

DIPLMACY WORLD

ISSUE 74



Diplomacy in School:
Bridging the Generation Gap

Notes From the New Editor

If you haven't already guessed it, Diplomacy World has changed hands once again. After putting out two issues, Jack McHugh had to deal with the pressures of the real world and was unable to produce anything else. After a long period of waiting and indecision, I decided in late March to step forward and take the reigns of the zine myself.

Before I go any further, I'd like to thank all of the Diplomacy World subscribers out there for your patience and understanding. I know that this zine has left a lot to be desired during the past 18+ months, most notably when it comes to reliability, but I am going to do all I can to restore your faith in Diplomacy World.

For those of you who don't know me, let me introduce myself. I am a 26-year-old commodity trader, working for the firm of Rodman & Renshaw here in Dallas, TX. I've been playing Diplomacy for about 15 years, and have been involved in the postal hobby for 7. In 1989 I started my first Dip zine, Maniac's Paradise, which I still publish monthly. At one time Jack McHugh and I published a zine review publication called Your Zine of Zines. After that project folded, I started Foolhardy, which was intended to take the place of Dick Martin's House of Lords as the premiere hobby discussion zine. I've compiled the two last PDO Hobby Census reports, and for the past few years have served as Chairman of the PDORA Financial Committee, running the annual PDORA auction that raises funds for needy hobby services. I'm also active on the Compuserve Diplomacy forum, where I edit the weekly variant zine The Eccentric Diplomat.

I'm bringing into this job four significant passions: a passion for the game of Diplomacy, a passion for the hobby as a whole, a passion for publishing, and finally a passion for timeliness. I think that if I can bring these passions together, and successfully channel them into Diplomacy World, that we'll all be pleased with the final results.

Fine, I've rattled off enough of my accomplishments. The more important questions for all of you should be: "What are my plans for Diplomacy World? What changes should we expect, and what will remain the same?"

Let's start with what will remain the same. I hope to continue to fill this zine with the same quality variety of articles you've come to expect. Strategy & Tactics articles were of course a major part of DW, and will continue to be so. Popular features such as the Demo Game, variants, and occasional contests will remain features. Hobby news, convention listings and results, and game openings will certainly be found in every issue. When possible, I'd like to include features such as interviews and hobby history.

As for the changes I'm planning to make, the really aren't that severe. For starters, I'm officially merging my hobby discussion zine Foolhardy into the Diplomacy World letter column. The hope is that this will increase the number of people participating in the conversations, and also give hobby veterans an additional reason to subscribe to DW. The letter column will now be divided into two parts - feedback on DW itself, and the Foolhardy discussions.

I'm also going to continue my attempt to bridge the gaps between the various PBM and email Diplomacy hobbies. Articles with an international flavor will be actively sought. As I did in Foolhardy, I will attempt to solicit updates on the state of each national (France, UK, Australia, etc.) and email (Compuserve, Internet, America On Line, etc.) hobby. The overseas readership of this zine has really dropped off, especially in the UK. I've enlisted the aid of Stephen Agar to help remedy that situation; Stephen is going to act as the UK distribution hub for DW, where he'll copy and mail the zine to all UK subscribers, thereby lowering the zine cost. Anyone interested in doing the same for any other country should get in touch with me.

I hope to also attract in a number of first-time DW contributors. The more voices I can bring to this zine, the more full the chorus will sound. I know there are a lot of Dip players throughout the hobby that have a few good articles in them - they just have to be prodded into producing the work.

Like previous editors, while I hope to make Diplomacy World interesting to everyone, the main direction of the zine will remain to inform hobby novices, and to attract new hobby members. This is why Strategy & Tactics articles are such an important part of the zine. Which reminds me, if you are organizing a Diplomacy tournament and would like to have some samples of Diplomacy World available for the Dip players there, please get in touch with me.

The current Demo Game ended some time ago (although there are still a few game years to see print here), so I am in need of players and commentators for the next Demo Game. If you are interested in playing in the Demo Game, or in being one of the commentators, please get in touch with me as soon as possible. I'd like to get the game going in time to put the 1901 results into issue 76.

I've already got a few articles set aside for the next issue. Speaking of which, my deadline for submissions will be August 1. I hope to have the issue printed and mailed a few weeks after that. See you all then!

This issue of Diplomacy World is dedicated to Jack McHugh - he took a job that no one else wanted, and did the best he could with it until someone else came along.

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Subscriptions are four issues for \$10.00 in the US, \$15.00 in the Canada or overseas surface and \$20.00 via overseas air mail. The last issue will appear on your label. All overseas subscribers are urged to use the International Subscription Exchange listed elsewhere in this issue. All subscriptions and address changes should be sent to the Managing Editor listed above. Make checks and money orders payable to Douglas Kent in US currency. UK subscribers can purchase Diplomacy World subscriptions directly from Stephen Agar at 79 Florence Rd., Brighton, East Sussex, BN1 6DL. Subscriptions for persons in the UK from Stephen are L7/4 issues - that's over 40% cheaper than the \$20/4 issues airmail price!

Contributions are welcomed and will earn you one free issue per submission published unless otherwise stated. Persons interested in the vacant positions may contact the managing editor for details or to submit their candidacy or both. The same goes for anyone interested in becoming a columnist or senior writer.

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Hobby News

Before I list some of the major cons coming up, let me remind you that if you organize or attend a Dip event, please be sure to send the results to the DW Club and Tournament Editor, Don Del Grande (address information can be found on the Staff listing). This way the results will make their way to Diplomacy World.

AvalonCon V is hosting DIipCon XXVIII as a major event in Hunt Valley, MD (near Baltimore) during the first week of August 1995. Make \$30.00 checks or money order payable to: The Avalon Hill Game Company, 4517 Harford Road, Baltimore, MD 21214. or fax it to (410) 254-0991. You can also call (410) 426-9600 ext 103 for more info. Make room reservations with: Marriott's Hunt Valley Inn, 245 Shawan Rd, Hunt Valley, MD 21031-1099 or call (800) 228-9290. The room rate is \$64.00/day if reserved before July 12th. A \$72.32 deposit is required. Last year 57 people played in the official AvalonCon Diplomacy tournament face to face. AvalonCon Diplomacy GM James Yerkey is spearheading this great event.

CanCon will be held this year from June 16-18 in the home of Jerry Falkiner. Participants need to bring a sleeping bag or pillow for crashing later on. The house has two showers, so feel free to bring towels and use them. The only rule is **all smoking must be done outside**. With so many Canadian players nearby, Jerry hopes to have two full boards. The address is 201 Hillmer Road, Cambridge, Ontario. Jerry's phone number is 519-623-7344, and he has a great map he will send showing you how to get there.

Another con coming up is Peericon XV, to be held July 28-30 in San Diego, CA. This four-round Dip tournament includes special guest of honor Kevin Tighe (a much-missed member of the PBM Dip community). Registration is \$15. For more information, contact Larry Peery at 6103 Malcolm Dr., San Diego, CA 92115. Larry's email address is peeriblah@aol.com.

DixieCon IX, including its three-round Dip tournament, is right around the corner - May 26th to the 28th (that's Memorial Day weekend). If you want to go, you'd better get your butt in gear - by the time you read this there will only be about 2 weeks left! DixieCon will be held at the University of North Carolina in Chapel Hill, NC. Contact David Hooh (2905 20th St. NE, Hickory, NC 28601) for information. The tournament is \$15, and rooms are available for \$15/night or twice that for a private room. Bring your own blanket, but there's a free linen service. Free shuttle service from the airport and nearby rail stations.

Those of you with access to the World Wide Web (WWW) will be interested in this item. As an example of the demand within the hobby for a Diplomacy World-type publication, DW's long absence helped push email Dippper Manus Hand to create Diplomatic Pouch, the first hypertext Dip zine available on the World Wide Web.

The first issue, Spring 1995, contained a wide variety of articles reminiscent of Diplomacy World. Among the highlights:

- * a demo game of Diplomacy
- * Dan Shoham on Strategy and Tactics
- * Nick Fitzpatrick interviews Judge creator Ken Lowe
- * Mark Nelson and Stephen Agar on numerous Variant topics
- * Simon Szykman on other Diplomacy information on the Web
- * John Woolley's great Sherlock Holmes Dip puzzle

Manus plans to publish DP five times a year. The next issue is due for release May 31. Manus hopes to make DP the premiere zine for the Diplomacy hobby. As crossover between email and PBM becomes more and more common, I'd hope more Dippers will be introduced to the hobby at large through Manus' hard work.

To view this new email zine, point your WWW browser to the following address:

<http://www.csn.net:80/~mhand/DipPouch/>

Manus can also be reached through his email address: manus@evolving.com. By the way, those of you on the various on-line services may be able to get to the WWW and Diplomatic Pouch without realizing it! Compuserve recently added full WWW support through WinCim and Mosaic, and I believe America on Line will be adding support in the near future. Ask your provider for details!

Finally, let me sneak in a plug for a new zine, hobby vet Paul Milewski's zine called Yellow Pajamas. I anticipate Paul will be an excellent Dip GM - he is almost always the first person to notice any of my GMing errors! The zine costs 50 cents per issue, and currently runs Dip and Gunboat. Get in touch with Paul at 4154 Allendale Dr., #2, Cincinnati, OH 45209.

ZINC POLL

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The Armchair Diplomat	The Gamer's Zine	S.O.B.
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Beleaguered	Hoodwink	The Strategist
Blut und Eisen	I Still Live	Suicide Squeeze
Boast	Imaginary Friend	The Swiss Observer
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Call Me President	Lime House	Ter-ran
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CDD Medical Journal	Meet George Jetson	Zero Sum
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Dippy	The Prince
The Eccentric Diplomat	Protozoan
Electric Trains	Rails by Mail
Empire	Rambling Words
The Encounter	Ramblings by Mail
Everything	Rebel
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Graustark	Starwood
Hoodwink	The Strategist
I Still Live	Success Squares
Imaginary Friend	The Swiss Cheese
Lemon Curry	The Tactful
Lime House	Ter-ran
Making Love in a Canoe	War Fair
Maniac's Paradise	Won if by Luck
Meet George Jetson	Zero Sum
Metamorphosis	
Niccolo	
Northern Flame	
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Orphan Son	
The Peery Dipl Letter	
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The French Connection	Octopus's Garden	
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Imp's Press	Steve's Spot	

You may rate any GM under whom you played any postal or e-mail game since July 1, 1994 for long enough to judge him or her fairly. Only North American GMs are eligible, but anyone may vote. List GMs alphabetically by name (not zine). Rate each GM from 0 (the worst) to 10 (the best)—no fractions, please. GMs may not rate themselves. Do not vote for me.

[illegible]

Guess the Zine Poll winner—the prize is a travel Diplomacy board with magnetic pieces. To be eligible you must vote in the Poll and correctly guess the winning zine; I will pick the contest winner at random from the set of eligible entrants. The names of the winner and any other eligible entrants will be published in the Poll publication.

**To enter,
print your
address
neatly:**

The zine you think will win:

Diplomacy: Bridging the Generation Gap

by David P. Smith, Ph.D.

For many years I have sponsored a game club at Highland Park High School, Dallas, Texas, where I have taught Advanced Placement European and American History, but in December of 1992 a group of seniors wanted to try a game I had told them about: Diplomacy. I had played it about one hundred times, face-to-face and postally, back in the late 70s and early 80s, and had regaled them with tales of duplicity -- so they just had to try it for themselves. I made a blow-up of the Diplomacy conference map, put it on a bulletin board, got the colored pins in place, and we were ready to go.

There is a thirty minute "tutorial" period each morning at school, so we decided that we would make one move per day at that time -- as they turned in their written orders to me. That first game was a great one -- I have rarely seen players have so much fun with a game -- with conference calls to allies and enemies each night, and with negotiations furtively taking place in classrooms, at lunch, and before and after school. I kept bringing to school articles on strategy and tactics from old copies of Diplomacy World and the General, and they were devoured, along with Richard Sharp's The Game of Diplomacy. These were, after all, mostly honors students, quite bright and eager to learn the intricacies of both tactics and diplomatic skills, or better yet, how to pull off a memorable stab.

We quickly filled up another board when the first game finished and for the rest of the year we usually had two games going simultaneously, with our first tournament of the year held in the Spring of 1993. Our tournament winner, Davio Ventouras, won six games that year out of twelve that were played, making him far and away the year's champion. The following school year, beginning the first week of September, we started off with two games, one with all rookies. When they concluded we filled three boards and have had at least three games going almost constantly since then. We also had a three-round Fall tournament with a three-board first round. The Spring Tournament held in May of 1994 used the scoring system from Origins '93; in fact, we've used different scoring systems for each tournament we have had. At the end of each tournament a host of awards are given in various categories, including the grand prize of a subscription to Diplomacy World. Our Fall Tournament for 1994 is a three-round tournament with four boards filled for the first round, plus a non-tournament all-rookie game going on at the same time.

What a delightful madhouse my classroom is each day during tutorials, as between thirty and forty players engage in the hustle and bustle of fervent negotiations. When noon arrives the room begins to fill again all through the lunch

period as the players stream back in to see the results of the morning moves, and the diplomacy begins again for the next day. Nothing else but this could have energized me to become active in the hobby once more, after a nine year absence. A few months after that first game in my classroom back in December of 1992 I joined a couple of postal games, wrote several articles for Diplomacy World, and started my own zine, The Game's Afoot for local gamers. When those seniors graduated in May of '93 they wanted to try their own postal game among themselves, so I started The Flying Dutchman zine just for them, with monthly turns as they are away at college, and I added a second game for the seniors who graduated in May of '94. With forty-one games completed in my classroom between December of '92 and December of '94, here are a few statistics we have compiled. These numbers per country are based on a simple scoring system, giving ten points for a first-place, five points for a second-place finish and three points for third place.

England	France	Germany	Italy	Austria	Russia	Turkey
128	124	138	91	95	126	195

The surprise is that Italy has done so well, much better than the five per cent average wins found in postal play. In '92-'93 Italy only managed two third place finishes, but the following year's strong Italian play (at the expense of Austria) led to four Italian wins in '93-'94, one second place, and one third place. Conversely, the first year's strong Russian play gave way the following year to a combination of generally weak Russian play and bad fortune in Russian alliances. In fact, we had one Russian player eliminated in the Fall of '02, something I had never before seen! And of course Turkey's strong standing is also somewhat of a surprise, although I must add that not all the Turkish victories have been eighteen-center wins: some were concessions and others ended by tournament time-limits on years played. Our best "survivor" has been France, with few wins but a host of third places, and England follows in survival skills with even fewer wins than France, but with many second place finishes. Second in total wins to Turkey has been Germany, not surprisingly, but counteracted by its weaker survival power.

In 1993-94 thirty-nine different students played at least one game of Diplomacy, including seven females. In fact, our first win of the year was an eighteen-center Turkish win by Phoebe Ventouras, sister of the previous year's champion. Eighty-two different students have participated in at least one game since our first one in December of '92, and each senior class has a postal game awaiting them in The Flying Dutchman, where I also keep them in touch with our club's Diplomacy news. As I write this, six boards are filled and in action each day in a Diplomacy game in my classroom,

and fourteen former students send in their moves to me monthly in postal Diplomacy. I have to believe that Highland Park High School is the hotbed of Diplomacy in this country! At least I have never heard of any other place where so many players are continually engaged in "The Game," five days a week, for approximately eight months out of the year.

So I beg to differ with those I have read who say that young people are just not getting into Diplomacy these days. In the March 1994 issue of Fire and Movement the editor lamented that so few of the young are playing board games: "We beat our breasts and wail about the lack of new blood entering the hobby. But take a look at where the kids hang out. Whether it's video arcades or concerts, the name of the game today is instant gratification." Similarly, a recent

editorial in the General detailed the shift in emphasis away from board games and to computer games, noting that new players are just not getting into board games as in past years. Now I realize that Diplomacy has always held a special niche in gaming, (board games, computer games, role-playing games, and Diplomacy) but for three years I have seen a great carry-over from Diplomacy to board games, particularly to historical simulations.

I watch these students go at it each day, with sophisticated and knowledgeable play, and with enthusiasm. I know that Diplomacy is in good hands with players like this coming into the hobby.

David Smith is a regular contributor to Diplomacy World.

In Search of the Cult of Personality

Part 2 -- All Emotions are in Play Now

by Jim Burgess

Since it has been awhile since Part 1 of this series was published, I thought it would be useful to provide a short recap. Part 1 was entitled "The Dark Side of the Force" and it related George Lucas' simple world of good and evil to the complexity of the world in general and of diplomacy (little d) in particular. I quoted passages from people like Machiavelli, Adam Smith, Edmund Burke, Clausewitz, and especially Nietzsche to get at this point and ended with the German philosopher's defense of selfishness as the thing which makes "the ego wholesome and holy." I didn't really mention the GAME of Diplomacy at all, so in this installment I will. There really isn't any intended point to the series, the search is intended to be rewarding in itself. Lastly, I want to thank Doug Kent for picking up the editor mantle to add to his publisher's role. I think *Diplomacy World* has a highly valued productive role to play in the hobby and I hope this will be the beginning of a renaissance in writing for the hobby as we've nearly lost our writing in the last few years.

When playing Diplomacy has someone ever flew off the handle at you? Have you ever flown off the handle at someone else? Have you ever fallen in love with someone in the hobby? More simply, how important are some of the friends you have met playing Diplomacy in your life? How closely tied are they and your performance in Diplomacy games to your sense of self? Have you ever started a feud? Participated in one? Why was the issue that grabbed your attention important enough to you to do it? These are just a tiny fraction of some of the questions that one could ask that address roles that emotion could play in what one does in this hobby in general or playing Diplomacy in particular. My title is a paraphrase of something Captain Kirk said to

Flint in "Requiem for Methuselah" concerning their battle for the heart of the android Rayna Kapec whom Flint had created as a perfect woman for his near immortality.

A brief recap of the episode will help me make my point. Flint was born in Mesopotamia in 3834 BC as a simple soldier. He found, through being wounded, that he had the power to instantly regenerate tissue, such that he was essentially immortal. Without being able to feel pain and die, eventually he could not abide living among people who could only cause him pain by dying, so he went to live all alone on a remote planet. There he created Rayna Kapec to be his perfect mate. But Rayna did not fall in love with Flint as he desired. When the Enterprise and Captain Kirk visited his world, he saw an opportunity to awaken Rayna's emotions through interacting with Captain Kirk (after all, all women on Star Trek were practically required to fall in love with James T. Kirk). Flint succeeded, but all too well. As Jim Kirk said, all emotions were awakened and Rayna died rather than hurt either the creator of her intellectual life and body or the man who created in her a capacity to love (or gave her a soul). Of course, this is just a television show, not always perfectly scripted; however, it does bring up a number of issues that I want to relate in this column to the game of Diplomacy. Once a battle of wills begins between Flint and Kirk, the battle and its effects on bystanders like Rayna quickly spirals out of the control of both men. When Spock counsels caution, Kirk can't stop himself from playing the next card. The intellectual relationship between Rayna and Flint was as deep as any that ever has been imagined as Flint had accumulated the wisdom of millenia and created Rayna to be his intellectual equal as well. Yet, still, Flint can't stop himself from risking everything he

created to have more. Rayna is the android, distant and mechanical, yet trying to serve those to whom she is responsible for her existence, both body and soul. Yet, when the one becomes two, and emotions become involved, she is incapable of deciding and in her inexperience she is utterly crushed and cannot survive.

Doesn't Diplomacy have all of these attributes? Of course, romantic love seldom comes into play quite so directly, though how many times have you been in games at housecons with couples playing that are affected by those relationships? Eric and Cathy Ozog were once in a postal game together early in their relationship that was surely affected by the developing attachment. And who would argue that love and hate, or their absence -- indifference -- are all or nothing concepts? Obviously, I don't really care to push this analogy too far, yet it succeeds better than one might think at first thought. So where can we go with this? Some people argue that Diplomacy can be played in a completely dispassionate way, totally disconnected from personality or emotion. Of course, it can. The trends on the Internet at present to play "Anonymous" games is one manifestation of this desire. Diplomacy is an interesting game to me precisely because it can be played on so many levels of emotion. I have precisely zero interest in playing anonymous games myself since I usually try to play the games I'm in at the level of emotion of the other players and I'm not interested in purely mechanical games. I choose to try to address the players on their own terms of emotion. This makes me well aware of certain failures and also of the emotional level of the games in which I play -- yet, is my objectively unsuccessful play for the most part really a failure? Surely, in a certain sense, my personality or will to win is not quite strong enough. Nevertheless, I would not play anonymous games either since I don't want to push more personality into the game than the players by their choice apparently want. I would assert that an effective way to win anonymous games would be to join them and raise the personality level beyond the desired level of the most effective anonymous players. Then one could attempt to take advantage of the resulting confusion. The risk would be the one that Flint encountered since personality is multidimensional and hard to predict. Nevertheless, without some personality, I lose interest and I haven't the desire to join anonymous games and shake them up. At least not at present. I'd rather be playing solitaire or a computer game - other activities which seldom garner my attention.

There is a natural progression of games up that ladder of personality from the pure intellectual exercise of a silent gunboat game to a fully engaged battle of personalities on every conceivable level. I don't mean to claim that one must climb that ladder, but I will claim that a mastery of the tactics of the game is preferable before one begins the climb in earnest, if one wants to avoid a whole lot of frustration. As scripted by Gene Roddenberry, Kirk was designed to be the ultimate egotistical woman seducing machine. If the recent spate of books is an indicator, William Shatner

appeared to have difficulty leaving his character on the set as well. Flint was introduced to be his equal and they fought to an evenly matched two way draw. The fascinating thing about Diplomacy as a game is that once the tactics are mastered, each of the seven countries has strengths and weaknesses, yet any player can win. The point I have been driving at in the first half of this article is that the strongest player on the effective personality level of the field of battle wins. Some players have an excellent chance of winning in what I have been calling a "low personality" level game, like most gunboat or anonymous games, who would have little chance in a fully personality engaged game where charm and charisma count for much more. To the extent one's individual behavior can affect this playing field (e.g. by writing about one's personal life in negotiating letters or writing letters of comment to the szine/computer network that a game is in or playing with same players repeated times over many years) this can be a proactive choice in how to play the game. It also must be something that one must prepare for and react to as a game progresses and finds its own life. Ignore these facts at your peril.

The other aspect of the Flint/Kirk encounter that I'd like to address is the whole nature of soul and self as it relates to the playing of the game of Diplomacy. Why are you reading this article as opposed to watching Seinfeld on TV? Has anyone ever asked you why you are playing a game instead of engaging in some aspect of "real life"? Is watching TV more real than playing a game? I want to put three quotes in here before I continue. The first is the original masthead quote for my szine, *The Abyssinian Prince*. It is the opening words of *Rasselas* by Samuel Johnson, a book which ends with a conclusion that directly states that there is no conclusion. The second is a masthead quote that Mike Barno recently sent me that I used in issue 158 of my szine. It is a quote of Hermann Hesse's from *The Glass Bead Game* which captures brilliantly what I had been thinking about for this part of the column -- that the experience of a game IS life in a very particular way. Lastly, in today's *New York Times Magazine* (as I write this), the current explosion of the Hillman/Moore thinking on the nature of the soul that is shaking psychology (for damned good reason!) included a quote of James Hillman's from his book *Emotion* that also grabbed me.

"Ye who listen with credulity to the whispers of fancy, and pursue with eagerness the phantoms of hope; who expect that age will perform the promises of youth, and that the deficiencies of the present day will be supplied by the morrow; attend to the history of Rasselas, Prince of Abyssinia...."

"In general, aside from certain brilliant exceptions, Games with discordant, negative, or skeptical conclusions were unpopular and at times actually forbidden. This followed directly from the meaning the Game had acquired at its height for the players. It represented an elite, symbolic form of seeking for perfection, a sublime alchemy, an approach to

that Mind which beyond all images and multiplicities is one within itself -- in other words, to God.... 'The Game as I conceive it,' Knecht once wrote to the former Music Master, 'encompasses the player after the completion of meditation as the surface of a sphere encompasses its center, and leaves him with the feeling that he has extracted from the universe of accident and confusion a totally symmetrical and harmonious cosmos, and absorbed it into himself.' "

"Most theoretical models hold that rages, fears and passions are our personal responsibility. Somehow, somewhere, they are located inside us... My contention here, however, shall be that though they be felt deeply, and we suffer emotions physically and inwardly, this fact does not make them 'ours.' Rather, I believe that emotions are there to make us theirs. They want to possess us, rule us, win us over completely to their vision."

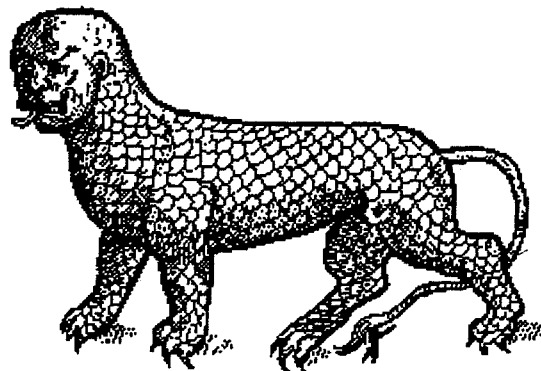
Diplomacy, in the standard game, is a battle of wills between seven personalities. The game board itself defines a fairly strict set of rules that govern a fairly strict set of managed interactions called game years. Yet, no player can win by themselves, without help in some form from another player at some point -- even if that is in tactical incompetence -- and there is no luck or uncertainty in the strict sense of the word -- no die rolls -- thus, these facts create the battle of wills. It is fairly easy when one is first learning the game to lose sight of this since good players also will take advantage of mistakes by other players. The reverse of that is the thing that astounds many novices. If they all gang up on the most experienced player, that player will lose, no matter how many tactical mistakes they make. So, back to Flint. He could not die, could not feel pain, and had his equal in the android Rayna. Why did he try to create a game in the first place? This is the equivalent of your friend or significant other asking you why you don't fix the front porch or do the laundry instead or discuss your relationship? You could even play poker, a game that more people understand as a useful test of wills. *Rasselas* essentially is the story of a Prince who is bored in his life in the "happy valley" and goes to search for more excitement in the real world. He finds pain and death and suffering, but ultimately, though nothing is concluded, he experiences what he encounters. And living is important even if in some sense it is just a game. In other words, just like in a game of Diplomacy, once the game is completed you are still mortal, you are still going to die. Yet, the experience can be savored for the experience.

The quote from Hesse addresses the quality of the experience. Diplomacy is an exercise for the mind and rather than playing it with faceless computers one usually plays it with other people. Ideally, each of the people playing the game are trying to raise their consciousness or soul in some sense through the game. I grant, of course, that some people are attempting to create a purer intellectual exercise, those who prefer a game without all emotions in play. Nevertheless, that can also raise soul or consciousness,

so that fits here too. The central quality of experience that a game of the class I'm asserting Diplomacy is a member of then must have is some ability to bring order out of chaos. Why, when Captain Kirk came to visit, did Flint decide to play a game with him instead of sitting down to a quiet discussion of the meaning of suffering? Wouldn't Flint be curious about that which he could not experience viscerally?? No, he wanted to understand the world around him, which centered on Rayna, more completely. He wanted to experience the joy of the chase. And he was willing to risk everything (including as it turned out his own immortality) to do it. Now most of us don't invest so much in our Diplomacy games, but we do search at whatever level of experience we currently desire for some of Hesse's sublime alchemy. And Diplomacy is a game that frustrates us precisely because we can always see the potential for a better game than the one we're playing now. So why bang our heads against the wall? Simply put, we're trying to feed our souls.

That brings me to Hillman and my conclusion for this essay, in which nothing is concluded. Who is responsible for the outcome of your game of Diplomacy? You are. There always are an endless series of "ifs" that can be debated and thought about afterward. I suppose in a very broad way we can be thought to play games for one of two reasons: either to escape reality or to enhance reality; however, I could argue that these two reasons are really one and the same. Once all emotions are in play, the emotions have a life of their own as the eighth, ninth, tenth players or more. As both Hillman and Hesse are clearly aware, the emotions themselves can win the game. This is a central element of what makes Diplomacy the game so fascinating. How many games, how many feuds have been won by emotions, emotions that Hillman claims are outside of ourselves. No, there aren't any victims here either, though. If playing games like Diplomacy is part of the care and feeding of your soul then you are responsible for the outcomes that are a result. I can't define those outcomes any more than I can define the goals by which I or anyone else is guided in playing it. But I should know if I'm experiencing it when I see it.

Jim Burgess publishes the Dip zine The Abyssinian Prince, available on Internet and by postal subscription.



On Conducting Diplomacy

"The Art Of The Possible"

Brian Cannon

Playing the game of Diplomacy involves exercising a trio of skills. While many players develop knowledge and some proficiency in one or two of these skills, it is the mark of the Expert Dipper that they have mastered all three sides of the Triangle. The first two sides of the Triangle, of course, are Strategy & Tactics. Since an entire DW section is devoted to S&T they won't be discussed in detail here except to highlight how they differ from and complement each other. Strategy is defined (in Webster) as "The science and art of military command exercised to meet the enemy in combat under advantageous conditions" and "The art of devising or employing plans or stratagems toward a goal." Tactics is defined as "The science and art of disposing and maneuvering forces in combat." So Strategy in Dip is the plan or stratagem by which you ensure (hopefully) that the battle will take place under conditions that favor you; and Tactics is how you maneuver your units once the battle has been joined. The third side of the Triangle (probably the most important side and for many players the most difficult to master) is that from which the game derives its very name - "Diplomacy". Diplomacy is defined as "The art and practice of conducting negotiations between nations" and also as "skill in handling affairs without arousing hostility." Succinctly put: Diplomacy is the tool you use to convince other players to operate according to YOUR strategy so that when battles are joined YOU will have the advantage, allowing your battle tactics to keep you growing towards eventual victory. And Diplomacy is the tool by which Master Dippers, their defenses breached, their units in disarray, and their enemies lunging for the kill like a pack of rabid wolves, suddenly convert their slayers into their allies (or even puppets). The ability of Diplomacy, effectively used, to transform even the worst of positions makes it truly ***"The Art Of The Possible."***

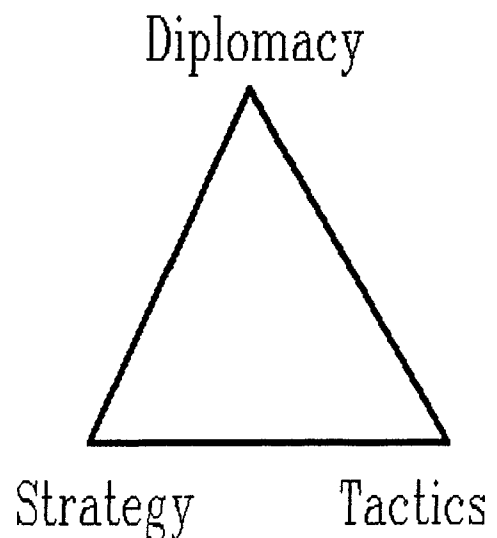
Great Diplomacy can overcome a weak Strategy and poor Tactics. Poor Diplomacy will generally sink you regardless of your Strategy & Tactics. The reason for this is pretty simple: in Dip, no power starts off strong enough to succeed on their own, no matter how good its tactics are. Success then requires a Strategy for gaining aid (unwitting or not) from other powers while preventing them from effectively aiding each other, and the Tactics that make effective use of that aid once it is acquired. And it is the province of "Diplomacy" to somehow convince/manipulate the other powers to provide that aid to you instead of to others. If your Diplomatic acumen is not up to the task, you'll most likely find yourself watching some OTHER power gaining the mastery and wondering what went wrong.

It will be the purpose of articles in this column to discuss what makes for Good Diplomacy. This will include general principles of good Diplomacy, guidelines to follow, specific techniques to try, examples of both Good and Bad Diplomacy, and more. To help get your creative juices flowing, here are some possible titles for articles for this column:

- "Eye of the Eagle" or "The Goal's the Thing"
- "Trust Me" or "Techniques for Lulling Friend and Foe Alike"
- "Loudmouths - and Other Fools" or "How Much (Communicating) is Too Much"
- "Know Thine Opponent" or "Hannibal at Cannae"
- "The Policy of Honesty" or "The Best Liar is an Honest Man (or Woman)"
- "No, Really" or "The Technique of Reverse Psychology"
- "The Moon - and Other Tall Promises"
- "Snatching Victory from the Jaws of Defeat" or "King John and The Pope"
- and many, many, more . . .

It is my fond hope that some of you who are reading this will submit long or short articles of your own discussing some facet (or facets) of "Diplomacy - *The Art Of The Possible.*"

Brian Cannon is a new Diplomacy World contributor.



"Eye of the Eagle" or "The Goal's The Thing!!"

by Brian Cannon

It's a brand new game. You've opened the latest issue of your favorite Zine to the gamestart announcement and discovered you are <hmmm> the Kaiser! "Well", you think to yourself, "it could have been worse - I could have gotten Austria." Experienced player that you are, you immediately begin contacting the other players and formulating your Master Plan. After the first round of cards and letters the Witches seem to have become the focus of some general concern and a passable strategy begins to suggest itself.

First you'll join France in taking out England, while instigating an A/I/R crushing of Turkey. Then you'll encourage France into the Med and play on the Italian fears to form a G/I to defeat France (and secure the West for yourself). Meanwhile, you'll talk Austria into a G/A to defeat the Czar (pointing out HIS need to have a rear free of enemy forces). By this time you'll have Germany, England, Scandinavia, the Low Countries, St. Pete, and Northern France for 14. By focusing Austria on the threat the Italian navy poses to his Med provinces, you'll have been encouraging the build of an Austrian fleet or two and you'll use that to raise just enough tension between A/I to stab and lunge into War, Mar, Spa, and either Venice, Por, or Moscow for the Solo. OK, it'll take refining and certainly lots of slick talking along the way. But, hey! Who ever said winning a Dip game was easy?

With your Master Strategy firmly in mind, you set to work to talk the other players into following *YOUR* plan. Throughout 1901 letters fly fast and furious, and as you review the Fall 1901 game report you can see everything is falling into place for you. France is in Bel & the Channel and is +2; you're in Den, Hol, and the North Sea and are +2; A/R are attacking Turkey; Italy is set for a Lepanto invasion; and (warned by you <heh, heh>) Turkey is making the best defense possible. He'll go down, but it'll take a while - which suits you fine. 1902 & 03 breeze by with you and France carefully coordinating the demise of England, the splitting of the spoils, and the placement of pieces while I/A/R defeat Turkey, splitting his spoils three ways and getting their units a little mixed up in the process. What could be better for you ??? You shift into Phase-2 of your master plan independently writing Italy (about G/I vs. F) and Austria (about G/A vs. R) and wait for the Zine with barely restrained glee at how clever you are and how well everything is going.

Huh ?? Hold on here!?! This must be the wrong game. The GM must have read the wrong orders!! Sure, Italy is moving against France (that's good) *BUT* Austria just passed up an easy stab and, WITH Russia is moving strongly against . . . YOU ??? Wait just a dog-gone

minute!! What happened ?? You write again to everyone and are rewarded with . . . Total Silence (???) from I/A/R. You don't *dare* stab France now - you NEED him to fend off that awful Eastern menace. Maybe you can patch up a stalemate line and find some advantage . . . but . . . aw heck - this wasn't the way things were supposed to go!! Everything was going so smooothly and then <crash> <bang> <thump> the motor just fell out!!! "What Went Wrong ???" you cry out to the Fates.

What went wrong had nothing to do with "The Fates", nor with bad luck. It wasn't some subtle clue you dropped in one of your letters, or the machinations of that treacherous and perfidious wight in Vienna or that frog in Paris. It wasn't that the Czar suddenly and for no reason took a disliking to you and decided beer might be a welcome change from vodka. In fact, what I/A/R just did was perfectly reasonable, logical, and <worst of all> *PREDICTABLE* given the circumstances. What went wrong was quite simply this - *You Forgot Your Strategy*. While you were busy coordinating the defeat of England and figuring the everything was going just as you planned, the Eastern alliance was watching the development of a solid (and threatening) Western alliance (G/F) coupled with a sudden silence from those players. When they finally received the German offers in Winter '03 they were faced with choosing between continuing an alliance that was working well (and profitably) or stabbing an ally and trusting the good intentions of a player that (a) hadn't written a meaningful letter in two years and (b) could quite possibly use the resulting confusion to stick with HIS ally and roll to a solid G/F two-way - at their expense. Given those choices their decision was to be expected. The sad thing is, all of this "could" have been avoided. Remember, you had them eating out of your hands (figuratively) back in '01 as you spun your webs & tales and worked your diplomatic magic. And then . . . you let yourself get distracted by the Western battle, neglected your diplomacy, and allowed the Eastern players to recover from your spells long enough to see the threat you posed.

And this brings us to the point of this article - The first fundamental characteristic of the Expert Dipper: "The Eye of the Eagle" - the ability to keep focused, through thick and thin, on what will be needed to emerge victorious with a solo victory. Remember, as a player in Dip you will almost never have the ability to *DIRECTLY* control the moves of any other player (barring an occasional puppet). They will make the moves you want only when you can beguile them into seeing those moves as actually being in their interest. And that takes constant attention

and effort. As Lincoln said to Grant when he wanted to ram a particularly necessary (but unpopular) action down the throat of the War Department in 1864 *"I repeat to you it will neither be done nor attempted, unless you watch it every hour and day and force it."* So you too, if you would succeed with minimum reliance on the fickleness of luck, must show yourself diligent in (shall we phrase it this way?) *"keeping the wool pulled over the eyes of your victims."* Sure It's difficult to maintain this focus. It takes concentration and discipline. Not everyone can do it. But then, did you think a Solo win in Dip came **easy**?? Oh you silly, silly, you (-). And remember this - your opponents face the same struggle. If you can keep your focus while "they" get distracted, it can make the difference between a solid draw and the ultimate goal of the Dip Purist - a Solo Victory! So, what can you do to help pull this off? So glad you asked. <grin> Read on!

Emotion can be your worst enemy - and your greatest ally!! Like fire, it can save your life ... or destroy you. Time after time, in game after game, Dipsters, right and left, allow themselves to be swayed by: anger and lust for revenge due to a stab by an ally; fear over the threat posed by one opponent's concentrated attack; excitement over the success of a particularly dangerous or clever tactic; wide eyed, too eager, anticipation when an ally leaves their rear wide open to a ridiculously easy stab; and more. The player begins to think primarily about that one enemy, or ploy, or opportunity. Their correspondence becomes filled with discussion of how they want revenge for that stab "that @\$\$% can't be allowed to get away with it" or what tactics they and their allies can use to counter that threat or exploit that opportunity. If they think about the future at all, they mostly assume they will be able to "work something out" once they've dealt with this one matter. How much better it would be to keep the master plan on track and not NEED to "work something out." After all, if you can get to your goal (that elusive Solo) what does it matter what others did in the process. If you WIN, it means they've LOST - and you can hardly do anything worse to them than that!!!

So here is a cardinal Rule for those who aspire to Dip Masterdom - **"First, you must Master yourself"** (that is, your own emotions). When the unexpected (and unwelcome) has occurred, put aside your instinctive fears or angers or hopes; take some deep breaths; reexamine the ENTIRE board and the moves of EVERY player (who else is doing what to whom); and ask yourself afresh "with the current position and apparent player opportunities, what strategy can I employ to get the other powers fighting each other instead of me - to position myself for a comeback or a win?" and "How can I convince other players that the current board position actually threatens them more than me - or will if they aren't careful?" This doesn't mean that you have forgotten about the event that aroused your emotions - only that you have found a Stratagem that (with its possibilities for improving YOUR

position and advancing YOU toward a victory) is, frankly, far more important than any petty fears or angers.

Next, if Emotions can be so devastating to your own Diplomacizing, don't be afraid to **"use emotions to sabotage your opponent."** In one game, I absolutely needed an opponent to lay off my ally long enough for him to accomplish a breakthrough elsewhere on the board. So I wrote this opponent telling him (quite truthfully, actually) that his best bet was to keep on with the attack. But I wrote the letter as a flagrantly arrogant demand for him to do so and with a belittling tone that indicated he lacked the ability to see for himself what was in his best interests. And it worked. As desired, he promptly pulled back from my ally and threw all his forces against me. He was dead set on punishing me for what I had said and done (I had also implemented a piddling little one-center stab the season before). As a result - due to my ally's being free to fashion his breakthrough - I jumped in two years to a solid 15 en route to (with good tactical play) a solo win!

And there are other emotions you can stir in your opponents and victims to aid your ends such as. . . . Discussing how E/G/F seem to have stopped fighting and so have likely formed a Western Triple invokes Fear to get I/A/R off your Turkish case (long enough to regroup). Offering (as Germany) to support France into the North Sea splitting England's forces in two (and gaining an unopposed walk-in to Edinburgh in the Fall) invokes Eagerness and Anticipation to get him utterly committed to a war with England (and vice versa) that will hold E/F in thrall even when you and Italy later plow into the French underbelly. Discussing with Turkey how your R/T alliance (having defeated Austria with Italian help) will just steamroll thru Italy and all other opposition invokes Hope and Great Expectations of success to lull him to the TRUE reason for your fleet moving thru (into) Constantinople in the Spring - a vicious stab by you and your new Italian ally. *The list is limited only by your own creativity and deviousness.* But in each case, the main goal is the same - to use emotion to distract your victim from the greater strategic implications of the game so that you can sell him on YOUR spin and manipulate him to YOUR ends.

Does this sound Difficult? *Dangerous*?? Demanding??? It's also worth the effort!! There is nothing more exhilarating than watching 6 other Dippers dance to YOUR tune move after move - secure in the unshakable belief that THEY are the ones pulling YOUR strings <heh, heh>. Is this Devious? Is it Dasterdly?? Is it Underhanded and Sneaky??? Oh Yes!!!! And you'll just *"Love It when the plan comes together."*

Brian Cannon looks to be a frequent contributor to DW.

Is it Thanksgiving again?

Turkish Strategy for Colonial Diplomacy

by Thomas Dasko

Last December, TAHGC released Colonial Diplomacy. This game uses similar game mechanics as Diplomacy and depicts an accurate, historical view of the Colonial Period. There are many topics of discussion possible for this game, but I will try to discuss the strategy for the player choosing Turkey.

In 1870, the year the game starts, Turkey has been placed between Russia and Britain. Both of these powers are stronger than Turkey, but both powers also span the length of the mapboard. Because of this DIPLOMACY is very important, especially at the start of the game. He should talk to both China & Japan and to Holland & France. If these countries are willing to attack his neighbors from the East, he doesn't have to be so timid during the diplomacy stages.

Because of the great dependence on diplomacy and the actions of others, some people have come up with an opening coined, "The Camp David Opening". The main goal for this opening is to keep peace in the Middle East, as well as give everyone involved the chance to collect neutral supply centers.

The opening is:

	1870	1872
Russia:	F Ode-BS A Mos-Bok	F BS-Rum A Bok-Per
Turkey:	F Con-Med A Ang-Arm F Bag-PG	F Med-Egy A Arm-Tab F PG-Shi
England:	F Aden-RS	F RS-Sud

The idea behind this is that it maximizes the builds (six!) and lets all three powers see what develops. A conflict in Egypt costs England & Turkey equally and A Mos-Bak exposes Russian intentions, as well as costing her a build.

This opening should be coined, "The Ostrich Maneuver". It gives you time to grow, but it doesn't look into the future and doesn't give you many options after the first two turns are over. You are stuck with either an advance upon Russia and/or Britain. Those are your only two viable options. Sticking your head into the ground in Diplomacy will get you an early seat in front of the television every time.

To create an opening that really works Turkey has to work with one goal in mind, to obtain the rights to Persia because, Persia is the key to the East. Persia must be held for Turkey

to be able to march his armies to the Eastern territories. He would march thru Afghanistan, right above Britain [Karachi & India] and below Russia [Boku & Tashkent].

If Turkey is not allowed to own Persia, he is forced to attack one of his neighbors. Why? Because he can't get to anyone else!

Turkey's first business should be to find out what plans the countries in the East have. This shouldn't be too hard, because the Far East will not view him as an enemy. If France & Holland have teamed together, Turkey can count on his southern route possibly being quite soft in a few years. If Britain isn't attacked by a united front any bargaining chip that Turkey has at the start, even if it is a small one, disappears. Britain has a possible "6" builds from the start and if he's working with France and/or Holland, he'll probably get them.

The biggest variable with deciding Turkish strategy, is the Russian player. The mapboard has enough supply centers in the West that I've seen Russia retreat from the Eastern Sea-board, hit the West hard, and then reclaim the East. If Russia is going to be attacked in the East, then the bargaining chip that Turkey has against him has to be used. Claim Persia, offer Rumania in exchange. State Bak "DMZ". This will alleviate the bottleneck, and give you room to grow. Russia, shouldn't mind giving up Persia, since he will be able to concentrate his forces in the East. Don't be fooled to see his armies go East, they could be in your lap before you know it. The Trans-Siberian Railroad is the main reason why Russia & Turkey don't normally function well together. Turkey knows that Russia can be at her door at any moment & Russia knows it to. It's a loaded gun and someone's always going to try and pull that trigger first.

Initially, it's not in Turkey's best interests to strike out at anybody, unless Russia is sitting in Bak. Even then, whine, bitch, & moan. Maybe you'll get some form of reaction. Nothing Britain does in the first couple of turns, could make it beneficial for you to strike him.

There are two variations to the Camp David Opening.

Number 1 - The Camp David Sea Maneuver:

	1870	1872
Russia:	F Ode-H A Mos-Bok	F Ode-Rum A Bok-Tas
Turkey:	F Con-Med A Ang-Arm F Bag-PG	F Med-Egy A Arm-Tab F PG-Per

England: F Bom-Ara.S F Ara.S-Kar
 F Aden-RS F RS-Sud

Number 2 - The Camp David Land Maneuver:

	1870	1872	1874
Russia:	F Ode-H	F Ode-Rum	
	A Mos-Bok	A Bok-Tas	
Turkey:	F Con-Med	F Med-Egy	
	A Ang-Arm	A Arm-Tab	A Tab-Per
	F Bag-PG	F PG-Shi	
England:	F Bom-Ara.S	F Ara.S-Kar	
	F Aden-RS	F RS-Sud	

For either of these openings, Turkey will have to work with his neighbors. If he chooses the Sea option, then all he has to worry about is Russia bouncing him out of Persia. If the Land option is chosen, then he can use either one of his neighbors to support his 1874 move if the need arises.

Both of these options will benefit Turkey's neighbors, actually each one benefits his neighbors in different ways. The main objective of this opening is for Turkey to be able to move his forces out into the board and still keep peaceful relations with his neighbors.

Since these Camp David openings help relieve the pressure that can occur between Russia & Britain and Turkey, it's easy to see if any neighbors are interested in an initial conquest of Turkey's territories. Any neighbor that won't discuss these options, definitely has something up his sleeve.

The Camp David Openings, whether by Sea or by Land, is a formidable opening for the player drawing Turkey and is a foundation for lasting relationships with his neighbors.

Thomas Pasko publishes the Dip zine CCD Medical Journal, which is regarded as the main base of PBM Colonial Diplomacy.

The Coast of Moscow

by Allan B. Calhamer

None of us was surprised when Russia ordered the raise of a Fleet in Moscow; but we were when he insisted it were legal. In the ensuing discussion Russia indicated further that he intended to move the Fleet coastwise to Sevastopol; and then, on the understanding that Sevastopol had only one coast, to move it on to Rumania, the Black Sea, or Armenia.

At least it became clear what he was up to. Congestion in the Don River Shipyards being what it was, he hoped to raise fleets twice as fast as usual for his southern frontier, by building them in Moscow.

I think the Northern powers rather approved of the idea. Austria-Hungary was dubious; Turkey, aghast.

"In order for Moscow to have a coast", said Turkey, "it seems either you have to follow one or the other of two theories. Either Moscow has a coast because it simply looks that way on the map, or else it has a coast because it borders on a body of water, that is, the Caspian."

"Sounds like a distinction without a difference" said Italy.

"If we follow the first theory" resumed Turkey, "that Moscow has a coast because it looks that way on the map, then what of Sevastopol? Certainly Sevastopol must have two coasts, because it looks that way on the map. Furthermore, since these two coasts are not named on the board, it may be impossible for Russia to raise Fleets at Sevastopol at all, *Raise F Sev* being void due to ambiguity.

"If we follow the second theory" Turkey went on, "we have to ask what the situation is if Moscow borders a body of

water."

"Topologically" said Germany, "nothing at all borders on the Caspian, since you can't move to it. Therefore, Moscow has no coast."

Russia broke in. "Rule VII. 1. does not say that an unnamed space cannot be a body of water. It says, merely, that 'Units may not move...to any location not specifically named on the board.'"

"But is the Caspian a body of water?" asked A-H. "Rule VI. 2.. in the 1971 rulebook, says 'The seas are divided into "bodies of water" by light, solid black lines.' There are no such lines in the Caspian."

"Are there such lines in the Black?" Russia challenged.

"Sure," replied A-H. "On the 1961 map, there is a very short black line separating the Black Sea from the Bosphorus. The line is not a line from the base map; it's thicker than the coastlines, and there would be no reason for it on the base map."

"But does that line," asked Russia, "'divide the seas into bodies of water' as it says in Rule VI. 2.? It divides the Black only from Constantinople, which is not part of the seas."

"Maybe Constantinople is part of the seas, because Fleets can move through it" offered A-H.

"The trouble is," replied Russia, "Constantinople is clearly

called a 'province' in Rule VII. 3. a., *Kiel and Constantinople*. Nowhere does it say that Constantinople is part of the seas. It just says that there is a waterway through it."

"If Moscow borders on a body of water, the Caspian," said Turkey, "then so does Sevastopol, which then has two coasts. Is it then impossible to move a fleet there at all, because each coast is a 'location not specifically named on the board', within the purview of Rule VII. 1.?"

"To employ the purview of Rule VII. 1.," said France, "it is necessary first to have a clear understanding of that purview. If 'location' should seem merely the name of a province, then, of course, it would be permissible to move there, since Sevastopol is named on the map."

"All that doesn't matter," maintained Russia, "because Sevastopol doesn't have two coasts, because it isn't named as a 'Province Having Two Coasts' in Rule VII. 3. b. Furthermore, Rule XIII. 2. says 'If Russia builds a Fleet in St. Petersburg, he must specify the coast...'. No mention is made of Sevastopol, hence Sev. must only have one coast."

"Yes," replied Turkey, "but there are two ways it could only have one coast: because the two apparent coasts are one, or because you can't play on the Caspian coast. But if the Caspian is a body of water, then Sevastopol borders on two bodies of water, leading to various difficulties."

Russia answered, "Well, Albania borders on both Adriatic and Ionian, yet it has only one coast."

"Sure," said Turkey, "but Adriatic and Ionian are adjacent. Caspian and Black aren't."

"How do we know that?" asked France.

"We can see it!" exclaimed Turkey.

"Are we back to the appearance theory?" asked England.

"Distinction without a difference," murmured Italy.

"You have to use appearances to determine the mere gross topology of the board," spluttered Turkey.

"Maybe we should have a list of all possible topological links," said Germany.

"That wouldn't be official," England exclaimed. "Then, there's the danger that when you re-state anything, you may make mistakes in the restatement. Third, it seems like you would have to decide this case in order to make up the list."

Then France offered, "We may have a solution in the wording of Rule VII. 1.: 'The Fleet may move to an adjacent coastal province only if it is adjacent along the coastline, so that the vessels could move down the coast to that province.' It is

sufficiently obvious that the vessels can't get from the Caspian to the Black."

"It's the Potemkin villages all over again," England observed. "They told the Tsar they could build Fleets in Moscow and go down the Volga to fight the Turks. They knew he wouldn't know that there was no way the vessels could get to the Black."

Russia answered. "But we're not talking about a move from one coastal province to another. Sevastopol is one province."

"Then it's like Spain," said France. "We always have to go out from the same coast we went in at."

Russia rejoined, "But it doesn't have two coasts; Rules VII. 3. b. and XIII. 2. It has one coast, and we're glad to go in at any point, and come out at any other point on that single coast."

"What if Russia wanted to build a Fleet in St. Petersburg, on the coast of Lake Ladoga?" asked France.

Russia answered coolly. "The rules clearly state that St. Pete has two coasts, not three. Since they do not mention Sev., we have to assume it has only one."

"Since Sevastopol is not mentioned," said Italy, "it might have six."

"You can see it doesn't have six!" exclaimed Russia.

"Appearances, appearances," said Italy. "You can see it has two."

"Which bolloxes everything as far as raising Fleets in Sevastopol is concerned, if nothing else," added Germany.

"Not quite," said Turkey. "Russia could always escape ambiguity by writing *Raise F Sev (Black Sea Coast)*, invoking Rule VII. 4., 'A badly written order, which nevertheless can only have one meaning, must be followed.' Incidentally, his raise last turn was invalid, because he failed to specify the coast. That Fleet should come off."

At this point England remarked that in Hugo's Ninety-Three the Marquis de Lantenac, in a single hearing, ordered one and the same man to be decorated for bravery and shot for dereliction of duty. "In somewhat the same spirit," he said, "I suggest we recommend Russia for a Rusty Bolt, for coming up with the weirdest rule interpretation in many years, while nevertheless, at one and the same time, ruling out any use of the alleged Caspian or its alleged coasts."

And they all agreed, four to two, with one abstention.

Allan Calhamer is the inventor of Diplomacy, as if you didn't know.

1994 UK Diplomacy Zine Poll Results

by Stephen Agar

=1	<u>Spring Offensive</u>	90.707%
=1	<u>Take That You Fiend</u>	90.707%
3.	<u>Dolchstoß</u>	82.692%
4.	<u>Greatest Hits</u>	79.757%
5.	<u>The Cunning Plan</u>	78.503%
6.	<u>Back to the Dark Ages</u>	77.418%
7.	<u>Smodnoc</u>	74.882%
8.	<u>Cut & Thrust</u>	74.062%
9.	<u>Hopscotch</u>	68.575%
10.	<u>LiES</u>	67.268%
11.	<u>On the Game</u>	67.100%
12.	<u>SNOT</u>	62.108%
13.	<u>Ode</u>	62.314%
14.	<u>Bloodstock</u>	61.418%
15.	<u>Obsidian</u>	60.655%
16.	<u>A Little Original Sin</u>	57.600%
17.	<u>Backstabbers United Monthly</u>	56.094%
18.	<u>Borealis</u>	54.678%
19.	<u>Small Furry Creatures Press</u>	52.708%
20.	<u>Nothing to Declare</u>	52.271%
21.	<u>Pigbutton</u>	49.440%
22.	<u>C'est Magnifique</u>	47.089%
23.	<u>Y Ddraig Goch</u>	45.541%
24.	<u>Megalomania</u>	43.265%
25.	<u>Arfle Barfle Gloop</u>	42.862%
26.	<u>Springboard</u>	40.730%
27.	<u>Up Around the Bend</u>	31.456%
28.	<u>Realpolitik</u>	29.844%
29.	<u>Quartz</u>	29.104%
30.	<u>Mopsy</u>	26.546%
31.	<u>Pyrrhic Victory</u>	20.717%
32.	<u>Assassins Handbook</u>	20.446%
33.	<u>The Laughing Roundhead</u>	6.347%

A further 50 zines received fewer than the 12 votes needed to qualify.

Well, what can I say? I honestly didn't expect to come top of the pile this year and the fact that it was a joint victory with Take That You Fiend in no way diminishes the pleasure of seeing all my efforts with Spring Offensive rewarded. But enough of that. There are a few interesting features of this years results that I think are worthy of comment. First, I was surprised that Spring Offensive and Take That You Fiend were so far ahead of the rest of the field. The gap between the two winners and the rest was bigger than any other gap in the Poll (save for the difference between the 26th and 27th zine)! Yet Spring Offensive and Take That You Fiend were inseparable - indeed had either zine received another vote (any vote) one or the other would have won (as it would have affected the average vote). If one more person had preferred Take That You Fiend to Quartz or one more person had preferred Spring Offensive to Back to the Dark Ages the result would also have been

quite different. One point which I think is worthy of comment is that out of the Top Ten only three zines are in less than treble figures! Do you have to edit a zine for getting on for ten years to do well in these things?

Out of 132 ballots, Spring Offensive was voted for 67 times (that's over 50% of all voters), with only SNOT coming anything like close with 59 votes. Take That You Fiend received 25 votes (which goes to show that it's the quality of the votes rather than the quantity that counts). To qualify for the poll at all a zine had to receive 12 votes and I was surprised that Gallimaufry managed to reach this target. The fact that Spring Offensive picked up 17 votes of 10 out of 10 (the next highest being Back to the Dark Ages with 8) and another 20 votes of between 9-9.9 is very satisfying.

While there were few obvious "grudge votes" around there is one trend that I think is revealing. Despite what many people say it appears that it is the Diplomacy zines which receive grudge votes at the expense of the multi-games zines. Why do I say that? Well, zines can always expect a sprinkling of low votes, however good they are, because you are never going to satisfy all of the people all of the time. However, if you look at which zines did in fact receive a sprinkling of very low votes and which ones did not, an interesting trend emerges: of the zines still with us Back to the Dark Ages, Cut & Thrust, Hopscotch and Take That You Fiend didn't pick up a single vote under 5; Bloodstock, On The Game, Quartz and Small Furry Creatures Press didn't get a single vote under 4. By contrast, The Cunning Plan, Dolchstoß, Ode, Megalomania, Obsidian, Up Around the Bend and Springboard all received some very low votes (many <1). Very strange that. Either Diplomacy players / publishers vote down other Diplomacy zines, but not the more multi-games centred zines (which I think unlikely) or a zine is more likely to be voted down in the Diplomacy Zine Poll for running mainly Diplomacy than it would if it were running other games instead. Hence Take That You Fiend (which is an admirable and excellent zine in every way) can win the Diplomacy Zine Poll despite never ever having run a game of Diplomacy!

Of course, the whole Poll is really a nonsense, though a very plausible nonsense. For example, Obsidian beat On The Game 6 - 3 on the preference matrix (i.e. six voters preferred Obsidian, 3 preferred OTG). So why should Alex believe any Poll result that puts OTG above Obsidian? Then again, OTG beat BUM 6 - 3, so why should Paul accept any Poll result which puts BUM above OTG? And guess what, BUM beat Obsidian 5 - 2 on the preference matrix, so why should Malcolm accept any result which puts Obsidian above BUM? Similarly Spring Offensive lost to BttDA on the preference matrix, while BttDA was beaten

by mainstream Diplomacy zines such as The Cunning Plan and Dolchstoss, both of which were beaten in turn by Spring Offensive in the preference matrix by votes in excess of 2:1. Ryk also produced some figures which indicate the overlap between circulations for the various zines in the Poll. Interesting that the only zine to beat Spring Offensive in the preference matrix was Back to the Dark Ages, while BttDA is the zine which has the smallest overlap with Spring Offensive (the next smallest overlap being Take That You Fiend with which SpOff drew on the preference matrix). I don't know what all this means either, but I'm sure it means something.

What does this all mean? Well, it suggests that the UK hobby is to a degree fragmented into groups which prefer certain types of zines (Diplomacy, Sports, Multi-Games) and that all other things being equal the way to do well in the zine poll is to perform better than the zines in your group and have the smallest overlap possible with the other groups. In particular Back to the Dark Ages appears to have suffered from having too many Diplomacy players for its own good. Personally, I think too much turns on 6 - 5 or 5 - 4 preferences, which really prove nothing other than opinion is more or less divided. But enough: the Poll is only for fun and it is a mistake to take it too seriously, there is no such thing as a perfect system for comparing what are essentially incomparable zines and maybe we should just leave it at that.

Although the number of votes this year was comparable with last year, I am unclear why there was such a big drop between 1992 and 1993. Ryk now intends to announce the Poll at ManorCon in July and have the deadline for votes on the Saturday night at MidCon. This may well increase participation in the Poll, but I am concerned that it may lead to a degree of mischievous fixing at MidCon, especially if people get together and think it amusing to vote down / up various zines. As MidCon is often seen as a Diplomacy coon, it may even bias the whole thing against the multi-games zines. It will be interesting to see what happens - having the ballot at a large con will mean that the result will be very different from a postal ballot, but it is still probably an experiment which is worth conducting. Interestingly, when RJW suggested exactly the same arrangement in the early 80's he had to drop the idea because of the degree of hostility to the proposal. These days no one feels that strong about the Diplomacy Zine Poll anyway.

Many thanks to Ryk for putting together such an extensive results booklet, enough detail to make Mick Bullock proud. Only another 7 months and we get to do it all again.

Stephen Agar publishes the popular Dip zine Spring Offensive.

The Art to Find the Mind's Construction in a Face

by Stephen Agar

Surprisingly Shakespeare never specifically reflected on the lot of the Diplomacy player in any of his surviving works. However, in his tragedies he did often comment on the broad spectrum of personalities to be found among Diplomacy players which help us some 300 years later cast light on why apparently sane and reasonable men, young in body and/or mind, spend a lot of money and even more time in order to move a few misshapen pieces of plastic round a bit of cardboard covered in sticky-back plastic. I say "men" for the simple reason that when you look at the sexual balance (or lack of it) in the postal Diplomacy hobby it is apparent that women can plainly see the ultimate futility of Diplomacy as a form of recreation. Lady Macbeths are few and far between in the postal Diplomacy hobby. In contrast five out of seven men appear to find the pastime fascinating (the other two drop out). Allow me to identify a few of the character types which spring to mind as the sort of people that one often finds indulging in postal Diplomacy.

Macbeth

There is a real pleasure in betraying other people and causing them mental pain. A Macbeth enjoys stabbing his

ally in his most sensitive spot (preferably while they are asleep), although he may have to psych himself up to find the nerve to do it. Late at night he relishes rehearsing various stabs on his Diplomacy board waiting for the perfect moment. When that moment finally comes, he will write the fateful orders with a smile. For him the only thing that mars the enjoyment of a perfect stab, is the fact that he cannot actually observe the expression on the face of his ally when he reads the game report. A Macbeth will sometimes accept bad advice if it provides him with an excuse to be nasty, and the deed done you can be sure that his nefarious activities never cause him sleepless nights

Horatio

A Horatio is a Very Serious Diplomacy Player. He writes to everyone and judges everything wisely. Although he is usually alive at the end of the play, he often finishes in the same position as when he started i.e. in a minor though pivotal role, though at least he retains his integrity and his home supply centres. For some reason, Horatios frequently play Italy.

Iago

A Iago is an insidious character, a cowardly Othello who tries to vent his desire for revenge as a result of some insult (real or imagined) through the agencies of another player. He is a stirrer with a banana for a backbone. Having managed to goad one of his neighbours into attacking the other, a Iago inevitably fails to profit from the situation as he lacks the killer instinct of a Macbeth. These miserable creatures are the Gollums of the Diplomacy world and should be sat upon.

King Lear

A Lear, although he may not realise it, is essentially a sado-masochist. This player betrays and stabs for spurious reasons and yet often seems to take an ill-defined pleasure in his consequentially swift reduction to a lone power-crazed wandering unit. A Lear will never appreciate an ally as much as he should, though may yet end up putting his faith in a Macbeth.

Othello

Revenge is sweet. If Germany promises to let an Othello into Sweden only for a Iago, who happens to be playing England, to spread a rumour to the effect that Germany really intends to stand Othello off, then no one should be surprised to find that all Russian units will immediately make for Silesia, Prussia and the Baltic, even if it does result in Russia's elimination in A03. An Othello judges that if he teaches Germany a lesson this time then Germany may even support Russia into Sweden next time. Such vendetta diplomacy is undoubtedly one of the easiest tactical games to play as it makes letter writing unnecessary. If an Othello is very lazy, he will start a vendetta before the game even begins in order to make all communication with the other player's redundant.

Malcolm

The classically silent Diplomacy player with whom it is impossible to communicate, let alone reason, is usually a Malcolm. It is not so much that Malcolms take pride in the paucity of their missives as much as they do not see the need for communication with the outside world; to them silence is an act of faith in their ability to win the game with as little effort as possible - they believe that they can just saunter on in Act V and walk off with the crown.

Hamlet

Diplomacy can be loosely described as a game of strategy, however there are many players whose raison d'être is the innovative move that reveals Mr Calhammer's black secret. A Hamlet will spend days if not weeks trying to solve the enigmatic questions that underlie the game. He will spend hundreds of pounds on telephone calls trying to arrange the ultimate convoy of A(Syr)-StP, irrespective of what the Russian F(BLA) intends to do. A Hamlet will agonise over every move ("to order F(Ank)-BLA or not to order F(Ank)-BLA, that is the question, whether 'tis nobler to allow F(Sev) into the Black Sea etc...") as his inner need for

certainly cannot accept that at the end of the day he is going to have to guess and take a risk. Guessing is not logical and Diplomacy should be a logical game.

Polonius

Some people give the impression that they play Diplomacy just so they can write press or write letters to various zines. Often a Polonius will be a big hobby name - no matter where you turn you will find his letters criticising some editor's stand on proportional representation, abortion, quantum physics, politics or even postal Diplomacy. His outpourings will inevitably be verbose with a tendency to give unwanted advice. He will play the odd game of Diplomacy, in order to justify to himself his involvement in the hobby, but for this sort of player the game is certainly not the thing. A Polonius can also be a publisher who still feels a need to play Diplomacy in order to demonstrate to themselves that they are really interested in the game, rather than in just promoting themselves - though in this they are really just deceiving themselves. A Polonius, somewhat contradictorily can also be a secret Malcolm when it actually comes to playing the game itself save that he usually exits in Act III, murdered by one of the other key players.

Rosencrantz & Guildenstern

These are the inconsequential nobodies who do little to develop the game in the short time that they are playing before dropping out in mysterious circumstances. They often play in pairs and amuse themselves tossing coins.

Stephen Agar is regarded as a highly-informed hobby historian...and some even think he has a sense of humor!



STORM FROM THE EAST II

A Diplomacy Variant by Stephen Agar

INTRODUCTION

The steady rumble of medieval Mongolian history was too distant to be heard by Western ears and, though an occasional grand eruption sent whole peoples flying across the map, by the time these finally came to rest they had lost contact with their place of origin which remained outside the bounds of Western knowledge. Then, at the beginning of the thirteenth century, a new power came into being in Mongolia, one great enough to strike at either China or Europe without shifting its centre. This was the creation of the Mongol chieftain Temujin, who fused the warring nomad tribes into an invincible weapon. The council of 1206 celebrated the completion of this, the first part of his plan; the second, the conquest of the world beyond Mongolia, was there initiated, while, in anticipation, Temujin took the title of Genghis Khan, lord of the earth. By any standards except his own he can be called a successful man, for in the last twenty years of his life he made a good start towards the conquest of China, annexed the Kara Khitai Khanate, and in two merciless campaigns (1220 and 1221) smashed the Khwarizm Shahdom. During the latter war, he detached a corps to reconnoitre further westwards which delivered a series of crushing defeats to the Georgians, Alans, Cumans, and south-Russian princes (1221-2). Death came to the Khan (1227) before he could exploit the weaknesses this victorious raid disclosed. His Empire, which continued undivided, stretched from Persia to Korea; his incomparable pagan armies remained a threat to Christendom and Islam alike.

In the unconquered western fragments of the Shahdom, Khwarizmenian rule was surprisingly rapidly revived by an energetic young Shah, and though he could not challenge the Mongols he to some degree recouped himself for his father's losses by seizing Azerbaijan and Georgia. Seljuk and Ayyubid combined, however, to oppose his further advance and he fell back defeated to rest against the teeth of the Mongolian dragon. The Ayyubids let the Christians have Jerusalem and a corridor to the coast to forestall any pin-pricking Crusades while these important events marched in the East, a true if insulting assessment of the Crusader's residual potential.

Inflicted by the confederate Christians under the banner of Castile, the ruinous defeat of the Muwahids at Los Navos de Tolosa (1212) spelt the end of Moslem Spain. Leon and Castile, united from 1223, moved steadily forward thereafter. Portugal, a kingdom since 1139, quickly occupied the segment allotted to it, and Aragon, in addition to mainland advances, used the sea power of Barcelona to conquer the Balearics (1228-32).

The scramble for the Baltic lands continued: Denmark took Estonia (1230), and when the Principality of Novgorod seized Karelia (1220) the Russians came into contact with the Swedes in Finland. The German Crusaders, the Knights of the Sword, advanced up the Dvina, while a sister group, the Teutonic Knights, received permission from Poland and the Pope to start "missionary" activities among the Prussians.

The German Empire itself was largely abandoned by its new Emperor, Frederick II Hohenstaufen, whose reign was spent trying to subdue north Italy. Officially he was reinstating the Imperial authority, but in fact he was extending the frontiers of the Kingdom of Sicily, which he had inherited and which provided the reality of his power.

The Empire of Nicaea eliminated the Latins from Asia and absorbed the Despotate of Rhodes; but the Despotate of Epirus seemed to be winning the race to Constantinople, taking Salonika in 1223 and renaming itself an Empire in celebration. The third Greek state, the Empire of Trebizond, was cut off from the others when its western half was overrun by the Seljuks (1214).

THE RULES

This is an eight player variant (Pope, Holy Roman Emperor, France, England, Hungary, Russians, Moslems, Mongols) set in 1230 on the eve of the Mongol invasions of Europe. All the usual rules of Regular Diplomacy apply, save where indicated below.

1. THE POWERS

Roman Catholic Christians

ENGLAND: F(Wessex), A(East Anglia), A(Gascony).

FRANCE: F(Normandy), A(Ile de France), A(Languedoc)

GERMAN EMPIRE: A(Holland), A(Swabia), A(Franconia), A(Bavaria), A(Lombardy), F(Naples)

HUNGARY: A(Buda), A(Pest), F(Croatia)

ROMAN CATHOLIC STATES: A(Papal States), A(Castile), F(Greece), A(Serbia), A(Constantinople), A(Prussia), A(Livonia), A(Acre), A(Scotland), F(Venice).

Eastern Christians

RUSSIAN PRINCIPALITIES: A(Novogrod), A(Vladimir), A(Chernigov), A(Kiev)

Moslems

AYYUBID SULTANATE: A(Egypt), A(Damascus), A(Aleppo); A(Jerusalem);

Mongols

MONGOLS: 8 Cavalry Units in the Mongol Khanate.

Armed Neutrals

A(Granada), A(Salonika), A(Rum), A(Baghdad), A(Alamut), A(Alans), A(Lithuania).

Neutral S.Cs

Neutral Roman Christian s.c.'s are: Ireland, Aragon, Tunis, Burgundy, Denmark, Sweden, Poland, Bulgaria, Cumans, Trebizond, Armenia, Jerusalem.

Non-RC s.c.'s are: Novgorod, Vladimir, Chernigov, Kiev, Lithuania, Salonika, Bulgaria, Rum, Granada, Tunis, Egypt, Armenia, Trebizond, Aleppo, Damascus, Baghdad, Alamut, Alans, Cumans, Jerusalem.

The following neutral s.c.'s start the game with neutral garrisons which merely stand (though they can be supported by other units): Granada, Sultanate of Rum, Empire of Salonika, Alans, Lithuania, Alamut.

2. THE HOLY ROMAN EMPEROR

The German Emperor can only order the unit originally starting in Naples (plus any further units built in Naples) plus 50% of the other German units rounded UP. Thus on the first move (Spring 1231) the Emperor can order F(Naples) and two of the other four German units.

3. THE POPE

The Pope has no units of his own. However, he can order 33.3% (rounded UP) of the Papal units on the board at the beginning of a season. The non-playing Roman Christian centres are assessed together for builds and disbands and the Pope is responsible for determining adjustments.

The Pope also has two special powers which can be used at the beginning of a movement season:

(a) Starting Crusades

At the beginning of every Spring the Pope may sanction a crusade against non-Roman Christians or excommunicated players to capture a specific supply centre owned by that Power, nominate a Power to lead it and announce the space (which may be any original RC home supply centre controlled by the Roman Catholic power who is leading the Crusade - including the Pope) where troops may gather. For example the Pope could order "Announce Crusade against Ayyubid Sultanate to liberate Jerusalem to be led by France starting in Normandy"

For fun, all Crusades are numbered, starting with the First Crusade (yes, I know the real First Crusade was in 1095, but this is a game after all - okay, purists can call the first crusade in the game the Seventh Crusade if they must) and are reported separately

from the units belonging to the controlling player. The national composition of a Crusade is always reported in the game report.

(b) Excommunication

At the beginning of any Autumn season the Pope can proclaim the excommunication of any Roman Christian Head of State who fails to (a) commence a Crusade when the Pope has proclaimed that he should lead one, or (b) orders one of his unit to leave a Crusade. The Pope may also (at his discretion) welcome an excommunicated player back into the Church at any time. An excommunicated player cannot participate in a Crusade and any armies belonging to a Roman Power engaged in a Crusade at the time of that Power's excommunication must leave it the following move.

All excommunicated players have one supply centre subtracted from their s.c. totals when it comes to calculating adjustments and victory criteria.

4. CRUSADES

A Crusade may only form in centres owned by Roman Christian players which were originally a home centre for a Roman Christian power. Crusades may be single armies, or multiple armies (no fleets), formed in accordance with the following rules. The effect of an announcement of a Crusade is that the Power leading the Crusade must either build one or more armies in that centre the next winter to form the Crusade, or move one or more armies there, ready for setting off on crusade in the Spring. Other Roman Powers may also build armies in that centre that winter and join the crusade (creating a multi-national multiple unit). Crusade units are under the control of the leading power at all times. Such "Crusader" units may move on sea or land without restriction. Once a Crusader unit is formed, other units from unexcommunicated Roman Powers may join the Crusade by moving to the same space as the Crusade unit ends up in that turn and expressing the desire to join (such merges always succeed). If a Crusade is formed under the Leadership of the Pope in a Non-Playing Christian centre then any army already in that centre will join the Crusade and the Pope must always count that participating non-playing unit as against the total of units that the Pope may command in a given turn.

The Crusade is always under the control of the Power leading the Crusade and his orders override any other orders given for participating units, unless they are specifically ordered to leave the crusade. Powers apart from the controlling Power may order one or more of their units to leave the Crusade by simply ordering them to do so. Thus if England had an army in a Crusader unit in Mid Atlantic Ocean he could order "A(Mid-Atlantic Ocean) leave Crusade - Normandy". The order to leave the Crusade is effective even if the unit(s) attempting to leave the Crusade end up in the same space as the Crusade, in which case the deserting units must retreat.

A multiple Crusader unit moves with the strength of that multiple, but it may not split up into its component parts unless the Power controlling it announces the end of the Crusade (subject of course to other Powers leaving the Crusade unilaterally). A Crusader unit may not split support into two or more spaces.

Crusader units may not take control of any supply centre owned by an unexcommunicated Roman Power. They may take control of other supply centres, in which case a Non-playing Roman Christian army is built in the supply centre concerned upon the Crusader Unit moving out of that space (be it in Spring or Autumn). Such newly-created non-playing Roman Christian units may be ordered by the Pope in accordance with the usual rules.

If a Crusade is successfully executed (eg. in the example given the French led Crusade takes Jerusalem) then all participants in the Crusade are permanently +1 for the purposes of victory criteria calculation). Additionally having instigated a successful crusade the Pope's permanently increased prestige enables him to add +1 to the number of possible units he can control and similarly in the case of the HRE (if he was participating in the Crusade).

A participant in a Crusade cannot capture any supply centres off a fellow Crusader anywhere on the board unless he leaves the Crusade on or before the relevant Winter season. If he does not, the supply centre does not change hands.

5. THE MONGOLS

The Mongols start the game with a Horde of 8 cavalry units in the Mongol Khanate, supported by 8 off-board supply centres. The Mongol player may divide these units up into multiple units not exceeding a 3C - thus the Mongols could start with two 3C's and a 2C if they wished. The Mongol Khanate itself can only be entered by Mongol units and may hold any number of Mongols. The initial division of the Mongol cavalry units is not apparent to the other players until the Spring 1231 moves are published.

As the game progresses Mongol Cavalry units (ie. not conventional armies or fleets) may form multiple units (to a maximum of 3C) as they wish. As with Crusades support may not be split and a single attack cuts all support. Cavalry units are special in that they may take a second move after normal movement, however second moves are always at a strength of one (irrespective of the size of a multiple unit). Mongol units may not support each other during this second move and the second move may not be conditional on what happened in the regular part of the move.

The Mongols can build in any captured non-Roman Christian supply centre or in the Mongol Khanate itself. Builds may be Cavalry (or multiple cavalry units) if made in the Mongol Khanate or conventional armies and fleets if made elsewhere. The Mongols lose one of the 8 off-board centres **AFTER** each Winter adjustment (ie. they have 8 off-board centres in Winter 1231, but only 7 in Winter 1232 etc.).

6. THE AYYUBID SULTANATE

Once they have taken them the Ayyubid Sultanate may build in the following centres at any time in addition to their home supply centres: Tunis, Granada, Acre, Baghdad, Rum, Armenia and Alamut.

7. SPECIAL RULES AND SPACES

Christian players may during Winter Adjustments state that they wish one of the non-home centres that they control to be ceded to any other Christian player and the effect is that the nominated player is given control of the centre. Thus England could "give" Denmark to the Russians to enable them to build an extra army for use against the Mongols. No conditions can be attached to such gifts, neither can they be revoked unless the centre concerned is re-occupied.

The Papal States is a two coasted province (ec/wc) which can **never** be owned by any Roman Christian player other than the Pope.

Denmark, Pisa and Constantinople can be occupied by armies and fleets and movement is possible from one side of the space to the other (ie. there is only one coast).

Constantinople, Acre and Jerusalem are special **fortified positions**. Constantinople and Jerusalem adds +1 to the strength of any non-Mongol unit defending that position. Acre adds +1 to the strength of any Roman Catholic unit defending that position.

8. ADJUSTMENTS

The Pope and the Holy Roman Emperor may disband any of their units in their home centres at the beginning of a build season, to enable them to rebuild a unit elsewhere.

9. VICTORY CRITERIA

The game starts in Spring 1231. There are 51 supply centres on the board, 33 home supply centres and 18 neutrals (7 garrisoned). Of the 51 centres, 31 start the game as Roman Catholic centres.

The German Empire, France, England, Hungary, Russians, the Ayyubid Sultanate and the Mongols win the game if they control 26 supply centres (including bonuses gained for successful crusades where applicable).

The Pope wins in the event that 42 supply centres (including Jerusalem) are controlled by Roman Christians (not including Crusade bonuses) and no Roman Christian player has more than 15 units on the board.

A Joint Victory is also possible between the Pope and any other non-excommunicated Roman Christian player provided they control 35 supply centres (including Jerusalem) between them.

COMMENT

I freely admit that I got the idea from this variant from watching the excellent BBC2 series *Storm from the East* about the history of the Mongol Empire. I quite liked the idea of setting up one very strong power (as in Downfall) and then providing the other players with the mechanism to work against it. The Eastern Christians and the Moslems provide a buffer zone between East and West and they must reach a deal with one side or the other just to survive.

The Mongols are strong, starting the game with 8 units. Furthermore their ability to form multiple units and for all units built in the Mongol Khanate to have a speculative second move should help them to break through into the West of the board. As in real life, their forces can be large, concentrated and fast. Without doubt, the Russians and the Ayyubids will have to be on their toes to hold on to their centres and they may well have to reach an understanding with the Mongols fairly soon in the game. The Mongols have plenty of choices - they can opt to take out the Russians, the Ayyubids, both, or plough through southern Russia and Asia Minor into the heart of Roman Europe.

On the Roman Christian side there are five powers who may bicker amongst themselves for neutrals initially, but if they bicker for long, they could be lost forever. The Pope is able to exercise some control over the others because he potentially can control units all over the board, he can instigate Crusades (by which the Roman Christians can form multiple units) and he can excommunicate unco-operative powers. The fact that the German Emperor cannot control all of his Empire all of the time is reflected in the 50% rule, while Papal influence is limited to one third of the nominated Roman Neutrals which have been assigned to him.

The Pope's job will be to promote the Roman Christian powers while ensuring that none of them get too powerful. However, he cannot be deaf to the pleas from the Eastern Christian or even the Muslims lest the Mongol menace penetrate Western Europe. Alternatively, the Pope may consider doing a deal with the Muslims at the expense of the Eastern Christians and the Muslims. The eventual capture of Jerusalem features high in the Pope's list of priorities. Acre's fortified position, means that without a fleet the Abbayids can only take it if they attack from Aleppo, Jerusalem and Egypt. The geography of Constantinople mean that it is one place where the Roman Christians may elect to try and hold back the Hordes.

The sea spaces are very big indeed, making fleets very powerful for moving troops large distances quickly. However, most centres are inland and a Power will need many armies to get very far. God help you all if the Mongols start building fleets!

The first version of this variant was published in Spring Offensive No. 16 (September 1993).

Stephen Agar is the new Variant Editor for Diplomacy World.

Provincial Diplomacy

by Jef Bryant

0. All the rules of classic Diplomacy apply except for the modifications below.

1. There are no supply centres.

2. What used to be the national supply centres are now build centres.

3. Each occupied province provides 0.5 points at the end of every Autumn (Fall) season.

4. A unit can be maintained or built by using 1 point per unit.

5. Additional home provinces are provided for Russia who owns the Caspian mud flats and Turkey who owns Cyprus at the start of the game to equilibrate the provinces for each power.

6. The game starts like the Winter 1900 variant, i.e. players send in a choice of a fleet or army for coastal build centres along with their Spring 1901 orders.

7. This variant is (c) February 1993 by Jef Bryant and can be published only if a copy of the publication be sent to me

at Rue Jean Pauly, 121, B-4430 ANS, Belgium. Copies can be distributed freely for postal play and variant banks. Any modification of this variant is prohibited without permission of the designer.

8. With the extra terrestrial provinces: Ireland (Ire), Iceland (Ice), Sardinia (Sar), Corsica (Cor), Sicily (Sic), Cyprus (Cyp), Crete (Cre) and the Caspian mud flats (Cas) there are now 64 terrestrial provinces on the board. The winner of the game is the player who owns 33 provinces after an Autumn (Fall) adjudication.

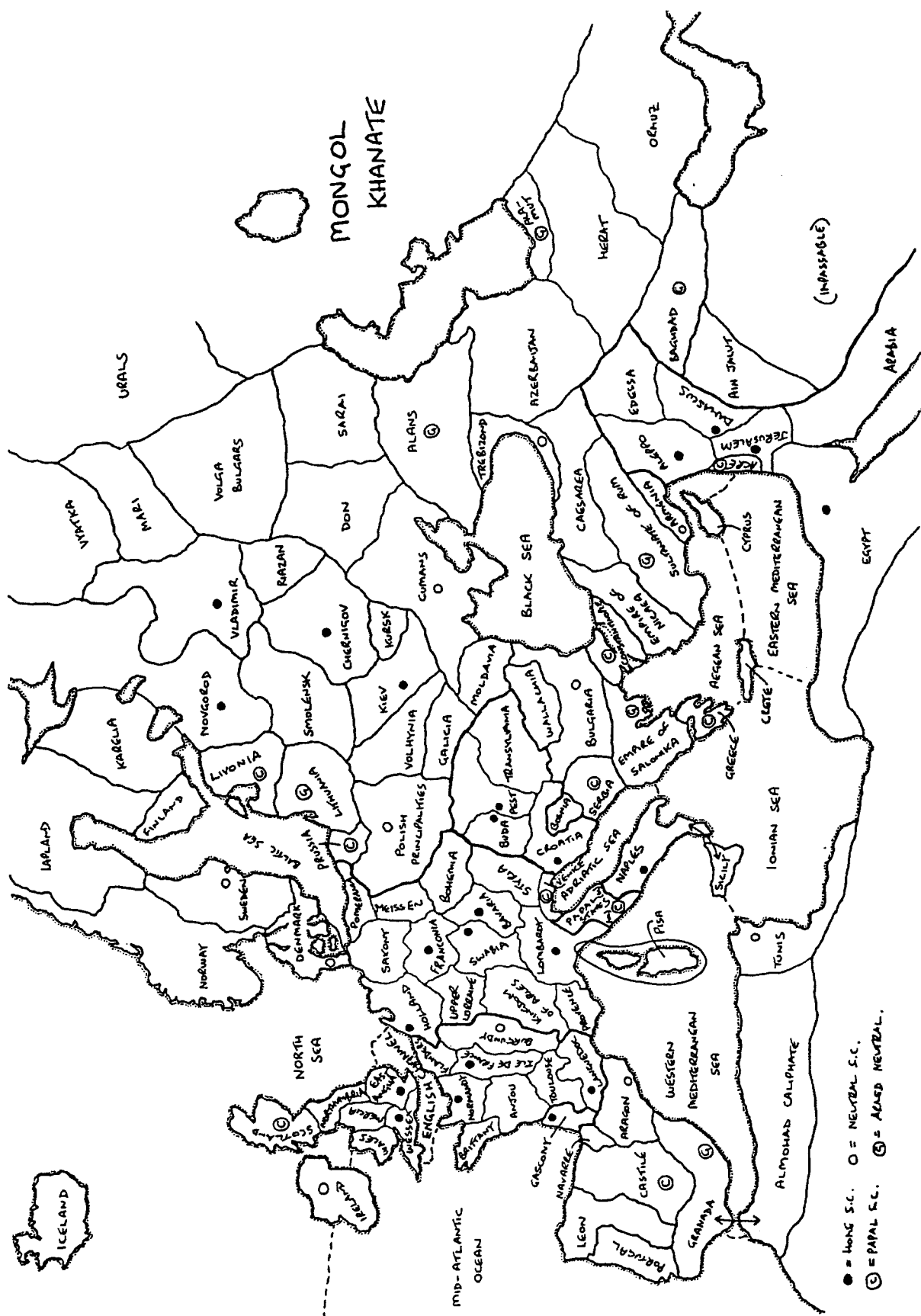
9. An occupied province is defined as the power who last occupied it during an Autumn (Fall) season. Each power owns his home provinces at the start of the game.

10. Any points or half-points not used cannot be kept and are lost after each Winter build season. However, In order to encourage communication between the players points (including half-points) may be traded or simply given to other players.

Jef Bryant publishes the Dip zine Dipsomania.

Storm From the East II

by Stephen Agar



The Problem With Fantasy Variants

by Stephen Agar

The basic ingredients of any Diplomacy variant is a scenario where several (usually at least five, preferably seven) more or less equal Powers take part in a conflict for domination of a geographical area. The geographical scale of this conflict is not of itself important, it could be a city (as in Mobtown), a country (as in War of the Roses), a continent (as in Abstraction), the planet (as in Mercator), the solar system (as in Apposition), and so on. Now this approach is fine for historical variants, the budding designer merely confines himself to those periods of conflict where a number of competing factions have been battling it out, and ignores human conflict which is essentially just two-sided (e.g. the Hundred Years War, English Civil War, American Civil War, Franco-Prussian War etc.). After all as the essence of Diplomacy is the ability to have a changing alliance structure, games where the number of protagonists is small are not going to be very exciting or practical.

There are several difficulties in adapting fantasy novels to this basic formula. First, although there may be a superficial appearance in the novel of a number of Powers battling it out (Elves, Dwarves, Orcs, Ents etc.) all too often the basic story often revolves round the age old Good vs. Evil storyline - a two-sided fight with restricted scope for diplomacy. Second, in fantasy novels the impact of individuals is often out of all proportion to their numbers - the effect that a Conan, an Elric or a Gandalf may have on a campaign may be far more important than the weight of numbers behind him or against him. Third fantasy novels are, in the end, novels. They are telling a story. While it is possible to place a Diplomacy variant in a fantasy world, if you want the variant to have the flavour of the plot, then you will need to make the rules very complex indeed.

Therefore the variant designer must make one basic choice before he gets very far in his new design - is he just going to use the geography of the fantasy world turning his game into essentially a map change variant (e.g. Young Kingdoms I (Elric) or Middle Earth II (Lord of the Rings)), is he going to tackle the problems posed by the characters and the plot of the novel which will usually involve Personality Units and special locations (e.g. Downfall (LotR) or Black Blade (Elric)) or is the variant going to be some compromise between the two (e.g. Third Age (LotR) or Age of the Young Kingdoms (Elric)). When I designed my Young Kingdom variants, my initial attraction to the Elric stories was the idea of having a map which consisted of land masses clustered around a central sea, because I thought this would provide an ideal vehicle for Fred Davis's A/F rules. In Young Kingdoms II I endeavoured to improve the map balance, add a device for breaking stalemate lines and then threw Elric in for good measure.

One inevitable problem in trying to introduce characters from the book is that the ratio of Heroes to Powers is invariably not 1:1. Some Powers will have no Heroes or Personality Units,

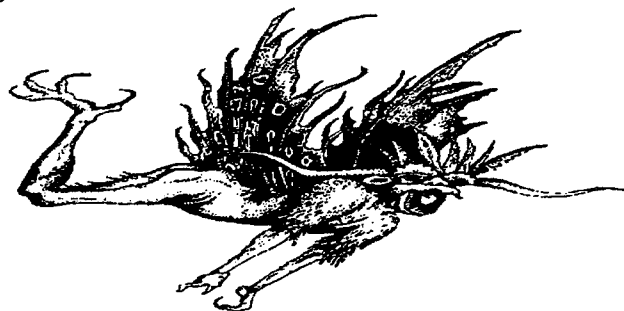
other will have several. Therefore you must either find counterbalancing Personality Units for the Powers without them (which involves stretching the original story), hive off some of the Heroes/Personalities to additional players (which can make the variant need so many players as to become difficult to get off the ground or introduce players with a lessened degree of involvement in the game), or just accept that the game cannot be equally balanced in terms of manpower.

A surprising number of the plots in fantasy novels also revolve around unequal conflicts - i.e. the forces of Evil are large and powerful, sweep all in front of them, but are ultimately defeated not by the armies of Good but by the Hero. This tends to mean that the Evil player(s) start off very strong (hence Mordor's 2A's in Downfall) which can make the game very imbalanced, or the Personality Units end up dominating the game. The designer then has to come up with some restrictions on alliances in the game to stop the Orcs teaming up with the Elves and the Ents to crush the Gondor/Mordor alliance, because such an alliance structure would be contrary to the mythical historical premise on which the game is based. It should be noted that fanciful alliance structures are not necessarily thought to be a problem in regular Diplomacy.

When you consider all the "chrome" which has been added to the various versions of Downfall of the Lord of the Rings (Personality Units, the Ring, Special Locations, Multiple Units, Cavalry Units, Special Rules etc.) you can perhaps understand why it has been through 20-odd revisions. Some versions seek to make the variant more like the book, some seek to make the variant more playable, and (I suspect) never the two shall meet.

Are these variants worth playing? Well, it depends. If you want to try out Diplomacy in a fantasy scenario then of course they're worth playing, but don't expect the game to be anything like as balanced as a regular game. On the other hand, if you want to relive the tribulations of Frodo as he seeks to destroy the power of Sauron then either turn to computer games or better still re-read the book. All in all, fantasy novels do not make good subjects for balanced Diplomacy variants

Stephen Agar is obviously quite a fan of variant play and design.



Je Me Souviens Brum!

by Larry Peery

A lot of words have already been written about last year's WDC IV in Brum (that's Birmingham, England to you), mostly wrong ones. In spite of the falling value of the Ami dollar, here's my two cents worth.

There are many ways to describe last year's WDC IV in Birmingham, England (that's Brum to you). Alas, most of them thus far have been negative.

Hobby history has shown us that no matter how hard the GM or TD tried, or what scoring system they used, or who won, somebody will always complain. Believe me, I know. WDC IV was no different. Except it was. Most of the complaints about WDC IV were -- to be blunt -- exaggerated. Many were self-serving. Some were just plain sour grapes.

However, I come not to damn WDC, but to praise it in just three words. Here my words.

Great is a word much too often used, and often abused, in modern America. Still, WDC IV was a **great** Con, not only because of its size but because of the caliber of players it attracted.

The French and Swedish won because they brought their best players, played as a team, and wanted to win. Of such are **great** Dip Cons, even the world class ones, made. As for the criticisms of the French team's behavior, look back to the CAD's or Cooley's Gang. Were they any different? For that matter, look back at the behavior of the Brits at MidCon in 1989, when six of them ganged up on the only foreigner present (me) who happened to draw England in the top board of the final round. After eliminating him, they declared a six-way draw and headed for the pub.

Historic is another word we tend to use too often, but in an age when an antique is anything more than one hundred years ago, perhaps the use of the word **historic** to describe WDC IV can be excused, if not justified. Be that as it may, WDC IV will go down in history as the first WDC or major Con anywhere not dominated by the host community. It may not set well with the nosts, but it was a definite plus for the international hobby.

Finally, I choose the word **dynamic**. The WDC Charter meeting showed that democracy is alive and well in the international hobby, but reminded me that it is only a small step from democracy to anarchy. The WDC Charter meeting -- I cannot bring myself to yet refer to a WDC Society -- should have been no surprise to any student of history (see the War of the Austrian Succession) or current events (see the European Union). Britain's problem today in both the real world and Diplomacy world is the same: a lack

of leaders with vision, any vision.

A **great** con. A **historic** event. A **dynamic** encounter. These are words that histories yet to be written will use to describe The Summer of 1994 in Brum. Betcha.

There is a certain irony in the fact that it was at WDC IV in Brum that the WDC concept suffered its first major setback. I say this because Brum, long dismissed as England's Second City, is rapidly becoming England's first real modern international city. No wonder so many Brits hate it so. But if you have a chance to go for a ManorCon or a MidCon do. You'll enjoy the Cons and you'll find Brum is a delightful city with much of England's best, past and present, in and around it.

The bottom line: it was a world class event in a world class venue. It will be hard to top. So much for hindsight, what of the future?

In conclusion and in the aftermath of Brum 1994, this is my message to you. And take it just as personally as you can.

To the Nay Sayers, I say: "If you think you can do better, come to Paris, and show us your victories, or your bid." And we will salute you. **To the Yea Sayers**, I say: "Words are cheap, come to Paris and demonstrate your support." And we will entertain you. **To the Rest**, I say: "Come to Paris and see for yourself. And then judge for yourself." And we will convince you.

I come not to bury WDC, but to raise it to its rightful position --- that of the international hobby's premiere event. Some things are inevitable. And this is one of them. WDC has survived, and it will go on surviving as long as the international hobby supports it, because even when poorly executed, the basic concept is a good one.

Je me souviens Brum!

Larry Peery is a former publisher of Diplomacy World, and currently publishes World Diplomacy.



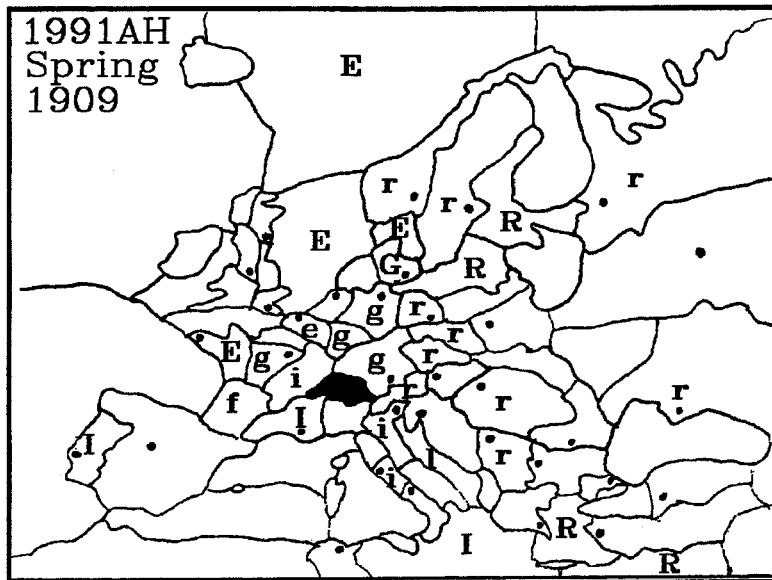
The Diplomacy World Demo Game

1991AH

The Players: England - Mike Ward
France - Mark Berch
Germany - Mike Gonsalves
Italy - Randolph Smyth
Russia - Kevin Kozlowski

The GM: David Hood **The Commentators:** Garret Schenck
Fred Townsend
Douglas Kent

Spring 1909 Results:



England: Build A Edi. F Nwg-Bar, F Nwy S German F Swe(OTM)(d.nwg.otb), F Ska S German F Swe(OTM), A Edi-Bel, F Nth C A Edi-Bel, F Bre H.

France: NRR, GM removes F Por..A Gas U.

Germany: A Par-Bur, A Sil-Mun, A Kie-Ruh, A Den-Kie, F Swe-Den.

Italy: Build A Ven, A Rom, F Nap..F Ion-Adr, F Nap-Ion, F Mid-Por, F Spa(sc)-Mar, A Ven-Tri, A Rom-Ven, A Bur S A Mun, A Mun S A Bur.

Russia: Retreat A Swe-Fin, A Nwy-OTB, Build A War..A Fin-Nwy, A StP S A Fin-Nwy, A Pru-Swe, F Bal C A Pru-Swe, F Bot S A Pru-Swe, A Ber S German A Den-Kie, A Boh S German A Sil-Mun, A War-Sil, A Tyl-Tri, A Rum-Bud, A Gre-Ser, F Con-Aeg, F Smy-Eme, A Arm-Sev.

Spring 1909 Commentary:

Douglas Kent - Before I begin my commentary, I thought I'd mention two things. First, I'm looking for players and commentators for the next Demo Game. If you'd be interested in participating, get in touch with me ASAP. Second, either there was no 1909 commentary submitted to David Hood (who GM'd this game), or he lost it. I didn't bother trying to get it from the commentators, as the 1909 game year took place almost two years ago! We'll all just have to make do with my bland play-by-play.

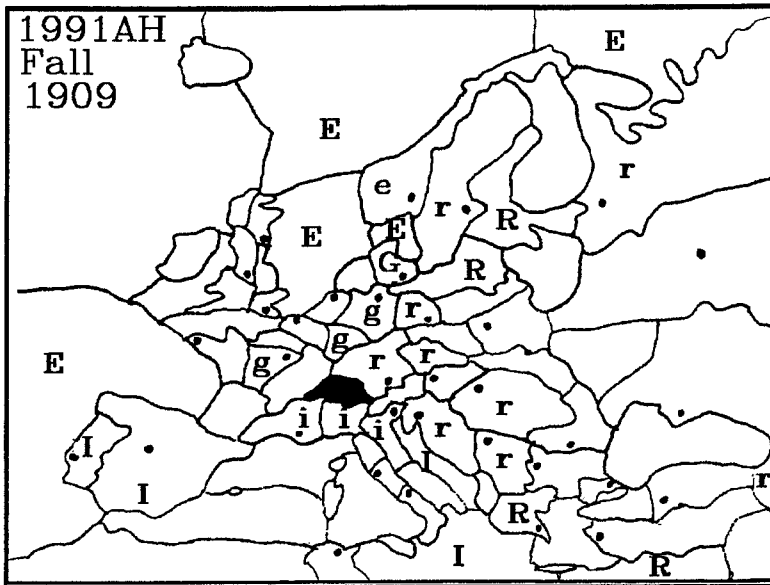
In the north, things go about as expected this season. As Garret correctly guessed last issue, England flanks St. Petersburg, moving F Nwg-Bar. This results in the loss of Norway, but only temporarily, as Mike can recover the dot in the Fall without any worries. In late-game play such as this, it is important for a successful player to think at least a move ahead, in as much detail as possible.

The German front reveals the true action this turn: the long-sought squabble between Russia and his Italian toady. With the Czar's help, Germany is able to retake Munich, and at the same time cover Kiel. The price he has to pay seems to be Sweden, but the Russian fleet power in the area made that a certainty anyway. This way at least Germany consolidates his units in a defensible position. The loss of the French player again is unfortunate - even with his meager forces, he might have made a difference in the battles around the F/G border. The real question is whether the G/R cooperation signals a switch in German allegiance. If so, the game may be for all intents and purposes over.

The Italian's attempted move to Trieste, and the shifting of his fleet power eastward, indicates that Randolph has finally seen the light. If he had continued on his puppetary path, a Russian win was unavoidable. Now, with proper coordination and the assistance of the Germans and English, perhaps a stalemate line can be reached. At the very least, this shift in alliances will make for an interesting end-game.

Russia will be able to take either Trieste or Munich in the Fall, whichever he chooses. Add to that the newly-annexed Swedish dot, and Russia will be at 16. Have the fortunes turned soon enough to stop the Russian Bear? Only time will tell.

Fall 1909 Results:



England: Retreat F Nwy-Nth..F Nth C A Bel-Nwy, A Bel-Nwy, F Nwg S A Bel-Nwy, F Bar S A Bel-Nwy, F Ska-Swe, F Bre-Mid.

France: A Gas-Spa.

Germany: A Par H, A Mun-Ber(d,bur,tyl,otb), A Ruh-
Mun, A Kie S A Mun-Ber, F Den-Bal.

Italy: F Por S F Mar-Spa(sc), A Bur-Mar, F Mar-Spa(sc),
F Adr S F Ion, F Ion H, A Ven-Pie, A Rom-Ven.

Russia: A StP S A Nwy, A Nwy H(d.fin.otb), A Swe S A
Nwy, F Bot S A Swe, F Bal-Kie, A Ber S F Bal-Kie, A
 Sil-Mun, A Boh S A Sil-Mun, A Tyl-Tri, A Bud S A
 Tyl-Tri, A Ser S A Tyl-Tri, F Aeg-Gre, F Eme-Ion, A
 Sev-Arm.

Supply Center Chart

England	Home,Bel,Bre,Nwy=6, Even
France	Por =0, OUT!
Germany	Den,Hol,Kie,Par, Swe =4, Even or Remove 1
Italy	Home,Mar, Mun ,Spa,Tri,Tun, Por =7, Even
Russia	Home,Ank,Ber,Bud,Bul,Con,Gre,Rum,Ser,Smy,Vie, Mun , Swe ,Tri=17, Build 3

Fall 1909 Commentary:

Douglas Kent - An interesting turn again, particularly the Italian moves! But we'll save those for later. In the north, England retakes Norway as expected, but does so by convoying from Belgium. I was surprised by this; I'd have thought that army would do better fighting in the lowlands. An army in Norway only offers two additional benefits over a fleet: movement directly into Finland, and the ability to swing southward through Russia into Moscow. I don't see either of those things happening anytime soon.

France returns at last, but it is far too little, and far too late. With only one army left, he is unable to even slow down the Italian forces, and the loss of Portugal seals his fate. It appears that his final move was made without input from the other players, which isn't surprising considering his lack of participation for the past two seasons.

Germany guesses wrong, and loses Munich as a result. Mike's moves seem to have been constructed with the understanding that both Munich and Berlin would be under attack, **and** that Russia would attempt to move A Swe-Den. If he had second-guessed Russia correctly, he could have saved both centers by ordering F Den S A Kie and A Ruh S A Mun. Instead, he plays it aggressively and it costs him. His play cannot really be faulted, however - it was just one of those decisions that has to be made one way or another.

The Italian moves suggest that we may at last be seeing E/G/I cooperation versus Russia. Russia's main problem will be his lack of fleets. With the addition of a single fleet in the Aegean, Kevin could pop into the Ionian in the Spring turn, and perhaps in the Fall threaten an Italian center. As things stand now, however, Italy can bottle up the Med with just his two eastern fleets as long as he moves his western fleets in to shore up the position later. It looks as if, barring any unforeseen NMR's or tactical blunders, Russian forces could be held in position with a stalemate line!

Remember - I am looking for players or commentators for the next Demo Game. Volunteers for players should be able to meet 5-week move deadlines, and commentators must commit to providing their views for the entire game, and be able to deliver those comments by the deadlines I set for them. If you are interested in participating, get in touch with me as soon as possible. Players who complete the game will receive two free issues added to their subscription, and commentators receive a free issue for each issue in which their commentary appears.

The Diplomacy World Commentary Column: Foolhardy #17

Foolhardy - The Concept:

(W. ANDREW YORK) Reference Mike Barno's comments, I agree that foreign and EMail hobby columns are interesting, valuable and appropriate for FOOLHARDY. Anything to help bridge the gap between the various facets of the hobby can only be positive. Yes, some folks are getting forty zines (I, for one, sub to almost that many - plus trades and such). By "biggest" issue, if he means size it is most likely COGNISCIENTI. By circulation, probably MANIAC'S PARADISE, RAMBLING WAY or PERELANDRA. THE ABYSINNIAN PRINCE if you include EMail readers probably is up there as well.

I do like Jef Bryant's suggestion to add EMail addresses. Heck, why not with the first time a person has a commentary printed in a particular issue, why not include their postal address as well.

(JOHN CARUSO) I disagree with Blarfo. Email info has no value to PBM Dippers. The only people that I would think might be interested in Email are those looking for info on how to get started on Email, or those looking for Email updates. Those looking for Email updates would presumably be Emailers. The best and quickest way for both of the aforementioned groups to get their info is from an Email bulletin board. I mean let's face it, you don't see Chess players looking for Diplomacy updates, unless they're interested in playing Diplomacy. The Email info necessary for the PBM Dippers can be listed in 1/4 of a page. Contacts, games available, costs, credits if you GM - everything else is irrelevant to PBMs.

DipCon:

(PAUL KENNY) Face to face cons are not for everyone. Sure, they are faster, but with all the different ways to play, if I'm going to play a game face to face I would rather play a good wargame or chess or Monopoly. I'd rather play Diplomacy by mail. I don't care much for the role playing games - which seem to be the main attraction at every Con. Actually, I've never been to a DipCon, so I don't know exactly what they do besides the Dip tourney. But, again, let me add that I am not saying that it is bad, but I would need more of a reason than a Dip game to go somewhere.

Orphan Service:

(PAUL KENNY) Well, I have decided that it's time to pass the torch on to someone else. I believe I did an OK job with it, and during my tenure things have been relatively quiet. But, for several reasons I think that after two years it would be good to move the job along to someone else. Perhaps a fresh face could bring on fresh ideas, although I'm not sure one really needs to encourage original thought for a

folded zine.

Some of the things I tried to do as Orphan Director was send orphans to zines that were hungry for games. Sometimes, though, I found myself stuck when a lot of games became available at once. Let me jump the tracks here with a little sidebar - when Fred Hyatt passed away, the Diplomacy hobby was great - I was hearing from many pubbers who had asked if they could take a game. I don't know if that's been said before, or if I've mentioned it, but you always read about negative stuff. Well, there are some positive things to say too. The Dipdom hobby was there to lend a hand. But back to the original thought. I have always tried to place orphan games without twisting too many arms.

Aside from Andy Marshall sending me a letter last December, I haven't heard one way or another if he has folded Aren't You the Guy Who Hit Me in the Eye. Has he put any out yet? Has he folded? If he has the latter, no one has complained to me. And that's another point. If the GM has gone away and the players really don't care to finish the game, then put the game to rest and either find a good vibrant game to get into, or go out and play paintball (or both).

I will continue to run the orphan post until a replacement is found. In my zine I did mention that it would be nice if the candidate had email, but that is just that, a nicety. I hope the readers don't think it is a big necessity. Also, although I have announced that I plan to step down and give it to someone else, I should add that I would like to be careful about its transition. So, I don't plan on doing so until April or May. I will, of course, send all of the support stuff I have accumulated. I hope it will help. And being a person in favor of term limits, I would hope that person would also pass the torch after they had the job two years.

Lastly, I would like to use some of Doug's space here and thank all those who took an orphan or had offered to take one. You people are great.

The Future:

(JOHN CARUSO) I experienced my 1st hard drive crash. Actually, the data is still on the drive - it's just not spinning up. There's a lesson to be learned from this. If you have non-backed up info on your HD, back it up. I have/had baseball files necessary to running my league, and they weren't backed up. It'll take 100-150 hours to re-enter all the data. Being lazy isn't worth it. Making backups only takes seconds. Boy have I learned my lesson.

{Almost everyone, myself included, learns that lesson the hard way.}

(DAVID HOOD) As a Convention host and participant for about 10 years now, I truly believe that one thing we need to do as PBM wanes is actively promote the few tournaments and conventions that are left. By this I mean, of course, the Diplomacy events. There is no reason why the PBEM crowd could not flood into the Dip tournament circuit - and this has already happened to some limited extent. I think once the FTF bug bites these folks, they'll keep coming. And personal contact between hobbyists is good for Diplomacy.

World DipCon Charter:

(JOHN CARUSO) My problem, Mr. Del Dumb, isn't with the old WDC (there was none), but with WDC trying to adapt the weaker points of the American DipCon Charter (ADC), and inserting bad British ideas and amendments to that (ADC) acceptable piece of work. The ADC is good for America. That does not mean that it is necessarily good for the world. Whole or in parts.

(DAVID HOOD) Hm, I guess Don Del Grande's ideas on this are pretty close to mine, although I fail to see the problem with the 4-year WDC rotation. Since two DipCon areas are eligible to host DipCon each year, it shouldn't be too much trouble under the current system to insure that the same two DipCon regions don't hold WDC each time. For example, just who is going to hold DipCon in 1996? The only Midwest tournaments, GenCon and MichiCon, are not hooked into our hobby. It will almost certainly have to go to the Northeast or to the West.

Standby Players:

(DAVID HOOD) Stven says a new player can upset the diplomatic appletart for games that have been going on for a while. But CD is just as bad. If I'd been propping up a country, or counting on them to coordinate against a larger danger, it completely screws my game for it to go into CD rather than have a replacement player. At least with a standby I have some chance of the units being moved the way I want. Thus, the issue is not whether CD or standbys alter the flow of the game - both do, for the same reasons. I simply prefer to have standbys in all positions because it is more fun to negotiate in Diplomacy than just to blindly order units. And playing against a non-existent player is like not playing at all.

Box Flyer:

(PAUL KENNY) I would think 1 requesta month for PBM Diplomacy pretty good for such an introverted hobby.

Runestone Poll:

(PAUL KENNY) For all that I have said about the poll, I still plan to support it.

Archives:

(JOHN CARUSO) Hey Mike, if you're not living in a house, where are you living pray tell? In a tent? In a trailer? In a cave?

Should Foolhardy Merge?:

(JOHN CARUSO) By printing Email and Foreign columns, you've already merged some of DW's former thunder into Foolhardy. So why the pretense of a "feeler" sampling? If you don't want to combine them, then don't. Take over DW and do it, and either do Foolhardy separately or fold it. If you want to merge and form a multi-faceted, multi-media conglomerate, go for it.

Hobby News Updates:

(JOHN CARUSO) Keep up the good work Email reporters! You filled up 3+ pages. Ditto the International reporters! I mean, I couldn't have slept without knowing what's going on in Britain and over the connecting lines. In fact, reading those 6 pages helped put me to sleep.

Diplomacy World:

(W. ANDREW YORK) Yes, it does serve a purpose in the hobby. However, it needs a dedicated editor and writers. The same question could be asked about the ZINE REGISTER, BNC/MNC or other "hobby office" given a like situation. Just because of a bad run doesn't mean the concept is poor. I wish an active editor could be found to put the publication back on its feet.

(FRED C. DAVIS, JR.) I am very disappointed with the status of Diplomacy World. David Hood at least produced interesting issues from #60 to #71, including three issues in 1993. Even issue #72 wasn't too bad, as most of that material had been accumulated by David before he stepped down.

What has happened since then has been a disgrace. There was a seven month delay before the appearance of issue #73 in September 1994, and nothing more has been heard since then. I found #73 to be the worst issue I'd read in over 15 years. There wasn't a single really good article in the whole issue. I also felt there was too much of Jack McHugh's unique personality in that issue.

I've been told that Jack has been unable to obtain many contributions for DW from the hobbyists. One of the main jobs of a DW editor was always to hound and harass diplomats to get them to contribute articles. Any of the former editors will tell you that they didn't just sit back and wait for contributions. It would appear that McHugh was a poor choice for the editorship. However, I understand that nobody else wanted to hold the post.

Under the circumstances, I believe that DW should fold, at least until the time when someone else might wish to run it in a proper fashion. Perhaps, with the existence of other large zines like Foolhardy, Maniac's Paradise,

Perelandra, and Zine Register, we no longer need a flagship zine like DW. I, for one, no longer consider DW to be the flagship zine of our hobby.

{One clarification for the sake of accuracy - there was not a seven month delay between issue 72 and 73; there were seven months between issues, meaning a four month delay. Issue 74 was originally scheduled to be released around December 1.}

(JOHN CARUSO) I'd volunteer to take DW, but I do not have the time or desire to do the job. Given my burnout status, I wouldn't be a good choice at the present. How about lighting a fire under Jack McHugh?

Foolhardy should look for someone to replace Jack McHugh if he can't or won't do the job of pubbling DW.

(DAVID HOOD) Hm, an interesting question. With all due respect to Jack, I was **never** as slow with DW as he has been. I personally would like to see a flagship in the Diplomacy hobby - I think it's neat to have a zine devoted to the game and hobby, with history stuff and S&T stuff and all that. However, the evidence is that most longtime hobbyists **don't subscribe or contribute**. As such, it is hard to get motivated to produce such a thing. That said, I believe a slimmer version of DW is a viable thing, if combined with Foolhardy or something like it to generate interest among old-timers. Novices need a place to read about the game, learn hobby history, etc. I was the one who suggested to Doug that he take it over, slim it down, and combine it with Foolhardy. I stand by that recommendation. Doug would need to give up some things like PDORA, Census, and maybe some of the games he's running in MP, though.

It would be a shame to let DW go the way of the dinosaurs. It has been such an important part of the hobby for so long. Clearly, something has to be done.

Colonial Diplomacy:

(W. ANDREW YORK) It obviously shouldn't be given a Boardman Number as it is not a 'regular' Diplomacy game. As for the Miller Number or a separate numbering system, Lee Kendter Jr has given it a Miller Number assignment and will be issuing them. Thomas Pasko, who is avidly interested in the game, is working at being the "Colonial Diplomacy Guru" collecting articles, statistics and other information about the game. I'm assuming he'll work with Lee to pass information back and forth about game starts and ends.

(FRED C. DAVIS, JR.) Colonial Diplomacy is definitely a variant of the original Diplomacy game. Therefore, it certainly should **not** receive a Boardman Number, as that category is reserved for strictly Regular or Standard Postal games.

The North American Variant Bank has already issues a Catalog No. for this game, although I do not have this at my fingertips. This follows the patters used for

Machiavelli, another commercial game, which was designated as "pw02". I believe separate Machiavelli Nos. are still being issued for postal games, but the important thing is that our hobby records have taken note of its existence. Similarly, I understand that Thomas Pasko has now been established as the keeper of records of Colonial Dip games within North America, but it is listed in the NAVB Catalog.

It appears that except for Gunboat games, more variant games of Machiavelli and Colonial Dip have been or will be played than for any other variants, so it behooves some players to want to keep separate records of these games. For a while in the UK, a party was keeping track of the results in "Fleet Rome" variants, although that has now ended.

I find myself slightly disappointed with Colonial Dip. There was no need to "reinvent the wheel" in writing the rules. Most of the Regular Diplomacy rules could have been used as such. I also dislike it when three of the Great Powers have their real Home SC's "off the board." If Avalon Hill had wanted to sell a game using Asia on the board, they could have used some version of Youngstown or Asian Dip II, to mention two examples. At least they used wooden blocks!

(JOHN CARUSO) No BN's. As for MN's or Colonial Numbers (or call them Hyatt Numbers - HN. After all, he invented Colonial), I don't care.

{Uh, John, Colonial Dip is of no relation to Colonia, which is the variant Fred Hyatt created.}

Computer Diplomacy:

(W. ANDREW YORK) I have no opinion on the new version. I don't expect to purchase it; nor, do I expect to play it in the near future.

Editor's Note - Beginning with the next issue of Diplomacy World, I will start including the Hobby Update Reports that used to appear in Foolhardy. These reports, submitted by readers, contain highlights and news from individual email or national hobbies. The few I had on hand for inclusion in this issue were out of date anyway, so rather than hold up this already tremendously late issue another few weeks, I decided to bag that section altogether and make a fresh start in issue #75.

Remember that the letter column will be divided into two sections: feedback on Dip World, and the rest of the Foolhardy letters.

Next Deadline for Diplomacy World
and Foolhardy submissions:

August 1, 1995

Hobby Services:

International Subscription Exchange(ISE): The ISE coordinator acts in concert with ISE's of other nations to allow easier exchange of foreign currency between hobby members. This allows Dip players in one country to subscribe to a zine from another country without the hassles of currency exchange. Ideally there should be one ISE coordinator in each country with a postal hobby: In the US and Canada (although he prefers US dollars if it can be done) the ISE is Jim-Bob Burgess at 664 Smith St., Providence, RI 02908-4327 or via Internet at burgess@world.std.com. In the UK it is Iain Bowen at 5 Wiggen Terrace, York, YO3 7JD, UK.. In Australia it is John Cain at P.O. Box 4317, Melbourne University 3052, Australia.

Boardman Number Custodian(BNC): This person records Diplomacy gamestarts and finishes, and assigns Boardman Numbers to each game. In the US the current BNC is W. Andrew York at PO Box 2307, Universal City, TX 78148-1307.

Miller Number Custodian(MNC): Records variant gamestarts and finishes (a BNC for Diplomacy variants): Lee Kendter, Jr., 1503 Pilgrim Lane, Quakertown, PA 18951.

Zine Register & Zine Bank: Zine Register is a detailed guide to all known Diplomacy zines in the North American hobby. The Zine Bank sends samples of zines to hobby members for the cost of postage. Both are currently handled by Pete Gaughan, 1236 Detroit Ave., #7, Concord, CA 94520-3651.

Novice Packets: Tom Mainardi, 45 Zummo Way, Norristown, PA 19401 offers Master of Deceit. Fred C. Davis of 3210K Wheaton Way, Ellicott City, MD 21043 offers Supernova. I believe Fred is asking a \$1.00 for Supernova, and Master of Deceit is available for free upon request. Bruce Linsey of 170 Forts Ferry Road, Latham, NY 12110 offers Once Upon a Deadline (a novice packet for publishers) for \$5.00.

North American Variant Bank(NAVB): NAVB is a catalogue of variants and all are for sale from the NAVB Custodian. The current NAVB Custodian is Lee Kendter Jr., 1503 Pilgrim Lane, Quakertown, PA 18951.

Pontevedria: A list of known game openings in Dip zines in North America. **A must for all people actively looking for Diplomacy and Dip vatiant game openings!** Available for \$0.50 from W. Andrew York, P.O. Box 2307, Universal City, TX 78148-1307.

Diplomacy World Anthologies: Larry Peery offers anthologies of Diplomacy World issues. There are currently 7 volumes available, plus two more due for publication in the Fall of 1995. Larry also has a stock of back issues of DW on hand. You can contact Larry at 6103 Malcolm Drive, San Diego, CA 92115. His Email address is Peeriblah@aol.com.

Game Openings

The following are some zines that currently list game openings available. It is suggested that you request a sample of any zine before you decide to play there. Samples are often free, but a courtesy payment of \$1 or a few unused stamps is recommended. For a more complete and detailed list of current game openings, order a copy of Pontevedria (information in the column to the left).

The Canadian Diplomat - Bob Acheson, 15715-92nd Ave, Edmonton, Alberta T5R 5C5 CANADA. Openings include Diplomacy, Gunboat, Anarchy, and Stonehenge.

Carolina Command & Commentary - Michael Lowrey, 6503-D Fourwind, Charlotte, NC 28212. Openings include Diplomacy and Destroyer Captain.

CDD Medical Journal - Thomas Pasko, 73 Washington, Bristol CT 06010. Openings include Diplomacy, Gunboat, Colonial Diplomacy, Gunboat Colonial Diplomacy.

Diplodocus - Stephen Koehler, 2906 Saintfield, Charlotte, NC 28270. Openings include Diplomacy, Gunboat, Colonial Diplomacy, Gunboat ColDiplomacy.

Dippy - Jim Benes, 417 S Stough, Hindale, IL 60521. Openings include Diplomacy.

Graustark - John Boardman, 234 East 19th, Brooklyn NY 11226. Openings include Diplomacy.

Lemon Curry - Don Del Grande, 142 Eliseo, Greenbrae CA 94904. Openings include Diplomacy and Kremlin.

Making Love in a Canoe - Brent McKee, 901 Ave T N, Saskatoon, Saskatchewan S7L 3B9 CANADA. Openings include Diplomacy.

Maniac's Paradise - Doug Kent, 6151 Royalton, Dallas TX 75230. Openings include Diplomacy, Colonial Diplomacy, Balkan Wars.

Metamorphosis - David Wang, POB 1564, Piscataway NJ 08854. Openings include Diplomacy, Gunboat, Colonia VII.

Perelandra - Pete Gaughan, 1236 Detroit #7, Concord CA 94520. Openings include Diplomacy, Blind Diplomacy.

Rambling WAY - W. Andrew York, POB 2307, Universal City TX 78148. Openings include Diplomacy, Gunboat, Fog of War, Colonia VII.

Ramblings by Moonlight - Eric Ozog, POB 1138, Granite Falls WA 98282. Openings include Diplomacy, Colonial Diplomacy.