

DIPLMACY WORLD

ISSUE 79



War in Bosnia
A New Variant by Stephen Agar

Notes From the Editor and Hobby News

Surprise, surprise, here I am with the latest issue of Diplomacy World, on time as usual. It hasn't been smooth sailing the whole way, but this is the 6th issue of DW I've got under my belt as editor. As I often remind you, I couldn't have done it without the support of the readers and contributors that have shone out like shafts of light when all around was dark. Blech, was that poetically disgusting or what?

If it's hobby news you're looking for, I'm happy to oblige. As usual, though, it isn't all good news. On the zine front, I'm sorry to announce that Mike Gonsalves announced he is running Crimson Sky down to a fold. While never a model of fancy graphics, Crimson Sky had earned a well-deserved reputation as a great playing zine. An example of the high regard the zine was held in can be measured by the fact that when my brother was looking for a place to play a few years back, Crimson Sky was one of two zines I sent him to. I wish Mike the best of luck in his future endeavors, and I hope he'll remain a frequent name within the Dip community in years to come.

Fortunately, there is a new zine to report on as well this issue. Richard Goranson recently released the first issue of his new zine entitled Forlorn Hope. The zine's main focus is Empires in Arms. It also runs Empires of the Middle Ages, Diplomacy, and Modern Diplomacy. For a sample copy write to Richard at 10 Hertel Avenue, #208, Buffalo, NY 14207-2532. You can also email him at calvert@prodigy.com. Help support this new publishing adventure and keep the PBM Dip hobby from shrinking!

In other hobby news, elsewhere in this issue you'll find a partial listing of the Runestone Poll results. I'm especially heartened

by the strong showing Diplomacy World gave in the voting. I had hoped it would breach the top 10, but never expected to see it in the top 5! I hope that I can continue to fulfill your (and my) high expectations for this "flagship" publication.

You'll also find the ballot for voting in the Diplomacy Hobby Awards. Pay close attention to the nominees for literary excellence (the Rod Walker Award). Notice anything similar? That's right - all five final nominees were articles that originally appeared within the pages of Diplomacy World! That's really a tribute to the contributors, not to me, but just the same I found those results truly uplifting. Anyway, please take the time to vote in each category by sending in the ballot according to the instructions.

The current DW Demo Game is moving right along, with 1905 completed (although we're only up to 1904 here in DW). I'd like to start signing players and commentators up for the next game as soon as possible. If you're interested, contact me. Here's your chance to join the ranks of hobby bigwigs, and prove to the hobby at large what a terrific Dip player you are!

Before I close, let me remind you all that I am always looking for article submissions. Each issue as the deadline approaches I look at what I've received and wonder what I'm going to fill the rest of the pages with. I'd especially like to find an Interview Editor and a Strategy & Tactics editor who both agree to submit material on a regular basis. Like I'm always saying, this zine is only as good as the material you readers submit!

The deadline for submissions for Diplomacy World #80 will be **November 15, 1996**. Don't wait until the last minute, though - the sooner material arrives the better! See you in three months!

New Blood

The following individuals have expressed an interest in seeing samples of postal Diplomacy zines:

George Burnhem
Michael Johnson
Rick Lanser

3 Berkley Rd., Chapel Hill, NC 27514
1027 Fargo Blvd. 2E, Geneva, IL 60134
PO Box 1244, Lisle, IL 60532

Upcoming Conventions

Some of these conventions may not offer Diplomacy or Colonial Diplomacy tournaments - you should contact the organizers for complete information before making any final travel plans.

Sep 14-15	Valleycon; Middletown, VA. Info: POB 1448, Winchester, VA 22604; svgg@aol.com
Sep 27-29	Grand Game Con; Grand Rapids, MI. Info: 13910 Olin Lakes, Sparta, MI 49345; blkmagi@aol.com
Oct 11-13	NovaCon; College Station, TX. Info: Box J-1, College Station, TX 77844; mscnova@tamu.edu

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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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Let's Get Personal!

by Pat Conlon

Opening strategy articles must make fine reading for novices (I wouldn't know, having had my baptism in Voice of Doom). But I sometimes wonder if there are other players out there, experienced or not, who find most such writings a restatement of the obvious. There is the occasional exception. Dick Fischbach's advice to would-be sultans reads like an Islamic Machiavelli. There may be little new here aside from his emphasis on long range planning over short term gains. Kirk has given it enough color to make it a delight to read. But are there all that many players out there who still need to be told that if you have the English position, it is imperative that you not allow F/G to ally?

<duhhh. .helloo-oo...regular...or decaf...helloo-oo...>

Having read through the seven articles in the latest DipWorld, I now feel a strange compulsion to submit my own two cents' worth. My subscription is up and my checkbook is low, which is a more believable *raison d'être* for this article to many of you. Cynics! So I asked myself: what would be more useful to novice or pro than a rehashing of the Lepanto? What advice seems needed most to all our diplomats, based on my recent games? So I made a list, and gave it a catchy name: The Seven Deadly Sins of Diplomacy. If you practice the Seven Deadly Sins, your opponents will die. Well, anyway, it's still a better name than the seven principles for effective diplomacy. And here they are:

1. Write everyone.
2. Evaluate your six opponents.
3. Choose a strategy based on that evaluation.
4. Map out your 18 center win.
5. Keep writing nearly everyone.
6. Look for Murphy.
7. Trenches and horizons.

WRITE EVERYONE. This is simple; it's basic; it should be old news to everyone. But it isn't. Or at least, a great many of you aren't doing it. I suppose the world would be a much better place if so many of you weren't "doing it", less taxing on the environment and all that. But in Diplomacy, if you aren't "doing it", you will be left out in the cold. So write everyone. You have important goals you need to accomplish with each and every letter. For the remainder of this article, assume that you have drawn England. It should be obvious to you why it's important to write to France and Germany. But just in case you run into one of those screwy Germans who doesn't see the need to write to England (and yes, Virginia, they are out there), attack him. But why should you have to write Austria? Chances are he'll be gone by W'02 and you want to finish writing letters so you can play Doom. Answer: You want to establish rapport with the Austrian. Make him your

friend. Swap stories about your dog and his broken foot. If he gets past 1902, a friend is much easier to negotiate with. A friend is more likely to believe any lie you might have to tell him. A friend is more willing to help you deceive another player. But if you write him off in S'01 and he survives, he will take a very callused view of your wants and desires when you finally admit that you need his help. There are many more reasons to write everyone, as you shall soon see.

EVALUATE YOUR SIX OPPONENTS. Can't do this unless you have written all of them and have gotten one or two letters from each in return. Who likes your ideas? Who doesn't? Who sounds like a moron? an obstinate pig? fresh meat? The country you draw does not determine the most successful strategy you should play. Who's playing each of the other six positions determines the path to success. You need an ally whom you can trust to write regularly in order to coordinate moves, someone who won't mis-order or nmr, someone you think you can trust, to get you out of the starting gate and into someone else's supply centers. You need to begin cultivating an alternative or secondary ally, someone who can help once you have eliminated your first target or in the event you are stabbed. You need to know what's happening on the other side of the board; what trends will help you and which ones will haunt you. You need to know who has the ability to rally the beleaguered troops and keep you out of your 18th s/c. Once you have made same judgments about your six opponents, then it is time to...

CHOOSE A STRATEGY BASED ON THAT EVALUATION. There's plenty of them out there, in zines such as Dip World, the several Novice packets, Peery's Dip World anthologies, and the letters you have received from your opponents. Now, you say that the German is being very obstinate about Belgium and that the Frenchman sent you really nice pictures of his trip to Africa. So let's pick an anti-German opening. It's personal, get it? They are not computers computing the optimum set of moves. They may not even be very smart. They may haunt you from their grave (with a \$20 bribe to one of your remaining opponents) or they may fold their tents so fast you won't have enough home s/c's for all your new builds. It's important to always remember and never forget, your six opponents are people, not countries. But before you begin to believe your own press clippings about world domination...

MAP OUT YOUR 18 CENTER WIN. Okay, Mr. Queen of England, school's in session. Sit down there at that desk. Here's a blank map. Grab a royal blue pencil. Yes, the one that is the same color as the uniforms worn by your soldiers. We need to find 18 centers. Start by coloring your own three s/c's. Color in NWY and BEL next. France will

consider supporting your army into BEL as part of an EF alliance and attack against Germany. Next, color in DEN, HOL, KIE, and BER. You are planning to attack Germany first, right? Next, color in SWE and STP. If you can get these, you can secure your northern flank and never again have to worry about an attack from that part of the board. How many s/c's do you have colored in blue so far? That's right, eleven. Kinda looks like we might have to consider attacking France at some point, if you want to rule the world. Ease your conscience with this thought. When you are guiding the destiny of so many millions of people, you have to make some tough decisions. So let's color in PAR, BRE, MAR, SPA, POR, and MUN. Count up all those blue s/c's now: 17. Where can you pick up an 18th center? This world domination thing is tougher than you thought, isn't it? Let's say you catch a break along the way and pick up TUN. Go ahead, color it in. Now you have 18 s/c's, but only in your dreams. Keep this map in the front of your file for this game. Use another blank map to show the results of each season's moves. Put both maps side by side as you make and adjust your plans, and as you...

KEEP WRITING NEARLY EVERYONE. Those 18 blue-colored s/c's are going to be hard to achieve. Russia isn't likely to hand you STP just because you sent him pictures of your kid sister in the shower. But the Russian armies might all march south if you can convince the Austrian and the Turks to attack SEV. Those French s/c's are even harder to reach. But if you tip the Italians about the upcoming French move into the Med (I don't know if it's true, make it up, the end result may be the same), the Italians just might send their fleets west. Of course then the French may have to send their fleets east. Before you know it, you could be popping Champagne corks in Brest. "But Master, why did you say to keep writing nearly everyone?" Come closer. I don't want to say this too loudly. See, some people will crucify you for saying the truth, even a truth they believe in, if that truth is not politically correct. If the German has never responded to any of your letters and you are midway through your campaign to eliminate him, it may not hurt your chances if you choose not to write him. If the Austrian is down to two units and they both appear to be in imminent danger, the most you need to do is send him a sympathy card with wishes to meet again under more favorable circumstances. Yes, sometimes it's okay not to "do it". And in time, when you and your royal consort have been together for many years, you will come to understand that even two people who are in bed together don't always "do it" every night of the week, and yet they manage to survive and grow together. But whether you "do it" or not, and especially if you don't, always...

LOOK FOR MURPHY. He is an evil warlock constantly on the lookout for a means to thwart your ambitions. He has a million disguises and supernatural powers. He can turn your RegDip game into a Blackhole variant, or a gunboat game, without anyone's consent. He can twist the words of your own letters to insult your allies and reveal your true plans to

your enemies. He is the Begetter of nmr's, postal snafus, and mis-orders. He is the older brother of Satan, and inexplicable. But there are three rules whereby you might know of him. He tends to appear wherever you are least vigilant. This is his most uncanny and baffling trait. He tends to appear wherever there is an absence of written communication. If the Germans don't write you in S'01, attack. And he tends to appear whenever you think you have the same won, whispering unimaginable lies into the ears of your opponents, making concert where stood centuries of Slavic discord. To account for Murphy, you must be flexible. If the Italians move the Sistine Chapel to Tunis and vow never to surrender, you may need to alter your pretty little map with the 18 royal blue s/c's, with the captions and arrows and a paragraph on the back describing each one...oh, excuse me.

Finally, when you are in the trenches, never forget to look up at the horizon. Remember, you are Queen of England, not Captain of Infantry. Keep these Seven Deadly Sins before your eyes. Ponder on each of them before you open the diplomatic pouches or make responses. Study your map with the 18 royal blue supply centers. Consider how each move (yes! of all 34 armies and fleets on the board) helps or hinders your plan. Never neglect the Austrian just because you are stuck in Flanders and know that he will not help you cross the Rhine.

If you follow the Seven Deadly Sins, you will rule the world. True, if the other six opponents followed the Sins as well, you will be thwarted. But take heart, experience has shown that far fewer than one in seven randomly chosen diplomats practices all seven Sins faithfully. I myself have rarely been entirely faithful to all seven Sins. But then I am not born to rule as are you. If you are not "doing it", then you will be left out in the cold. If you are not vigilant, Murphy will be "doing it" with your consort. And if the planets align and conspire to derail your ambitions despite a faithful observance of the Seven Deadly Sins, sit back, relax, thank the stars that it is just a game, and indulge in the Eighth Deadly sin: Pizza!

{Pat Conlon is this guy, see...and he plays this game called Diplomacy, see....and I'm sure he does some other stuff too once in a while, but I don't know what.}



In Search of the Cult of Personality

Part 5 -- Play-by-Mail Diplomacy vs. Play-by-Electronic-Mail Diplomacy: Some Differences in Style and Feel

by Jim Burgess

This must be represented as a personal view of some of the differences between the world of Postal Diplomacy and the world of E-Mail Diplomacy. In particular, on the E-Mail side I have been involved with the Internet based hobby for nearly ten years and the postal for about twenty. Others may have had different experiences or different conclusions from those experiences. What I hope it will do is to give both audiences an idea of what factors might lead them to want to try the other medium. I also apologize up front for the gap in the columns since I do intend them to be read as a balanced sequence. An earlier version of this particular column in the sequence has been available on the Internet through the Canadian Diplomacy Organization home page and *The Diplomatic Pouch*. This version should be considered the final one.

Playing Diplomacy by mail now has a history lasting more than three decades but some have said that its days are numbered. The perceived threat usually has been seen as coming from the interconnectedness achieved by Electronic Mail and the perceived superiority of that medium. My argument, focusing on the differences in personality between these two media, is that both are viable and both are likely to thrive into the next century. Nevertheless, the equilibrium sizes of the two different, but related, hobbies still has a bit of movement toward the electronic medium to go before it is done, I think. Therefore, I will focus on those differences that exist and how they interact with our personalities as players to determine what medium or mediums we will choose to get our Dip fix.

The differences between the mediums fall into a number of categories. Some differences are inherent in the media themselves. These differences have been much discussed in the popular press since they are general and not confined to the game of Diplomacy. Postal players and E-Mail players also sometimes use different definitions for similar terms and have playing preferences that are driven by the technical capabilities of E-Mail as opposed to the post. These differences can be subtle, but extremely important as they play out in playing styles in the exercise of the personality through the game. In addition, how can any discussion of personality in the game be complete without addressing the psychological factors that differ? As I study this one more and more, I am fascinated by the explosion of issues in this category -- still not completely addressed in this article -- that perhaps might be revisited in a future article in this series. Lastly, there are some other subtle details, including the role of press, that characterize differences today; however, many of these may lessen over time as ways are

found to minimize these differences.

Differences that are General and not Confined to Diplomacy

Postal play is more touchy feely. There is an aesthetic value to touching a letter or a szine that is missing on E-Mail. This is generally accepted by people when they use E-Mail and has been widely discussed on the Net for years. In particular, the impersonal nature of E-Mail allows people to "create" a new personality or approach interactions with other people in an impersonal way. These characteristics carry over to the play of Diplomacy as well and brings out a general pervasive factor that affects how games are played. People flesh themselves out into real people as they interact with their opponents far more often in the postal world than they do in the E-Mail world. Postal people also are much more likely to organize and go to Diplomacy Conventions. Efforts by E-Mailers to organize simple face-to-face get togethers, let alone conventions, usually fare very poorly. For example, for the 1995 North American DipCon (the one in the Bay Area), I and other people intensively pushed all of the Convention details on the net. There are LOTS of E-Mail players in the Bay Area (perhaps more concentrated than in any other area). I didn't go, but all available evidence suggests that this effort resulted in NO additional participants. Pete Gaughan was part of this effort and discussion on the Internet and he did go; however, his primary background is as a postal player and publisher. This summer's World Dip Con/North American DipCon in Columbus was a pleasant surprise that might change this direction as a number of prominent E-Mail players showed up and one (Pitt Crandlemire) actually won the World Dip Con title. Of course, I shouldn't say "actually" like it was a big surprise. The best E-Mail players are as good as the best Postal players. I'll address that more below; however, more E-Mail presence at conventions is a very good thing. Now perhaps convention attendees will be able to evaluate both Postal and E-Mail play as a place to play Diplomacy in between tournaments and get-togethers.

Differences in Definitions or Technical Capabilities

On the Internet, Anonymous games are extremely popular! This is where your identity (both E-Mail address and name) are concealed from the other players. All negotiation occurs through the Judge (the UNIX based programs that adjudicate games on the Internet). Paul Rauterberg once tried such a game postally (I played in it), but it was very difficult and time consuming for him to do the activities that the Judge handles so effortlessly (taking in mail, stripping the identifier, and re-mailing it). E-Mail players seem to like Anonymous games for two reasons. First, since they are anonymous, no

one has any excuse for trying to inject any personality into the game (in fact, it is severely frowned upon because you might be doing it in order to let your real identity slip). This style of play is good for people who like to play in lots of games at once and do all of their negotiations in quick one liners that are devoid of personality. Second, there is no reputation factor. Good players with lots of experience on the Internet say they like this since other less experienced players can't gang up on them out of fear that they will sweep the board with their skill. These good players (and they are as good as any players I have seen anywhere in the world) think that gives them a better chance of doing just that. Poor players or novices believe that it gives them more time to develop some skills or some luck while other players won't quickly gang up on them as easy pickings. I don't have any complete statistics on this, but roughly speaking about half of all games played on the Judges are Anonymous. What postal players call "Gunboat" games (anonymous games that do not allow "partial press" or private press between players) are also popular on the Judges for the same reasons... they play out quickly without requiring the injection of personality, but they also don't require negotiation at all (except in public press, where that is allowed, or in hints delivered through impossible orders like A Spa-Lon in "No Press" games). In fact, some interesting debates occur about these "hints" since the Judge will accept certain types of impossible orders, but not illegal ones. A Spa-Lon is possible with a convoy, while A Bur-Lon (e.g.) is not. This adds a bit of unreal surreality to No Press games on the Internet Judges. Some of these definitions end up being confusing without really qualifying as differences between the two hobbies. E-Mail players have a tendency to call all of these games I am describing as Gunboat games, while I have carefully distinguished between No Press, Gunboat and Anonymous games.

Psychological Factors

In concert with the age of the hobbies, the E-Mail crowd tends to be younger than the postal crowd. The E-Mailers dominate in the large pool of high school to mid-twenties aged players that always used to be hanging around the postal hobby. I now find very few postal players that are not out into the work and family worlds and almost no college students. Moreover, most of those exceptions are old-timers who just haven't settled into families yet (such as the Ellis brothers or Mike Barno). While this is most true of the US, it also seems to be true in large part in other countries like Britain as well. Unlike in the US though, where every college student pretty much has an Internet account these days, the British E-Mail crowd appears to be more diverse. There is a high concentration of older students pursuing advanced degrees mixed with professionals who have a high degree of Internet access in their jobs and fewer younger college students. In a parallel fashion, more US Diplomacy players as a percentage appear to have some access to E-Mail than their British counterparts, so some of these differences may fade over time with further market penetration of E-Mail into the British market. These issues

create a difference in the psychology of the way games play out. Since most postal players are older, the seriousness and general level of play has been rising. People also have to pay real money for sub and game fees while Internet games are free. There is a huge degree of turnover in the younger E-Mail based players. It appears to me that people sign up sometimes without even knowing the rules or owning a game. This very seldom happens with postal players. Nevertheless, as I suggested above, the very best players in each medium are comparable in ability, just not in style. These issues also possess feedback loops through other parts of the discussion above. In a related way, computers and E-Mail themselves tend to generate a more mechanistic style of play on the Internet. Many more people are fascinated by finding and knowing stalemate lines of all types, even stalemate lines holding fewer than 17 centers. The analogy may not be apt, but many E-Mailers sit in front of their computer screen in the same way as they sit in behind their stalemate lines.... silently and with no intention of breaking through or moving forward. There are a lot of wins in the E-Mail world, but I would assert that they are due to the high novice factor. When most E-Mailers run up against serious resistance, they look to lock things up. Generalizing a bit more than necessary to make the point, postal players will probe for calculated risks to turn the advantage, frequently with a great deal of patience for long games. In games between experienced E-Mail players, on the other hand, they nearly always quickly move to the stalemate lines and lock into large draws. The free-wheeling aggressive postal players are almost nowhere to be found. I have found this myself in the E-Mail games which I have played. My aggressive postal bred style has found few converts.

Press and Other Subtle Details

Postal Diplomacy games (good ones especially) are well known for their "press". This press appears in publication with the game results and can be funny, sarcastic, or witty. Good GM's collect and order this press for maximum reader impact. Many E-Mail players cannot see any reason whatsoever for writing this kind of press (dubbed "broadcast" press by the Judge). Thus, it tends to be pretty sparse and highly oriented toward the one liner. One of the reasons for this is the technical one that the Judge does not save up such press and print it all at once with the results. Moreover, even if it did, the ordering and placement of press is crucial in the postal szine to maximize its growth and impact. The computer Judge expert system to do this likely never will be designed. Instead each broadcast item goes out by itself as the equivalent of one hand clapping. Nevertheless, the intricate detailed stories that many postal people write as press with their games, or filks and poetry based off of popular songs or other inspirations, still would seem to be possible and desirable. Nonetheless, they are nearly unheard of in Judge games. These are speculations, but I would assert that the speed of E-Mail games is a factor here. Most games schedule moves once a week, or even

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Classic PBEM Diplomacy - Community Backstabbing

by "Faust"

Diplomacy is by all measures a brutal game, where attacks are often taken personally (because they may very well be personal) and revenge is only available to the skilled. Persuading to deceive while guarding against the same requires control and perceptiveness. Opponents must be quickly evaluated and manipulated using subtle tools of psychology, combined with strategic and tactical ability. Mistakes are often fatal, and grossly humiliating.

But diplomacy where opponents never return for a re-match introduces a final period problem which distorts the control required of a practical diplomat. Anyone who has ever made one know that enemies don't simply go away; worse yet, they take pleasure in harassment and spoiling. A serious diplomat knows that the best way to deal with an enemy is to never make one. But alas, there is no greater challenge than placating a Diplomacy player who has unexpectedly surrendered four centers to your greedy hordes.

I have played Diplomacy for five years now with the community of Cat23. Human GMs, weekly turns and a fairly steady membership of about thirty active players provide an environment which many believe, without exception, is the best forum for this level of diplomatic intrigue.

When most people speak of Play-by-Electronic-Mail (PBEM) Diplomacy, they are referring to playing on one of the many internet judges. Aside from the use of e-mail to communicate with the other players, our style of play has little in common with judge PBEM. Classic PBEM is really more akin to PBM Diplomacy, but at a faster pace.

As a dynamic group of players and volunteer GMs, a community provides long-term diplomatic relations which creates a heightened sense of accountability both in and out of games. We play against each other and GM for each other with a regularity that forces consideration of our fragile reputations when making any move. As such, NMRs are infrequent, as are dropouts, and substitute players are not only easily found; players actually compete for the chance to be a replacement. (After all, there are few easier ways to accumulate political capital than stepping into a dying spot) A game rarely stalls for more than six hours - no time at all in the week-turn time frame.

Playing against some of the same players frequently - mixed in with a new players at the same time - takes the diplomacy conducted to a higher level, as the styles and quirks of opponents are taken into account when framing correspondence and making plans. We know something about our opponents, and use what we know against them, revealing ourselves in the process.

We also pay close attention to what goes on in the other games that are being played simultaneously in the community - watching players who may someday be our opponents, cheering on the sudden demise of an old arch-rival. Peanut gallery commentary raises the stakes of the games and heightens the awareness that the game is a community activity, and that poor play or poor sportmanship will be noticed not only by the opponents, but by the entire group.

Orders are collected by human GMs, who take responsibility for setting and enforcing deadlines, adjudication and posting the results. Human adjudication means that variants can be played, and even created on the fly, merely by agreement of the players. More significantly, the players are required to correspond weekly with the GM, which fosters relationships on that level. This player-GM connection makes NMRs and drop-outs a personal affront to the person running the game, and reduces those discourtesies even further.

Cat23 plays Diplomacy with one week seasons - usually due on Saturday night, with summer/winter seasons falling on Monday night. While this pace may seem slow to those accustomed to the 24 hour pace of judge play (or quick to PBM), the period has become one of the hallmarks of our play. A week is sufficient time for otherwise occupied players (i.e. with jobs) to exchange a half-dozen letters to cement plans with an ally, and two or three letters with every other power. No stone goes unturned at this pace, and because the correspondence can be so heavy, relationships become highly personal, and emotions run strong when stabs fall. When one game reaches a quiet endgame, with little to be said, weekly turns permit joining multiple games with reduced risk of over-commitment in any one week.

We are able to play at this pace because of the dedication of the group - while new players arrive constantly, some moving along after a game or two, many remain to play for years and years. We enforce deadlines and other rules strictly, which appeals to people serious enough about the hobby to stick with a game until the bitter end, despite the fact that they have only had one army for six months, real-time.

To support our group we have established two specialized listservers and a growing network of web pages. The whole community is exceedingly vocal and has developed a system of play which fosters excellent Diplomacy, and a strong comraderie. The members of Cat23 are among my very best friends, because I respect their skill, repartee, intellect and (not least) dedication to the greatest of games. On the other hand, I know better than to trust any of them with an open supply center. Friendship only goes so far.

For more information in Cat23, try:

Cat23 membership - <<http://www.gslink.com/~dcain/cat23>>
Cat23 GM Lounge - <<http://www.acronet.net/~mczet>>
Cat23 post listserver mirror -
<<http://www.harte-lyne.ca/listserv/cat23-l>>
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<cat23-chat-request@harte-lyne.ca>)

["Faust" is a regular in the Cat23 Dip community, and sharpens bowie knives in his spare time.]

Machiavelli: A Primer for Diplomacy Players

by Chris Hassler

With Avalon Hill's re-release of Machiavelli last year, a new opportunity has been granted for gamers to experience this gem. Not only is this game back in print after an absence of many years, but its rules have been updated and improved, making it an attractive alternative to Diplomacy. The question then arises, what should a Diplomacy player who has never played Machiavelli look out for? The answer to that question depends on which rules you play with. Machiavelli has a basic game, which closely resembles Diplomacy, and an advanced game, which while still similar to Dip, has some significant departures. In addition to that, there are a number of optional rules which can make things even more interesting. The map is also (obviously) different.

The Map

Machiavelli's map is concerned with Italy. As such, it covers the Italian peninsula and North Italy up to the Alps, Southeastern France, Southwestern Austria, the west coast of the Balkan peninsula, the tip of Tunis, and the islands of Sicily, Sardinia, and Corsica. There are also no supply centers per se on the board. There are instead, 44 cities, which in the basic game act identically to supply centers, but which are different in the advanced game. Cities come in three types: unfortified, fortified, and major. There is no difference between the fortified cities and the major cities in the basic game. Certain coastal cities are designated as ports. Fleets may only be built in ports, so just because that city is on the coast, don't think you can build a fleet there. Ports are designated by an anchor symbol next to them.

There are two provinces which have special properties, in kind of the same way that Kiel does on the Dip board. The first of these is Messina. A fleet in Messina controls the Straits of Messina (between Sicily and the toe of the boot) and can prevent opposing fleets from traveling between the Gulf of Naples and the Ionian Sea. An army in Messina, however, cannot prevent such a move. The second special province is Venice. Venice is actually a city in a sea area. As such, armies cannot be built there.

The Basic Game

The basic game of Machiavelli will be very familiar to any experienced Dip player. Diplomacy and order writing work just the same. There are two major differences in the game. The first of these is that there are three seasons each year: Spring, Summer, and Fall. Control of provinces and cities is determined at the beginning of the Spring turn of each year -- functionally the same as in Diplomacy.

The second difference is the fact that there is a third type of unit other than armies and fleets: garrisons. Garrisons can exist in any fortified city (which is most cities). They only have available to them three different types of orders: hold,

support, and convert, and their support is limited to units in the same province. However, such support cannot be cut, so garrisons can provide a strong defensive benefit. Garrisons can convert into either a fleet (if in a port) or an army. Armies and fleets in port can also convert into garrisons, which allows players to shift their military assets from land to sea (albeit slowly, since it takes two turns to convert a fleet to an army or vice versa). How can you get rid of that pesky garrison? By siege, of course. Any army or fleet (if the city is a port) can be ordered to besiege an opposing garrison. The first turn of the siege, the garrison unit is placed on top of the besieging unit. While besieged, any convert order issued by the garrison automatically fails. If the garrison is successfully besieged a second turn, it is eliminated. In all scenarios, certain neutral cities start the game occupied by autonomous garrisons. These garrisons serve only to make it more difficult to gain control of the provinces in question.

The Advanced Game

The advanced game is where Machiavelli starts to diverge from Diplomacy in a major way. The advanced game introduces an economic element into the game. No longer is your ability to support units dependent on the number of cities you occupy. Instead, you receive a number of ducats each spring, during the Income and Military Unit Adjustment Phase. With these ducats, you can build and maintain your units as well as engage in more devious activities.

Income comes from four different sources. For each province you occupy or control, you receive one ducat. For each sea area you occupy, you also receive one ducat. Fortified and unfortified cities are also worth one ducat apiece. Major cities are worth either two ducats each (Rome, Naples, and Tunis) or three ducats (Venice, Milan, Florence, and Genoa). If a city is besieged, however, it produces no income. Finally, each country receives variable income. A single die is rolled and all countries cross index that number on a chart which determines a base number from one to six, depending on the country. In some scenarios, certain countries actually double the amount of variable income received. Ducats can also be saved from turn to turn, and can be traded or loaned to other players. Such loans, however, are not enforceable....

Now that you have collected your income for the turn, the question then becomes, what to do with it. The first obvious answer is to build and maintain military units. All military units cost three ducats to build or maintain. You can disband units at this time by simply not maintaining them. You can even build new units instead of maintaining existing ones -- and those new units need not be of the same type as the original, except that the new unit cannot be built

in the same province the old unit occupied. Units must be built in home nation cities, and only one unit may be built in each city per year.

Another use for ducats is bribery. By spending a sufficient number of ducats, you can eliminate an opponent's unit, or even convert it into one of your own. The owning player can attempt to block you by counterbribing the unit, however. To the amount of the counterbribe is subtracted from the amount spent on the bribe, and if the bribe is above a certain threshold (which depends on the type of bribe attempted), the bribe succeeds. Regardless of the success or failure of the bribe, all ducats spent on the bribe and counterbribe are lost. Counterbribing must be in increments of three ducats. To disband an enemy unit, at least 12 ducats must be spent. To buy one, 18 ducats is required. Garrisons can be converted to autonomous garrisons for 9 ducats. Autonomous garrisons can be disbanded for 6 ducats or bought for 9 ducats. The costs of the last three activities are doubled if the garrison is in a major city. Since expenditures take place before regular unit movement, you can issue orders to newly converted units. For example if Milan were to buy a French army, it could also write orders for that army for the same turn.

The effect of the bribery rule is quite profound. For instance, it makes stalemate lines obsolete. It is difficult if not impossible to maintain a stalemate line if at any time your opponent can convert one of your armies to his own and march it around behind your lines. It also makes the possibilities of a backstab much more devastating. If you manage to stockpile enough ducats, you can buy off two or three enemy units in a single turn, crippling your enemy. Counterbribes can be effective, but in order for that to happen, you must correctly guess not only the unit to counterbribe, but the turn on which to do so. And you have to hope your opponent doesn't anticipate the counterbribe and add more ducats to his bribe to offset it.

Ducats can also be used to foster or pacify rebellions. Rebellions can be started in any conquered province at the cost of 9 ducats or in a home province at the cost of 15 ducats. These costs are not subject to counterbribes. The effect of a rebellion is to support the first unit of any player other than the one being rebelled against into the province. If more than one player attempts to use the support in a single turn, none get it. Rebellions also prevent the province (and any ungarrisoned city therein) from generating revenue. Rebellions can be removed in three ways: If a unit of any player other than the one against which the rebellion is directed occupies the province, the rebellion is liberated and removed. If the player against which the rebellion is directed has a military unit in the province, the unit can put down the rebellion by holding for a turn, and if it is not forced to retreat, the rebellion is eliminated. Finally, rebellions can be pacified by the expenditure of 12 ducats.

The final use of ducats is assassination. At the start of the game, each player holds an assassination counter for each

other player. These counters can be traded, sold, or whatever to other players. You can only attempt to assassinate a player whose counter you hold, and the attempt causes you to discard the counter, regardless of its success. For each 12 ducats you spend on the attempt, you roll the die once: if it comes up "6", the attempt is successful, and the following effects happen: For each province the victim controls, a die is rolled to determine if it rebels. The chances of rebellion vary from one in six (for occupied home provinces) to five in six (for unoccupied conquered provinces). All the victim's units must hold for that turn, and the hold may not be used to put down rebellions. All the victim's besieged garrisons immediately surrender. After the turn of the assassination, the player continues playing as his own successor.

The Optional Rules

The game also comes with a number of optional rules which add even more chaos to the mix. These rules can be used in any combination, but many of them only make sense with the advanced game.

Excommunication

The player playing the Pope can excommunicate any other player (or in the case of the Turk, declare a crusade). This has the effect of barring that player from conducting diplomacy with any other player who is not likewise excommunicate. If any non-excommunicated player does conduct diplomacy with the excommunicated player, he also becomes excommunicate. This can backfire on the Pope, since if all other players are excommunicate, the Pope cannot conduct diplomacy at all, since he can't ever be excommunicate. Excommunication only lasts one turn.

Natural Disasters

There are two natural disasters which historically afflicted Italy during this period: Famine and Plague. Famine is determined at the beginning of the spring turn. A die is rolled to determine how bad the famine is. The results can either be no famine, a single roll on either a row or column of the famine table, or a roll on both a row and column of the table. Any province stricken by famine produces no income (except for a garrisoned city), units may not be built there, and units remaining there at the end of the spring turn are eliminated. Famine can be relieved by the expenditure of three ducats. While this does not remove the first two effects of famine, it does make it safe to stay in the province.

Plague occurs at the beginning of the summer turn of each year. Like famine, a die is rolled to determine the severity of the plague. The effects of plague are much simpler and more immediate than famine: any unit in a province hit by plague is immediately eliminated. Plague has no other effects (as if that wasn't enough).

Special Units

Military units during this period were primarily condottieri, or mercenaries. A number of different types of units were experimented with during this period, and this optional rule

allows players to use those units. Each player is limited to a single special unit in play at any one time, regardless of the type. The types of special units are: Citizen Militia. This was the type of force envisioned by Niccolo Machiavelli himself during the Florentine republic. It consists of patriotic citizens fighting for an ideal rather than for money alone. They can only be purchased by Florence, Milan, Papacy, and Venice. They cost six ducats to build and maintain, but double the cost to bribe. Elite Mercenaries. These are more effectively trained and led mercenaries, such as the Swiss Pikemen. They also cost six ducats to build or maintain, but fight with the strength of two units. Bribery costs are normal. They can be built by any player except the Turks. Elite Professionals. These are long-term professional soldiers which appeared only toward the end of the period depicted in the game. An example is the Spanish infantry of Charles V. They cost nine ducats to build or maintain, fight with the strength of two units, and cost double to bribe. They can only be built by Austria, Turks, and Venice.

Strategic Movement

This option allows each player to move one or two units any distance through controlled areas. Unlike normal movement, this is not simultaneous. It is done in descending order of cities held. Thus the player with the most cities goes first, which gives the weaker powers a chance to react to a threatening move.

Money Lenders

Need a few ducats for that all important bribe? Well, just go to your friendly neighborhood usurer. You can borrow up to 25 ducats for one or two years. Interest is 20% for a one-year loan or 50% for a two-year loan. Failure to pay back the loan results in an immediate assassination and revocation of all future borrowing privileges.

Conquest

With this option, players are eliminated as soon as they no longer control any of their home nation cities. It also allows other players to conquer countries. If at the end of any turn, you control all home nation cities and provinces of another player, you have conquered that nation, and its home provinces become your own. Thus, you can now build in those cities, you collect that nation's variable income, and you must lose its cities as well as your original cities to be eliminated.

Conclusion

Machiavelli is a game which is similar enough to Diplomacy that Dip players won't feel too much out of place, but which opens the door up to many new and different kinds of treachery and deceit, both things dear to the heart of any successful Dip player. At the expense of a little additional complexity, Machiavelli has a richness that goes beyond plain Diplomacy. While the randomness of certain aspects of the game may not appeal to the Dip purist, it results in situations which are always in motion, rarely ending in a stalemate or draw. Machiavelli is definitely the type of

game which encourages the solo victory, and how many of you would prefer to share a victory when you can have it by yourself? Enough said.

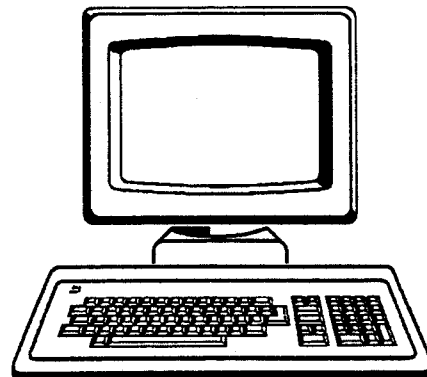
{Chris Hassler just won the Runestone Poll as best GM, and his zine S.O.B. captured the top spot as best zine. He is obviously a big Machiavelli fan.}

(Cult of Personality..., continued from page 6)

faster. There just isn't time to get involved in writing press in this way. I suspect the equilibrium of games between the two worlds eventually will include much more explicit recognition of the speed of the games being the primary differing factor. Games with less than three week deadlines will be played entirely by E-Mail and 3-6 week games will be played postally with postal szines, yet E-Mail will be one of many communication media used (also including telephone calls). The world here will be one where everyone has E-Mail, yet there still will be postal games. In the current Internet world, there also tends to be greater emphasis on the quantity of games played at a time, possibly because of the quantity based nature of the dominant rating system (the Hall of Fame or HoF) where the more good results you have, the higher your rating. Perhaps a switch to average ratings would change this. It would be an interesting experiment to see if the ratings system is driving the play or if it is more fundamental in the nature of E-Mail play.

There are many other differences between postal szines and the Judges that organize Diplomacy games, but this is a good summary of some of the ones that I think are most important. Try both! They each have aspects that are worthwhile, but if you're interested in meeting people and getting involved in the interaction of personalities and things outside of the strict conduct of the game, the postal world is the place you have to go.

{Jim Burgess publishes the long-running zine The Abyssinian Prince, and is also a regular in the usenet forum rec.games.diplomacy.}



"Caution - Used and Abused" - Part II

by Brian Cannon

In my last article, we looked at an example of "*The Caution that Paralyzes*" - when General George Brinton McClellan threw away the goals he most earnestly sought and his own career by being too afraid of losing to take the chances needed to win. [As an aside, the dangers of this abuse of caution were recently brought home to me in a game when I hesitated in prosecuting an attack through fear of how my opponent would respond. That hesitation extended the game, allowed my opponents to formulate their defense and, but for some lucky guesses later on, almost cost me the win.] In this article I'd like to look at several others examples of the Use and Abuse of Caution - *Through the Eyes of History*.

On July 25, 1944, implementing Operation COBRA, the Allied forces in France staged a breakout from their Normandy beachheads through a corridor near the town of St. Lo. By August 1, US 12th Army Group (under General Omar Bradley) had advanced down the Western coast of the Normandy peninsula, unhinged the German defensive line from its flank anchor at the sea, and reached the town of Avranches at the base of the peninsula. Elements of the US Third Army had already "turned the corner" and begun their dash for the Brittany ports while the US First Army was preparing to wheel left to head for Orleans, the Seine, and Paris. The German 7th Army, under General von Kluge, with its left flank dangling and exposed, was faced with a crucial decision. It could follow the prudent course, withdraw its left flank, reform on a north/south line, and withdraw slowly and in good order to the Seine hoping to wear the allies down with a long, slow, costly advance across France -or- it could attempt a dramatic recovery. As the allies sprinted into Brittany and began turning East, the supply line for large portions of both the First & Third armies ran through a narrow strip of land between the sea at Avranches and the left flank of the German 7th army near Mortain. If a successful attack could reestablish the German line on the sea, those allied forces, well over 80,000 troops, would be cut off and could be destroyed. If the attack failed, the German 7th army could find itself unable to reform for an orderly withdrawal.

Strategically it is often necessary to forgo the "prudent" course of action as dramatic victories are often won by the bold and the daring. Tactically, however, every good general must always weigh what is possible and what is merely a nice dream. In one game a Turkish player, faced with a choice between allying with Italy (following an Italian stab of Austria) decided it would be a piece of cake for him and his Russian puppet (with German help) to destroy the upstart Italians and become master of the Med. It was a nice dream, but one which relied upon England & France (currently at war) staying out of matters until it was too late. In the event, with Italy helping France defend

against England, it quickly became apparent to both E & F that Germany & Russia were ripe for the picking (with THEIR backs turned) and it would make more sense to give up a fruitless fight in favor of rich takings to the East. And Turkey's bright dreams quickly became tactically quite beyond his means to accomplish.

Back to our story. The German commander understood the risks and possible rewards of his choices. He also understood that, however enticing the rewards, it was unlikely he had the strength to pull it off. Unfortunately, the decision was made by decree from Berlin and the attack was launched toward Mortain & Avranches on August 7, 1944 at 1am. Within 12 days portions of the US Third Army under General Patton and raced along the southern edge of the German line to a position "Behind" the German lines of retreat and closed the trap meeting with British General Bernard Law Montgomery's forces at Chambois, capturing some 70,000 troops in the pocket, and annihilating the encircled Germany army. Because of the German abuse of Caution the Allies were able to speed across all of France, liberating Paris only 6 days later on August 25, and set up Winter lines in Luxembourg, Belgium, and the Ardennes ...but that's another story of Caution Abused.

Both McClellan & Hitler's general staff abused caution in battle settings - McClellan hesitating, through fear of failure, when he should have been bold; and Hitler making a foolhardy attack when prudence was called for - and both paid the "Penalty for (their) Lack of Vision!."

On December 7, 1941, the Japanese attack on Pearl Harbor destroyed the bulk of the US Pacific Fleet reducing the US presence in the West to little more than Four Aircraft Carriers: Hornet, Lexington, Yorktown, and Enterprise. Facing this was a fully formed Japanese fleet which included over 10 Carriers and numerous other Battleships, Destroyers, and more. In May of 1942, following the battle of the Coral Sea in which the Lexington was sunk and the Yorktown badly damaged, intelligence revealed that the Japanese were planning their next stroke at the Island of Midway over 1000 miles north-west of Honolulu. The Japanese goal was to establish a perimeter of fortified bases which the Americans could not breach, destroy the remnants of the American fleet if possible, and force America to a negotiated settlement leaving them in control of the Pacific. Admiral Chester W. Nimitz, like Hitler's General von Kluge, was faced with a difficult decision. Knowing the Japanese naval strength (Yamamoto had some 8 carriers and numerous support ships at his disposal for his Midway operation) and the American weakness (only two healthy carriers as Yorktown was expected to take some time to get back to 100%) he could

(continued on page 18)

A Call To Arms Against Crap Variants

by Stephen Agar

As someone who has always been a big fan of variants, in my day I've run a variant-only zine and designed more variants than I've had hot dinners, well, more than I've had Thai hot dinners, I have no hesitation in saying that most variants are crap. And what's more, thanks to the Internet, crap variants are coming back into fashion (though, like the IRA, they never went away, you know). There are many different types of crap variants, but the ones I dislike the most are those which only make a small change to one of the basic Diplomacy rules, so that the game is 98% a regular game. If all you're going to do is to make a single rule change then, unless the rule change is fundamental and significantly alters the way the game is played, why bother?

This is what has happened on the Internet - lots of American students are thinking up minor rule changes all the time and launching their "new" variants on the world. What's worse, due to the scarcity of high quality variants available on the Internet, some of these games are actually being played. The difficulty in transferring graphical images through the Internet without a resource such as a large Web page or a FTP site, and the fact that most maps already available are in postscript format (when few home users have postscript printers) means these minor rule change variants flourish. Hell, they have even invented numerous versions of Gunboat, which is probably the most inane variant ever invented, and write articles on what it really means when another Gunboat power supports your unit to Switzerland?!? Gunboat... how I hate Gunboat...

Variants of this type becomming increasingly common, after all, crap minor change variants are probably the easiest to GM after all, and as most of the rules are short there's not much typing for the GM and he doesn't have to go to the trouble of sorting out a map. But they are usually so **boring** to play - the game usually ends up being played just like a game of regular Diplomacy anyway. I think that it is a great shame these variants are offered postally - their very lack of imagination makes them tedious to play and may put people off proper variants, while some players who would otherwise have played a more sophisticated variant instead don't get the opportunity. Their very simplicity (some would say banality) means that such lists often fill up eventually, though in practice minor change variants are often not as entertaining as they might at first appear. While I can just about see the logic of playing variants such as F(Rom), which do at least purport to be an improvement on the original game, many of the other minor change variants just turn me off. They nearly always seem like an opportunity wasted.

Part of the problem with variants are the sorts of people who volunteer to play them. A minority of variant players really like variants and are committed to trying them out.

Unfortunately, a majority of variant players have only been momentarily attracted to the idea behind the variant, sign up in a moment of enthusiasm, and then don't put much effort into the game because it's "only a variant". Unfortunately the minor change variants are more likely to attract this sort of player, as he (or she) would probably be discouraged by the complexity of a game of *Diadochi* or *Youngstown*. There is the additional factor that it is harder to jot down variant orders at the drop of the hat - as the rules and/or the map is different, so even the casual player has to try harder. All this tends to mean that variants suffer from more NMRs and dropouts than regular games - though I suspect that the record is slightly better in the case of variant-only zines, where the readership should be more committed.

There are 135+ variants in the rb and rn category in the NAVB catalogue, and I suspect many more have been reinvented several times without making it to the NAVB. By way of an example of the sort of variants that I really don't like, here is a variant reprinted from **Mopsy** No.10 (December 1983) (but, hell, I'm not picking on Bryan - there are far too many variants of this type that I could reprint).

Elitist (rn27) by Bryan Betts

0. All usual rules of Diplomacy apply.

1. Each power begins the game with a 2A (2F in the case of England) in its capital. This unit attacks, supports and defends with a strength of two. An elite unit may not split its supports between two units and a single attack on the elite unit cuts all supports. An elite unit has precedence over a normal unit of they both try to retreat to the same space.
2. If an elite unit is disbanded it is gone forever. If a power loses all of its home centres, the elite unit reverts to a normal unit.
3. The first game year is 1935, not 1901.

Bryan did eventually manage to get a game of Elitist running, though it was spoilt a bit by dropouts. In the endgame statements the players commented that it was just like normal Diplomacy, but it favoured the corner powers Turkey (who won the game) and England.

Well, despite having an interesting initial idea, the fact that elite units can't be built or replaced, means that by the mid-game there will probably only be three or four elite units on the board. Their existence will be enough to prevent stalemate lines, but the impact on the overall strategy of the game will be minimal. What could have been done to make this variant more interesting? Well, for a start allow eliminated elite units to be replaced and built. But then not

many Powers will get the opportunity to build elite units, so how about allowing Powers to disband any unit during an adjustment period so they can build elsewhere? Maybe we could carry this a little further and allow building on all vacant owned centres, but only allow elite units to be built in home centres. What if a Power would rather not use elite units? maybe the capitals of the Powers could be double centres, capable of supporting an elite unit or two ordinary units? We could still leave the victory criteria at control of 18 centres or raise it to centres capable of supporting 21 units if we prefer. Given that the new elite units will inevitably foul up the play balance Calhamer worked out for the opening moves, why not allow players freedom to build armies and fleets as they want in their home centres at the beginning of the game? (Though perhaps we would want to prevent Russia starting with a F(StP)nc.) OK, the game is getting more complex now, but at least the new rules will really impact upon the game and make the strategic possibilities that much larger. Oops, we seem to have arrived at Elitist II. Is it worth playing? Hmm. Probably not, but it is a damn sight more interesting then where we started.

What other sort of crap variants do I dislike? Well, I tend to think that all rule change only variants are probably pretty crappy, but putting that prejudice aside I think I particularly hate variants where the map just hasn't been thought out properly.

Many designers seem to forget that the positioning of the neutral supply centres will have a significant effect on the conduct of the game in the early stages and will affect the likely routes for expansion that each Power may adopt at the start of the game. For what it's worth, I believe that it is better if every Power can have a guaranteed build in the first game year, assuming no tactical disasters. This is certainly true of Diplomacy where it is unusual for any Power not to have at least one build in 1901. Some Powers may have a good chance of a second build and even more may be occasionally possible. But far too many times I have seen variants where some Powers have a good chance of two or three builds in the first year, while others would be lucky to get one. This really is a common mistake.

I think that it is better to group neutrals together to construct an area of the board which at least two and preferably more Powers can enter early on in the game to make some gains, and thereafter provides a fertile battleground. You will note that in regular Diplomacy all the neutral supply centres are concentrated in four areas of the board, namely, the Balkans, Scandinavia, the Low Countries and the Iberian peninsula. Tunis is the exception because of the need to provide Italy with a guaranteed build in the first game year. On the other hand if neutral supply centres are placed in isolated locations here and there, they either become easy targets for a single player or become the scene for stand-offs in the first game year. Good diplomacy is encouraged by encouraging situations where more than two players are involved in an

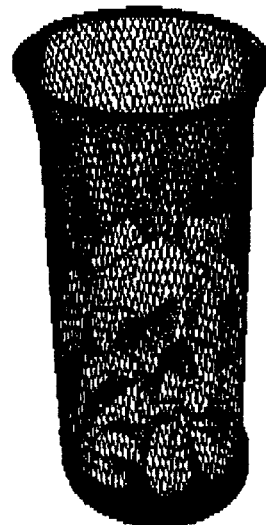
area of the board and this is often best achieved in the early stages by grouping neutrals together. But yet again, too many variants encourage a firework display of units going off in all sorts of directions to pick up the scattered isolated neutral centres, which leads to a very fragmented and boring middle game while the Powers regroup.

A variant can also be ruined if too many stalemate lines exist on the board - for as soon as one player gets an upper hand, the other players can retreat behind stalemate lines and the game comes to an abrupt and inglorious conclusion. The hallmark of a stalemate line is a series of linked spaces that have noticeably more spaces bordering the stalemate line on one side than they have on the other. This allows the line to be supported by more units than the opposing forces can bring to bear on the line from the other side. That means designers should avoid long thin spaces which traverse several spaces on either side, such as Galicia or Munich as these usually provide the basis of stalemate lines. Unfortunately, many variant maps have been designed which ignore this basic rule, so that if the game is not ruined by dropouts it grinds to a halt anyway.

Designers need to realise that sea spaces are crucially important in the construction of a stalemate line as they are spaces which can only be attacked and supported by a particular type of unit (i.e. fleets). For example 3 fleets in NAO, MAO and Por can form an impassable barrier that can prevent any number of fleets emerging from the Mediterranean. In an ideal world such bottle necks as the straits of Gibraltar should be avoided. Particular problems will arise if any of the Powers in a game are landlocked, because they will never be able to build any fleets!

Oh well, maybe the days of designing great variants are well and truly over.

{Stephen Agar publishes Spring Offensive, and will be starting his own England-based DW-type zine sometime in early 1997.}



EuroDipCon 4 / Arcon 96 or "Inge Kjol strikes again!"

by Per Westling

The summer has come and gone with several cons. Myself I choose this year to go to EDC4/Arcon in Oslo, a good choice to learn things for the upcoming WorldDipCon in Sweden 28-30 March 1997. The 12 hours trip from home to Oslo by foot (!), buss and car was uneventful (well, my travelling chaps did not like my driving...) for the Swedish part but one of the things one does notice directly when crossing the borders is that the roads of Norway is lousy: not especially wide and very winding. The 100 km from the border to Oslo took quite a long time. Oslo also have road toll, something that has not (yet) reached Stockholm. That Norway is expensive we all knew but I think Joel Gronberg got a shock when he bought a can of Cola and paid 17 NOK (that is almost 3 US\$) for it! This was extreme, but we were more careful after that.

So after 10 hours I had reached the convention site. As usual when you do arrive the night before a con there was the usual chaos, but not more than at any other con. After locating Johannes Berg (BNF [= Big Name Fan, in every sense of the word] in the Norwegian SF hobby and convention general) we were directed to our sleeping room in a nearby (10 minutes walking distance) school. The foreigners was placed in VIP rooms and we Swedes ended up in the same room as the 6 Finns. We all more or less hit the sack directly to save ourselves to the next morning.

DAY 1

The convention took place on the Oslo University site where two of the buildings was used, a main building hosting most of the tournaments, shops, movie viewing etc, and 200 meters from this in a separate building. We located this building and met up with some of the other con-goers. A couple of the French players had already arrived but the rest would arrive to the second round, which also the only Britt (Bob Kendrick) did. The Swedes was (not surprisingly) the largest foreign continent with 11 attenders so we divided us into three teams with Bob put into the 3rd team. (Each "national" team consisted of 4 players, with max 3 teams per country.)

The actual playing locale for the EDC tournament was in the cellar of the latter building mentioned above. It was some kind of student organization pub serving soft drinks and beer. One thing I did not like was that smoking was allowed in this locale. Fortunately the air condition was good enough and/or the smokers few so that this was bearable, but it reminded me of those days when smoking was allowed at the bridge clubs in Sweden. In Sweden smoking is never allowed indoors at conventions and at WDC in Sweden 1997 it will definitely not be allowed.

I will not go into details about my own play (which was horrible, at least the result) but the tournament was played

in 2 rounds Friday, 2 rounds Saturday and a final round during Sunday. For the individual tournament you were allowed to play up to three rounds of the first four. The seven best would be picked to play at the top table during Sunday, but everyone was allowed to play in the last round with a small chance of going into the top seven (although 1st place was going to be decided by the top table). The team tournament was each players single best result during the Friday and Saturday. The scoring used was inspired by the standard system used in France where placement is more important than size (although size is not unimportant), a system I like and which will be used at WDC in Sweden 1997.

After the first two rounds Inge Kjol had already taken a sure grip of the tournament with an 18 center win (the only one during the convention) and another win. As Inge also played in the team Norway I it looked hard for any other team to beat Norway.

DAY 2

During Friday we had had breakfast at one of the Universities canteens that was open but during Saturday we visited an open nearby shop and bought the necessities. The first two round had had around 6 tables and the other round had about this number giving a total 27 tables. In total 68 players from 8 countries played during these three days.

One player that had popped up before the 4th round was Francois Rivasseau, more or less just to hold the EDA (European Diplomacy Association) meeting. The meeting took place after the 4th round. Things that were discussed at the meeting was Ethics, Eurodipcon 5 and 6, standardized rules and procedures.

Ethics: A statement of what EDA regard as unethical play was taken. The question about money prizes at tournament was discussed and the point of the WDC 7 organizers to not want to risk bribes or accusations of this received no support at all. Still, as in most question EDA won't interfere in the decisions of individual EDC conventions. EDC5 & 6: Belgium will as expected host EDC 5 in the french speaking part during early March 1997; more details will be published here as I receive them. EDC 6 will most likely be held in Helsinki Finland sometime August 1998. Both these event will be during established conventions. I hope to visit both as I have never been to either country!

The only real controversy was the question about languages. The majority of the meeting felt that the rule used at Arcon should be changed. The rule states: "Only English should be spoken at the Diplomacy tables. For actual diplomacy any language can be used." The meeting felt that this should be changed to something like "When speaking at the Diplomacy tables you should only use a language everyone

can understand." For some reason some of the players from France opposed this. Francois even stated that French is one of the two official languages of EDA, and that he took the suggestion as a personal insult! Hopefully they have cooled down on this point and will see the rational behind it. The main point for any public discussion (typically during the writing phase when any secret negotiation is prohibited) should be that every player should understand what is said. If there is no such common language the players should not be allowed to speak during e.g. the writing phase. A common language can be French, Scandinavian, Swahili whatever, and does not have to be English so the change proposed should actually be an improvement in the French eyes.

The results after round 4 meant that Norway 1 won the team tournament followed by Sweden 3 and France 1. The top 7 players was asked if they wanted to play at the top table tomorrow but only Daniel Megitt (as he realized he could not win) and Sigurd Eskeland (as he wanted to play Magic instead) declined. Inge Kjol decided to skip the Magic to instead insure that he would keep his lead (he had taken a third win).

DAY 3

Sunday in Oslo is not a good idea if you want to have breakfast. No stores open, not even 7- 11. So my breakfast consisted of a Mars bar...

The final table was won by Inge Kjol, making him the outstanding winner.

The top 10:

1. Inge Kjol, Norway
2. Sigurd Eskeland, Norway
3. Henrik Andersson, Sweden
4. Joel Gronberg, Sweden
5. Tomas Larsson, Sweden
6. Fredrik Orlyng, Norway
7. Bob Kendrick, England
8. Xavier Blanchot, France
9. Bjorn Tore Sund, Norway
10. Daniel Megitt, Sweden

Best tactician:

1. Sigurd Eskeland
2. Inge Kjol
3. Joel Gronberg

Best negotiator:

1. Xavier Blanchot
2. Joel Gronberg
3. Henrik Andersson

Best Austria: Inge Kjol

Best England: Thibault Constans, France

Best France: Inge Kjol

Best Germany: Henrik Andersson

Best Italy: Niklas Hjalmarsson, Sweden

Best Russia: Christian Dreyer, Sweden

Best Turkey: Sigurd Eskeland

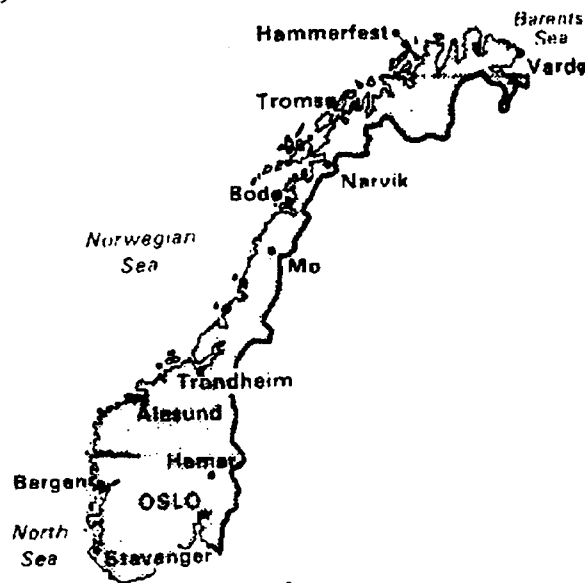
CENSUS DIPLOMACY

After the ceremonies some of the players sat down to play a variant invented by Jens Persson (one of the Swedes) during EDC 4, inspired by the census rule of Civilization. It is a form of Gunboat where no negotiations is allowed. The basic rule is that the one with most number of supply centers move first! If several players have equal number they write down their moves, otherwise you may do your orders directly at the table. This was quite a success but as it will be hardly impossible to get 18 centers it is best to play this to a set year or time limit. Russia is slightly disadvantaged by starting with one more. The simplest modification to this is to let everyone move simultaneously during 1901 and let the census rule come in effect first during 1902.

The trip back was about as long and winding as the trip there although we even managed to see some football (soccer) from the EuroCup final during a food stop in Sweden. Luckily my vacation had started with this con so I had time to rest the next day...

My opinion of EDC 4/Arcon is that it was a good convention with quite a good field of players. Borger Borgersen and the others did a good work. I especially liked the idea with badges with flags for each table so you could easily identify who played what, something that sometimes can be hard. The same flags appeared on the excellent order sheets. The negotiation time (10 minutes every round) was a bit short but the players got used to it. The locale was good (besides the smoking detail) but would have been a problem with a few tables more.

{Per Westling publishes the popular Dip zine Lepanto 4-Ever.}



They Came, They Saw, They Kicked Ass!

By Larry Peery, Chairman, WORLD DIPCON VI

The title just about says it all, as far as the story of this year's WDC VI in Columbus goes. Approximately one hundred people registered for this year's DCXXIX/WDCVI event including three Swedes (Leif Bergman, Bjorn von Knorring, and Roland Isaksson), two Frenchmen (Bruno Giraudon and Pascal Montagna), one Kiwi (Brendan Whyte), two Brits (Steve Cox and Bob Kendrick), and one Canadian (Mark Borer). Kendrick was the only "no show" among the foreigners. Had he made it; there's a good chance the overseas players would have taken another top board position.

In addition, a strong argument can be made for including the THE DIPLOMATIC POUCH group (Manus Hand, Simon Szykman, and Pitt Crandelmire) as an "over the waves" group. Here "over the waves" refers to the ether waves, not ocean waves. This was the first FTF/Con event for all three, I believe, and in many ways they were just as much foreigners to the event as those from overseas.

Be that as it may, it was a convincing display of the skill of overseas players. There were three rounds played; one each day on Friday, Saturday, and Sunday; with the best two of three rounds counting in the tournament scoring. Friday's round had 11 boards, Saturday 7, and Sunday 6. The reason for the sharp decline in the number of players is a matter of debate. Some in attendance believed it was because Friday's round was filled with "walk ins" who had nothing better to do, but by Saturday and Sunday had found other games to play. Others, including myself, believe the decline came because the "newbies" were treated like "dead meat" or "cannon fodder" by more experienced players and tournament officials. But, unless somebody bothers to ask them, we'll probably never know why so many people who played Friday didn't come back.

The impact of the overseas players was pretty much lost amidst the crowd of new faces on Friday, but by the end of Sunday's round, it was clear that the foreigners were dominating the top rankings of the Tournament, taking all four of the top seven places. Hopefully this will put to rest once and for all the idea held by some Ami players that they play better than foreigners.

I am sure complete results will appear elsewhere, but here's a few highlights:

Pitt Crandelmire (TDP), 1st; Leif Bergman (Sweden), 2nd; Bjorn von Knorring (Sweden), 3rd; Tom Kobrin (USA), 4th; Mark Borer (Canada), 5th; Ben Stewart (USA), 6th; and Pascal Montagna (France), 7th. Crandelmire, in his first FTF/Con event had a 19 center Win and a 3-way draw to take the title. Had this been a European event I suspect it would have required at least a Win and a 2-way draw to win the event, and possibly even two wins. Bergman, von Knorring, and Montagna are all well known on the international hobby FTF/Con circuit. Pascal was the 1994 WDC Champion. Borer is a relatively new face. Kobrin is well known on the east coast, of course. I don't know about Stewart's background.

Best Country results were: Austria, 11 centers, 2-way draw for Stephen Glassgow; England, 18 center Win for Bjorn von Knorring; France, 17 center 2-way draw for Pascal Montagna;

Germany, 19 center Win for Pitt Crandelmire; Italy, 18 center Win for Leif Bergman; Russia, 11 center 2-way draw for Al Ray; Turkey, 15 center, 2-way draw for Greg Stewart. So the foreigners took four of the Best Country awards.

And, to frost the cake, Team Sweden took the best team award. Perhaps I should explain that in the European competitions the Team event is given a much higher priority and status than it is here; where it was treated as an "ugly stepsister" by the event organizers. Being the member of a winning team in Europe carries as much prestige as being on the individuals event top board does here.

I should mention two other things related to this year's event awards. First, WDC VI marked the first appearance in America, but I hope not the last, of the Rivasseau - Peery Cup; which was a gift to the WDC event from Francois Rivasseau, the chairman of the 1995 WDC event, and myself. This Cup will travel from event to event as a perpetual record of the names of past winners. In addition, I was pleased to be able to present the first ever award of a "Doctorate of Diplomacy" to Bruno-Andre Giraudon, last year's WDC champion. Bruno had fulfilled the very demanding requirements to attain this recognition, and through the generosity of Edi Birsan we were able to present him with a plaque and diploma.

I have to admit, since there is no point in denying it, that my personal performance was an all time worst. I had three eliminations; which leaves me wondering if I will end up at the bottom of the standings. However, in my last game, playing Germany, I hung on long enough, I think, to keep Tom Kobrin from finishing up higher in the standings.

To give you an idea of the kind of American chauvinism that had to be overcome at this event, let me mention two incidents that happened. One came during the WDC meeting when Kobrin was complaining about something having to do with the European playing style or events. I don't recall exactly what it was that he said, but it was enough to get my dander up. So I challenged him to put his money, or dots, where his mouth was and go to Europe and play on their turf. We'll see if he does. Later on in my final game, Jim Yerkey and I had a few raised voice words when he started whining about how the French always played as a single unit at cons, etc. I asked him how he knew this since he had never played with them. He said 10-12 people had told him about this. I retorted, in anger, that that was nonsense because there hadn't been 10-12 Americans who had played against multiple Frenchmen in an event. Most of what he was saying was hearsay based on hearsay. At that, he backed off. Pity, I didn't even get a chance to raise my second argument that the east coast people also and always play as cliques when confronting outsiders in tournaments. I've seen it at DIXIECON and at AVALONCON; which Yerkey himself runs.

If you would like more information about this year's WDC VI event I have a variety of materials on disk, tape, fotos, and reports which are available. A copy of the complete event PROCEEDINGS is also available. For more information on ordering these items you can contact me at PEERIBLAH@aol.com.

Pitt Crandelmire's first pronouncement on winning this year's event was that he was definitely going to next year's event to defend his title. That's nice because it will be the first (perhaps second) time a top-ranked American player has played in a non-American WDC event. As I said at the meeting, I am tired of having the USA represented overseas in tournaments by such non-players as myself and Don Del Grande. And I am sure Don would agree with that. My hope is that Pitt will have at least two other top-ranked players going with him and, with luck, perhaps even for a full team of seven players. Pitt will be an excellent champion to represent us, but he can't carry the whole load alone. I would very much like to see some of our top players go over and kick a little Nordic butt. Also, let me get it on the record now that I think it is imperative for David Hood's DIXIECON event, designated to be the 1998 WDC site, to send at least one or more representatives to next year's event in Sweden. If they don't, they can, I expect, anticipate minimal foreign attendance in Chapel Hill. The Europeans sent their best to Columbus. It is high time we do the same!

Now, let's talk a bit about next year's event. It will be held over the Easter weekend in Goteburg, Sweden. Goteburg is Sweden's second largest city and major port. If you picture a triangle consisting of Stockholm, Oslo and Copenhagen, Goteburg is mid-way along the line from Oslo to Copenhagen. Getting there won't be as easy as catching a shuttle to Columbus, but it is possible --- IF WE START PLANNING NOW. There is no reason why someone who wants to go to next year's WDC cannot go if they are willing to start planning and working toward that goal NOW. How, you ask? I'll have details on that in the near future. Sweden's largest gaming event, GOTHCON, will be sponsoring the WDC event at a local university. The Swedes have committed to providing "free" housing for foreigners attending the event. They have not yet promised to send their event champion to the next WDC event in 1998; which will be held in Chapel Hill, NC, but I plan to keep bugging them about that!

When WDC started, back in 1988, the Scandinavian presence was pretty much a Swedish presence. Now, less than ten years later, there are blossoming Diplomacy hobbies in all the Nordic countries. In fact, the week before WDC VI, EDC IV was held in Oslo, Norway with almost as large a turnout as in Columbus. Good sized contingents from Finland and Sweden came to Oslo but, as amazing as it was to the Swedes in Columbus, the Norwegians actually won on their home soil. In fact the Norwegian winner played in four of five rounds and won in all four of them! And this is just what is happening in Scandinavia. You can be sure the French and Brits will also be making a strong effort in Goteburg. And who knows, perhaps the Austrians and Italians will come north for a first time appearance.

By the time you read this I should have WDCVII@aol.com up and running as an information source about next year's event. If you are planning on going, or only are hoping to go and need some advice and encouragement, let me know. I haven't decided yet whether I will continue to do a net email zine for the event. And, of course, you can get more information in future issues of DW, in my FAQ About WDC VII in TDP, or directly from Per Westling in his zine, LEPANTO 4-EVER.

{Larry Peery is a former editor of Diplomacy World, and the master Peeriblah producer.}

(...Used and Abused, continued from page 12)

husband his strength, concede Midway, and defend Hawaii & the US Western coastline against invasion, the "prudent" course, or he could send everything he could scrape together to Midway to contest the strategically important island.

Unlike McClellan, Nimitz was a bold man willing to take calculated gambles to achieve the "goal" (victory, not just a negotiated settlement). Unlike Hitler's general staff, he calculated the chances before deciding. In a naval carrier engagement, as seen at Coral Sea (the first naval battle where the opposing surface fleets never sighted each other), great superiority of aircraft and carriers is of value only when the enemy location is known. Nimitz understood that, with a solid search plan implemented from Midway, and the knowledge that the Japanese may reveal their location when they attacked the island itself, it was entirely possible that the smaller American fleet may be able to strike hard against the enemy without their knowing where the American carriers were in return - and to emerge victorious. The full details of this battle need not be repeated here (though interested readers are encouraged to rent and view the excellent 1976 movie "Midway" starring Charlton Heston & Henry Fonda). At Nimitz's command energetic & motivated crews worked around the clock to get the Yorktown battle ready (thought still less than 100%) and on June 4th, with search patterns out, the three American carriers engaged the main Japanese strike force of 4 heavy carriers (Akagi, Kaga, Soryu & Hiryu) under Admiral Nagumo, gained tactical surprise by locating the enemy first, and destroyed all 4 carriers at a cost of only the damaged Yorktown which was hit several times and finally sunk. A brilliant victory which stemmed the Japanese advances, and signaled the turn of the war in favor of the US, gained thanks to bold daring and willingness to take a nicely calculated gamble. A victory which set the stage for US advances in the West and, ultimately, "Victory."

And, after all, isn't that what the objective of the game is, Victory? But to earn that victory, the ambitious general must be willing to risk losing, willing to take calculated risks, and not afraid to throw his or her last reserves into a battle. All the while being careful to calculate the chances of success and failure with a calm & clear eye and willing to hold off an attack when the odds don't warrant the risk. Let Caution be a tool you use, not abuse, on your road to conquest. Good luck.

{Brian Cannon continues to receive rave reviews for his Diplomacy World articles - from his family and the voices in his head.}



WAR IN BOSNIA

A New Diplomacy Variant by Stephen Agar

0. The usual rules of Diplomacy (1971) apply.

1. There are seven players, as follows:

SERBIA: 3A(Bel); A(Pod) (Capital = Belgrade)

BOSNIAN SERBS: A(SaM); A(Tra); A(Pal); A(Bij) (Capital = Pale)

KRAJINA SERBS: A(Kni); A(Gli); A(Sis) (Capital = Knin)

CROATIA: A(Vuk); A(SiB); A(Zag); A(Gos); A(Spl); A(Dub) (Capital = Zagreb)

BOSNIAN CROATIANS: A(Liv); A(Mos); A(Kon) (Capital = Mostar)

BOSNIAN MOSLEMS: A(Sar); A(Tuz); A(Gor); A(Bih) (Capital = Sarajevo)

UNPROFOR / NATO: Seven units off-board.

There are no fleets in this game.

2. Calendar

This is a fixed duration variant - the game ends after 20 moves if no one has reached the victory criteria. The calendar used is Spring 1992, Summer 1992 (build season), Autumn 1992, Winter 1992 (build season), Spring 1993, Summer 1993 (build season), Autumn 1993, Winter 1993 (build season) etc. The final season is therefore Winter 1996.

3. Ethnic Alignment

Units belonging to the same ethnic background cannot dislodge each other directly, though they may validly support an attack by a different ethnic group. Thus Bosnian Croats cannot dislodge Croatian units, but they could support Bosnian Serbs in dislodging a Croatian unit. There is no restriction on players of the same ethnic background taking supply centres off each other etc.

4. Builds

Builds may be made in any vacant controlled supply centre. Thus, a power can continue to build even if all its home supply centres are lost. The presence of UN units has no effect on the builds of the other powers.

5. Home Centres and Capitals

No Power may enter a home supply centre of any other power during the first two moves of the game (i.e. up to and including Summer 1992).

The capitals of each Power confer a +1 defensive benefit on units belonging to the Power for whom they are a home supply centre. In postal games the name of each capital is a reserved dateline for the power concerned.

6. Serbia

Serbia starts the game with a 3A(Bel). This must split into three separate armies on the first move of the game and thereafter acts as three separate armies for all purposes. Belgrade is a triple supply centre for Serbia only, it acts as an ordinary supply centre for other powers and victory criteria.

7. UN / NATO

The object of the game for the UN player is to bring peace (see victory criteria) without taking sides - hence UN ground troops have no offensive value. UN troops have no effect on the ownership of supply centres.

7.1 UNPROFOR Units

(a) As the game progresses, the UN player can place one or more UNPROFOR units on the board in any turn (up to a maximum of seven such units on the board at any one time), either in neutral supply centres (which are still neutral), in vacant non-supply

centres, in occupied spaces (with the permission of the occupier) or in owned supply centres (with the permission of the owner). UNPROFOR units can co-exist with other UNPROFOR units and other ordinary units.

(b) Each season the UN can also remove from play any UNPROFOR units which are not co-existing with non-UNPROFOR units, while removal of UNPROFOR units which are so co-existing can only be made with the permission of the owner of any unit co-existing with the UNPROFOR unit in question (NMRs = approval given). These UNPROFOR deployments and removals take place after retreats (and after adjustments in build seasons). UNPROFOR units are abbreviated to "U" in game reports or "2U", "3U" etc. for multiple UNPROFOR units. Multiple UNPROFOR units may be ordered independently, but any attack on a space occupied by UNPROFOR units cuts all UNPROFOR supports.

(c) UNPROFOR units can co-exist with other units (thus a space could, for example, contain a Bosnian Serb army and two UNPROFOR units). UNPROFOR units do not require supply centres to sustain them and they cannot "own" supply centres. UNPROFOR units are only lightly-armed and therefore they have a defence combat value of 1/2, but an attack combat value of 0 - which means they can only successfully move across the board if they are unopposed, if they are moving with a regular unit which has sufficient strength to move despite opposition, or if a unit occupying the space to which they are moving specifically allows them to enter. Unless the UN specifically orders otherwise, their defence value is added to the sum total of units sharing the same space as them (i.e. provided they are not hostages they protect the locals) for the purpose of avoiding dislodgement (but not moving into an adjacent space unless specifically so ordered).

(d) If a UNPROFOR unit is dislodged the UNPROFOR player may elect to not to retreat but to co-exist with the attacking unit instead, provided the attacker agrees - in this case the UNPROFOR unit may not be taken hostage that turn. If the UNPROFOR unit has to retreat and it has no possible retreat, the successful attacker has the option of taking the UNPROFOR unit hostage (which see) or sending the troops home. UNPROFOR units can only retreat to (a) a space to which a unit which was dislodged with them is retreating (b) empty spaces or (c) spaces already containing UNPROFOR units. UNPROFOR units do not have the option of disbanding when dislodged (we never give up on "our boys"). A retreating UNPROFOR unit has no effect on whether other regular units may retreat or not.

7.2 Air Attacks

In the event that a space which contains a free UNPROFOR unit is attacked (whether successfully or not), the UN player has the option of instigating a retaliatory Air Attack the following move (irrespective of whether the UNPROFOR unit was attempting to leave the space but failed). When an Air Attack is launched the UNPROFOR player must state the attack which has caused the retaliation. Two different types of Air Attack are possible:

(a) A Limited Attack: This freezes all units which took part in the attack on the UNPROFOR unit (including supporting) that following move (though such unit may receive support to stand).

(b) A Major Attack: This dislodges all units which took part in the attack on the UNPROFOR unit (including supporting) and freezes all other units belonging to the player (or players) who were taking part in the attack across the whole board.

Major Air attacks may not dislodge any units belonging to a Power who holds a UNPROFOR hostage (they are frozen instead) and Limited Attacks have no effect on spaces which contain UNPROFOR hostages.

Up to two different Limited Attacks may happen in different parts of the board during the same season. Only one Major Attack is possible per season.

Because launching a Major Attack on a Power holding UN hostages is very risky, the UN will only take that particular risk against units belonging to each Power once.

7.3 UN Hostages

Any unit sharing a space with a UNPROFOR unit can be ordered to take it hostage, even if the UNPROFOR unit is of a greater strength than the regular unit. UNPROFOR units can also be taken hostage by a unit which dislodges them, if no other retreat space is available. The purpose of taking UNPROFOR units hostage is to discourage air attacks (see above). UNPROFOR hostages have no combat value. A unit which has taken an UNPROFOR unit hostage, carries them with them when it moves or retreats.

A Power can, before movement, elect to free all its UNPROFOR hostages. This has the effect of preventing all Air Attacks on any of its units for the season in which the hostages are freed and the following season. Freed hostages are removed from the board. Note that this means that if hostages are taken in one season and freed at the beginning of the next season, it is possible to avoid a

retaliatory air attack. If a unit holding hostages is removed from play during adjustments then the hostages are deemed to have been freed.

7.4 UN Safe Areas

At the end of any season the UN may declare any supply centre on the board to be a UN Safe Area for the protection of the Power then controlling it, save that no more than five such areas may be designated during the entire game. Once so designated, these areas may not be undesignated.

7.5 Lifting the Arms Embargo

Whenever any UN Safe Area is been captured by another Power (i.e. occupied in any season), for the following two seasons the UN / NATO player has the option of abandoning the arms embargo, which will take effect at the beginning of the season concerned. The effect of abandoning the arms embargo is that the UN player can (that season or in subsequent season) award up to a total of five bonus off-board supply centres to any power or powers of his choice (other than a power who has captured a UN Safe Area at any time during the game or who presently holds UNPROFOR hostages), who may then use them to make builds that season after retreats, whether or not it is a build season. Once the arms embargo is lifted all UNPROFOR units are upgraded to full strength armies and there is no restriction on their freedom to attack other units. For then on any UNPROFOR units removed from play may not be re-deployed (i.e. the UN presence will gradually decline).

8. Victory Criteria

Draws include all survivors (as well as UN).

A single Power wins the game if it controls 17 centres.

Two Powers may claim a joint victory provided they control 22 centres between them.

The UN / NATO player wins the game if no one else has won the game after 20 moves and the Bosnian Moslems still survive. If the Bosnian Moslems have been eliminated and no other victory criteria are met then no one has won, which just goes to show that wars in the Balkans are usually futile.

9. Summary of Events each Turn

All orders may be conditional on something which happens before it in the course of the same turn.

1. [Lifting of the Arms Embargo]
2. [UN hostages freed]
3. [Air Attacks]
4. Regular Movement.)
5. Retreats [and Hostage Taking]
6. [Adjustments in Summer/Winter]
[Award of Arms Embargo Bonus Centres - any season]
7. [UNPROFOR deployments and removals]
8. [Designation of Safe Areas]

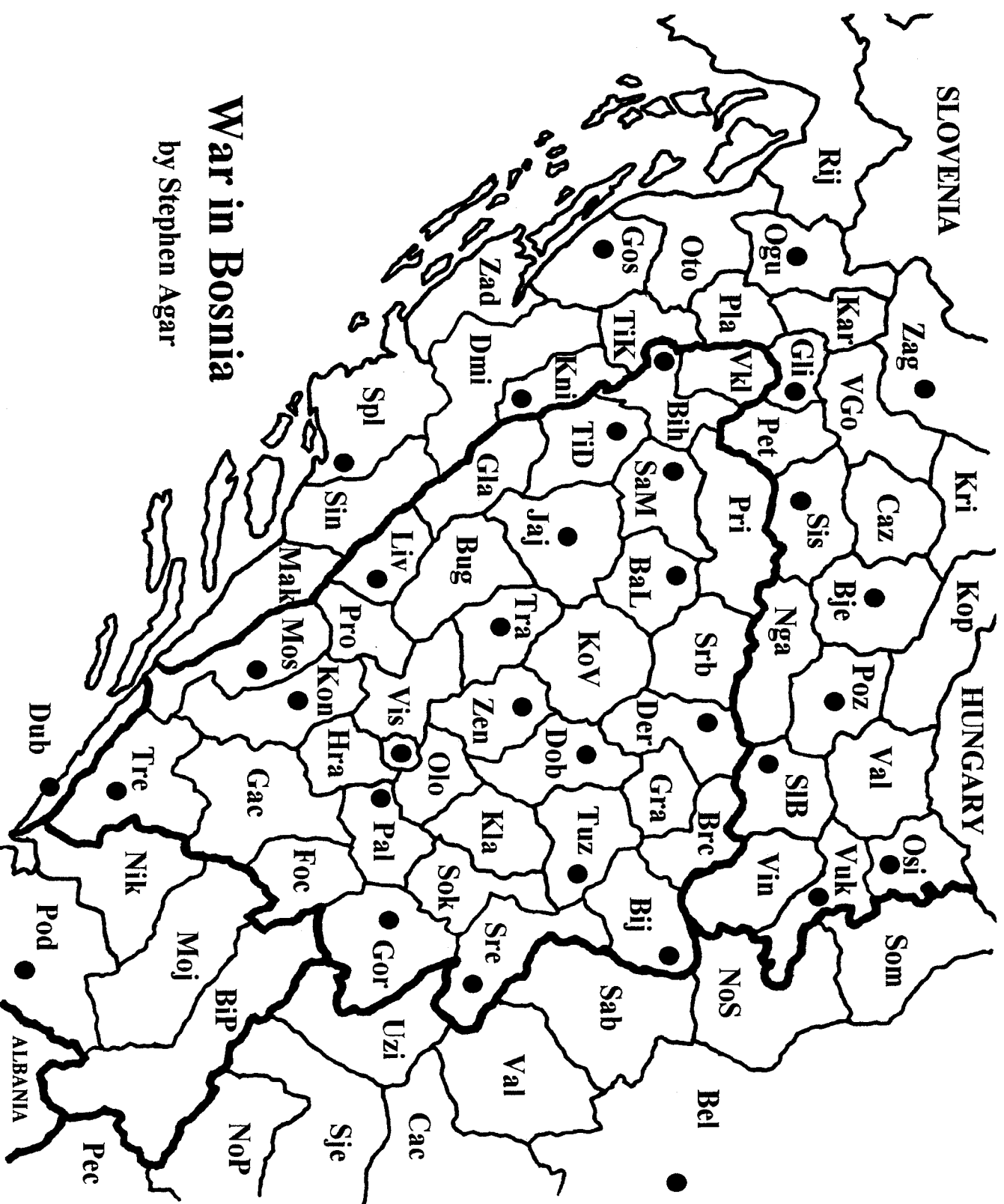
Map Abbreviations

BaL = Banja Luka; Bih = Bihac; Bij = Bijeljina; BiP = Bijelo Polje; Bje = Bjelovar; BoD = Bos Dubica; BrC = Brcko; Bug = Bugojno; Cac = Cacak; Caz = Cazma; Der = Derventa; Dmi = Dmis; Dob = Doboj; Dub = Dubrovnik; Foc = Foca; Gac = Gacko; Gla = Glamoc; Gli = Glina; Gor = Gorazde; Gos = Gospic; Gra = Gradacac; Hra = Hrasnica; Jac = Jajce; Kar = Karlovak; Kla = Kladanj; Kni = Knin; Kon = Konjic; Kop = Koprivnica; KoV = Kotor Varos; Kri = Krizevci; Liv = Livno; Mak = Makarska; Moj = Mojkovac; Mos = Mostar; NGr = N. Gradiska; Nik = Niksic; NoP = Novi Pazar; NoS = Novi Sad; Ogu = Ogulin; Olo = Olovo; Osi = Osijek; Oto = Otocac; Pal = Pale; Pec = Pec; Pet = Petrinja; Pla = Plaski; Pod = Podgorica; Poz = Pozega; Pri = Prijedor; Pro = Prozor; Rij = Rijeka; Sab = Sabac; SaM = Sanski Most; Sar = Sarajevo; Sin = Sinj; Sis = Sisnak; Sje = Sjenica; SIB = Slav. Brod; Sok = Sokolac; Som = Sombor; Spl = Split; Srb = Srbac; Sre = Srebrenica; TiD = Titov Drvar; TiK = Totova Korenica; Tra = Travnik; Tre = Trebinje; Tuz = Tuzla; Uzi = Uzice; Val = Valjevo; Val = Valpovo; Vgo = V. Gorica; Vin = Vinkovci; Vis = Visoko; Vkl = V. Kladusa; Vuk = Vukovar; Zad = Zadar; Zag = Zagreb; Zen = Zeica;

This variant is dedicated to Neil Duncan, without whose assurances that it was not in bad taste this variant would never have been completed or published.

{Stephen Agar is Diplomacy World's Variant Editor.}

by Stephen Agar



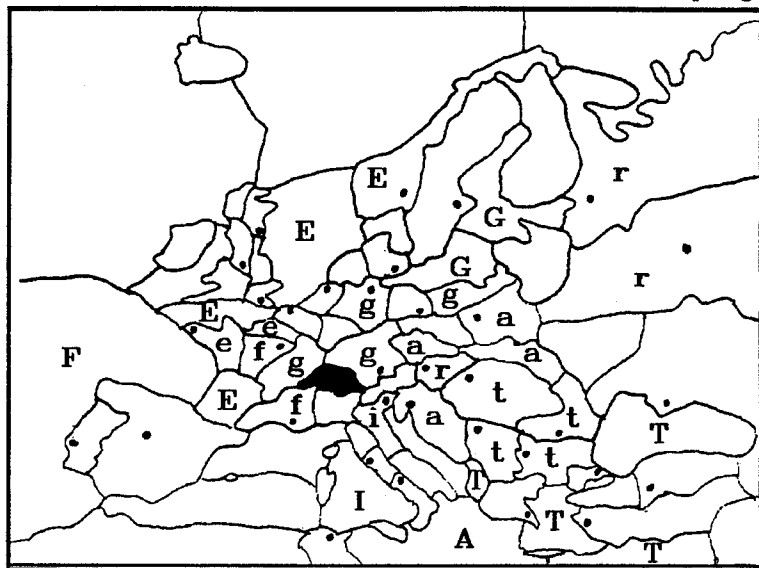
The Diplomacy World Demo Game

Flapjack - 1995HD

The Players: Austria - Dave Partridge
England - Mike Gonsalves
France - Tom Pasko/Paul Milewski
Germany - Stephen Koehler
Italy - James McQuinn
Russia - Jerry Ritcey
Turkey - Mark Fassio

The GM: Douglas Kent **The Commentators:** Brian Cannon
Jim Grose

Winter 1903/Spring 1904 Results:



Austria: Ret A Mun-Tyr, Rem A Rom, A Ukr..A Tyr-Tri,
A Gal-Vie, F Nap-Ion, A Sil-Boh, A War H.
England: Bld F Lon..F Lon-Nth, A Bel-Pic,
F Ech S A Pic-Pic(NSO), A Bre S A Bel-Pic,
F Mid-Gas, F Nwy-StP(nc).
France: A Pic S A Gas Par, A Gas-Par, A Spa-Mar,
F Por-Mid.
Germany: Bld A Ber..F Swe-GoB, F Bal C A Kie-Lva,
A Bur S E. A Bel-Pic, A Mun S A Ber-Pru(Imp),
A Kie-Lva, A Ber-Pru.
Italy: Rem F Tun..A Ven S A. A Tyr-Tri,
F Tyn S A. F Nap-Ion.
Russia: A StP-Lva, A Mos S T. F Bla-Sev(NSO),
A Vie H.
Turkey: Bld A Con, A Ank, F Smy..F Gre-Alb,
F Eme-Ion, F Smy-Aeg, A Rum-Bud, A Ank-Rum,
F Bla C A Ank-Rum, A Ser S A Ank-Rum, A Con-Bul.

PRESS

Con - Mos: You see, Jerry, I am as good as my word. Sev is yours. Hopefully you'll see fit to write, or at least cooperate and help finish the now-dangerous Austrian (they're always the most dangerous when they're wounded but not dead). I hope we can cooperate, especially as the E/G creeps ever-closer to your northern doors; you need Austrian centers as backfill.

Austria - Turkey: Methinks my error was that I DID trust you. I thought your vision was longer than your nose, my mistake. The stab wasn't too bad, but you really need to work on your justifications.

Tur - Aus: Dave, you ALMOST won me back. You're the only player on this board who consistently writes, consistently calls, and who acts like he GIVES a shit about this match! (So what do I do, but stab you?! Color me stupid.) I can't build three fleets, however, and I have bad other-game histories of hitting someone and not finishing them off...and there's NO assurance with this crowd of anyone responding or helping me!!! This thing will end with you as a co-winner with a Western power, if I don't miss my bet. Good luck, and en garde.

Ita - Aus: I must say I enjoyed your stab. Couldn't think of anyone more deserving. Hope it has shocked you to your senses.

Tur - Ita: Hopefully you tried to recapture the Lost Provinces. In a turn or two, I hope to help you in that process. Good hunting.

Ita - Tur: Sorry, old chum. Compelling arguments, however, and great use of bold and italics. But you know what they say about too much success, too early.

Ita - Eng & Ger: Hey you guys, remember me? I'm the one who made it possible for you to make such a great advance on France. How about some help here?

Faz - Mike: How's about keeping in touch, fellow Witch? What's goin' down?

Tur - Ger: Greetings! Hope Munich wasn't in too bad shape when you marched back in.

Paris - Bud: I have read your letter and do feel that we should make a grand friendship between us.

Tur - Fra: You're not a Bernie Oaklyn storefront pseudonym, are you? Hope you can hold your own against the foe(s).

Commentary - Spring 1904

Brian Cannon - The East is pretty much going Turkey's way. While it's true Austria & Italy have come to terms (Austria moves/removes out of Italian dots and Italy supports him), Russia appears to playing a "help the Turk so as to take revenge on that Austrian stooge" game. Even if Russia were to decide to help stop Turkey, it would likely only be a matter of time till Turkey rolled over the remnants of both Italy, Austria, AND Russia. With a 3 Fleet to 2 advantage already (and a 4th Fleet available) Turkey should shortly be able to force the Ionian, threaten Italy's Tunis, and prepare for an Army convoy onto the Italian boot (sort of a reverse-Lepanto!). Even if Russia decides to help Austria in the Balkans, the collapse of Italy would lead to the collapse of the R/A units in the Balkans. If Russia continues to offer support to Turkey, it just means Austria dies first followed by Italy, rather than the other way around.

The problem Faz is likely to run into is that once he has Italy & Austria, he'll be at 14 units and likely facing a strong E/G alliance. Does he have a plan for breaking up the E/G at that point? It's unlikely he'll be strong enough to defeat them Tactically (tho he may be able to defend himself against their advance). If he doesn't have a plan here, it is quite likely the game could end in a 3-way Draw as it's unlikely either England or Germany would be willing to stab an equally powerful ally when a 14 center Turkey is hovering in the wings licking his chops for an opportunity to lunge to a solo. Does Faz have a plan? Or has he taken the quick growth path without considering adequately how and where his 18 dots will come from? If so, he wouldn't be the first player to make that mistake, but we'll have to wait and see.

In the West things are a little more interesting. England makes moves to guarantee his Bel-Pic move (tho making a misorder, Ech sup Pic-Pic !!!, which ends up not hurting) while protecting A/Brest, but in the process misses a golden opportunity to slide a Fleet into the Med flanking France and setting up future advances. His decisions to build Fleet in London and move to North Sea (delaying plopping additional armies onto the Continent or sending more Fleets toward & past Gibraltar) are also significant.

First consider the possibilities had he built F/Liverpool and followed with moves of F/Lpl-Irs, F/MAO-WMed, & F/Ech-MAO. With German (and Bre) sup the move Bel-Pic is a lock and even if France retakes Bre it would mean he had left Par open for Bre to retreat into followed by Pic retaking Bre to put France at -1. The Fleet moves, however, would slip one Fleet into the Med where it could either

threaten France or offer help to Italy in stopping Mike's biggest rival, Turkey. The moves would also ensure two more fleets in position to force another fleet into the MAO, AND lock the French fleet in port in Portugal to-boot. The result, very shortly, would be that E/G would have France surrounded (he then collapses) and England would have enough Fleet presence in the Med early enough to have a say in the battle for Italy. At that point he could continue with the E/G, probably grabbing some Italian dots as Germany moves on the Balkans, with some hope of preventing Turkey's setup of a stalemate line to stop them. Such an E/G would still be fairly well balanced (offering good hope of a 2-way) but with England having a slight advantage (able to hit Germany from behind while most German units were on the line against Turkey) possibly allowing him consider stabbing for the solo. Alternatively, he could forgo this E/G push on Turkey and consider allying with Turkey. If France is grabbed fast enough, England may be in a strong enough position to stab Germany while preventing Turkey from capitalizing on the E/G strife. In that case England could shoot for a Wicked Witch 2-way draw while keeping his eyes open for solo opportunities.

However, England didn't choose this approach. The Fleet in the North Sea doesn't seem to help the E/G alliance at all. It doesn't help Germany against Russia, and it's not in position to help in the assault on France. Is it possible Mike is preparing to stab his German ally. Nwy-Swe, and Nth-Den, coupled with the taking of Paris would give Mike +3 while dropping Germany to 4. The problem is that the stabbing units, being Fleets, won't go much further and Germany could still hope to retake one or both of his losses the next year leaving England in a dog-fight as Turkey Rolls in the East; plus Russia still has an army threatening Norway which can't be counted out. If he opts for the Stab, Faz will start dancing Jigs of Joy!

Meanwhile, Germany makes his own misorder: Mun sup Ber-Pru, an impossible support. Did he mean to sup a move Ber-Sil? But he actually made the move to Pru (succeeding due to lack of opposition). He also attempted a convoy to Livonia. Russia here made a gutsy call, using his St Pete army to bounce the convoy back even that he could have been vacating St Pete for England to walk into. Likely, however, this only delayed the fall of St Pete. Germany can support the convoy this time (from Pru) while E/G make a supported attack on St Pete forcing Russia to hold in a defensive posture or lose it now. Next year, with a Livonian move to Moscow, St Pete falls to the E/G attack and then both Warsaw (Aus) & Moscow (Rus) come under attack.

Then what? Well, if E/G hold together, Germany will need to begin moving armies into the Balkans. If he can get there while Austria is still alive all the better. He can then "help" Austria stop/slow down Turkey until he is ready to start grabbing Balkan dots himself (Vie, Tri, & Ven for starters). If he can get one of those with a solid infantry support following and if E/G is still together, I think they will have passed Turkey's stalemate lines and be in position for a war of attrition against Turkey, which Turkey will be unable to TACTICALLY survive.

Well, that is a LOT of forward looking and analysis. But if there is one lesson to pick up, it's this --- "If you wish to succeed at Diplomacy over the long haul, you absolutely MUST think ahead - Far ahead. Otherwise, you are just relying on fate to give you a position from which you can grab the solo victory" Who is planning ahead the best in this game ?? Is anyone ?? Stay tuned ... we'll find out together (-:-)

Jim Grose - Turkey continues his slow but steady advance using his land, naval and diplomatic forces. Budapest was a steal. How did he know that he could take it unsupported and instead order A Ser S A Ank-Rum? He clearly tried to ally with both Italy and Russia. In the latter case he obviously does not want to see Russia collapse prematurely to an E-G invasion. He made all the right moves and should hold Bud and take Ion this fall.

Russia, on the other hand, made one of the most questionable moves: A Mos S Tur F Bla-Sev (NSO). If he wanted A StP-Lvn to bounce an expected convoy to Lvn but guarantee to still be in StP come the fall, he should have ordered a self-standoff with A Mos-Lvn. If, on the other hand, he truly wanted A StP-Lvn to succeed, he should have ordered A Mos S A StP-Lvn. In the fall this would have given him the choice of bouncing an E-G attack on StP (and maybe even building there), defending Lvn or attacking War with support. What was A Mos S Tur F Bla-Sev supposed to accomplish?

Did it occur to Austria-Hungary or Russia (and if so, did either communicate it to the other) that they should ally against Turkey? They could have started with A Gal S Rus A Vie-Bud, to be followed by A Boh-Vie, and could still do so this fall. Alternatively, Austria-Hungary should have ordered A Gal-Bud rather than A Gal-Vie. Did he expect Russia to vacate Vie voluntarily? If he's determined to be Russia's enemy (i.e. his enemy's enemy's enemy), has Austria-Hungary proposed to support German A Kie-Lvn as part of a restoration of friendly AH-G relations?

Italy appears to have reconciled with Austria-Hungary. He realizes that regardless of what Turkey says, he is still a long-term threat to Italy. It will be interesting to see if he delays the recapture of Rom and Nap for the greater good of the AH-I alliance. Forcing Turkey to use all three fleets to

take Ion might mean A Ven S AH A Tri will be good enough to hold it.

Italy cannot hold out in the MEd forever without naval help from England, who stumbled with F MAO-Gas. This move prevented both French moves A Gas S A Pic-Par and A Spa-Gas (to support Par) but Germany could have taken Par from Bur with two English supports guaranteed so the English move was unnecessary. Now he faces French F MAO, which could mean lost time in taking Spa, Por, and Wme (assuming England wants to).

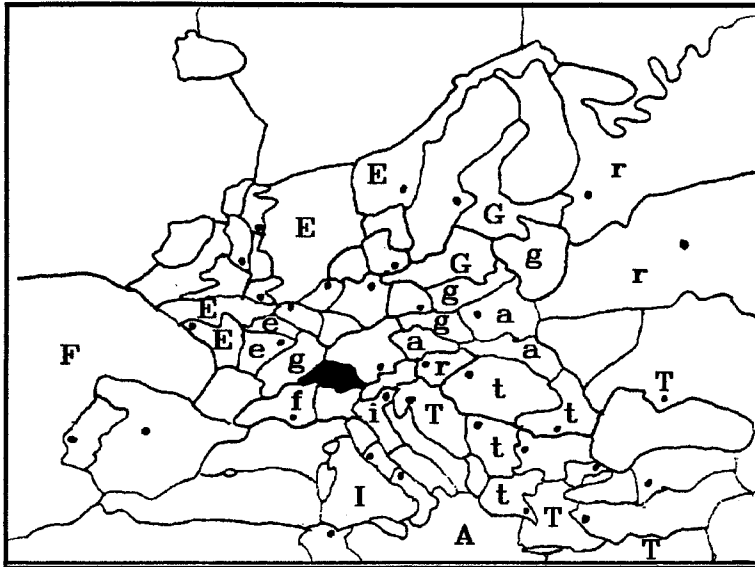
France does have Mar covered, helping to block access to Spa, but holding Pic or regaining Bre from Pic and PAr was a pipe dream. A Pic-Par would have been better. Since he is guaranteed to lose Par and has already seen A Pic annihilated, why doesn't France next try A Mar S A Par-Gas and F MAO-Spa(sc) to annihilate English F Gas and prepare to defend Mar and Spa. He could propose to England to cede him Por provided England doesn't attack Spa or Mar. Has France talked with England or Germany about either forming a new alliance with one against the other or forming an E-F-G against Turkey?

Did Germany move A Ber-Pru (as in the printed moves) or A Ber-Sil (as on the map)? Regardless, he can't be simultaneously attacking Par and War while defending his homeland against Austria-Hungary (and England). If he hasn't already, he should find some way to reconcile with Austria-Hungary or Russia.

The plot thickens!



Fall 1904 Results:



Austria: ~~A Tri Alb~~(ret Tyr,OTB),A Gal-Vie,F Ion H,
A Boh S A Gal-Vie,A War S G. A Kie-Lva.
England: A Pic S A Bre-Par,A Bre-Par,F Gas-Bre,
F Ech-Mid,F Nwy S G. F GoB-Swe(NSO),F Nth H.
France: NMR! ~~A Par-U~~,A Mar U,F Mid U.
Germany: A Kie-Lva,F Bal C A Kie-Lva,
F GoB-StP(sc),A Bur-Mar,A Mun-Sil,
A Pru S A Kie-Lva.
Italy: A Ven-Tri,F Tyn S A. F Ion.
Russia: A StP H,A Mos S A StP,A Vie S T. F Alb-Tri.
Turkey: F Eme-Ion,F Aeg S F Eme-Ion,A Bul-Gre,
F Bla-Sev,A Bud S R. A Vie,A Rum S A Bud,
F Alb-Tri,A Ser S F Alb-Tri.

Supply Center Chart

Austria	War,Rom,Nap=3	Remove 2
England	Lon,Lvp,Edi,Nwy,Bre,Bel,Par=7	Build 1
France	Mar,Por,Spa=3	Build 1 (no room)
Germany	Kie,Ber,Mun,Hol,Den,Swe=6	Even
Italy	Ven,Tun=2	Even
Russia	Mos,StP,Vie=3	Even
Turkey	Con,Smy,Ank,Bul,Sev,Rum,Ser,Gre,Bud,Tri=10	Build 2

PRESS

Ger - All: I am surprised that no one gave credit to the mastermind of the Turkish stab of Austria. Perhaps my involvement was too subtle for our commentators.

Tur - Aus: Hey, hey, none of these "nose jokes," puh-leeze! It's bad enough that my schnozz *really* is gargantuan, let alone have an aggrieved party abuse me further in the press! Actually, hindsight may prove that the A/T should've stuck around, having allowed us to grab our enemies by the short-and-curly and keeping Eastern Momentum. But if my wretched diplomatic skills can be honed a little more, then perhaps R and I will still realize the benefits of seeing you dead (and getting centers back!)...in which case the current path for Turkey is still the one desired. The interesting thing this turn will be what Italy does: does he support Tri and Ion and pass up his chance to retake two centers? Does he do it and have me retreat back, say, into Tun, keeping you alive even longer...? You have more lives than an ally cat, my friend.

Ger - Fra: My god! He's alive!!!!

Tur - Ita: Yeah, so what *will* you do this turn? I decided to forego the fancy italics and bold type this turn--they impress, but don't sway, your pivotal nation. This time, I appeal to common sense. Remember what Bismarck said about allying with A/H: "We are fettered to a corpse." Help AUS and you deny yourself access to centers you desperately need vs E/G. Help me reduce Austria, and the western Med is an Italian lake once more! After all, I *have* been true to my word this game, now haven't I??? (OK, I did use one italic this time). While you prop up an artificial East, the E/G "help" you so desperately desire will come crashing down on you after France dies...and die he will without Italian help to prop him up.

Venice (provisional capital) - Con: Once again the Sultan fills my mailbox with silky words and tempting offers, but one has to draw the line in the sand somewhere. Not that it is likely to stop the Turkish Desert Storm.

Ger - Aus: Right behind you buddy, all the way!

Tur - Ger: I assume the offensive vs Russia goes on now up north with England? You know, this will be a bit disconcerting if the A/T broke up only to see an even stronger E/G. Any reassuring letters planned for *moi*?

Venice - London, Paris, and Berlin: Pretty soon you will need to draw your line in the alps.

Tur - Eng: Hi, Mike! I passed through DuBois on the 24th of May (missed the 119S exit and was on 219S for awhile). I was on a short-turnaround, or else I would've tracked you down for some discussions. I think it's absolutely essential that we establish some detailed communications between us, given the shape of the board! If you agree, how's about a letter or two? Assuming, of course, than England *desires* close contact with the Turk???

Venice - Paris: Are you still alive? Sheesh! I handed you to England and Germany on a platter. They should have finished you by now.

Tur - Russia: Despite non-receipt of communication from the Tsar, your moves show a willingness for cooperation. I hope we saves Vienna this turn, as well as further nailed down the Archduke's coffin. Good luck up north: if I could get there to help, I would!

Fall 1904 Commentary:

Brian Cannon - Of greatest interest to me this season are the English moves. The Fleet (Gas) moves North! to Brest, skipping a try for Spain (which he would have gotten) or a regrabbing of the MAO. He takes Paris, but from Brest (not Pic) keeping his armies on a N/S line (as tho preparing to move East). He may have sold this to Germany as the only way for him to guarantee taking Paris, but it still looks suspicious to me --- especially coupled with the English order up north for a German move from Gulf of Bothnia to SWEDEN !?!?!?!?! Germany, of course, moved to St Pete (not Sweden) as expected. Was this an honest mistake as England will claim or an example of the old, old ploy of the "Miswritten Order" to prevent a German build in preparation for a Spring Stab? We'll see.

Germany, as expected, made it into Livonia and also moved to Silesia setting up a Blitz of the Russian homeland. He faces a couple of potential problems, however. First: One of the dots he is blitzing is owned by Austria (Warsaw) and that "could" set Austria against Germany [as in "I've got enough problems of my own and now Et Tu?!? ... A Pox on you and your descendents!"]. It is important in Diplomacy to always check for possible retreats and use contingency orders when applicable. Austria "could" retreat Tri to Tyrolia; remove Galicia & Ionian; and have a supported attack on Munich in the Spring. Germany needs to watch for this. Second: Notice the board position. Germany has 5 of his 6 units strung out far to the East - - - while England has 5 of his 6 units lined up along the German unprotected rear (within two moves of German dots) and so far seems to be devoting only small effort to moving anywhere else.

Will Germany trust England and continue the attack East? Will England honor such trust or stab? Will Germany find a Diplomatic way (such as using the perceived Turkish threat) to keep England as an ally? The Spring season may well be a make-or-break for Germany, and Stephen's Diplomatic efforts are as likely to make a difference as any Tactical moves he might make - stay tuned. In the East, I/A tried to slide armies around to Trieste/Albania rather than holding in Trieste. It didn't work as Turkey grabbed Trieste with a supported attack - with his Fleet !! By moving his third fleet out of contact with the Ionian (allowing I/A to guarantee holding it for another season) it may be that Mark is signaling his willingness to Mike (England) to take a more methodical growth and allow England to stab Germany with less fear of it leading to a Turkish solo. I discussed last time the dangers of growing too fast - the Fleet move to Trieste (seemingly a minor move on the surface) may be the significant signal that draws England into war with Germany.

At this point, there are two main questions be be thinking about. First: Will England stab Germany in the Spring? Look at the English Winter build for a clue. Second: Can Austria, Italy, Russia, France, (and, perhaps, Germany) find a way to stop an E/T if it forms? Between them they have 17 units at the moment - but a poor strategic position. The name of the game is DIPLOMACY, and if they are to survive, they will need to find a way to use "diplomacy" to save themselves. En Guard, guys, it's time for the State Bar !! Let's see how you do.

Jim Grose - One of the players sent me an interesting letter in which he provided some background on correspondence between the countries prior to a particular set of moves. This helped to explain why one player issued what I previously judged to be some poor moves, but also got me wondering about how, as commentators, we can fairly pass judgement on players' performances if all we have to go by are the actual moves. As I've preached repeatedly in games I play in, the moves should be the end products of extensive negotiations i.e. diplomacy. One solution might be for all players in this game to forward copies pf all correspondence to the commentators each turn. You would trust us to keep them secret, wouldn't you? You would?!

Back to this game. Germany implies that he masterminded the Turkish stab of Austria-Hungary and suggests his "involvement was too subtle for our commentators." Even after reviewing the moves and press on the assumption that he was behind it, I can find nothing to implicate him. You can't get much subtler than that!

Perhaps Germany and Austria-Hungary agreed that if Austria-Hungary recaptured Vie from Russia this fall then Germany would take War next year and move on against Turkey. I can't see any other reason why Austria-Hungary would support Ger A Kie-Lvn (and face the German capture of War), unless he wants to try to steal Mun himself next year.

The English advance has slowed needlessly. In the east, what was to be gained with F Nwy S Ger F GoB-Swe, especially while StP has yet to fall? In the west, A Pic is behind the lines. Better moves in the west would have been A Bre S A Pic-Par, F Gas-Spa, F Eng-MAO, A Bur S E. A Pic-Par.

Italy and Austria-Hungary, with German backing, may hold out for some time against Turkey and Russia. Germany is the key. As Turkey put it, his stab of Austria-Hungary may have led to a stronger E/G!

1996 Diplomacy Hobby Awards Ballot

Deadline: 31 August 1996

Vote for no more than one person per category.

Name: _____ Hobby Participation: _____

Don Miller Award for Hobby Service

- ☐ Doug Kent for publishing *Maniac's Paradise*, *Diplomacy World*, and *Grand Hyatt*
- ☐ Paul Kenny rescuing/running US Orphan Service (successor failed to meet his commitments); for publishing *Absolute*
- ☐ Pete Gaughan for publishing *Perelandra*
- ☐ Michael Lowrey for publishing *Zine Register*, *Carolina Command & Commentary*, *Lime House*; running DixieCon
- ☐ Manus Hand for his work in putting together the *Diplomatic Pouch* on the Internet

Rod Walker Award for Literary Excellence {copies available from Dave McCrumb for a SASE}

- ☐ Brent McKee *The Replacement Player - Germany in the Real World* in *Diplomacy World* #74
- ☐ Allan Cahlmer *The Coast of Moscow* in *Diplomacy World* #74
- ☐ Stephen Agar *The Art to Find the Mind's Construction in a Face* in *Diplomacy World* #74
- ☐ David Smith *Diplomacy: Bridging the Generation Gap* in *Diplomacy World* #74
- ☐ Tim Hoyt *Sun Tzu and the Art of War* in *Diplomacy World* #76

John Koning Memorial Award for Excellence in the Play of Diplomacy

- ☐ Mike Gonsolves pbm and ftf excellence
- ☐ Paul Routerberg for outstanding play
- ☐ Teresa Armstrong outstanding play in *CCC* and *Home Office*; only one game ever not in a draw or win
- ☐ Michael Lowrey for excellent play in *The Appalachian General*
- ☐ Don Ditter for outstanding play

Fred Hyatt Memorial Award for Excellence in GMing {Inaugural Presentation}

- ☐ Andy Lischett *Cheesecake*
- ☐ Pete Gaughan *Perelandra*
- ☐ Doug Kent *Maniac's Paradise*
- ☐ John Boardman *Graustark, Empire*
- ☐ James Burgess *Abyssinian Prince*

Return ballot to: Dave McCrumb, 3636 Oldtown Road, Shawsville, Virginia 24162 United States
fax: 540-268-9877
e-mail: stonewal@nrv.net

I would like to thank Robert Acheson, Gary Behnen, Fred Davis, Melinda Holley, David Wang, Richard Weiss, Brad Wilson, and Andrew York for their help during the past year. They had to narrow the 95 nominations received this year (a record) down to the above listed 20 finalists. That was a difficult job this year, even more so than in the past. With your support, I hope to set a record for number of votes received this year. I hope to receive at least 100 votes this year. Support your hobby and the people that make it so enjoyable by rewarding them with your vote. Results will be mailed to all publishers the first week of September.

I would also like to announce that this will be my last year as Chair of this committee. I would like to thank everyone that has supported me over the past five years. You have all made it enjoyable.

The 1996 Runestone Poll

Main List entries finishing at or above average

Zines

(27 on main list)

Rk	Zine Name	Votes	Score
1	S.O.B.	13	9.314
2	Maniac's Paradise	27	8.939
3	Perelandra	27	8.818
4	Diplomacy World	28	8.700
5	Costaguana	25	8.378
6	Diplodocus	11	7.973
7	Ramblings by Moonlight	10	7.808
8	Crossing the Rubicon	15	7.658
9	The Diplomat Pouch	10	7.628
10	The Abyssinian Prince	19	7.449
11	Making Love in a Canoe	19	7.405
12	Rambling WAY	27	7.394
13	off-the-shelf	14	7.353
14	The Armchair Diplomat	11	7.179

All the zines listed above finished at or above average.
The 13 zines that finished below average are not listed here.

Subzines

(9 on main list)

Rk	Subzine Name	Votes	Score
1	Oasis	10	8.333
2	Plausible Paraphernalia	7	8.071
3	Historical Spotlight	5	7.000
4	It's Me Again	13	6.987
5	The Unzine Voice	6	6.875

All the subzines listed above finished at or above average.
The 4 subzines that finished below average are not listed here.

GMs

(24 on main list)

Rk	GM Name	Votes	Score
1	Chris Hassler	10	9.210
2	Douglas Kent	16	8.721
3	Paul Bolduc	6	8.603
4	Andy Lischett	7	8.464
5	Eric Ozog	8	8.028
6	Jim Burgess	9	7.947
7	Jim Benes	5	7.891
8	Conrad von Metzke	16	7.780
9	Eric Young	8	7.676
10	W. Andrew York	20	7.623
11	Pete Gaughan	14	7.520
12	Mike Gonsalves	9	7.457

All the GMs listed above finished above average.
The 12 GMs that finished below average are not listed here.

To order the 1996 Runestone Poll
publication, send \$5.00 to

Eric Brosius
41 Hayward St.
Milford MA 01757

We will mail the publication later in the
year when we have finished compiling it.

Demonstration "Railway Rivals" Game (1064CT)

Results for Rounds 8 and 9

August 11, 1996

If you're just joining us, a word of explanation. This feature is meant to explain the game "Railway Rivals" to those who have never played. Follow the results and commentary, and you may decide to sign up for a game yourself. We "Rivals" fans would love to have you! If you have questions, please send them to me (Eric Brosius, 41 Hayward St., Milford MA 01757.) "Railway Rivals" is invented and marketed by David Watts ("Rostherne", 102 Priory Rd., Milford Haven, Dyfed UK SA73 2ED,) and is played in many zines.

Comments before Round 8. These comments are based on the game board as it appeared after Round 7 (see *Diplomacy World* 78.) We'll start with guest commentator Doug Brown.

Doug Brown. The Round 8 races should make for a closer game. ARNE has the most advantage in this racing round, followed fairly closely by WLLS and DULL. COX will be lucky to get 20 points from races, while the others should get 50 or more each. A lucky ARNE or WLLS line could get 70 points this time.

Round 9 will have two Oxford races. It's too bad for COX, the leader, that they didn't come up sooner; by race time, all his rivals will likely be connected. He should lead after Round 8 even if by only 15 points, and the Round 9 races look great for him. He should build (E54)–E58–Dunstable; (E54)–F54. This would give him a better connection to Bletchley, which will get a race during Round 9. It would connect him with Dunstable, which will also get a race, and it would give him more connections to the northeast, his weakest area of the board.

Round 9 is unique in "Railway Rivals" because you know exactly which towns will be used in races, and you still have enough builds during Round 8 to make the needed connections to those towns. If you kept track of the previous races you'd know that Towns 11, 16, 22, 23, 31, 36, 45, 46, 51, 55, 62, 63 and Specials 1 and 5 are coming during Round 9. You don't know exactly how they'll be paired but you should try to connect as many of them as possible.

Evaluations of individual lines: COX has the best east-west system but lacks connections to the north-east. He should connect Dunstable and Luton, build a line through Towns 33–34–41, and connect B14–B13. WLLS has a good system to most areas. His problem is that both DULL and ARNE compete directly on most of his runs. WLLS doesn't have a great build for Round 9. I'd go to N26 for another east connection and try to shore up the west for Round 10. DULL has a good southern run and the northern pass for a nice combination. He should build to Town 11 this round to challenge COX in that area. ARNE concentrates on the north, but his routes are not superior to WLLS or DULL. ARNE should connect to Town 31 to challenge the leader and connect directly to Oxford. ((I think Doug left a section off his map.))

Predictions: COX holds on to win over WLLS and DULL while ARNE drops to fourth—sorry, Conrad!

Tony Robbins. Easy decisions this time; now, have I built enough track yet?

Mike Morris. I entered two marginal races this turn—Race 8 and Race 12. These will not net much profit, since I have little chance to win and I will have to pay five to rent track. However, five points is five points, and since I'm renting from DULL, who is currently in last place, it isn't giving a close rival an advantage. I also offered DULL a joint run in Race 13. I would have to pay seven to rent track from DULL, and again have only a second place finish to look forward to, so it is just too marginal to run by myself. My build is from outside of Linslade to Dunstable. This gives me better access to Bletchley as well. Since races have not yet been run to either Bletchley or Dunstable, I figured it was worth the cost to build this line.

Eric Brosius (GM). During the racing rounds, the rivals must make two major strategic decisions: first, how long to keep building, and second, what track to build up until you get to the stopping point. The benefit of any build goes down each round as the number of races left in the game decreases.

If you're a beginning "Railway Rivals" player, pay attention to the comments that were made by Doug and Mike. Each town is used exactly once in a race during Rounds 7–9, so any town *not* used during Rounds 7–8 *will* be used in Round 9. The Round 7 report shows you the race results for Round 7 and the races on offer for Round 8. This allows you to plan your Round 8 builds so they will be as useful as possible during Round 9.

What's more, if the GM *sectors* the races as most postal GMs do, you can even get some information about likely routes. In a game like 1064CT, each sector pair is used exactly once during Rounds 7–9. Again, you can be sure that any sector pair not used during Rounds 7–8 will be used in Round 9. In this game, any rival who was paying attention knew before writing his Round 8 build orders that the seven races for Round 9 would be sector'd as follows: 10s–30s, 10s–40s, 20s–40s, 20s–Specials, 30s–50s, 50s–60s, 50s–Specials. This knowledge is an advantage you should give yourself if you want the best chance to win.

Round 8 Races!

8. Reading (12)–Didcot (24)
 +20 DULL (9)
 +10 COX (42) [5→DULL]
9. Aylesbury (42)–Shopping Trip (Sp. 6) *Upset!*
 +20 DULL (9) [1→WLLS, 4→ARNE]
 +10 ARNE (11) [1→WLLS]
 WLLS (9) [1→ARNE, 2→DULL]
10. Amersham (33)–North (Sp. 3)
 +20 ARNE (14)
 +10 WLLS (17) [1→ARNE]
11. Bicester (43)–London (61)
 +20 ARNE (27)
 +10 WLLS (28) [9→ARNE]
 DULL (30) [2→ARNE]
 COX (33)
12. Reading (13)–London (65) *Upset!*
 +20 COX (18) [5→DULL]
 +10 DULL (16) [4→COX]
13. Thame (25)–Luton (52) *Tie!*
 +15 WLLS (14) [1→ARNE, 2→DULL]
 +15 ARNE (14) [2→DULL]
 DULL (14) [6→WLLS, 4→ARNE]
14. Beaconsfield (32)–Hatfield (56)
 +20 DULL (12) [5→COX, 1→ARNE]
 +10 WLLS (12) [1→ARNE, 1→DULL]
 ARNE (12) [1→COX, 3→WLLS, 1→DULL]

Round 8 builds.

Red—Dunstable, Umfolozi & Luton Lines (DULL)

Tony Robbins—Lincoln House, Creaton Rd., Hollowell, Northants, UK NN6 8RP tony.robbs@brookes.ac.uk
 (B7)–A7–Newbury.

Orange—Chilterns Overland Express (COX)

Mike Morris—23693 Glenbrook Lane, Hayward CA 94541 71340.370@compuserve.com
 (E54)–F54–F57–Dunstable. [1→ARNE | F54]

Lime Green—Will Lloyds of London Survive? (WLLS)

James Goode—211 Maplemere, Clarksville TN 37040 goodej@lynx.apsu.edu
 (K6)–Didcot; (F15)–Slough. [1→DULL | I4]

Blue—[tune to “Hail Britannia”] (ARNE) Conrad von Metzke—4374 Donald Ave., San Diego CA 92117

(Amersham)–F18–Slough. [1→WLLS | H17, 1→COX | G18]

Financials.

Line	Start	Races	Rentals	Builds	Payments	Finish
COX	160	+30	–10, +10	– 6	–1, +1	184
ARNE	86	+65	– 8, +24	–10	–2, +1	156
DULL	82	+70	–27, +18	– 6	– , +1	138
WLLS	98	+45	–18, +11	–12	–1, +1	124

Round 9 Races (enter any or all):

15. Dunstable (51)–South (Special 1) 19. Newbury (11)–High Wycombe (31)
 16. Slough (16)–Linslade (46) 20. St. Albans (55)–London (63)
 17. Oxford (23)–East (Special 5) 21. Oxford (22)–Bletchley (45)
 18. Watford (36)–London (62)

Round 9 Build: up to 5 hexes (you pay!)

Target Date: March 16, 1996

Comments before Round 9. It's interesting to compare the comments made before the round with what actually happened. As you can see, even good players like the ones we have here can disagree about the best move in a given situation.

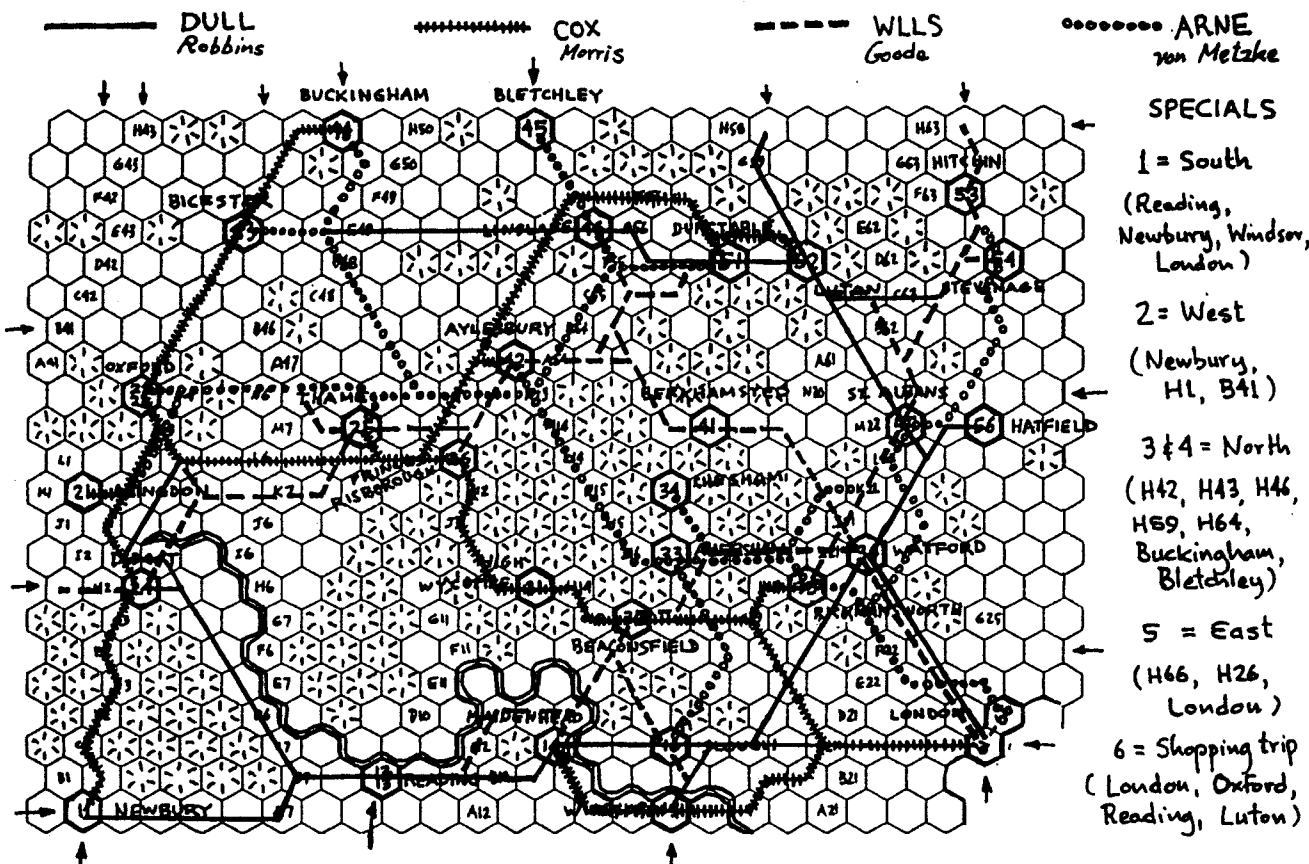
Now here's what the rivals had to say after seeing the results for Round 8:

Doug Brown. The Round 9 races should increase COX's lead and perhaps move DULL into second place. Why didn't Conrad connect to Oxford? His build to Slough was okay, but Oxford had two races he could have been favored in. I predict that DULL will have the best race revenue for Round 9. When you just look

at the destination towns and not the combinations, I'd figure COX would have the best round, but there were some nice pairings for DULL.

If I blindly looked at the map today, with no past knowledge, I'd say Jim's WLLS line is the best. He is fairly direct to most places; he just has no advantage to any region.

It's still too close to be sure of anything so I'll stick with my prediction of a victory by COX.



3rd edition 21 May 95 redrawn by E. Brosius. Original c. 1980 by Ian Spittles
 Railway Rivals by D.G. Watts, "Rostherne", 102 Priory Rd., Milford Haven, Dyfed UK SA73 2ED

Tony Robbins. The scores are a bit closer after the last round; it's still too early to predict a winner. I decided to build to the north rather than complete my circular railroad in the northwest. And maybe I won't build any more—it's generally accepted that after Round 10 is too late to be building.

Mike Morris. I entered Race 15 even though I don't have much chance to win. Since it is run entirely on my track, and thus doesn't cost me anything, why not? I didn't enter Race 16, although I could have run it with a length of 22, while my rivals could run it at 18 (ARNE) and 23 (DULL). I might beat DULL, but it would cost me five in payments to run the race, while DULL can run it all on his track. And the chance of an upset is pretty good at that distance. So I decided to be conservative and save myself five! I finished my line this turn with builds to Luton and Aylesbury. The build into Aylesbury only costs one, and saves me two in payments, while the build to Luton costs three, and also saves me two in payments, but is two I would pay to DULL, so it could theoretically cost four if DULL were to be challenging me for the lead in a couple of turns.

James Goode. Mike's lead has come mostly from the west. He earned city bonuses and a few races for having the early track there. Now that the rest of us have built enough to challenge him in the west, this game should tighten up.

After the first turn, Conrad predicted that Tony would win. I'm ready to agree with him. With just a little luck from the dice, Tony could move into first place this round. Conrad or I could also move into first, but we'd need more than "just a little luck" from the dice.

Round 9 Races!

**ARNE chugs into the lead
with a "two two two!"**

15. Dunstable (51)–South (Special 1)

+20 ARNE (17→London) [7→DULL, 3→WLLS]

+10 DULL (17→London)

WLLS (18→London) [3→DULL]

COX (32→Newbury)

16. Slough (16)–Linslade (46)

+20 ARNE (18)

+10 DULL (23)

WLLS (24) [1→ARNE]

17. Oxford (23)–East (Special 5)

+20 COX (28→London)

+10 ARNE (28→London)

18. Watford (36)–London (62) *Tie!*

+15 ARNE (6) [4→WLLS]

+15 WLLS (6)

DULL (6)

19. Newbury (11)–High Wycombe (31)

+20 WLLS (20) [10→DULL, 3→COX]

+10 DULL (20) [4→WLLS, 3→COX]

COX (25)

20. St. Albans (55)–London (63)

+20 WLLS (10)

+10 DULL (10)

ARNE (10) [3→WLLS]

21. Oxford (22)–Bletchley (45) *Upset for 2nd!*

+20 DULL (16) [6→COX, 4→ARNE]

+10 ARNE (19)

COX (18) [2→ARNE]

Builds.

Red—Dunstable, Umfolozi & Luton Lines (DULL)

Tony Robbins—Lincoln House, Creaton Rd., Hollowell, Northants, UK NN6 8RP tony.robbs@brookes.ac.uk
(Luton)—G59–H59.

Orange—Chilterns Overland Express (COX)

Mike Morris—23693 Glenbrook Lane, Hayward CA 94541 71340.370@compuserve.com

(E58)–E60–Luton; (A52)–Aylesbury. [2→DULL | E60]

Lime Green—Will Lloyds of London Survive? (WLLS)

James Goode—211 Maplemere, Clarksville TN 37040 goodej@lynx.apsu.edu

(Slough)–B17; (Didcot)–H1; (Thame)–M8–N7. [1→DULL | B17, 1→ARNE | N7]

Blue—[tune to "Hail Britannia"] (ARNE)

Conrad von Metzke—4374 Donald Ave., San Diego CA 92117 104206,2051@compuserve.com

No builds.

Financials.

Line	Start	Races	Rentals	Builds	Payments	Finish
ARNE	156	+75	–17, + 7	–	–, +1	222
COX	184	+20	– 2, +12	–4	–2, +	208
DULL	138	+60	–17, +20	–4	–, +3	200
WLLS	124	+55	–17, +14	–5	–2, +	169

Round 10 Races (enter any or all):

22. Buckingham (44)–London (62)

26. Reading (12)–Stevenage (54)

23. Maidenhead (14)–East (Special 5)

27. Didcot (24)–Beaconsfield (32)

24. London (61)–West (Special 2)

28. Abingdon (21)–Bicester (43)

25. High Wycombe (31)–Hatfield (56)

Round 10 Build: up to 4 hexes (you pay!)**Target Date: June 8, 1996**

Eric Brosius (GM). As you can see, Conrad, who Doug just said would finish in last place, is in the lead with just three rounds to go. This game may turn out to be closer than everyone thought!

Will Tony come from third place to win the game as predicted by Conrad and Jim? Will COX regain the lead as predicted by Doug? Will ARNE surprise himself by hanging on to his lead? Or will Jim come from behind (after all, he's only behind by 53 with three rounds to go)?

Be sure to read the next two issues of *Diplomacy World* and find out the answer!

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Swords and Daggers

The Diplomacy World Letter Column

Walt Buchanan [Murfreesboro, Tennessee]: 1st of all, Doug, a great issue. People should like the strategy series. You are the 1st DW pubber in quite some time who is building such a reliable record. Over time, I'm sure that will build circulation.

Jamie [McQuinn], I really enjoyed the article of the rescue of Hoosier Archives. And with 3 degrees from IU, thank you for not naming it the Buckeye Archives! I can still remember my freshman year at IU in '59 when IU only got beat by 5 pts. by Ohio State, the closest anyone came to the powerhouse of Jerry Lucas, et. al. that year. Bobby Knight was on the OSU bench then.

The article is almost correct except for one major item. HA was virtually complete from the hobby's beginning in May 1963 thru May 1978, including UK zines, ie, it was virtually complete internationally. Since most non-US zines were UK, however, I had a separate card index section for them. You should find this with the couple of index card boxes I had unless Brian Alden sent this off to Steve Agar.

Feel free to ask me any questions you might have about HA. It makes me feel very good that 8 years of effort has found a safe home with a professional librarian. It would be neat if your goal of a university eventually housing HA is realized.

Pat Conlon [Mammoth Lakes, California]: One of the advantages of seasonal employment is lots of free time. I spend a lot of time in the spring and fall traveling (hiking and camping). Also had enough time to "respond" to the latest issue of DipWorld. I've also included a check for another year of the flagship. It does actually look like the flagship since you took on the job. Thanks.

It's a little surprising that there was no lettercol in issue 78. While I have seen several pubbers bemoaning what appears to be declining participation in the hobby, I haven't seen a thorough discussion of the facts. Wouldn't that be best done in the flagship? Mostly I just have questions at present.

1. Is anyone still doing player ratings?
2. How many people are currently playing pbm Dip? What are there ages?
3. How many people are playing online? What are their ages?
4. Is online gaming siphoning off a portion of potential dippers?
5. Can on online dipper be lured into pbm play?

6. How did current players come to the hobby?

7. What is actually being done to attract new players? If those efforts were written down on a sheet of paper, would they appear woefully inadequate?

{I could offer my answers to those questions, but I prefer to wait and see if they result in any reader response.}

Now for some baseless guessing. Increasingly, instant gratification is the benchmark quality of all goods and services produced in this country. Online Dip appears to have whipped pbm play in this regard. (I'm not hooked up, not yet anyway). I'd also bet the demographic of the average dipper closely mirrors that of the young computer fanatic. Therefore it seems reasonable to suspect that online has siphoned off a significant portion of the new blood we would otherwise expect.

This leads me to more questions. What's our E-Mail editor doing? Bet he can answer some of these questions. Are the online games siphoning off newcomers from the pbm hobby? Can we lure pbem players into the pbm arena? Why not ask all your readers to drop you two or three lines describing how each came into the pbm hobby? Maybe it will provide a few ideas about how to find other new players. I was shown the game by a friend. My first game was FTF. The same friend also introduced me to other wargames and Avalon Hill's The General. But it was only after answering an ad in that magazine for an opportunity to play Dip by mail that I came into the pbm hobby and learned how much fun the game can be.

Dip is more fun by mail than when played FTF. There is less time pressure, more time to let one's imagination mull over nefarious schemes. There are more aspects of the game with which a player can create an advantage for himself (faked letters or phone calls). Getting seven players together is not a chore in and of itself. The distraction of other tournaments that exists in the weekend cons doesn't exist in pbm play.

Have I said enough to compel some real discussion? Just in case, what if the hobby's decline is a result of poorer overall quality in the dipzines published today? No Voice of Doom, no Europa Express. Can a whining pig be a flagship captain?

{Thank you for your letter, Pat. I hope some readers take the time to think about and respond to your questions and ideas.}

And what about the rest of you? Let me hear what you think about DW, Diplomacy, or the Dip hobby in general!!}

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.con. 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 Register is a detailed guide to all known Diplomacy zines in the North American hobby. Currently handled by Michael Lowrey, 6503-D Fourwinds Dr., Charlotte, NC 28212.

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 variant 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 - choosing one zine over another is truly a matter of personal taste. Samples issues 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).

Blut und Eisen - Tom Butcher, 17402 Matinal Road #5322, San Diego, CA 92127. Openings include Diplomacy, 1830, and 1829.

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

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

Forlorn Hope - Richard Goranson, 10 Hertel #208, Buffalo, NY 14207. Openings include Diplomacy, Gunboat, Modern Diplomacy, Gunboat Modern Diplomacy.

Grand Hyatt - Doug Kent, 10214 Black Hickory Rd., Dallas, TX 75243. Openings include Colonia VII.

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

League of Nations - Mark Kinney, 3613 Coronado, Louisville, KY 40241. Openings include Diplomacy, Global Diplomacy, Gunboat, Necromancer, Sarpadia I.

Maniac's Paradise - Doug Kent, 10214 Black Hickory Rd., Dallas, TX 75243. Openings include Diplomacy, Kremlin, Civilization.

off-the-shelf - Tom Howell, POB 1450, Port Townsend, WA 98368. Openings include Diplomacy, Downfall XIII.

Rambling WAY - Andy York, POB 2307, Universal City, TX 78148. Openings include Diplomacy, Gunboat, Gunboat Fog of War.

Tactful Assassin - Eric Young, 4784 Stepney, RR #2, C2, Armstrong, BC V0E 1B0, Canada. Openings include Diplomacy, Gunboat.

Yellow Pajamas - Paul Milewski, 4154 Allendale #2, Cincinnati, OH 45209. Openings include Diplomacy, Gunboat.