage you to send me your vote for which of the three is best. Next year we will have another writing contest, and perhaps another reader participation contest to go along with it. Also on the contest front are several completed ones, with results.

Con reports are an integral part of the flagship zine's mission, so I hope you will take a look. Much of the fun in this hobby is meeting FTF with people you have written or Emailed about Diplomacy in the past. Tournaments also give us the opportunity to play The Game with a bunch of new people, which is a wonderful change for those who live in areas without much FTF Diplomacy play.

As far as the zine goes, I have still made no decisions about the next Editor and Publisher. As I said last time, this should be a deliberate process, as the decision is an important one. I do, however, have openings for staff positions right now. Given the time pressures he is under, Phil Reynolds has had to step down as Interview Editor. What I need here is someone to come up with people to interview, conduct the interview, and send me the results about once every other issue. If you interested in the job please let me know.

In addition, I am looking for another Senior Writer to take Dave McCrumb's place next to Jack McHugh. The Senior Writer is essentially someone who can be counted on to write articles in a pinch, particularly on assigned subjects if need be. I look upon the Senior Writers as part of the management team, and have not hesitated to pick their brains about editorial issues. If you want to become more involved in the *DW* end of things, how about letting me know?

The deadline for submissions for next issue will be October 1. We have several articles already lined up for that issue, including the newest version of Viking Diplomacy from James Nelson, and an article on the importance of subzines by Jack McHugh. Any article on just about any subject is welcome, so give us a holler. (Uh, that's just the way we say it down here. Maybe if you're lucky, the next *DW* editor won't use quite so much Southern dialect. Of course, the zine would then lose much of its charm.

DipWorld

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Contents

2	Editor's Desk	Greetings and Comments		
3	Hobby News	Tournaments, Zines, and Projects		David Hood
5		Avalon Hill Advert		
6	Strategy/Tactics	Two Tips for Dip		Mark Fassio
7		The Two-Way Alliance, Part I		Mark Nelson
9	Contest	Of Archdukes and Hedgehogs		David Smith
11		Go Ost, Jung Man		Chris Warren
12		Eternal England		Stan Johnson
14		Dip Logic Problem - Solutions		Phil Reynolds
15		Diplowinn Contest - Solutions		Fritz Juhnke
16	Novices	A Look at the Runestone Top Five		David Hood
		North American Hobby Services		
17		Runestone Poll Results		Eric Brosius
18		Marco Poll Results		Pete Gaughan
19	Variant	We Don't Need No Stinkin Variants		Jack McHugh
20		Balkan Battle		Roland Isaksson
21		PDORA Auction Booklet		
22	Lettercol	The Super-Duper DW Letter Column		
24	Demo Game	Report on the Demonstration Game		Townsend/Schenck
28	Face-to-Face	Report on FTF Diplomacy		Buz Eddy
30		DixieCon VII: The Director's Report		David Hood
31		New Blood / Game Openings		

Hobby News

As it's right in the middle of Con season, I figure it would be best to start there. Several events have already taken place, like DixieCon, AtlantiCon, MadCon, Origins and PoolCon, while several more are still to come. Buz Eddy gives you some of the results in his article, and a full DixieCon report follows that. Suffice it to say that it is, again, shaping up to be the Year of the Baltimore Mafia.

What does that mean? Well, there are a group of Dippers from Maryland who have been going to tournaments together for years. They are anchored by Jim Yerkey, tournament director at AvalonCon and winner of two, yes, two major Diplomacy events this year - Origins and DixieCon. Kevin Kozlowski, a new member of the group, took AtlantiCon this year along with his victory in the smaller tournament ConnCon back in March. Other members of the group include past DixieCon winner Mark Franceschini and multiple AtlantiCon winner Frank Jones.

There have been other FTF groups in the past that have yielded their shares of tournament winners, including the Madlads, Maryconers, and Carolina Amateur Diplomats, but none have had such consistent success as the Baltimore Mafia. Kudos from this *Diplomacy World* editor.

There is no word of Diplomacy play at this year's PoolCon, held by Vince Lutterbie, but there was at least one game at this year's other Midwest housecon, MadCon. Tour-

namment host Marc Peters sent in the results to Buz Eddy's American Diplomacy Register. Seems Marc shared a three-way with his Russia and the Italian/French players. His wife Debi was on the short end of the stick in Germany. Buz's report is so good it bears repeating here:

"The note Marc sent along with the report suggested that perhaps the results were tainted because he and Debi were both in the game. ADR is not screening submitted results but maintains the capacity to quickly reprocess everything should it become indicated. Still, establishing assurance of being part of the final resolution by ripping dots from your spouse does have to constitute high risk Diplomacy. We hope Marc enjoys his high rating while sleeping in the garage."

You know, Marc wins DipCon last year and all of a sudden decides dots are more important than domestic tranquility. No wonder no one has ever won DipCon twice...

There are still some events to go to this year, as indicated above. This year's DipCon, the North American Diplomacy Championships, is being held in San Mateo, CA in conjunction with PacifiCon. A flyer from Pete Gaughan is enclosed elsewhere in this issue for your convenience. I encourage anyone who can go to do so, as DipCon is usually a blast for those in attendance. Pete can be contacted at 1521 S Novato Blvd #46, Novato CA 94947.

Another Con that is on the way is the yearly housecon

Vertigo Games, held until recently on the East Coast by Brad Wilson. Brad has just moved to Chicago, though, so he has announced plans to hold the event there this year. Contact him at Apt 1 Rear, 3306 N Southport Ave, Chicago IL 60657 for more details. I believe the event is scheduled for Labor Day Weekend, the same weekend as DipCon.

By the time you read this, the newest Con in New England, Diplomatic Encounter, will be over. We'll count on organizers Dave Partridge and Dave Kovar to fill us in next issue. This is the type of regional Dip tournaments this hobby needs all over, even if they start out small. Even if the Daves end up with one board, it will be something to build on for later years. If everyone would put together events of their own in their communities, I think that would be great for novice recruitment.

Details of the 9th Annual French Diplomacy Championship have been announced by FFJDS, the umbrella organization for the French Diplomacy hobby. The Championship is being held during six separate events, one for each area in France on the Diplomacy board! The events for Bre (in Caen) and Gas (in Bordeaux) have already been held, while the ones for Pic, Bur, Mar and Par are being held in September, October, November and December, respectfully. Although the games arbitrarily end at Winter 1907 (they admit some find this heretical, including me I am sad to say), I am sure they will have an interesting Championship event, if nothing else.

On other international matters, let me announce that the Worldwide Postal Diplomacy Championships are finally about to start. This is a team event, with 7-player groups from several countries competing against each other in individual games, run by Larry Peery. I captain the U.S. Team, which includes heavyweights like Fred Townsend, Melinda Holley, Edi Birsan, Steve Cooley, Michael Gonsalves, Ron Cameron and Steve Cooley. Marc Peters is the standby. Should be fun

- we'll keep you informed of our progress here in the pages of DW.

Elsewhere in this issue you should find a catalogue of the *Diplomacy World* Anthologies currently for sale by Larry Peery. Larry has added four new editions to those already in publication: Strategy and Tactics, Cons and Tournaments, Best of Hood's Issues, and Complete Hood Issues. I can say from my own experience that the first volume, the Best of DW, was an invaluable help to me when I entered the hobby back in 1986. Not only do the Anthologies impart useful information to novices, but they also give the reader a sense of hobby history and, even more importantly, an introduction into hobby lingo. I encourage everyone to get that first volume, if nothing else. The variants and Demo Game volumes are also very good.

There was a semi-craze about two or three years ago when the game Campaign Trail was first adapted to postal play by Bruce Linsey in his zine *White House Mania*. Then his wife, Krissi, continued running the game in her zine *Election Headquarters*. Now Krissi is folding that zine to start her new one, *Bark of the Dawg*, that will run Empire Builder, Diplomacy and Legends of Robin Hood along with Campaign Trail. I have had nothing but good experiences in both my CT games under the Linseys, so I would encourage you people to write to Krissi for a sample (170 Forts Ferry Rd, Latham NY 12210.)

There are also a number of other zines with game openings listed on page 31 - please check them out. And that list is hardly complete. If you really want to know where all the openings are, contact Andy York for a copy of his game openings zine *Pontevedria*. He can be reached at Post Office Box 2307, Universal City TX 78148. For a more complete listing of zines in the hobby, including reviews of each by a wide array of writers, contact Pete Gaughan (address above) for a copy of his *Zine Register*.

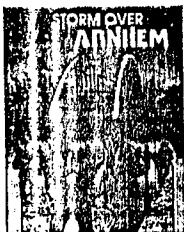
Maelstrom Postal Ratings (Through *Everything* issue 85)

1.	Gary Behnen	13522	85	30
2.	Randolph Smyth	11536	85	24
3.	Russ Rusnak	8205	83	28
4.	Kathy Caruso	5648	85	53
5.	Peter Fuchs	5404	85	14
6.	David Hood	5295	85	6
7.	Stephen Wilcox	4457	85	8
8.	Edi Birsan	4138	83	64
9.	Don Swartz	3990	83	15
10.	Nelson Heintzman	3882	85	25
11.	Larry Botimer	3791	85	49
12.	Ken Iverson	3563	85	10
13.	Mark Fassio	3453	84	10
14.	Eric Verheiden	3419	85	11

15.	George Graessle	3352	85	14
16.	Michael Gonsalves	3350	85	13
17.	Bob Acheson	3245	85	58
18.	Paul Gardner	3220	85	18
19.	Fred Wiedemeyer	3210	84	15
20.	Kevin Kozloski	3172	81	13
21.	James Wall	3159	83	26
22.	Marc Peters	3151	85	18
23.	Tom Nash	2867	85	5
24.	Steve Langley	2828	81	14
25.	Don Williams	2807	82	18
26.	Jim Johnson	2771	85	2
27.	Bruce Reiff	2757	85	3
28.	Melinda Ann Holley	2742	85	76

UPDATE

Three month Preview for "93"



The first in the new "Folio" series, *Storm Over Arnhem*, is the WWII game that re-creates the opening days of Operation Market Garden. Gloriously illustrated, the articles contained in the 48 page booklet touch upon many facets of the battle, the combatants and their weaponry.

To further enlighten the reader, the innovative two player game re-creates the four days of the British First Airborne Division's struggle for the Arnhem bridgehead. Includes full-color maps, counters, rules and historical booklet in a heavy stock folder.

#8361 *Storm over Arnhem* For 2 players March '93
(Approx. \$15.95) Suggested Retail



IDF "Israeli Defense Force" takes our proven MBT game system to the shifting sands of the Middle East for scenarios from both the 1967 and 1973 Arab-Israeli Wars. The game is loaded with information on the military hardware — Centurions, T-62s, M-48s, M-60s, M3 halftracks, BMP

infantry fighting vehicles, etc.; the organizational data for Israeli, Egyptian, Syrian, Iraqi, and Jordanian combat units; and the soldier's training, doctrine and morale — these wars provided classic confrontations between quality and quantity. Loaded with dash and flavor!

#891 *IDF* For 2 to 6 players April 1993 (\$35.00)

For the Smithsonian Institution American History Series



Mustangs re-creates an era (1944-1945) when propeller-driven fighter planes fought for control of the air above both Europe and the Pacific. The game includes, among

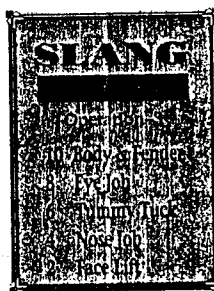
others, the legendary P-51 "Mustangs", the rugged P-47 "Thunderbolts", the versatile F4U "Corsair", the deadly F6F "Hellcat", the agile Japanese "Zero", the heavily-armed FW-190, and the futuristic German Jet, the Me-262. Easy to learn, but a challenge to master.

#736 *Mustangs* For 2 to 4 players May 1993 (\$25.00)



"Gold in the Yukon!!" How those words fired the imagination of a generation in 1897. Now, with *Claim Jumper*, the gamer can recapture that fever. This newest offering from Avalon Hill is a deceptively simple family game for two to four players. Using a unique play system, the players stake claims on a

map showing the territory around infamous Dawson City in an effort to amass the largest amount of gold at the end of the game. But, as one might expect with fortunes to be made, claim-jumping, speculation, bluff and greed just might take center stage. *Claim Jumper* will be the second offering in Avalon Hill's folio line, and will include a 48-page booklet richly detailing the history of North America's last gold rush, which lured ambitious young men like Jack London north, a full-color map, and counters for the likes of "Cannibal Ike" and the "Lucky Swede". For the discriminating reader seeking something "a little different", this one just might be the "Mother Lode".
Claim Jumper For Multi players May 1993
(Approx. \$15.95) Suggested Retail



Wack slacks, sin hound, rain-coat, heavy cream, road pizza, the show, an Amy... just a few of a thousand slang Expressions that make up the *Game of Slang*. Based on the "Random House Thesaurus of Slang", the game includes key words— each with up to 10 common slang expressions. The object is to match a slang expression to the proper

key word. For example, wack slacks is slang for old ripped jeans. These, and thousands more like the one's above, are included in the *Game of Slang*, a great social party game for any number age 10 years old and up. Can you guess the word for this card?

#6445 *The Game of Slang* April 1993
(Approx. \$11.95) Suggested Retail

Two Tips for Dip

by Mark Fassio

While trying to be creative for this next S&T submission, I decided to take two bits of tactical advice and combine them into one article. I could say that this gives you double the article, but in reality I don't have enough to say on either subject for them to stand alone!

So, with no further ado, let's take each part of the article separately:

I. Spring Forward, Fall Forward

I modified this title from the old adage used to set your clocks during the spring and autumn equinoxes ("Spring forward, Fall back.") My premise is that you should not always "fall" back to cover your home centers, but instead continue to advance against the foe. *If the tactical situation warrants*, such a move guarantees you success just from the unexpected nature of the move alone.

Now, I know most of you are probably imagining the following statement beneath my photo: "Kids, don't try this stunt at home during real Diplomacy play. Serious damage (to your country and your brain) may occur." But think it through: how many of you would expect your enemy to offer up an unoccupied center - whether in Spring or Fall - during the heat of battle?

Case in point: In a game I'm currently in (92AA, as France), the German is suiciding out against the E/F and has A Pic, with me having F Bre and A Par, but with Bur (and the rear) unoccupied. What would be the standard German move in this case? He'd head for Burgundy, natch, and then try to run amok in Iberia, Marseilles, etc. So what would you do as the Frenchman? In my case, I took the gamble and ordered A Par-Bur to bounce. I would have looked pret-ty stupid had he outguessed me and ordered A Pic-Par, but I got lucky.

The main reason I did (in my mind, anyway), was because it was unexpected. Who figures that you'll uncover your home center in a situation where you couldn't retake it if it fell? Of course, you could go nuts trying to second and third-guess your foe over who's got the inside track on slyness, but hey - we're all half-nuts in this hobby anyway, so have at it!

Such a maneuver, if you're blessed with success, will allow you to get your army or fleet closer to where it's needed, versus being stuck on guard duty digging siege lines. Naturally, this tactic has its greatest chance for success when it's a one-on-one battle, as opposed to having a powerful coalition arrayed on your capital doorstep. As with any plan, you have to visualize it in the context of the game before deciding

upon its implementation.

The biggest determinant to such a move is - you guessed it - the foes you are facing. Are they cautious and conservative? Is their advance methodical, requiring supports everywhere, or are they devil-may-care wheelers and dealers? If you have a methodical person as your foe, chances are he will be "mirror imaging" the situation: they certainly wouldn't uncover in Fall, and thus wouldn't expect you to either! This is the best psychological profile to be faced with if you want to try such a gambit.

If you face a smooth player who would try the same gamble in your shoes, well... think long and hard before making the call.

II. Do the Unexpected

This is partly related to the first section above, but I write it more for the attacker than I do for the defender. The gist of this theme is that you'll be better off if you work towards achieving position instead of supply centers per se, at least in the early-to-mid game. Just as most people wouldn't expect a defender to abandon his center when the foe is on the doorstep, so too will most people expect an attacker to go for the obvious supply center in the Fall, rather than maneuver for better striking position the next game year.

In essence, this tactic is like a savings bond: you can "cash it in" (try for the enemy's center) and get limited value from it, or you can let it sit for "interest" a couple seasons, maneuver for position, and perhaps threaten multiple centers while your foe is obsessed with the threat to his immediate front. As with the item above, this tactic works best in the early game, when there aren't a lot of set alliances and where each country has somewhat more maneuvering room.

Here is a very simplistic illustration of this plan. (A timeframe for this move would be somewhere in the early game, perhaps after a German stab of France in Spring, with the remainder of each country's forces temporarily out of the immediate battle):

Germany: A Pic, A Bur, A Ruh

France: F Bre, A Par, A Mar

In this example, a safe French move would be to use Bre-Pic (Par S) and Mar-Bur, thus cutting both German units' potential to support the other to Paris. A logical move for Germany would be: Bur-Gas, Pic S Ruh-Bur, Ruh-Bur. If the move succeeds, then Germany has two armies against either Par or Mar the next season, as well as posing a threat to Spain! It then becomes a guessing game favoring Germany rather

than France. Again, this is only a hypothetical scenario for explanatory purposes, but you get the picture.

In closing, you might notice my schizophrenia: the first part of the article mentions the defender leaving his centers and trying to gain breathing space by advancing into surrounding territory with the unexpected move. The second part of the article explains how the attacker should ignore the

defender's center and instead try to gain (surprise!) surrounding territory in preparation for better successes in the follow-on turns. One could easily envision a bounce if both players tried this stuff! Ah, balance of power. Ain't it grand?

➤Mark Fassio (CAD-B, Unit 26708 Box 5265, APO AE 09235) is Strategy and Tactics Editor for *DW*.

The Two-Way Alliance, Part I

by Mark Nelson

In January 1993 there were a number of posts to the Usenet group `rec.games.diplomacy` on the topic of two-way alliances. Questions asked included: Which alliances are possible; which ones work best; and which ones have been named?

Although Diplomacy is a battle between seven nations for supremacy in Europe at the start of the 20th century, it is really an abstract game for seven players; seven personalities. In the right circumstances any alliance is playable, but this doesn't prevent even experienced players from believing that certain alliances are more "natural" than others.

Two-way alliances can occur at any stage in the game. In the Midgame, two strong powers may agree to form a united front to sweep all before them, whilst in the Endgame two-way alliances are often formed to prevent another player, or players, from winning. Under these circumstances, strategic considerations dictate which alliances are playable and which ones aren't.

Despite this flexibility, the "popular" image of a two-way alliance is two powers allying from the beginning and sweeping all others from the board. Although the name of the game is Diplomacy, players are attracted to the image of two powers combining their forces, trusting each other 100% and fighting together as a well-oiled machine.

Under these circumstances, two powers allying at the start of the game, some alliances are more natural than others. Some alliances require a greater degree of trust, and correspondingly open you up to a greater risk, than others. In order to find out which two-way alliances email players preferred I asked `rec.games.diplomacy` readers to give all possible two-way alliances a mark between 1 (low) and 10 (high), with no fractions. I didn't give any instructions on how voters should evaluate the alliances.

As the votes arrived I noticed two distinct types of voting behaviour, which I was able to confirm by asking voters to explain why they voted the way they did. The majority of the voters view a two-way alliance as a means of securing a sound starting position by eliminating a nearby player. In their view, a "natural" two-way alliance is one which has a secure border between the two nations, with little fear of an unforeseen stab.

In addition, they see it as an alliance which has a natural enemy which is easily overcome by their combined forces and whose centers may be split in a way which does not increase their partner's temptation to stab. Ideally, once they have overcome their first enemy they should be able to continue the alliance by attacking another power in a "natural" way. These voters gave high marks to alliances such as AI, AR, EF, EG, FG, and RT; average marks to most of the rest; and low marks to alliances such as AE, ET and FT that offer no potential for combined attack in the opening. Such players like to form strong two-way alliances in the opening game.

The minority viewpoint asks the question: "What is the point of a two-way alliance?" The majority view is that it is an alliance which lasts until the midgame, profiting both sides. The minority view is that the objective of a two-way alliance is to secure a two-way draw. They give high marks to alliances that can work their way towards 17-17 stalemate lines, such as AE and ET, and low marks to alliances where there is a higher possibility of a stab. Such players look to form strong two-way alliances *after* the opening.

Although two-way alliances are popular, two-way draws have been controversial. It is rare that a two-way draw occurs because there are 17-center powers on opposing sides of a stalemate line. Usually a two-way draw is either a non-stalemate 17-17 situation in which a win would occur if the game were to continue (Draws Include All Survivors, or DIAS games), or for the two-alliance to be conceded "victory" by the remaining players (in non-DIAS games). These non-DIAS two-way draws have been used by supporters of DIAS to show that DIAS is a superior game. Typically in, for example, a 16-16-2 situation, if the game is forced to continue then either one of the powers at 16 will snatch a win from their ally or they will be forced to keep the third player in the draw because neither trusts the other not to go for the win. It is only because the game is non-DIAS that a two-way draw will pass in such a situation.

Some GMs have taken things one step further. In at least two games GMed by Ken Lowe (a well-known and important contributor to the Internet Diplomacy hobby), he has vetoed

Strategy & Tactics

two-way draw proposals which would otherwise have passed because there was no stalemate line. He felt that, in such situations, it was too artificial to pass a two-way with play still left in the game.

I received 32 votes. The distribution of marks was as follows:

Alliance	1	2	3	4	5	6	7	8	9	10	Total	Ave
Austria-England:	14	4	6	0	6	0	1	0	1	0	86	2.69
Austria-France :	5	2	9	6	6	2	1	0	1	0	118	3.69
Austria-Germany:	1	1	2	6	6	7	3	3	1	2	179	5.59
Austria-Italy :	0	1	2	0	2	4	7	10	4	2	227	7.09
Austria-Russia :	1	2	0	2	4	4	6	9	3	1	208	6.50
Austria-Turkey :	1	1	2	2	5	4	9	4	1	2	193	6.03
England-France :	0	0	1	1	1	1	4	7	10	7	262	8.19
England-Germany:	0	0	1	0	4	4	9	8	4	2	230	7.19
England-Italy :	5	6	7	3	3	6	2	0	0	0	115	3.59
England-Russia :	0	2	3	8	6	3	7	2	1	0	167	5.22
England-Turkey :	17	1	3	5	1	1	2	0	2	0	91	2.84
France-Germany :	0	2	0	1	5	7	4	8	3	2	214	6.69
France-Italy :	0	0	10	3	3	5	5	3	3	0	173	5.41
France-Russia :	4	5	1	5	7	1	5	2	2	0	147	4.59
France-Turkey :	8	5	6	5	3	4	1	0	0	0	102	3.19
Germany-Italy :	1	4	4	5	8	2	4	2	1	1	156	4.88
Germany-Russia :	0	2	9	6	4	4	3	2	1	1	155	4.84
Germany-Turkey :	5	6	6	7	3	3	2	0	0	0	110	3.44
Italy-Russia :	2	1	5	0	5	6	4	3	3	3	189	5.91
Italy-Turkey :	2	2	2	2	8	5	6	4	0	1	174	5.44
Russia-Turkey :	0	0	0	0	0	1	2	7	6	16	290	9.06
											3586.0/672	

It is gratifying to note that the average vote cast was 5.34. Because of the small difference between some alliances, e.g. GR - 155 and GI - 156, I have listed the final results in clusters of similar scores. The final positions are:

1. Russia-Turkey (290)
2. England-France (216)
3. England-Germany (230), Austria-Italy (227)
5. France-Germany (214), Austria-Russia (208)
7. Austria-Turkey (193), Italy-Russia (189)
9. Austria-Germany (179), Italy-Turkey (174), France-Italy (173)
12. England-Russia (167)
13. Germany-Italy (156), Germany-Russia (155)
15. France-Russia (147)
16. Austria-France (188), England-Italy (115), Germany-Turkey (110)
19. France-Turkey (102)
20. England-Turkey (91), Austria-England (86)

How do these results compare to previous surveys? In 1987 Andrew England ran the first Australian Diplomacy Player Survey, which attracted 42 responses. One of the questions asked "What is the strongest 2-country alliance?" The results were:

1. Russia-Turkey (60%)
2. England-France (12.5%)
3. England-Germany, France-Germany (7.5%)
5. Austria-Russia (5%)

6. Italy-Germany, England-Russia, Austria-Turk. (2.5%)

The top two alliances are the same in both surveys and all of the top five in the Australian survey are in the top six in the Email survey.

Is this evidence then that the Russo-Turkish alliance is the strongest two-way alliance on the board? Andrew commented "It would seem to me that the Russia/Turkey alliance is *not* the strongest alliance precisely because so many people think it is."

In British postal games the Russo-Turkish alliance (named the Juggernaut) is rarely seen because as soon as the other players believe that it is progressing, they invariably say "Russia and Turkey are playing a Juggernaut, we need to ally together." Whilst this alliance can be very strong against weak players it is hard to disguise against experienced players. It is also very difficult to achieve positive results should Austria and Italy ally against it.

An interesting question which wasn't asked is: "In each alliance, indicate whether you believe one of the allies has a built-in advantage." The Juggernaut remains popular among players, but amongst experienced British players it is believed that a game-long Juggernaut favors Russia.

We have seen that there are two differing views on the aim of the two-way alliance: short-term gains versus long-term draws. We have seen that most players prefer strong two-way alliances which give them strong starting positions. What are the most popular two-way draws?

There are very few statistics to answer this question. In an unpublished survey of games played between 1969 and 1973 in the British hobby, I discovered that there were 18 two-way draws in a sample size of 117 games, excluding abandoned games, which was 15.4%. The only two-way draws that occurred more than once were: Austria-Russia (3), England-France (2), England-Germany (2), France-Germany (2), Germany-Italy (2) and Italy-Turkey (2). Four of these alliances were in the top six of this poll, the exceptions being Germany-Italy and Italy-Turkey.

In my survey of 109 games played over Internet between 1988 and 1993 (published in "Summary of Electronic Protocol Games Issue 3 <25/3/1993>"), there were 20 two-way draws (18.3%). The most popular two-way draws were: England-France (4), Austria-Russia (3), England-Germany (3), France-Italy (2), and Germany-Russia (2). Three of these five results were in the top five in this poll.

It seems from these figures that the "popular" two-way alliances are also the alliances that go on to produce two-way draws with one important exception: the Juggernaut alliance was the top one in both of the player polls I have discussed, but it is not a common result to a Diplomacy game. It must be stated that a game which finished in a two-way draw does not necessarily mean that there was a game-long two-way alliance, particularly if that game had been orphaned.

Which country is the best country to play if you want a two-way draw? In addition to the two surveys mentioned above there is a third survey of interest. In *Diplomacy World* 60, Pete Clark analyzed the results of 300 games of play-by-mail (PBM) Diplomacy played in North America between 1982 and 1990. The two-way draws in this survey (43, 14.3%), were not broken down into their constituent countries but were just listed as a combined country score. A composite of all these sources yields the following table:

<u>Total</u>	<u>British</u>	<u>Internet</u>	<u>N. American</u>	
Austria	5	3	6	14
England	4	9	15	28
France	6	8	14	28
Germany	6	7	11	24
Italy	5	3	10	18
Russia	5	6	16	27
Turkey	5	4	14	23

The sample size is small, but it is clear that Austria and Italy lag behind in the number of two-way draws achieved.

An interesting exercise is to compare the "expectation ranking" for each power (obtained by adding up all the scores achieved by each power in each of its six possible two-way alliances) to the "results ranking" given up above. What do we find?

Austria 1011

England	951
France	1016
Germany	1044
Italy	1034
Russia	1156
Turkey	960

The ranking here is approximately: 1) Russia, 2) Germany and Italy, 4) Austria and France, 6) England and Turkey; whereas the ranking in results achieved was: 1)England, France and Russia, 4) Germany and Turkey, 6) Italy, and 7) Austria.

The differences are easy to explain since we have already commented that most voters are looking for a two-way alliance in the opening, and so they vote highly the powers which have more options. There is no guarantee that these alliances will be stable enough to last game-long. This is particularly apparent in the case of Austria.

I would like to thank Eddie Melton for some technical help in writing this article and all the rec.games.readers who either voted in the poll or contributed to the discussion.

Part Two will contain an examination of some of the ideas possible in each of the 21 two-way alliances.

>Mark Nelson (21 Cecil Mount, Armley, Leeds, W. Riding LS12 2AP, England) is the International Editor for *Diplomacy World* and publishes his own zines *The Mouth of Sauron*, and *The Mark Nelson Experience*.

Contest

Readers: Choose the Winner

You may remember that last issue of *Diplomacy World* featured the three best entries in our First Annual Writing Contest. Here are three entries which did not place in the contest. What we want you to do is read these articles and rank them in order of excellence in your opinion. Send your rankings back to David Hood by October 1, and we'll announce a winner in the next *DW*. The winner will receive two free issues of the magazine.

Of Archdukes and Hedgehogs: A Look at Austrian Openings

by David Smith

Doing well with Austria is sort of like the weather - a lot of people talk about it, but no one does anything about it. Yes, I know the statistics: Austria is second in total wins in postal games to Russia. Just remember the flip side of that coin. No

country gets eliminated faster in Diplomacy than Franz Josef and friends. Survival is just not a word that one associates with Austria, and without statistics at my fingertips to back this up, I strongly suspect that Austria does much worse in face-to-face games. Of course, that could be said for Germany as well; these two interior countries suffer from the time pressures of FTF, while poor Italy probably shows only a slight difference in postal and FTF results.

How many times have you seen Austria eliminated by Fall 1903? By Fall 1902, even? It happens too frequently, and when it does it is usually the result of sledgehammer blows by Italy, Russia and Turkey, after which Russia and Italy turn on Turkey, or Russia and Turkey try to keep their juggernaut rolling. "If Austria can just hang on with three to five units for a couple of seasons..." We've all heard it, we've all wanted to believe it, but that is why I said that no one wants to do much about it.

Just recall how many Austrians open with A Vie-Bud, A Bud-Ser, and F Tri-Alb. Now, just assume cordial relations in Spring 1901 on all fronts; there is no "Anschluss" arranged with Germany, but neither Russia, Turkey nor Italy seems hostile, arrogant, too eager, or non-communicative - all factors which shape our decisions. The southern opening above is just devastated by Italian A Ven-Tri and Russian A War-Gal. But it is immeasurably worse if Italy uses its best anti-Austrian opening: A Ven-Tyl and A Rom-Ven... and Austria has just bought the farm.

So, a number of Austrians, perceiving Italian treachery, move A Vie-Tri rather than A Vie-Bud. Yes, that saves Trieste from a quick thrust by A Ven, but is helpless in the face of Italy's stronger Spring move to both Tyrolia and Venice. If Russia has thrown all its eggs in a southern basket, then the Russian fleet and A Ukr can take Rumania, while A Gal heads for Vienna or Budapest.

Suppose, then, we cut off that Russian A War-Gal by moving A Vie-Gal. Great, huh? Vienna and Budapest are saved from rampaging Russians. Not so fast; what if the move to Galicia succeeds? Then Italian armies in Tyrolia and Venice will probably force Trieste, and if you bought the Italian's line about his planned attack on Munich and A Rom-Ven as a defensive measure, then you as the Austrian might just lose two home centers to Italy... and gain eternal humiliation.

Let's take care of the Italian, then, by moving A Vie-Tyl. You reason that against an all-out Italian attack you will bounce his A Ven and A Rom, while you remain in Vienna. If you have guessed correctly, you have still got to move to A Vie-Tri in the Fall, which, if it succeeds, leaves that Russian army in Galicia with its pick of Vienna or Budapest. And if your A Ser dares to rush back to Budapest for defense - what if *it* succeeds? Then Serbia is lost!

No, you would just have to move F Alb-Tri, while your armies in Vienna and Serbia stand each other off in Budapest to mitigate the damage - while looking foolish for having moved to Albania in the first place. Once that fleet reaches Albania, I believe it has to continue to Greece. Have you ever seen F Tri-Alb in the Spring while the Italian held in Venice, only to see the Austrian scurrying back with the fleet in the Fall to cover Trieste against an Italian stab? Sure you have, and why? It never should have headed southward in the first place. Worse yet, suppose your A Vie reaches Tyrolia with your fleet moving to Albania. While you are trying to explain your defensive measures to the Italian and German, which is possible, the Russian army in Galicia still licks its chops.

You seem what I'm leading to, don't you? If a family relative is not playing Russia, Turkey or Italy, nor someone you are strongly allied to in a current or recent game, nor any similar circumstance which would lead us to unduly trust one of these three countries; then there is only one opening for Austria - the Southern Hedgehog. I first came across the

terminology back in 1979 when I read about it in Richard Sharp's 1978 publication, *The Game of Diplomacy*. This is a delightful book, I'm sure you will agree, but one that contains *much* that I disagree with - and a great deal of advice that is simply bizarre.

But not the Hedgehog. He originally planned it as follows: A Vie-Gal, A Bud-Rum, and F Tri-Ven, but then modified it (rightfully so) by A Bud-Ser (the Southern Hedgehog) because possibly forfeiting Serbia in 1901, leading to a Turkish standoff from Bulgaria, was too much to bear.

These apparently wild, aggressive moves belie their defensive intent. The aggressive anti-Austrian Italian opening noted above is defanged by the standoff in Venice, while a standoff in Galicia saves the eastern frontier from Russian assault. But do not think of these moves as stabs - they should be announced to your opponents! Just be very frank about the whole thing - that your opening is defensive only, and arrange a standoff with them. In the face of your announced intentions, the Italian response will most likely be A Ven H (or A Ven-Tri), A Rom-Apu, and F Nap-Ion, with perhaps some variation if the Lepanto is in the works. In the east, you may find a Russian willing to let you into Galicia (not while I'm playing Russia, mind you) while he moves A War-Ukr with the understanding you will not interfere with his designs on Rumania. A standoff in Galicia saves you from a Russian attack and still will not ensure Russian success in Rumania, unless he has also moved A Mos-Ukr (and then Russia has to contend with the Turkish variable), resulting in a weakness in the north which, when he moves to rectify it in 1902, may bring on a clash with England and/or Germany.

The Southern Hedgehog will get you only one build, perhaps not ambitious enough for those Austrians who long for both Serbia and Greece. This opening, however, all other factors being equal, is the best possible one for Austria, and is one which will allow a wide range of options in the Winter 1901 negotiations. You have stabbed no one, you have turned Italy and perhaps Russia into channels marked by your buoys and not theirs, and you now have time to breathe and prepare to spin your web for the natural fly to your spider - Turkey. Austria will still be difficult to play, but richly rewarding as you have a chance at rapid expansion... if the fortunes of war and alliances are worked just right.

It may be going too far to say of any country in Diplomacy that the game is won or lost in 1901, but if it can be said, then Austria fits the bill. Abraham Lincoln once wrote that the substance of government is "to afford all, an unfettered start, and a fair chance, in the race of life." In the world of *Diplomacy*, the Southern Hedgehog gives Austria that chance.

>David Smith (5038 Boca Raton, Garland TX 75043) just returned from the 1993 Origins tournament, in which he placed 7th and took Best England.

Go Ost, Jung Man

by Chris Warren

I hate playing Austria.

OK, so I'm not alone in that regard, but I have the double pleasure of an almost uncanny knack to draw it. In the four games I've played since starting tournament play, I've played the Austrians three times.

So, here's some advice for the weary Kaiser in the south

1. Don't Panic. Experience shows that either you'll do well, or you'll suddenly find yourself with some free time on your hands.

2. Never give up (well, almost.) In one game, I faced the following unpleasantness for Spring 1901:

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

Italy: A Ven-Tyl, A Rom-Ven

Russia: A War-Gal, A Mos-Ukr

In Fall 1901, I moved back Bud-Tri with support, bouncing the Italian, but the Russian went A Gal-Vie and A Ukr-Gal. At this point, it looks like a typical 1903 Austrian death, but I ended with an outright win. Fortunes can certainly change.

3. Keep close track of all the alliances on the board. In the above game, I discovered an EG alliance against Russia and used that to convince France to move at all speed to Italy, removing one of my early-game worries.

4. Do everything to get your neighbors attacked. Pressure on any of your close-by powers is to your advantage:

Italy - make sure this is done by France, not Turkey. The last thing you need is the Crescent navy in the Adriatic or Greece. Trying to get Italy to attack Turkey is optimal, but if he doesn't, you will have the pressure you need to keep him out of Trieste. Just remember that French fleets are no better, so help prop up the Italian against the onslaught you initiated.

Russia - An attack on Russia can help you in a number of ways, depending on your other alliance arrangements. In an AI vs Turkey, Russia will have little to offer but its fleet. The fleet would be useful for harrassing the Turk, but not enough to justify cutting him into the spoils. An attack on Russia could also make your own invasion of that country easier, and hopefully set you up for a later attack against Germany. Finally, in the unusual case of AR against Turkey, Russia can use its already committed units to help get you in good position while using his other units to fend off the attack, preventing him from steamrolling you once the Wicked Witch of the East has been eliminated.

Turkey - help against the Witch needs to come from Italy with little to no Russian involvement. If France has taken an interest in Italy, it should be easy to convince Russia that EG are unfriendly to him (and work to make that true.)

All of this should convince you of another important

fact:

5. Negotiate in the West as much as the East. Getting Russia and Italy attacked is good, but so is taking a small part in setting up an interminable situation with no one eliminated. Getting an Italian A Pie if an EF alliance is forming, or an army into Tyrolia from you or Italy if the EG is attacking France can be effective. An FG alliance is fine, as it's usually slow to get at England (although if you haven't accomplished your goals in the East, pressure can be placed as a defensive measure.)

6. Don't be afraid to enter Bohemia first. A lot of the Midgame and Endgame fighting occurs in the "neutral zone" of Tri/Boh/Sil/Gal. Unless there's been a solid draw commitment between you and Germany (or whomever controls the German dots), they will go into the zone and seize the upper hand when ready. It might tick off the German a bit, but it's very unlikely to cause a war, and may even prevent one until he can call in more troops.

Of course, the most basic instruction for Austrians is:

7. Don't attack Italy! I won't say never, as after Turkey is dead it's not a bad idea. And, it can be considered if Jed Hatfield is Russia and some McCoy is playing Turkey. In the first turns, Italy can defend itself, unless you use all forces (not a good idea), and seeing the Turks behind your exposed back with a scimitar will be enough to put you off croissants for a while.

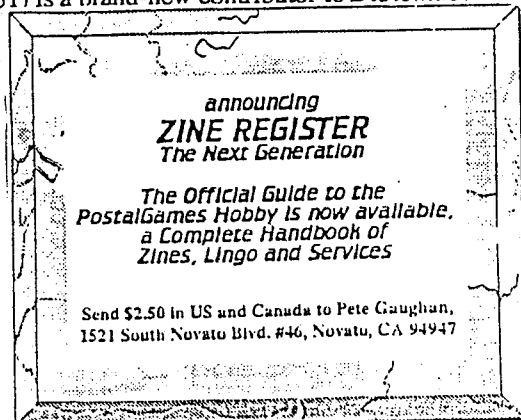
And, finally:

8. Seize the Balkans as a group ASAP. This means your home centers, as well as Ser, Rum, Gre and Bul. By keeping everyone out, you'll reduce your stability by about 99%. Do any amount of negotiation or dot-swapping it takes to achieve this.

That's the real key - negotiation. If all your neighbors attack, you have few resources but your voice (or pen) and your ears. When applied correctly, they can lead to happy years of little red armies dancing through Europe.

Of course, I still hate playing Austria.

>Chris Warren (1200 S Walker Ave #4, San Pedro CA 90731) is a brand-new contributor to *Diplomacy World*.



May the Sun Never Set: Eternal England

by Stan Johnson

While many people sing the praises of the strong starting defensive position of the English nation in Diplomacy, my opinion is that England is one of the tougher positions to play to a win. It does, however, have an above-average shot at being in on a draw.

England's position as a corner position is largely illusory, simply due to the fact that there are no powers behind it. It is certainly not a corner power in the same sense that Turkey is. While occasionally Turkey may be attacked by a unit placed in Syria, England being attacked from NAO is fairly common. Indeed, enemy fleets often circumnavigate the entire English homeland in games with losing English efforts.

England is also at an extreme disadvantage on offense. There is only so much that can be done with fleets. In order to achieve victory, you need a balanced force. The key to an English win is the speedy placement of armies on the continent. While other countries may make one or two convoys per game, England must make many more. As the front advances, multiple fleets must be used if the armies are to arrive at the scene of the action in a timely manner. Every fleet that is tied up convoying is one unit that is not advancing or supporting offensive or defensive action. The loss of the service of these units handicaps England and slows his advance.

Starting at the far end of the field, England must move ever-increasing distances from home to secure additional centers, when compared to central powers such as Germany or Austria-Hungary. In fact, only Turkey has as much problem in this regard as does England.

It is easier for enemies to block the landing of armies from the sea than to block land moves, where a move is more likely to be supported. As mentioned, a fleet that is convoying cannot support the move. A blocked land move most often means the waste of only one unit's usage, or if supports are given it will at least force the opponent to use an equal number of units to block the move. But a blocked convoy can derail moves by two or more units with a single enemy piece. These are heavy disadvantages for England to overcome.

The chief reason England gets the bridesmaid draw rather than the bride's win is that he needs a partner to either supply the armies he lacks or to help him get armies ashore. Often, using only fleets or very few armies, England winds up with several widely-scattered enclaves that are easy pickings for a strong continental power. England winds up clinging to beachheads on the defensive rather than the offensive. To be successful in the long-term, England must advance on a broad front rather than use pirate fleets to grab a dot here and there.

Having addressed England's weaknesses, let's now examine its strengths. The chief one is fleets are necessary to attack England, while the number of centers at which enemy fleets can be built is limited. The two principal centers would be Brest and St Petersburg, while Kiel and Berlin pose lesser threats. In order of potential threat to England, they would be Brest, St Pete, Kiel and Berlin. While it is true that Mediterranean fleets can threaten England, it is also fairly easy to block their ingress by holding the Mid Atlantic.

(As an aside here, Portugal is often the key to holding the MAO. Do you best to take it, preferably with a fleet!)

The advantage to recognizing these foreign ports as your chief threats is that you instantly obtain an objective toward which to direct your efforts. While other powers puzzle over whether to go east or west, or to employ a northern or southern strategy (often diluting their own efforts by not having a fixed objective), you can act with a firm purpose, turning neither to the left or right. You'll never get where you are going unless you actually know where it is you are going!

There are two ways to neutralize these enemy ports. One way is to take them and hold them, which is a temporary solution in that it works only as long as you keep the original owner from retaking them. The second way is to eliminate the owner, by yourself or in concert with others (hopefully allies.) This permanently removes the threat. As you can imagine, I prefer the second option.

Another defensive advantage for England, albeit a minor one, is that a home army can often successfully defend both Edinburgh and Liverpool against more than one enemy fleet. But let's do our best not to let things come to that point, shall we?

With respect to England, I see the other powers as two major groups, the Inner Circle and the Outer Circle. The Inner Circle consists of France, Germany and Russia. These are your major threats. The Outer Circle is Italy, Austria-Hungary and Turkey. They are your potential allies, and counters to the threats posed by the Inner Circle.

An effective England must be writing to everyone from the start. If you wait to start your relationships with the Outer Circle, it may be too late. Let me comment in general terms on your possible relations with each of the other six Great Powers. Bear in mind these are greatly effected by each individual game's variables, such as what you know about the other player's style, trustworthiness, writing or lack thereof, and, of course, any personal feuds you may have going. My comments envision the theoretical game where you are playing six strangers who have never before encountered you or each other, and who all write, and who all know how to play.

Hey, it could happen, someday. Maybe.

Your potential enemies are the Inner Circle powers. You must fight one of them, but hopefully you won't end up

fighting two or more. That's where the "diplomacy" comes in.

Russia is the weakest member of the Inner Circle and may appear a likely target. However, in my experience a Russian Campaign's most likely result is a French knife in your back. You might also consider Germany, which has its pluses, since both Denmark and Holland are vulnerable to sea attack. The downside is the ever-present French dagger. Once you penetrate the German homeland you may find yourself sticking out like a sore thumb, surrounded by not just France by three other potentially hostile powers.

You can see where this is headed, huh? Remember what I said previously about Brest being your number one target? The happiest result is you and Germany attacking France with Italy piling it on for good measure. Failing that, your second goal is to keep Germany from joining France against you. This is very tough, because usually if he's not with you, he's going to be against you. If you face a GF you must secure Italy and/or Russia as allies.

I need to inject an important point here. A war between Austria and Italy is most often bad for both of them - it is also bad for England because it eliminates two potential allies. You must play the peacemaker and do everything you can to prevent such an AI war. You want Italy headed west. While it's very unlikely Austria-Hungary will launch an all-out attack on Germany, even one army from his direction can be a great help. This is especially true if it is in conjunction with a Russian attack. Even if A.H. and Italy go after Turkey, it's much more likely that they'll be able to spare a unit or two to help you out, if they are allies, than if they were banging heads instead.

Starting out with France, you should offer to DMZ the Channel, whether you intend to honor that or not. While having Belgium and getting that second build has its appeal, it is even better to use it to get Germany and France fighting, as having it won't do you much good if they both come after you. You might also find yourself in the happy position of having both of them offer you Belgium as a bribe to get you to ally with them against the other. In that case, go for it.

There are two schools of thought when it comes to attacking France. The immediate Spring 1901 move to the Channel is one, while waiting until 1902 is the other. Each has its good and bad points. A quick move to the Channel, if it succeeds, can be devastating to France. You can convoy to Brest, Picardy or even Belgium. France must decide whether to cover Brest, and loses big if he guesses wrong. If your move to the Channel fails, you have at least prevented a French move there. A second bounce in the Fall hurts him more than you, as you could build another fleet in Liverpool, whereas his must start in Marseilles, which could antagonize Italy.

The chief advantage of a delayed attack is the chance that France will have attacked Germany and Italy. Then you would have an instant ally. Germany's enthusiasm for an

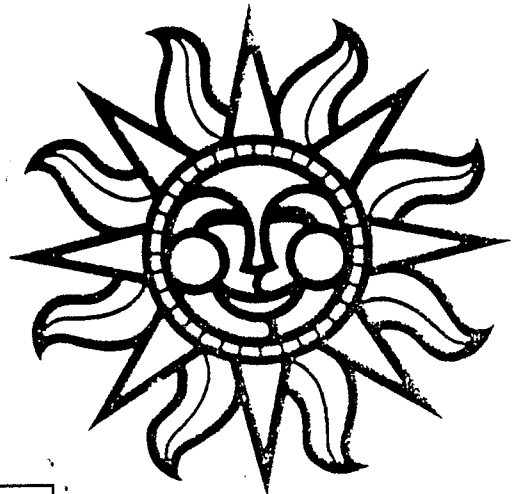
alliance with England may increase 100-fold in the face of hostile actions by the French army in Burgundy.

In order to win the war versus France you must gain control of the Channel and the MAO. You should land armies in France and gain control of Portugal to help forestall any future Italian threat. The sooner France is eliminated, the better it will be for you.

Germany - the only way I would choose a French ally over a German one is if France were willing to attack Germany, but Germany were unwilling to attack France. You've got to play the cards you are dealt in that case. After France helps you against Germany, you and Italy can take out France.

If Germany has helped you eliminate France, you must decide whether to attack him or Russia next. Some might favor a long-term alliance with Germany that has you building fleets and him armies, but I feel this leads to the enclave problem I warned about earlier. The only sure path to victory goes right through Germany's heart. Try to get Russian help. But most importantly, land those armies! The low countries or Denmark can make a good staging area.

Of course, if Russia is a graver threat, or if he's be making a pain of himself by building fleets in St Pete (nc), you must ally with Germany. The way to prevent this is your poisoned pen. You must do your best to insure that he has his hands full in the South. Of the Inner Circle powers, Russia is my last choice to attack. My reasons include that, due to other threats he faces, he is much less likely to attack you. This is especially true if he has plenty of written assurances from you that you won't attack him. Secondly, the Russian Eagle can be a very bony bird, consisting only of Sweden and St Pete - a move to Moscow is likely to be contested by Austria or Turkey. Third, a viable Russia serves an important purpose in checking the growth of Turkey and also, less importantly, that of A.H. Another reason to delay is that one army rattling around in northern Russia cannot accomplish much, beyond the neutralization of St Pete (which is a laudable goal) and is useless if your homeland is attacked by France and/or Germany.



However, after France is eliminated and the German threat at least diminished, you can land more than one army up North and really kick some butt. You can head south, southeast, or swing around to come in Germany's back door. This last point can be helpful if you are having trouble finishing him off or dislodging the former ally who helped you take out Germany.

Now we get to the Outer Circle powers. Of these, I feel the most important to England is Italy. I also believe Italy is the most important long-term ally England has of all the Great Powers. He can be the key to eliminating France, while an army sent over the Alps can be a big help against Germany.

Italy also poses a small threat to England. His movement westward can be checked by control of the MAO. He could march armies north through France, but it is much more likely that once France is finished he would turn eastwards against Austria-Hungary or Turkey. If he doesn't, they will probably attack him. There is a chance that when you are pushing south from Russia, you and Italy could cooperate against these same two powers. Based on your relative positions you should be able to get 18 centers quicker than Italy, but if he looks like a winner there is always the possibility that Turkey or A.H. could help you against him.

Turkey and England, at first glance, would appear to be perfect long-term allies. They can crush all the other powers between them and are little threat to each other. But upon closer examination, you see they start with only one common potential enemy: Russia. Even in that England and Turkey can end up squabbling over the spoils. Turkey can hurt you if he distracts Italy from attacking France or keeps Russia/Austria from helping you against other threats.

Turkey and England can help each other by coordinating diplomatic efforts, and through information and disinforma-

tion campaigns. Information seems truer coming from the opposite end of the board from a seemingly disinterested party. You could also agree not to attack each other's allies. a mutual defense pact in regards to Russia may prove helpful. However, if Turkey becomes too powerful, he may prove unstoppable to England, or at least force you to agree to a two-way draw. Always remember that his corner spot is much stronger than yours. Your best bet may be to encourage Russia and A.H. to nip him in the bud, which also has the benefit of sending Russia away from you.

Austria-Hungary might be a big help to England, if he were not so likely to be occupied by troubles of his own. But, if you achieve your goal of implementing peaceful Italy/A.H. relations, you greatly increase the chance for cooperation. You could try a dual mutual aid pact - you help him if he is attacked by Russia or Germany, and vice versa. If you combine your diplomatic muscle you should be able to influence Russian and German moves. You can also help each other with information and disinformation. As the game progresses, if you both prosper or at least survive, the opportunities for direct cooperation increase.

There are certain opening moves England should encourage other nations to make for obvious reasons. They are Italy to Piedmont, Germany to Denmark, and France to Burgundy. It should not be too hard to convince these nations these moves are in their own best interests.

In summary, England must start out writing everyone and keep it up, at least until direct conflict arises. Never give up on a potential ally. Pulling the sword from the stone was easy, now it's up to you to lead England to victory.

>Stan Johnson (10 Pine St, Edison NJ 08817) is a prolific writer for *Diplomacy World*.

Dip Logic Problem - Solutions

by Phil Reynolds

In the last issue of *Diplomacy World* I published a logic problem based on a Diplomacy game. Here is the correct final supply center chart in answer to the problem:

Austria (Leon)	1
England (Burt)	4
France (Neil)	19
Germany (Paul)	2
Italy (Doug)	0
Russia (Mike)	0
Turkey (Sara)	8

Correct solutions were submitted by Pat Conlon, Brian DeLaurentis, Bill Hecker, Rich Irving, Fritz Juhnke, Joel Klein, Dave Partridge, Jerry Ritcey, Chris Warren and Per

Westling.

Some people sent in solutions that, while different from the one above, nevertheless met each of the ten requirements as given in the problem (and thus were considered correct.) This happened because I was not as careful with my wording as I thought I had been. For example, a few people pointed out that twice or half of zero is zero, though I had not wanted that kind of reasoning. Also, I meant that Paul finished with more centers than exactly three other players, and I wanted to imply that Neil and Austria were not one and the same (as they were the only ones to finish with an odd number of centers.) and, yes, all 34 centers were supposed to be owned at game's end.

>Phil Reynolds is the retiring Interview Editor for *Diplomacy World*.

Diplowinn Tactics Contest - Solutions

by Fritz Juhnke

A big thank-you to all who entered my Diplowinn tactics contest in the last *DW*. Nobody quite managed to blend the correct tactical and mathematical analysis, but each of you had many of the pieces. The winner, with the most nearly correct answer, was Fred Townsend. (I can hear the accusations of cross-gaming coming. I win his contest, he wins mine. Not to mention that Fred and Fritz are both short for Frederick. Or that Juhnke in Plattdeutsch means the same thing as Townsend in Gaelic. But I disagree.)

Turkey was correct to veto the draw, because he has winning chances while England has none. England does, however, have three opportunities to secure the draw. First, he can disband opposite the front on which Turkey disbands. Failing that, he can try to cross the stalemate line with his spring move and exchange supply centers. Even if that doesn't work, he can still try to protect his own supply centers with a bounce in the Fall.

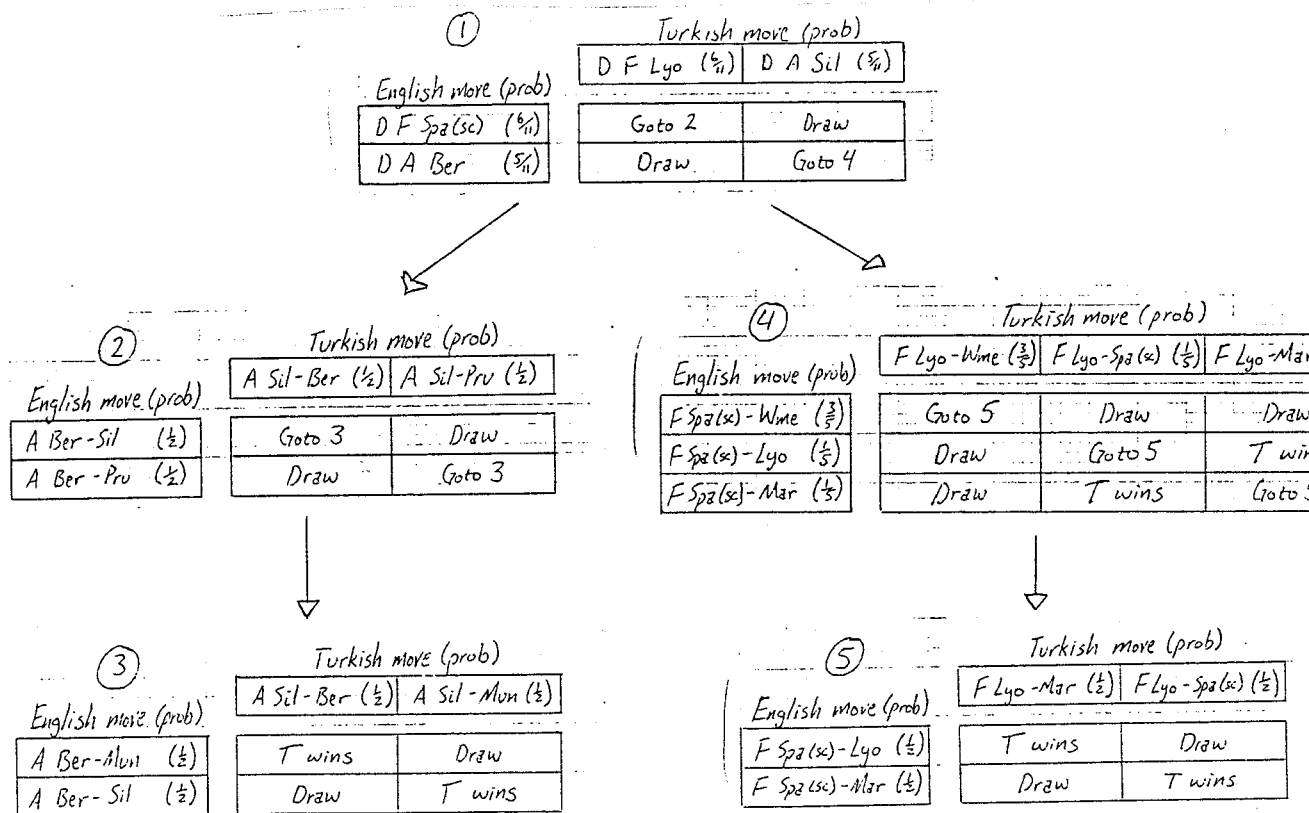
The upshot is that Turkey has a 3/22 chance to win, while England has a 19/22 chance to bring about the draw, assuming both sides use the optimal strategies presented in the

accompanying diagram. The results are derived using mathematical game theory, which is too involved to explain here, but the solution can be easily verified once you have it. Against the given English strategy, no Turkish strategy will win more than 3/22 of the time, even using moves I don't list. Conversely, the given strategy for Turkey will win at least 3/22 of the time, no matter how England defends.

The most common mistake among the contest participants was to assume that either each relevant move was equal, or that one move was "best", i.e. to be played all the time. Usually the truth is somewhere in between. We can't be so indiscriminate as to play all moves with equal probability, but neither can we afford to be predictable by unconditionally playing the "best" move.

Thanks again to the happy hobbyists who gave my puzzle a go, and congratulations to Fred!

>Fritz Juhnke (Mswati II H.S., PO Box 54, Entfonjeni, Swaziland) is a frequent contributor to *Diplomacy World*, particularly on matters mathematic.



A Look at the Runestone Top Five

by David Hood

It's time again to take a look at the top five zines in the postal Diplomacy hobby, as decided in this year's Runestone Poll. The short-form of the results is printed on the facing page. The main purpose of the Runestone is to take a snapshot of hobby opinion on its various zines, subzines and GMs. It is really a popularity contest more than a statistical undertaking. However, a stat-filled report on the Poll is available from Eric Brosius as described on the results page.

OK, on to Zine Number One. For the second straight year, Pete Gaughan has topped the poll with his zine *Perelandra*. The secret of Pete's success is that his zine is a wonderful intersection between the wants and needs of the gamer on one hand, and the wants and needs of readers on the other. There is nowhere better to play esoteric games than here, what with Snowball Fighting, British Rails, Postal Battleship, Merchant of Venus, and all that. In addition, there is a wonderful game of Deviant Dip and lots of reader participation stuff with Literary Quizzes and things like that. Pete also has a good lettercolumn, great commentary from both he and his wife, Cathy, and lot and lots of hobby news (since Pete pretty much runs it, the hobby, nowadays, he can essentially just report on his own actions...) In short, *Perelandra* has something for everyone and comes out pretty much on time. You can't ask for a better zine than that.

OK, coming in at number two we have the other zine that has been tearing up the Polls in the last couple of years, *Maniac's Paradise*. Doug Kent (54 W Cherry St #211, Rahway NJ 07065) publishes this zine, with his trusty sidekick Jack McHugh doing the subzine *And the Horse you Rode in on*. Again, this zine centers around well-run games of Diplomacy, variants, and so other stuff like Enemy in Sight, together with good writing and hobby news both in the zine proper and in Flapjack's subzine. Indeed, the subzine often has interesting hobby controversies ad quasi-feuds, always a steady draw. I personally love this zine, though I have never played in it. the subzine alone is well worth the price of admission, just to see how the Man Who Broke a Thousand Chairs (Jack) will stick his foot in his mouth in any particular issue.

War Fair, the third-ranked zine, is a relative newcomer to the top flight of zines. Editor Stephen Glasgow (34350 Ridge Rd, Willoughby Hills OH 44094) features several Dip games and, from what I have seen, some fairly good chat. Until recently, the zine also included Keith Sesler's subzine *I Still Live!*, which has now gone on own its own as a new zine. (And is one that I had to sub to because I am a big John Carter fan - the source of the quote is the Barsoom series hero from Edgar Rice Burroughs.) I haven't seen this zine long enough to know why it came in third.

At fourth we have Garret Schenck's *Upstart*, a zine that is sometimes difficult to explain. It is so well-done technically, and obviously showcases many of the game's greatest players, that it should be winning some of these Polls. Why isn't it? Garret's legendary lettercol style is, shall we say, infuriating to some readers, welcome criticism to others. Garret (394 5th St Basment, Brooklyn NY 11215) is very opinionated, which leads to what is sometimes the best lettercol in the hobby, and what is sometimes the nastiest and least mannerly. This is a zine which most people either love or hate. Me, I'm somewhere in the middle. Best way to determine where you stand is to send away for a sample and see for yourself.

The fifth-place finish is one that I might have predicted. Andy York's *Rambling Way* is no doubt one of the up-and-coming zines. Why? It has several very interesting subzines from overseas, the games seems to be well run and there are continual openings, and Andy is a really nice guy. There is not a great, great deal of writing here save for the subzines, but they can be sometimes worth the price of admission all by themselves. There are some fresh new faces playing here as well, so if you are looking for some new opponents, you might want to contact Andy at PO Box 2307, Universal City TX 78148. This is one of several Mensa zines in the hobby nowadays, showing the impact Fred Davis has had with his Mensa Diplomacy SIG.

North American Hobby Services

Boardman Number Custodian (BNC): Records Dip gamestarts and finishes. Vince Lutterbie, 1021 Stonehaven, Marshall MO 65340

Miller Number Custodian (MNC): Records Variant gamestarts and finishes. Lee Kendter, Jr. 376A Willowbrook Dr, Jeffersonville PA 19403. or Brad Wilson, PO Box 126, Wayne PA 19087.

Canadian Diplomacy Organization (CDO): Cal White, 1 Turnberry Ave, Toronto Ontario M6N 1P6.

Zine Register/Zine Bank: Sends sample zines or list of zines. Pete Gaughan, 1521 S Novato Blvd #46, Novato CA 94947

Novice Packet: Tom Mainardi, 45 Zummo Way, Norristown PA 19401, or F. Davis, 3210K Wheaton Way, Ellicott City MD 21043.

North American Variant Bank (NAVB): Keeps a catalogue of variants available for sale. Lee Kendter, Jr. 376A Willowbrook Dr, Jeffersonville PA 19403.

Pontevedria: A list of game openings. Andy York, Post Office Box 2307, Universal City TX 78148.

The 1993 Runestone Poll

Main List entries finishing at or above average

Zines

(55 on main list)

Rk	Zine Name	Votes	Score
1	Perelandra	32	9.215
2	Maniac's Paradise	25	8.943
3	War Fair	12	8.889
4	Upstart	24	8.356
5	Rambling WAY	29	8.148
6	Ramblings by Moonlight	23	8.115
7	Well, Martha...	22	8.012
8	Hoodwink	13	7.912
9	Northern Flame	28	7.772
10	Diplomacy World	38	7.654
11	The Abyssinian Prince	19	7.583
12	Orphan Son	12	7.556
13	Cheesecake	22	7.428
14	Foolhardy	20	7.306
15	The Home Office	17	7.112
16	...Pedro...	11	6.959
17	Metamorphosis	12	6.835
18	Kathy's Korner	16	6.676
19	Carolina Cmd & Cmnty	16	6.620
20	DOGS of War	10	6.602
21	Costaguana	18	6.574
22	The Tactful Assassin	16	6.488
23	Zine Register	45	6.358
24	Concordia	13	6.322
25	Cogniscenti	14	6.258
26	Standard Gauge	11	6.189
27	Quest for Power	10	6.117
28	The Canadian Diplomat	29	5.988

All the zines listed above finished at or above average.
The 27 zines that finished below average are not listed here.

To order the 1993 Runestone Poll publication, send \$5.00 to Eric Brosius, 41 Hayward St., Milford MA 01757.

I expect to mail the publication around September 1.

Subzines

(16 on main list)

Rk	Subzine Name	Votes	Score
1	DIDOES	13	8.524
2	And the Horse...	25	8.294
3	You're The One	7	7.952
4	It's Me Again	16	6.941
5	The Unzine Voice	8	6.590
6	Notes from the Bunker	18	6.407
7	Blusterdom	5	6.389
8	I Still Live	13	5.716

All the subzines listed above finished above average. The 8 subzines that finished below average are not listed here.

GMs

(40 on main list)

Rk	GM Name	Votes	Score
1	Fred Hyatt	10	9.365
2	Andy Lischett	13	9.013
3	Scott Cameron	6	8.596
4	David Hood	5	8.476
5	Garret Schenck	8	8.456
6	Pete Gaughan	15	8.421
7	Steven Glasgow	7	8.407
8	Eric Ozog	7	8.348
9	Bruce Linsey	6	8.338
10	Michael Lowrey	8	8.332
11	Dave McCrumb	5	8.224
12	Jim Burgess	8	8.204
13	Kathy Caruso	6	8.147
14	Douglas Kent	11	8.039
15	Bob Hartwig	5	7.923
16	Steve Heinowski	5	7.835
17	John Schultz	7	7.692
18	Stven Carlberg	6	7.517
19	W. Andrew York	14	7.419
20	Bob Acheson	12	7.294

All the GMs listed above finished above average.
The 20 GMs that finished below average are not listed here.

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THE 1993 MARCO POLL

ZINES	editor	votes	score
1. Maniac's Paradise	Doug Kent	45554454555	56
2. Upstart	Garet Schenck	52555	27
3. Well, Martha, It Kindsa Sorta Looks Like a Dip Rag, Don't It?	John Schultz	4442333	23
4. Crimson Sky	Mike Goncalves	243254	20
Northern Flame	Cal White	54323	20
6. The Home Office	Fred Hyatt	23341221	18
7. Ramblings by Moonlight	Eric Ozig	451123	16
8. Diplomacy World	David Hood	5234	14
9. Rambling WAY	Andrew York	4152	12
10. Zero Sum	Richard Weiss	344	11
11. Appalachian General	David McCumb	334	10
12. Chesscake	Andy Lisbett	342	9
Costaguana	Conrad von Metzke	54	9
Foolhardy	Doug Kent	45	9
Pilot Light	Kevin Brown	522	9
VERTIGO	Brad Wilson	351	9

22 others received votes. '5' indicates a first-place vote; 4 for second, 3 for third, 2 for fourth and 1 for fifth.

FRESHMAN ZINES	editor	votes	score
1. Zero Sum	Richard Weiss	4445532554	46
2. Aren't You the Guy Who Hit Me in the Eye?	Andy Marshall	5533354434	43
3. Foolhardy	Doug Kent	3455335	35
4. Meamorphosis	David Wang	53354455	34
5. Rainbow Warrior	Shane Hedegard	14	5
6. Loco Motives	Dan Hoffman	1	1

PLAYERS	votes	score
1. Fred Hyatt	5541123	21
2. Sven Carlberg	4553	17
3. Eric Voogd	4435	16
4. John Schultz	1434	12
5. Stan Johnson	144	9
6. Bill Scharf	323	8
7. Kevin Kozlowski	25	7
8. Doug Kent	33	6

9. tie among Kathy Canuso, Jim Diehl, Jim O'Kelley, Marc Peters, Don Scheiffer, Jack Garrett, Karl Schmetz, Graham Wilson, Rick Stuart, Melanie Winters, Gene Gesner, Michael Vaporia, Steve Swigger, and Bruce Roberts, at 5 points.
37 other players received votes, for a total of 59.

Many congratulations to Doug, on winning the Marco Poll for the second consecutive year. Richard and Andy's zines chased each other in the polling for the past several weeks—and it was clear that *Meamorphosis* would have been in the hunt had David not had production problems. With Gary Behnen ineligible, the Players' race was wide open. I originally expected Kathy Canuso to run away with it simply on weight of reputation, but it seemed votes (there were 25 voting this year) seriously considered recent performance. I was glad to see Eric Voogd get some recognition, since it is easier for hobby big names like Fred, Sven, John and Stan to make this list.

Finally, thanks to all the editors who publicized the poll. I'll be joining you on the competition side of the fence next year, guys, as *Perelandra* will be eligible...

This is my last year as Marco Poll 'custodian.' I need a volunteer from the hobby to take over conducting the MP. The Poll should be run between December and April, so it offers a different time frame than the Runestone, and I would like to see the new Pollster keep running the Freshman Zine category. It offers very little work (it can even be tabulated manually!) but it has to be someone who's willing to mail an announcement to every zine publisher, and maybe push a little harder than I have to increase voter participation.

Pete Gaughan
1521 South Novato Blvd. #46
Novato, CA 94947

We Don't Need No Stinkin' Variants

by Jack McHugh

Running a variant is a lot like raising a large family. It looks like a great time from the outside, especially if you are from a small family or a regular Dip game, but once that fifth or sixth child or unit comes along, and you're straining to keep up financially with your family or game, you may find yourself in over your head.

So why do it? Why run variants? Isn't regular Diplomacy good enough? In a word, no. Some of us are rather bored with the same old countries on the same old board using the same old rules. The easiest way to break out of the doldrums is with a nice variant to chase away those A Con-Bul blues.

The point of this article isn't to convince you to run a variant as I am assuming you want to, or you still wouldn't be reading. Rather, I want to point out the pitfalls of running variants so you don't end up overextended and exasperated.

First of all, running a variant is much more difficult than running a regular Dip game. How much more difficult depends upon the size and complexity of the variant you have chosen. Don't assume that, because you can GM the average game of Dip in 20 minutes that a variant will take only 25 minutes. More likely, it will take two or three times as long until you get used to the variant. If you have never even played the variant before, it will be even harder to GM.

As far as degree of difficulty goes, there are several points. Does it involve a different map, rules, or both? Are there more armies/fleets/powers than regular Dip? Does it have different types of units, like airplanes and submarines? Is the production of units more complicated? How big is the map? Does it take up more than one letter-size piece of paper?

Speaking from my own experience, and from discussing it with other GMs, the rule of thumb is that it is easier to deal with new maps rather than new rules. Why? Because different rules will often require more from the GM than a game with the same rules but different units or maps.

Rules will also be more likely to slow down both you and the players, and make it more difficult to find standbys. Players are more leery about entering a game where the rules have been changed. Your financial costs will likely be higher with a larger game because as the GM you will have to send copies of the rules/maps to the new players. Thus, the more rules/maps there are the more money you will have to spend in postage and copying.

So what do I suggest to GM new variants? First of all, try and stick to a one-map variant. While the Colonias of the hobby can be fun they take as much work as a couple of 7X7 Gunboat tournaments. Be careful of taking on any game that

large, especially if you've never played in one before.

Pick a variant with no more than two pages of rules changes or additions. Look for an older variant that has been played many times before, thus the rules are likely to be well-tested. You will end up with less surprises during the game that way. Most problems will have been found, and their solutions incorporated into the rules of the game.

A small one-map variant is easier to print in your zine and easier to distribute to the players. Your subscribers can get a look at the game and decide if they want to play. If they do play, they've already got a copy of the rules and map. (Don't count on standbys keeping a copy. Most likely they won't, and you'll have to send them another copy when you call them into the game.)

Remember that variants will also take longer to fill than regular Diplomacy games. How much longer depends on two things. How well-known is the variant? The better-known the variant, the faster the opening will fill. How small is the variant? The smaller or simpler the game, the faster you will get players.

Even the simplest variants do take longer to fill up than regular Dip, so don't be afraid to keep your waiting lists open. Don't be afraid of reprinting the rules and map more than once, if you can afford it, to help drum up interest in the variant.

First, print a few different variants in your zine and ask subbers what they want to play. I wouldn't leave too many variants open as they just tend to dilute your players pool. Open up the two or three with the most interest. If you want to start sooner just open up one variant.

Finally, where do you find the variants you want to run? Back issues of *Diplomacy World* are a good start, as there is at least one variant printed in each issue. Another good source would be the North American Variant Bank - the contact person is listed on page 16. Ask him for suggestions, or just order copies of variants you have seen in other zines.

>Jack McHugh (280 Sanford Rd, Upper Darby PA 19082) is the Senior Writer for *Diplomacy World*.

For Information on Available Back Issues of *Diplomacy World*, contact David Hood

Balkan Battle

by Roland Isaksson

This is a new variant for two players. It is very fast, since there is no diplomacy or Spring moves. The regular rules for Diplomacy are in effect, with the addition of the following:

1. One player (Austria) starts in with Army Vienna while the other (Turkey) starts with Army Constantinople. Both are home supply centers.

2. Every move is one year, and is followed by a Winter move for adjustments and retreats. So, the turns will go: 1901, Winter 1901, 1902, Winter 1902, etc.

3. The first supply center each player conquers becomes that country's second and last home supply center.

4. There are 14 centers in this variant. The winner is the one who reaches 8 after a moves turn.

5. The map is a cut-out from the original map, with a couple of adjustments. Moscow is no longer a supply center and is now connected with Prussia as Livonia has been removed. Observe that Armenia is gone, so it's not possible any longer to move the back way around the Black Sea with armies. However, it is still possible to move fleets from Ionian Sea to Aegean Sea and vice versa.

Three-Way Balkan Battle

The rules above apply to the three-player version except as follows:

1. All three players start in Bulgaria. No one owns it in the beginning.

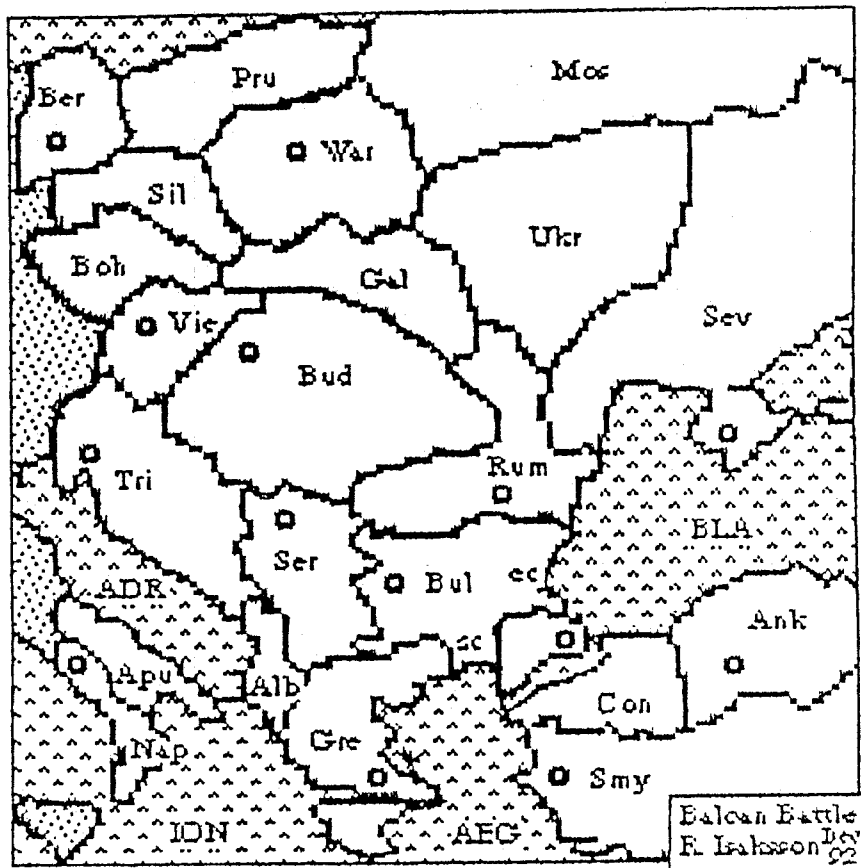
2. The first move is Spring 1899. With this move the players choose whether their first unit will be an army or fleet and, if a fleet, on which coast it will start. If two (or more) players bounce in an area they both stay in Bulgaria to try again the next move.

3. The second move is Fall 1899. With this move the players try to conquer their first home supply center. If a player does not grab a center at this stage (i.e. he is in a sea area or still in Bulgaria) he must wait until a later move to take his home supply center. Bulgaria itself is taken if, at the end of any move, only one player's unit occupies it. Until that happens, a unit cannot be dislodged from Bulgaria.

4. The third move is 1901, with subsequent turns following Rule 2 from the 2-player version.

5. The first two centers each player occupies after Spring 1899 become that player's home supply centers. This means that two (or more) players could have the same center as a home center. But, of course, only the one who possesses it may use it.

>Roland Isaksson (Ejdervagen 38 2tr, S-123 49 Farsta, Sweden) is one of the most prominent Diplomacy players in the Swedish hobby.



1993 People's Diplomacy Organization Relief Auction

RULES

- The deadline for bids is September 25, 1993. Send all bids to: Douglas Kent at 54 West Cherry Street, #211 Rahway, NJ 07065.
- Anyone may participate in the bidding. All you have to do is submit a bid on an item (send no money now please). If you are the highest bidder the item will be yours, and you'll be notified when to send the money and how much. You may submit conditional bids on 'trial' amount to be spent, or if you win or lose another item. You can't submit conditionals that say to outbid the next highest bidder by an amount of money. This is only a one round auction, so plan wisely. Also, all bids will be secret.
- In case of tied bids, postmark will decide. If postmarks are the same, the auctioneer will flip a coin or roll a die to determine the winner. Tied bids are extremely rare.
- All items are postage paid or will have the postage figured into the minimum price.
- All donations collected will go to hobby services as decided upon by the PDORA Financial Committee. I will receive no money for the costs I incur. No one on the committee is eligible to receive any of the money either.
- Allow 4-6 weeks after the auction deadline for the item to get to you. The faster everybody gets their payments in to me, the faster I can have the items sent out to the successful bidders. Input is welcome and encouraged.
- Additional catalogues can be had for a SASE from me.
- Good luck and have fun.
- PDORA Financial Committee: Robert Acheson, Jim Burgess, Don Del Grande, Steve Heinowski, Michael Lowrey.

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A-005	10-issue sub to Brad Wilson's Vertigo. No minimum.
B-001	Book, The Game of Diplomacy, by Richard Sharp. Authorized photocopy of this 150 page book, two pages to a sheet, unbound. Includes copy of cover. This is the only hardcover book on the game ever published. Gives you a view of how the British see the game and hobby. \$5 minimum.
B-002	"Introduction to Strategy and Tactics of Diplomacy", a book by Larry Peery. \$25 minimum.
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G-001	conference maps included. Definitely a collector's item! \$15 minimum. Spill and Spell. Out of print dice spelling game from 1957. You can crossword your dice. Includes 15 dice and 3-minute timer. Used. Yes, there was a world before "Boggle." \$3 minimum.
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Z-001	Fooltheory/PRI issues 1 through 7. \$3 minimum. 2 LOTS.
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Z-003	Ultimate Sample Pack! One copy of each and every zine trading with Zine Register #22 (about 75% of those listed)! This will be three times the size of the normal Zine Bank packet. \$10 minimum.
Z-004	Perelandra #100. The tenth-anniversary issue, 44 pages of hobby history, Dipcon tales, fiction and games - plus color maps. \$1.50 minimum. 3 LOTS.
Z-005	10 back issues of Diplomacy World. These are all Peery and Walker issues. \$30 minimum.
Z-006	A set of World Diplomacy back issues (Larry Peery's current zine). \$5 minimum.

The Super-Duper DW Letter Column

This is the eleventh installment of the DW letter column, a forum for the discussion of the zine and its contents. Please feel free to write in with your comments, particularly of the negative variety, as such criticism is the best way for the DW staff to improve and grow. So, tell us what is on your mind.

Smith's Adventure of the Crimean Opening

Stan Johnson (10 Pine St, Edison NJ 98817): I thought the article "The Adventure of the Crimean Opening" was extremely well-written. However, I feel the article, while tactically strong, ignores the fact that, strategically, the early elimination of Russia as a significant power is not that good of an idea for Turkey. It greatly benefits England and Germany, and to a lesser extent Austria. Russia is sometimes worth more alive than dead.

New Blood

Conrad von Metzke (4374 Donald Ave, San Diego CA 92117): While I was away - actually it started a couple of days before I left - I have had seven inquiries, mostly including sub checks and/or game entries, and every one of them cited DW as the source. This is at least twice what I have ever gotten from *Pontevedria*, and probably as many as I'd had in the entire previous 18 months. Saying "thank you" is obviously appropriate, but somehow it seems awfully mild...

I really hope this reflects some increase in your own revenue also (at least two of these guys said they were new DW subbers.) And lately I've begun to feel very, very good about the current stability of the hobby. All the services are in really strong hands, there are few feuds, and for a change people are really discussing the New Blood problem. I don't recall any time in the past when this has all been true at once. Which means, if I'm right, that our biggest problem right now may just be complacency. Even that's nice for a change.

Editor: I'm glad the New Blood listing was of help. I have had other editors thank me for the boost by printing their zine's game openings info, and others say it has done nothing. Must be an issue-by-issue thing. I, too, think the hobby is on the upswing, and I hope it continues. There are some good new zines out there, not to mention several old ones that look to have new life. I believe we are just about in position to handle any flood of newcomers that would come from better publicity at the Cons and the production of the new Dip sets, Hobby flyers, and Gamer's Guide.

The Zine in General

Davide Cleopadre (via Pio XI, Trav. Guli n. 34, 89133

Reggio Calabria, Italy): I will send you soon version 1.1 of Atlantis Time's Diplomacy, my variant you published in the last DW. I'm now producing a zine called *Compendio Ars Diplomatica*, that is monthly and will run a game each of Diplomacy, Gunboat and Civilization. Soon I will have other openings in classic Dip for non-Italian players because I will take those currently in *Mondo Diplomatico*.

Andy York (PO Box 2307, Universal City TX 78148): Nice balance in the latest *Diplomacy World*. There was something there to satisfy just about any reader. Enclosed is a check to extend my subscription. In the next *Dip World*, please list me as the point of contact for *Pontevedria*. Thanks.

Chris Warren (1200 S Walker Ave #4, San Pedro CA 90731): Happy New Year! You may want to peek at a calendar. My front and back covers of DW 70 are proudly emblazoned SPRING 1992. Enough picking. I really enjoy the magazine, keep up the good work.

Editor: Yeah, wise guy, you weren't the only one to notice my 1992 snafu. I've printed another run of issue 70 with the correct date, so you better hold on to the misprinted ones - just like those misprinted stamps, that DW is sure to go up in value...

The Hobby in General

Tom Carlson (105 Royal Chuou, 4-10-8 Chuou-Cho, Higashi-Kuruke, Tokyo 203, Japan): Why is Japan the only major industrialized country without a sizeable Dip hobby, you ask? Maybe because the rules are not available in the Japanese language. Also, Japanese houses are rather small for hosting a Dip game. If Japanese meet with non-family members, it's almost always outside the home. They always avoid conflict, too, and would rather spend a night drinking and singing karaoke songs than gathering for a good game of Dip.

Editor: OK, but do they play any games at all, socially? Monopoly, Scrabble, Chess, that sort of thing? If so, I would contend there are seeds there that can be made to blossom into Diplomacy play. Very interesting, though, that Avalon Hill doesn't have a version for sale in Japan. Perhaps they know what you suspect - that Japanese just won't buy wargames.


Nicholas Fitzpatrick (10 Dunbar Rd N, Waterloo, Ont, N2L 2C7, Canada): Please find enclosed a copy of *Electronic Protocol, Chapter 2*. As you can see in it, I am offering it by postal distribution. (It has been, so far, only available by Email.) If you could mention it in the next *Dip World* I would

appreciate it. Something along the lines of...

At long last, the Email zine *Electronic Protocol*, Chapter 2, is being distributed postally. *EPC2* contains discussions, stats and End of Game reports from the Internet Email world. For a couple of sample copies, please contact Nicholas Fitzpatrick.

Editor: Hmm, I'll think about it. I don't just print everything I'm sent,


you know. Seriously, I think this is great. Indeed, anything that promotes interaction between the postal and Email hobbies is to be encouraged. It may well be that the growth of Diplomacy in the future will be on the networks, but the postal folks have a lot of institutional knowledge about how the hobby should function and so forth that will be invaluable to the Email world. And, of course, most of the projects, services and Cons of the postal world should be of interest and benefit to Emailers like yourself.



DIPCONVERSATION #4

News from Dipcon XXVI in San Mateo, California, Sept 3-6

1993 Dipcon Committee: Chairman Pete Caughen, 1721 S. Novato Blvd., Apt. 46, Novato CA 94947 — 415-897-3629
Don Del Grande, 142 Elisco Dr., Greenbrae CA 94904; Marc Polera, 370 North Drive, San Draine WI 53590



Letters on Dipcon

Eric Brunus

I believe that a fixed SC bonus for winners would be the best plan if you are going to award a SC bonus for draws. For instance, award any winner a bonus equal to 18 SCs, or 24 SCs, or 20 SCs (say). It is obvious to make a winner's actual SC count matter. It is also a shame to award SC bonuses to draw-ers but not to winners. Perhaps this would be a good solution?

[Don Del Grande indicates that he probably will not make details of the scoring system public, but he has given me these guidelines:

- two 2-ways can (but don't necessarily) heat a win and a survival, but not a win on a 6-way draw;
- a win heats a 2-way and a 3-way;
- a 5-way always scores higher than a survival, but a 6-way might not;

"Supply center points" is not simply a multiple of how many SCs a player has at the end of the game, although it is based solely on ending SCs. Don admits that this last item might raise eyebrows, and I don't completely understand it, but that, I think, is the last piece on the scoring system!]

Andy Rate

I've not seen detail of the convention fee or room rates. I think that's about as subtle a hint as I can give for more information! I don't suppose that I'm going to be able to attend, no matter how much I'd like to (I'm currently investigating the only avenue open to me if I do want to attend...).

[See right column—wish granted.]

Dipcon 26—September 3-6, 1993

Dipcon Society Matters

We have our first official notice of a bid for Dipcon XXVII, 1994: DIXCON, Memorial Day weekend (last weekend in May).

Brief agenda for the Dipcon Society Meeting, Monday morning 6 September:

- announcement and presentation of tournament awards
- announcement of the 1993 Hobby Awards (presentation by past Award Chairman, Ron Cameron)
- bids and voting on site of 1994 Dipcon
- election of the 1994 Dipcon Committee
- consideration of any Charter amendments or proposals

I hope to have us out of the banquet/meeting room by 10:30 A.M. so that those who are flying out on Monday will not have problems getting checked out and to the airport in time.

I have not heard of any Charter amendments, but there probably will be discussion on whether to trademark the name "Dipcon." Also, the current talk about how to formalize World DipCon will surely come up, although there may be only informal discussions and not a formal, voting proposal.

The Pacificon registration packet is not yet out. The call for GMs has gone out—if you're interested in GMing (or being a dealer), send your name and address and the game(s) you'd like to GM to Pacificon, Box 2625, Fremont CA 94536.

Pacificon Arrangements

I've had questions about room rates and the like, but these are difficult to answer. I won't know the exact prices until Pacificon starts to gear up, which should be in the next month or so. The full and complete details will be provided by the Pacificon registration packet.

But for now, I will try to give you an idea of the costs involved by listing last year's prices. (In the case of the Awards Breakfast, a new event, this is an estimate on my part. It is not required to buy a Breakfast in order to attend the Dipcon Society Meeting, but they will be held consecutively.)

Convention Registration.....	\$24.00
(one-day pass.....)	13.00
Each event entered.....	3.00
Room, per night.....	65.00
Award breakfast.....	7.50

So if you are attending for Friday through Monday, sharing a room with one other person (I'm being conservative here), entering three tournaments (including Diplomacy), and joining us for the Awards Breakfast, your total cost would have been \$138.

You will, of course, be faced with extras that could increase your expenses. There is a dealer's room, and an extensive "flea market." I haven't decided whether there's enough interest in a Dipcon T-shirt; and some of you hard-core types will probably want to play six or seven games for prizes (remember, you can open-game quite extensively for free).

Although the hotel says rooms sleep 'up to four,' in

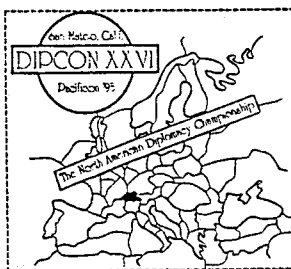
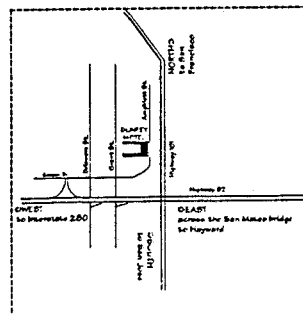
Your LAST BEST CHANCE

If you are even *thinking* about attending Dipcon/Pacificon, please drop me a note right away. I want to be sure that everyone who is interested receives the registration packet as soon as it's out.

I will assure all play-by-mail Diplomacy fans a place in the Dip tournament, but rooms at the hotel may run short. Your *best chance* to get a room is to tell me you might be attending, so I can get you a reg form in plenty of time for the mailing deadline, which will probably be August 15.

It wouldn't hurt to also send your name and address to Pacificon (Box 2625, Fremont CA 94536) directly! Tell them you're attending Dipcon. Don't send money yet.

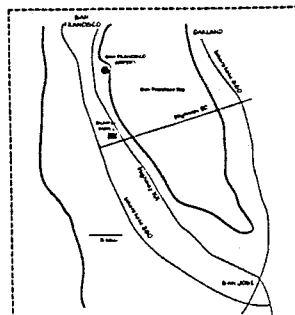
I still intend to publish one more *DIPCONVERSATION*. Three groups of people will get it automatically: *Pacificon* readers, *Dipzine* editors, and anyone whose address label says "R". If you're not one of these and you want to be kept on the list, write to me right away!



Sven Carlberg

The fact that you are locating World DipCon so close geographically to the World Science Fiction Convention puts it within the realm of possibility that I might show up for a game of Dip one afternoon. Several other Dip players I know who'll be at WorldCon (Lawrence Watt-Evans, George Inzer, Ward Batty, David Schesser and Philip Sasse being the most likely suspects) might also be roped into an afternoon excursion to the DipCon. I hope you'd encourage us to make such an appearance! Let me know if you can think of an easy way for this to work, for us all to be able to get into different games in one round, without messing up the overall logistics of the tournament.

[Getting into different boards is not really a problem. What I will have to work on is figuring out the best timetable to arrange this (since rounds are pretty much already set to start at 10 am and 6 pm), and how to avoid having you all pay a full reg fee. I'll talk to Pacificon about the price if you'll let me know what kind of schedule works best: is there too much going on at WorldCon Saturday morning to expect a half-dozen of you to drop in? Chris Carrier and John Galt have already spoken of the possibility of attending a portion of DipCon in the midst of WorldCon (if all else fails, consider the Monday morning awards breakfast and Dipcon Society meeting.)]



CONVENTION GEOGRAPHY

The Dunfey Hotel is in San Mateo, California, fifteen miles south of San Francisco. It's on a freeway fringe, so the easiest way to get there is to make your way onto Highway 92. If you are coming from Highway 101, look out—the Delaware off-ramp comes very quickly after the 101/92 interchange!

Shuttle Bus: If you arrive by plane, go directly through the baggage claim area to the blue and yellow bus stops. There will be a "Dunfey Hotel" shuttle van, probably every hour on the hour. (Details in your reg packet.) If you can't find it or it doesn't find you, I will be making trips to the airport on an emergency and reservation basis, so give me your flight information and I'll be looking for you.

Contact me early—I will NOT be at my home phone number from Thursday to Monday of the con!

Badges: We need dem stenciling badges. Pacificon security insists that everyone on the game floor be registered and wearing a badge. Once you've picked up your registration, stop by the Diplomacy suite or the Dip tournament room and Don or I will give you a sticker for your badge identifying you as a Dipcon Member.

Kozlowski Goes for the Gusto

Garret Schenck returns with commentary as the Demo Game kicks into high gear in 1907. I encourage novices, or even old hands, to write in with their thoughts or comments regarding the play you see in the current Demonstration Game.

Winter 1906 / Spring 1907

91AH

Russo-German Peace Falls by the Wayside

England (Mike Ward): F Eng-Nth, F Iri-Eng, F Mid-Bre
 France (Mark Berch): F Por S A Spa, A Spa H, A Gas S A Spa
 Germany (Mike Gonsalves): Build F Ber, A Kie. F Ber-Bal,
 A Kie S A Tyl-Mun, A Tyl-Mun, A Tri-Vie (d.tyl.otb), A
Den-Swe, A Pic-Bel, A Par-Bur

Italy (Randolph Smyth): A Ven S German A Tri (OTM), F
Aeg S Turkish F Smy-Con (NSO)(d.bul.eas.ion.otb), F Lyo-
Spa(sc), F Wes A F Lyo-Spa(sc)

Russia (Kevin Kozlowski): Builds F Stp(sc), A Mos, A War.
 A Vie S Turkish A Ser-Tri, A Bud S Turkish A Ser-Tri, A
 Rum-Gal, A War-Sil, A Arm-Rum, F Bla C A Arm-Rum, F
 Con-Aeg, F Stp(sc)-Bot, A Mos-Stp, A Swe-Den

Turkey (Dave McCrumb): A Mun-Tyl (d.ber.ruh.otb), A Ser-
 Tri, A Bul-Gre, F Smy S Russian F Con-Aeg, F Ank-Con

Press:

Turkey to Germany: A Snake? A snake! I am NOT a snake!
 A lizard, maybe, but not a snake.

Italy: A letter! A letter! I got a letter! It's probably a pack of
 lies but I don't even care, it's been so long...

Russia to Germany: Sorry, now it's time for the clash of
 playing styles. Your goal is shifting alliances and stopping
 the leader, which is me. I am for blitzing my opponents and
 then eliminating them, as I did with Austria, and previously
 tried to do with Turkey and England. You are now my

opponent. Hopefully, my diplomatic and military assault will
 lead to your reduction to zero centers - however, knowing
 how excellent a player you are I know the task will be
 difficult.

Russia to England: As Germany's ally, you went from 4 to 3
 centers. As Russia's ally, Turkey went from 3 to 6, and is still
 growing. Get revenge on Germany and gain supply centers at
 the same time!

Russia to World: I hope I won't regret this.

Germany to England: It is past time to move on Russia. We
 could have set him up good last turn but you changed your
 mind at the last minute, leaving me no choice but to trust
 Russia.

Germany to Eng/Ita/Tur: Time to stop the leader, guys, or the
 game is over.

Germany to Italy: Please answer letters or resign, Randolph.
 Without your help Russia wins.

Italy: That's Turkey supported now, so I still owe one to
 France. Hey, Mark, give me a wish list.

Commentary:

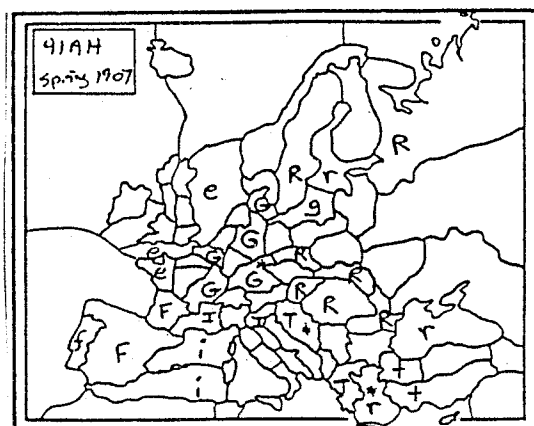
Fred Townsend: Turkey in this game is being played by Harry
 Houdini. Mr Houdini, as you may recall, was at three centers
 and no allies in the Spring of 1905. Now it's Fall 1907 and he
 should be at eight. How did he do it? Mostly with the help of
 Russia, who has shrewdly been supporting Turkey's come-
 back. Now Russia will be at 9, and the alliance at 17. With
 England's help against Germany, Russia should continue his
 advance.

Italy shows no signs of waking up as he attacks France,
 and France is a RT positional ally whether he wants to be or
 not. Moreover, RT are well past the stalemate line in the
 North, so now barring some unforeseen insanity, RT are in
 control.

This being a *Diplomacy World* Demo Game, things
 could get interesting when the alliance gets to the Mid-20's,
 but at the moment they have every reason to stick together and
 advance.

Germany's press and moves are too little, too late. He
 begs for a stop-the-leader alliance, but attacked England (and
 took Denmark), guaranteeing England's counterattack on
 him, not Russia. Germany's play seems to fluctuate between
 the brilliant and the bizarre. This makes for a fun game, but
 ultimately the steady play of Russia should crush him.

Garret Schenck: I don't know why Russia let Turkey get
 away. I don't know why Turkey is willing to play toady to Big
 Bad Russia. It smells, frankly. I thought we were playing



balance of power here...

Was England Germany's ally, as Russia's press suggests? Is England still Germany's ally? Russia's move of Army Moscow to the north certainly suggests he thinks so. Not a bad move, really, no matter what, and it provides reinforcement at an opportune time. If England blocks in Norway, though, that could make it impossible to build in St Pete. I still think Kevin should have built a fleet up north in Winter 1905, especially since he's just been dicking around with his southern armies. I would have left the army in Armenia to ensure Turkish compliance. Hell, I would have *attacked* Turkey and gone for the solo. It's possible that we're looking at a boring staged two-way draw, or an almost two-way that turns into a solo with an eleventh-hour stabaroo. Bo-o-o-oring.

Italy finally presses France to the limit, but given that Berch has lost his third center to the English fleet, what has he got to lose by going for Paris at this point? Spain is forfeit in Spring 1908 no matter what. Personally I think Italy is making a big mistake - he should forget about Berch and move at least one fleet eastward. The Russians are now in the Aegean, and just two turns away from two Italian dots. Italy will likely retreat to Ionian - Bulgaria can't be held as long as Russia and Turkey are playing footsie. With the withdrawal of England from the Mid-Atlantic, if Italy presses the attack Berch could be in trouble eventually.

But the point of the game is to win or, failing that, to stop anybody else from winning. How can killing Berch at this point materially advance these objectives? On the otherhand, how can Berch help stop Russia? If Berch is to be killed it should be done quickly and efficiently, as a joint effort of the Italians and Brits. If England is allied with Germany, he will almost certainly be bouncing over Norway with F North Sea; the F English Channel should return to the Mid-Atlantic and help Italy clear out Iberia so both countries can turn to face the Russian aggressor.

Turkey will probably retreat to Berlin. With the Russian fleet cutting support from Bothnia, that leaves but two attackers on Berlin, and Silesia is enough to hold it for Turkey. Germany could move with Baltic, retake the center, and push the Turks back to Prussia (not a terrible move for Germany, since it puts the ever-volatile Turks next to a Russian center!), but this would leave Baltic Sea in Russian hands, and Germany would certainly be unable to build this winter, and likely long, long in the future. Baltic Sea is a crucial center for Germany to hold - Russian troops in Baltic and Silesia both make it almost impossible for Germany to come back (though it can be done.)

The game finally seems to be settling down to a battle of the stalemate lines, with RT on one side versus GI, and maybe others, on the other side. We'll have a much clearer picture of who's side England is on (England's moves could just as easily be revenge against Germany as countering Russia)

after the coming turn, and France, as always, remains a dangerous wild card in the rear of the western coalition. Even if RT stick together "the West" can win this one, or force a draw, but they'll need to quickly eliminate France and force a stalemate line battle through Italy/Munich/Scandinavia. From this viewpoint the most dangerous area for the West is Scandinavia, where Russian forces are over the line, but with only one northern fleet, the West should be able to drive the Russians out of Scandinavia eventually.

91AH

Fall 1907

Turkey's Wild Ride About to Come to an End

England (Ward): F Bre H, F Eng-Bel, F Nth S F Eng-Bel
France (Berch): F Por S A Spa, A Spa S A Gas-Mar, A Gas-Mar

Germany (Gonsalves): A Tri r Tyl, F Bal-Swe, A Tyl-Mun, A Mun-Ber, A Kie S A Mun-Ber, A Bur-Par, A Bel-Ruh, A Den S F Bal-Swe

Italy (Smyth): FLyo-Spa(sc), A Mar S FLyo-Spa(sc), F Wes S F Lyo-Spa(sc), A Ven-Tri, F Ion S Russian F Aeg-Gre
Russia (Kozlowski): F Aeg-Gre, F Bla-Ank, A Rum-Bul, A Bud-Ser, A Gal-Bud, A Vie S Italian A Ven-Tri, A Sil-Mun, F Bot S A Swe, A Swe S A Stp-Nwy, A Stp-Nwy

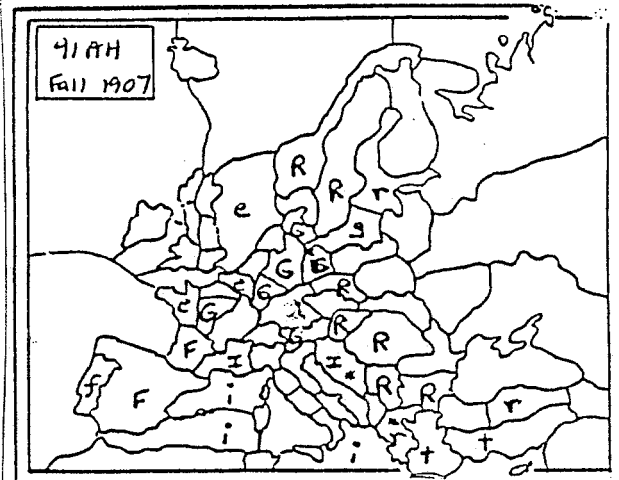
Turkey (McCrumb): A Mun r Ber, F Con-Aeg, F Smy S F Con-Aeg, A Ber H(d.pru.otb), A Gre H(d.alb.otb), A Tri S Russian A Vie-Tyl (NSO)(d.alb.otb)

Press:

Russia to T/F: Banzai!!

Commentary:

Fred Townsend: Russia stabs Turkey, grabs four centers, and lunges for the win. In the balance-of-power game, how did he get so far? Bv creating alliances, that's how. When England



was on the ropes, Russia supported him into Denmark and then removed his northern fleets to secure that alliance. Then in the best move of the game, when Turkey was hanging by his fingernails, Russia, Germany and Turkey superbly coordinated Turkey's stab of AI and broke open the south. Since then, Russia has been nurturing his Turkish ally all the way up to six centers.

But what the Lord giveth, the Lord taketh away, and this turn Russia tooketh 4 Turkish centers to reach 14. Can he make it to 18? Let's see. The only alliance capable of stopping him would be EGI. That's 16 centers to Russia's 14. France at 2 centers will probably help Russia, but Turkey's 2 centers will probably go with the revenge against Russia. (Being stabbed by Kevin twice in one game may make McCrumb a tad anti-Russian.) But can the EGI form, and can they stop Russia?

The first problem is Germany's extremely short-sighted stab of England, which has led to England's attack on Germany. If England doesn't join the alliance this turn with his two builds, Russia should walk away with it. But will he? A Russian build of F St Pete (nc) might just wake England up.

And down south Italy actually supported Russia into Greece(?) And 3 of his pieces are tied up against France. Thus, Russia is a favorite to take Trieste and eventually Smyrna so he will be at 16. It is possible that EGI will stalemate him, but Russia has to be favorite to win. The next turn is key, so stay tuned.

Garret Schenck: Maybe this is why I have trouble getting solo wins in Dip games! Nice stab, beautifully timed. And it couldn't have happened to a more deserving Turkey!

This is the kind of turn that makes all the waiting worthwhile. Despite Kozlowski's experience in postal play, you know he had some sleepless nights while waiting for *The Game* flyer to arrive! And when it finally dropped through his mail slot, imagine the near orgasmic joy to discover that virtually every move succeeded! Remember, there is no game with a higher profile in the hobby right now than this one - and this is really a stupendous stab. Look at the way those three Russian units waltz into Serbia, Bulgaria and Ankara. Fantastic! Look at the way the Italian is suckered into supporting Russia into Greece, in exchange for Trieste. (And, um, just how long do you think Italy will be able to actually hold Trieste?) To add salsa to Russia's tamale plate, check out how even England does the Great One's bidding, taking Belgium from the once-duplicitous German. Chickens come home to roost.

Not much else to say at this point, as it's obviously Kozlowski against the world. If Italy and England don't turn and immediately act to stem the Russian tide, then they deserve to lose. Fun's fun, and revenge is sweet, but this game is headed down the toilet, and fast.

England needs to build F Edi, and head to the Norweigan

Sea to stop the Russian navy breaking out into the Atlantic. The Germans need to hold onto their Baltic fleet, since in one-on-one battle with the Russian Bothnian Squadron it can hold its own. Germany should disband Army Paris and maybe Army Ruhr, and trust diplomacy with France to holdt the one-time French capital. Once English fleets are properly deployed, the German fleet can cut Swedish support; Norway can be taken and the process of rolling the Russians back out of Scandinavia can begin.

Barring further backstabs from England, France or Italy, Germany can hold the Berlin/Munich line... fairly easily in fact. It may require a French or Italian unit in Burgundy, but a French army is certainly available. Giving such a job to Berch might be a way of getting him to feel that he's part of the game once again.

The south is more shaky, as the two Turkish dots are almost gone, but Kozlowski doesn't have them yet, and if Italy lends a hand they can probably be held. Russia has only three fleets - his greatest weakness. Italy and Turkey could even cooperate to kill the Greek fleet, by keeping units in Aegean and Albania, and risking Trieste to cut support of Serbia (Trieste is probably forfeit anyway.) Koslowski might be caught off guard, expecting McCrumb to hold onto the two fleets, and Constantinople might be held anyway. Russian needs Mediterranean fleets more than dots at this point.

Trieste is probably not worth saving. It's much harder to hold, and if Russian fleets can be kept out of Adr/Ion, Venice is practically impregnable.

So I believe Russian can be stopped, but all remaining powers must come on board. Any one of them can throw the game to Russia - all must be a part of the eventual draw. If this "Coalition" can pull this one off, then they all do deserve to be in the draw! Given the number of stabs and counterstabs in this game, though, this level of cooperation will prove exceedingly difficult. The Coalition can probably withstand another turn, maybe two, of "uncooperative behavior", but either this thing firms up quickly or we're outta here!

91AH

Winter 1907

Russia Beefs Up for Try at Outright Win

England (Ward): Builds F Edi, F Lon

France (Berch): Removes A Spa

Germany (Gonsalves): Removes A Ruh, A Tyl

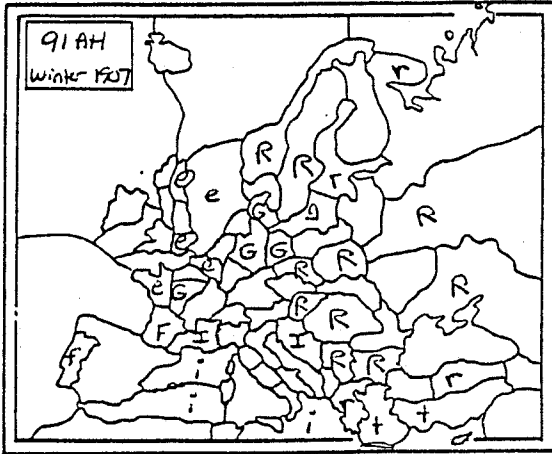
Italy (Smyth): NBR, plays one short

Russia (Kozlowski): Builds F Stp(nc), A Mos, A War, A Sev

Turkey (McCrumb): NRR. A Ber, A Gre, A Tri all r otb

Commentary:

Fred Townsend: Turkey and Italy NMR! Are the rats desert-



ing a sinking ship? Russia was favored to win before this turn, and now the Italian failure to build A Ven means Russia can take Trieste for sure. A unified and coordinated alliance of everyone else has a shot of stopping Russia, but it doesn't even look like they are going to try very hard. A wild game going out with a whimper. Ah, well, that's show biz.

Garret Schenck: Bogus! Season sep! These guys are wimps! I thought you had pros here! At least I'm not the only NMR/NCR (No Commentary Received) loser!

Well, there goes my idea for Turkey/Italy to crush the Russian fleet in Greece. We'll wave goodbye to Trieste while we're at it. Meanwhile Russia could seriously screw things up for the West by moving F Greece north to Albania and on to Adriatic.

Can't say I think Germany holding onto A Paris is very intelligent. Drastic times demand drastic measures, but this is not a game-winning strategy. France keeping A Gascony looks interesting - it looks to me like Berch recognizes everything has been changed and it's time to stop the leader - and while Italy can now take Spain with impunity (he could anyway), Gascony is more helpful to Germany holding Munich. Either that or Berch is preparing his bloody revenge by stabbing everybody he can reach in the back and throwing

the game to Kevin!

The English builds make perfect sense - England doesn't need armies at this point. Expect moves to Nwg, Ska, Nth and Eng.

The Russian builds also look correct. My guess is that A Sev will go to Arm while A Mos heads to Sev. Coupled with a Fall convoy across the Black Sea (F Ank-Bla in the Spring), either Con or Smy will fall in Spring 1909, and likely the other in Fall 1909, given support-cut attacks from Greece.

Assuming England and Germany have made up (and France will cooperate), the north and center are basically okay. Kozlowski should get no more centers north of Switzerland, and in time could be rolled back out of Scandinavia. In the south the NMRs by Italy and Turkey have proven disastrous. They have really given Kozlowski a major break. I don't see how the Turkish dot can be held, especially considering that Munich is going to have to be occupied in order to hold it against the Russians ("We had to occupy the village in order to save it", perhaps?) This will POOF! one of the Turkish fleets.

Say, I just realized that Russia already owns Con. So he'll get just one more Turkish dot. That means he needs two northern dots - well nigh impossible if England, Germany and France do their job correctly without engaging in petty bickering. If Kozlowski wants to win he'll need to break out in the Med. He might have wanted to build a fleet in Sev after all.

So things don't really look so gloomy. The "Coalition" can still save the day, if they get cracking, have no more NMRs, and Mark Berch doesn't stick them in the back.

>Fred Townsend (65 Wimbledon Rd, Lake Bluff IL 60044) and Garret Schenck (394 5th St Basement, Brooklyn NY 11215) provide the commentary for this demonstration game after each turn, with both the moves and commentary appearing in *Diplomacy World* several months after the turns are actually played.

THIRD ANNUAL HOBBY FAVORITES POLL (1992) - Phil Reynolds

Recognition for Outstanding Hobby Service:

Favorite Variant:

Favorite Player:

Most Feared Player:

Favorite Press Writer:

Favorite GM:

Favorite Hobby Personality:

Favorite Feature Writer:

Favorite Subzine:

Favorite Playing Zine:

Favorite Reading Zine:

Favorite New Zine:

Favorite Overall Zine:

Favorite Zine No Longer Being Published:

Cal White

Gunboat Dip

(tie) Stven Carlberg, Jim Diehl and Mark Fassio

(tie) Mike Gonsalves and Fred Hyatt

(tie) Paul Bolduc, Ron Newmaster, John Schultz and Don Williams

Jim Burgess

Jack McHugh

Mark Fassio

"... And the Horse You Rode in On!"

(tie) *Perelandra* and *Rambling Way*

(tie) *Foolhardy*, *Maniac's Paradise* and *Perelandra*

Zero Sum

Maniac's Paradise

Retaliation

Report on FTF Diplomacy

by Buz Eddy

Tournaments always seem to me to have something of a festival atmosphere about them. They are special times and they are enjoyable times. Major national tournament or local event, there is a party feeling coupled with a special serious attitude towards the competition. Those that have read me here or elsewhere know that I espouse the view that FTF is the best form of Diplomacy. Tournaments, I believe, are the best form of FTF.

The following are tournament reports for four events that I have the results from for 1993. A DixieCon report along with results follows my article.

The presentation is results (Win, Draw or Loss), country and board number. The scoring is 61 pts for a win, 30, 20, 15, 12, 10, 8 for draws. This is adopted only for uniformity of presentation. As Jack McHugh observed last issue, tournament scoring systems are not uniform, and there are divergent opinions about what best serves promotion of the game. I will discuss this in a future column, but since most of my current thoughts on this topic are locked in the copyrighted *Gamer's Guide* draft at Avalon Hill, this discussion must wait until TAHGC publishes and then OK's citation of that material.

1993 ConnCon 3/27 - 3/28 1993 Danbury, CT

	1	2	Score
1. Kevin Kozlowski	Dg1	Di1	40
2. Joseph Clement	---	Dr1	20
Earl Whiskeyman	Df1	La1	20
Chris Cerrato	Da1	Le1	20
Dan Mathias	Lr1	Dt1	20
6. Jack Chadnicki	Le1	---	0
Len Kuhns	Li1	---	0
Ed Povilaitis	Lt1	---	0
Josh Van Natter	---	Lf1	0
Robert Van Natter	---	Lg1	0

Earl Whiskeyman provided these results to the American Diplomacy Register.

1993 Northwest Diplomacy Championship 5/23 - 5/24 1993 Lynnwood, WA

	1	2	3	Score
1. John Alley	Lf1	De1	Dg1	40
2. Spencer Thal	Da1	Li2	---	30

	Jeanie Shepherd	Di1	---	---	30
4.	Terry Tallman	Le1	Lg1	Df1	20
	Buz Eddy	Lg1	Da1	---	20
	Guy Shepherd	Lt1	Li1	Dr1	20
	Mike Snivley	---	Dr1	---	20
8.	Rob Olson	---	Dt2	Le1	15
	Tom Barela	---	Dr2	Le1	15
	David Dimmick	---	Da2	Li1	15
	Jerry Senada	---	De2	---	15
12.	Mike Wagner	---	Lg2	---	0
	Kate Robison	Lr1	Lf1	Lt1	0
	Norris Hazelton	---	Lf2	---	0
	Darrell Nelson	---	Lt1	La1	0

John Alley, Terry Tallman and Guy Shepherd were all in the finals of the 1992 Dragonflight tournament. Jeanie Shepherd is Guy Shepherd's sister and John Alley's partner. She graciously filled in when a single board couldn't otherwise be filled in the first round. She was alternating negotiation time with caring for a baby, but found a rock-solid alliance with Italy and took it to a two-way.

When the tournament resumed Sunday morning for Round Three, John Alley quickly surmised that all he needed to do was survive to win the event. (Draws include all survivors.) He played solidly, but as the game entered its final phase he found his Germany sandwiched between France and Russia. His brother-in-law in Russia made some threatening moves toward him, but decided to let the draw stand.

Besides the competition, a particular delight for me was meeting and gaming with Mensa Diplomacy SIG Vice-President Kate Robison. Kate came to win, and voted no every time cessation of play was proposed.

I organized and directed the event. When it became clear that costs were not going to be covered by quite a bit, Terry Tallman provided a much needed co-sponsorship. Consistent with this writer's philosophy that the only result that is meaningful in the game of Diplomacy is the win, this tournament had a single prize for first place only: a copy of the new Deluxe Diplomacy set.

1993 AtlantiCon June 19-20 1993 Baltimore, MD

	1	2	Score
1. Kevin Kozlowski	Wr4	Dt1	76
2. Henry Dove	Df1	De3	35
Eric Schlegel	De2	Df2	35
Mark Franceschini	Di3	Di2	35

Face-to-Face

	Jerry Ritcey	De3	De1	35
	Alan Ernstein	Dt1	Df1	35
7.	Carl Willner	De1	Da1	30
8.	Tony Laufgraben	Lf3	Dg3	20
	Rich Shipley	Li2	Dt3	20
	Frank Jones	Df2	Lr1	20
	Marcus Ryu	Dt2	---	20
	Ed Rothenheber	Da3	Li1	20
	Michael Zumblaskas	Di1	Lt2	20
14.	Tom Swider	---	Dg2	15
	Walt Collins	Li4	Dr2	15
	Francis Czawlytko	Df5	---	15
	Dan Mathias	Dg5	Lg1	15
	Charlie Spiegel	Di5	---	15
	Jack McHugh	Dt5	---	15
20.	David Harshbarger	Lr1	La2	0
	Ken Ward	Le5	Le2	0
	David Hammann	---	La3	0
	Ben Wagner	Lg2	Lf3	0
	John Corrado, Jr	Lr3	Li3	0
	Chris Mazza	Lt3	Lr3	0
	Carl Nelson	La1	---	0
	Michelle Goldstein	Lg1	---	0
	Gene Chapman	La2	---	0
	Jim Jones	Lr2	---	0
	Todd Pfrommer	Lg3	---	0
	Nick Dowling	La4	---	0
	John Guyton	Le4	---	0
	Brad Wilson	Lf4	---	0
	Steve Nicewarner	Lg4	---	0
	David Wells	Lt4	---	0
	Richard Willey	La5	---	0
	David Norquist	Lr5	---	0

These results were provided to the American Diplomacy Register by Robert Sacks. He accompanied the report with the comment that he felt this process did not promote good play. As Robert is one of the most experienced organizers of Diplomacy play in the country, I hope he will share his thoughts in great detail.

1993 Origins July 2-4 1993 Dallas, TX

		1	2	<u>Score</u>
1.	Nathan Wagner	Da3	Di1	35
	Dan Mathias	Dt2	Di2	35
	Jim Yerkey	Da1	Dg1	35
	Jerry Stefer	Dr1	Dt1	35
5.	Tom Dahm	De3	Dg2	30
	J.R. Baker	Di3	Dr2	30
	Greg Meyer	Df4	Dt2	30

8.	David Baker	De2	La1	20
	William McNully	Di2	---	20
10.	Michael Geissal	Dg1	La2	15
	Nathan Ahman	Da4	Lf1	15
	Joseph Tomczak	Di1	---	15
	J. Michael Tisdell	Dt3	Le1	15
	Marshall Mahurin	Dt4	Le2	15
16.	Troy Bollinger	Li4	Lr1	0
	Jeffrey Young	Lg2	---	0
	Faouzi Achour	Lg3	---	0
	Kevin Crabtree	Lg4	---	0
	Eric Fugate	La2	---	0
	Eric Aldrich	Lt1	---	0
	Randy Klepetko	Lf1	---	0
	Mike Osborne	Lf2	---	0
	Cooper Matlock	Lf3	---	0
	Jacob Schauer	Le1	---	0
	Matthew Johnson	Lr2	---	0
	Kim McGraw	Lr3	---	0
	John Thompson	Lr4	---	0

Andy York sent these results from the 1993 Origins. He cites the actual tournament results as follows: 1. Jim Yerkey, 2. Nathan Wagner, 3. Jerry Stefer, 4. Dan Mathias, 5. Tom Dahm, 6. Greg Meyer, 7. David Baker. Best countries were A-Jim Yerkey, E-David Baker, F-Greg Meyer, G-Jim Yerkey, I-William McNully, R-J.R. Baker, T-Jerry Stefer. Andy publishes the zine *Rambling Way*, which publishes the most complete list of gaming events available: PO Box 2307, Universal City TX 78148.

DixieCon 1993 Results May 28-30 Chapel Hill, NC

1.	Jim Yerkey	22.	Bob Odear
2.	Steve Nicewarner	23.	Eric Schlegel
3.	Todd Craig	24.	Tom Foy
4.	Steve Cooley		Bruce Reiff
5.	Mark Murray		Paul Woods
6.	Stven Carlberg	27.	Denis Jones
7.	Dan Mathias		Tim Snyder
8.	Bill Hunter	29.	Steve Wilcox
9.	Carl Willner		Bob Koehler
10.	Steve Koehler	IN	Kevin Brown
11.	Kevin Kozlowski		Bob Brown
12.	Jason Nichols		Ted Flor
13.	David Harshbarger		Buddy Cox
14.	Michael Gonsalves		David Hood
15.	Vince Lutterbie		Rolf Gerhardt
16.	Joey Bishop		Dave McCrumb
17.	Gary Behnen		Dan Sellers
	Mark Franceschini		Kurt Schlegel
19.	Tom Kobrin		David Young
20.	Mark Brush		Leo Yakutis
21.	Melinda Holley		(IN = Ineligible)

DixieCon VII: The Director's Report

by David Hood

DixieCon began for me on Friday morning, as I left the house for the three-hour trek to Chapel Hill from Hickory. I wanted to make sure I got there in enough time to get parking permits for everyone who was arriving early on Friday. Since I used to give out parking tickets on the UNC campus, I am painfully aware of how efficient those folks can be...

At any rate, after everything was set up in Carmichael Hall, the venue for the tournament, I sat down to read the latest *Perelandra* and get psyched up about the tournament. Imagine my disdain when the first participants arrived and, instead of being cool Diplomacy-minded types, in walk three guys who will deign to play Diplomacy only in exchange for a night with the current Playmate of the Year. I'm talking, of course, about Jason Bergmann, Michael Lowrey and Denis Jones. (Actually, Denis was to play three, count 'em, three rounds of Diplomacy over the weekend. I kept needing him to fill out a board, and, stupidly, he kept on agreeing. Hats off to you, bloke.)

Jason proceeded to pull out the requisite "new game" for DixieCon 1993, this time being *Outpost*. I didn't actually play a game of this, but it looked to be a fun, stress-free little planning/buying game, sort of like an easy *Civilization* or an *Acquire* variant. Mike says it was fun, so I'll take his word for it. Jason, how does one get one's hands upon a copy of said game?

Once that game got going, lots more folks started to appear. I believe that, if anything, the Titan and 1830 tournaments were even more intense and competitive than in year's past, as people scrambled throughout the weekend to get in their preliminary games of each. This began right away on Friday afternoon as Titan A began with Sean Story, Melinda Holley, Adam Meldrom and Todd Craig. Melinda was a Titannovice, which was painfully clear as she was pulverized early. Hang in there, Melinda - Titan is a little addictive once you get a few games under your belt, or blouse, of whatever the appropriate metaphor is... Sean won this first Titan game, with David Harshbarger joining him later as the winner of Titan B over Kevin Kozlowski, Dan Mathias, and another Titannovice, Tim Snyder. I was glad Michael Gonsalves took the time to go pick up Tim and Mark Brush on his way down, as both were excellent DixieCon competitors and nice guys.

Which is more than I can say about Gonsalves himself, after besting me at 1830 later in the tournament! But I don't want to get ahead of myself.

1830 was even bigger on Friday night than Titan. I look upon the night before as an excellent chance to turn folks on to new games before the Diplomacy-madness itself begins on Saturday morning. So, there were a healthy amount of new

players in several different games, including 1830. (And no, Mike, that doesn't include you, even though you said you played like a novice the entire weekend.) 1830 A was won by the Master himself, David Harshbarger, while Bruce Reiff took 1830 B. Gary Behnen made his first DixieCon appearance in style, winning 1830 C, while Dan Sellers began his march towards Con domination with a win in 1830 D (over a bunch of dweebs - David Hood, Bob Odear, and Todd Craig).

That just barely got things going, though. There was an Advanced Civilization game won by Steve Koehler, with a supporting cast of Sean Story, Melinda Holley, Bill Hunter, Mark Brush and Denis Jones. Of course Stven Carlberg brought his Daytona 500 set, and played several times with such unsuspecting neophytes as Tim Snyder. Other games included Axis and Allies and Shogun (with Mark Franceschini, David Harshbarger, Tom Kobrin, Kevin Kozlowski and Dan Mathias - anyone notice that David is the only one there without a major Dip tournament win? It's coming, Harsh, trust me.) There was a very late night game of *Empire Builder* as well, featuring Jason Bergmann, Steve Koehler, Gary Behnen and Kurt Schlegel.

The Ancient Miniatures event also drew good response from the DixieCon faithful. John Hood hosted the game with his various and sundry ancient armies, ranging from Byzantines to Aztecs to Japanese Samurai. Joining the fray were Karmal Khan, Carl Willner, Tom Kobrin and Hal Hood.

One thing I forgot to mention was the Junta game with Jason Bergmann, Michael Gonsalves, Eric Schlegel, Kurt Schlegel, Bruce Reiff and Steve Nicewarner. I didn't follow the gam closely, but I did hear Jason say, very loudly, "Fuck the Budget!", so I knew the game was living up to all expectations. I can think of nothing more frightening than playing Junta with the Berg-Mann, except maybe playing Titan with him, or 1830, or late-night 1830, or...

There were five boards for Diplomacy on Saturday morning, which was one less than last year. There were a significant number of last-minute cancellations, but, heck, the people that came all seemed to enjoy themselves. There were some surprise entrants on Sunday to make up for this anyway, as I will get to later. Game 1A had its share of good tournament players, including 1991 DipCon winner Gary Behnen as Germany and this year's AtlantiCon winner Kevin Kozlowski as England. Gary and Kevin shared a four-way draw with Mike Gonsalves' Italy and Bill Hunter's Austria. Bill's performance over the weekend bears another comment: he was leading the tournament going into the final round on Sunday, but didn't know it. He agreed to my request

to play on Sunday to fill out the board, though he really didn't want to. His final standing in the tournament went from second to eighth. Kudos to Bill for being such a good sport, and raspberries to me for making him play.

Game 1B featured a three-way between the Western powers, played by Jason Nichols (E), Todd Craig (F) and Vince Lutterbie (G). Game 1C would have serious repercussions, as Steve Nicewarner split a two-way draw with Carl Willner, catapulting Steve to an eventual second place overall in the tournament. I can vouch for the fact that Game 1D was a strange one, as the four eastern Powers shifted alliances so much my head was spinning. In other words, I had a great time! I shared a three-way at the end with the Western alliance of Stven Carlberg (E) and Mark Murray (G). A funny thing happened on the way back from Game 1E. Kurt Schlegel took a conceded win to his thirteen-center Austria (It did look legit to me, in that his position was awesome), and then proceeded to tell me he had to leave town so could not participate in the tournament further. I'm sure Jim Yerkey, who was playing Italy in the game, was glad to see him go...

Other action on Saturday included three Titan preliminary rounds, won by Dan Sellers, David Young and Brian Adair. There were also four prelims for the 1830 tournament, won by David Harshbarger, Rolf Gerhardt, Michael Gonsalves and Dan Sellers. Melody Lutterbie organized an Acquire game with Steve Nicewarner, Denis Jones and Brad Koehler, while later that night she and Steve joined Melinda

Holley's sister Elaine in an Empire Builder. Hal Hood put on a miniatures battle involving some mean-looking Indochinese types assaulting a fortress being held by turn-of-the-century French colonial troops. Looked like a really great game to me! And, despite all my attempts to ban such a thing, a Bridge game was set up with Stven Carlberg, Bruce Reiff, Dave McCrumb and David Harshbarger.

One of the biggest events on Saturday was the Second Annual DixieCon Open United tournament, run by Dave McCrumb. For more details, see the attached report straight from the horse's mouth. Suffice it to say that, again, a highly skillful and very deserving United manager was cheated out of the Open crown by some loaded dice, or something similar.

Saturday night's Dip round consisted of three games. Game 2A saw yet another 4-way, with Mark Brush, Todd Craig, Joey Bishop and that ubiquitous Jim Yerkey. This was the infamous Car Keys Downpour game, during which Jim decided, while negotiating with Todd, to lock his keys in his car with the ignition on. In a powerful rainstorm, I might add. Standing out there didn't change Todd's appearance that much, no offense of course Toad, but Jim? Let's just say I wouldn't have let him back in the building if I hadn't recognized him as the 4-foot bearded dwarf that he is... Guess what result we had in Game 2B? Yep, another one, AIEF, with Steve Cooley, Melinda Holley, Mark Murray and Steve Koehler. Game aC gave us a real treat - a real dominating RT Behemoth, executed to a 15/15 two-way between Bill Hunter

NewBlood

The following people have recently made inquiries concerning postal Diplomacy, or are known to the editor as being interested in receiving samples of zines. So, you publishers get busy!

Matt Horan, 636 Dunbarton Cir, Palm Bay FL 32906
 Gregory Korte, PO Box 602, Athens OH 45701
 Ed Gerdes, 566 Tam O'Shanter Dr, Las Vegas NV 89109
 Jerry Prochazka, 865 Weyanoke Ln, Newport News VA 23602
 Yves Lamarre, 53258 Range Rd 210, Ardrossan Alb. T0B 0E0
 Dean Henderson, PO Box 471795, Tulsa OK 74147
 Jason Young, 2285 Sherwood Rd, San Marino CA 91108
 Vince Springer, 328 Lawn Ave, W Lafayette IN 47906
 Paul McCarty, 4274 S 1100 E, Salt Lake City UT 84124
 Richard Irving, 1505 Caceras Cit, Salinas CA 93906
 Joel Gronberg, Sjhagsvagen 81, 141 71 Huddinge, Sweden
 Troy Bollinger, 2717 Morning Glory, Pasadena TX 77503
 Kevin Crabtree, 339 Scotty, San Antonio TX 78227
 Tom Dahm, 1003 Water Hill Rd #2915, Madison AZ 35758
 Eric Fugate, RRt 6, Box 75, Huntsville TX 77340
 Michael Geissal, 5752 Preston View #2043, Dallas TX 75240
 Randy Klepetko, 15310 Eaglebrook, San Antonio TX 78233
 Marshall Mahurin, 3113 Kingston Dr, Plano TX 75074
 Cooper Matlock, 9900 Adelta Blvd #607, Dallas TX 75243
 Chris Mazza, 1880 Chelsea St, Elmont NY 11003

Game Openings

The Home Office, Fred Hyatt, 60 Grandview Pl, Montclair NJ 07043 (Diplomacy, Gunboat, Fog of War Dip, Colonia)
I Still Live, Keith Sesler, 11130 Burlington #321, Southgate MI 48195 (Diplomacy)
Zero Sum, Richard Weiss, 554 Liberty St, San Fransisco CA 94114 (Diplomacy, Gunboat, Perestroika)
Carolina Command & Commentary, Michael Lowrey, 3005 Kenninghall Ct, Charlotte NC 28269 (Dip, Destroyer Captain)
War Fair, Stephen Glasgow, 32009 Pendley, Willowick OH 44095 (Diplomacy, Turnabout Dip)
Lemon Curry, Don Del Grande, 142 Eliseo Dr, Greenbrae CA 94904 (Trivial Pursuit, Railway Rivals, Kremlin)
Cogniscienti, Randy Cox, PO Box 144, Clemson SC 29633 (Listings on multiple games, from Acquire to Yellowstone)
Rambling Way, Andy York, PO Box 2307, Universal City TX 78148 (Dip, International Dip, Gunboat).
Making Love in a Canoe, Brent McKee, 901 Ave T North, Saskatoon Sask. S7L 3B9 (Diplomacy, Gunboat)
Crimson Sky, Michael Gonsavles, 530 Treasure Lake, Dubois PA 15801 (Diplomacy, Gunboat)
The Tactful Assassin, Eric Young, 4784 Stepney Rd RR2, Armstrong B.C. V0E 1B0 (Diplomacy, Asian Dip, Gunboat)
Perelandra, Pete Gaughan, 1521 S Novato Blvd #46, Novato CA 94947 (Diplomacy, Youngstown Dip, Snowball Fighting)

Face-to-Face

and Dan Mathias. Couldn't have happened to two bigger guys.

I played games that night until about 5:30 in the morning or so. What did I play? I have absolutely no idea.

Sunday morning saw the final rounds for Diplomacy, 1830 and Titan. I feel uncomfortable reporting this, as the fellow already has a big enough head from his 1988 DipCon victory and all that, but Dan Sellers took the top honors in BOTH 1830 and Titan! Very, very strange, indeed, as Dan had much less experience at 1830 than the powerhouse players he faced. Oh, well. There's no arguing with success. And we've always known him to be a Titan Ghod.

Game 3A of the Dip tournament was crucial for Steve Nicewarner, as he sealed a nice overall finish with a four way as Russia, along with Stven Carlberg, Dan Mathias and Steve Koehler. This also had the distinction of lasting until the time limit at 5:30, the only game to do so. This was partly due to Stven insisting upon full time periods for all phases of the game, and his determination to make the others put him in the draw. I must admit it was also kinda fun watching Mathias and Koehler plot strategy when I knew they had no time to implement it. Cruel, but fun. Remember that 15/15 draw in Round Two? Well, Todd Craig and Steve Cooley did it again with Italy and Russia in Game 3B. Each time it was a combination of a CAD and an experienced tournament veteran... Game 3C saw another four-way, this time

with Jason Nichols, Tom Kobrin, Mark Murray and Kevin Kozlowski. I was particularly happy to see Mark in his third draw in as many games. Well challenged, as they say Mark. Game 3D sealed the tournament victory for Jim Yerkey as he took the only 18-center win of the Con as France, with Joey Bishop's Austria his closest competitor at nine. I personally had the pleasure of playing in Game 3E with the likes of David Harshbarger, Dave McCrumb, Mark Franceschini, and Gary Behnen. The first three took a three-way, but if this game had not been subject to a potential time limit, it was shaping up to be a wonderful late Midgame / Endgame.

After awards were presented, there was a great deal of open gaming for those staying over Sunday night, including lots of Shogun, Titan, miniatures, card games, and the like. I'd like to thank everyone for coming to DixieCon this year, and I hope you had a good time. Next year, I hope to be hosting DipCon again, as we did in 1990. Make plans now - I intend to hold it over Memorial Day Weekend. You will all be receiving multiple flyers from me over the next ten months or so.

As for HickCon this fall, I'm not exactly sure how that's going to work with little Wilson in the house and all that. If I do have HickCon, it will likely be in October. If you want to come to Hickory, America's Best-Balanced City, for the housecon, let me know so I can send you details.

Diplomacy World

2905 20th St NE, Hickory NC 28601

Summer 1993

No. 71

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