

DIPLMACY WORLD

ISSUE 84



Allan Calhamer Goes to Japan

Notes From the Editor and Hobby News

Just when you thought you'd seen the last of Diplomacy World, it appears in your mailbox again. Thanks for being patient! I did get a few phone calls and emails from people wondering if their subscriptions had run out, or if their copy had gotten lost in the mail, but I didn't hear anyone giving me any grief over this issue being over 2 months behind schedule.

So, why was it so late? I could say because I've been very busy with work and preparing for my mother to move in with my wife and myself. I could say I fell behind when I had to spend more than two weeks on Federal jury duty in early December. I could say the holidays crept up on me and added to my delay. I could say that every time I was ready to work on the zine it conflicted with Maniac's Paradise or Grand Hyatt.

However, while all of those excuses would be valid, none of them are more than minor reasons for the delay. In reality, there is only one major reason for this issue coming out in mid-February instead of December: a chronic lack of contributions.

When the mid-November deadline for this issue arrived, I think I had on hand only three articles, besides the Demo game and the archives piece. My usual begathon email barrage failed to shake loose more than one or two additional articles.

So, I had two choices: publish an issue of 16 pages or less, or hold off and hope that more contributions arrive. Fortunately that wait was not in vain - I think the last three contributions were the two from Allan Calhamer and the Baron Powell variant piece. Actually I was going to publish the issue a week or so ago, but Baron emailed me to tell me of his article, so I figured an extra week's delay would not make any difference. I think it was certainly worth the wait.

There is only one way we can avoid this delay in the future - I need more of you readers to contribute articles! They can be short, long, whatever; just make them related to Diplomacy in some way. Hobby history, variants, strategy, humor, puzzles, convention reports, drawings, anything! Write it up and send it in! I can accept articles on disk, printed, or email (Word 6.0, Word Perfect 5.0 to 6.0, ASCII, or RTF format please - I should be upgrading software soon which will allow me to accept other formats). Articles can be emailed to dipworld@ix.netcom.com.

Speaking of email, after 13+ months I have finally updated the Diplomacy World web site, adding articles from issues 80 through 83. I also changed the setup a bit, moving to a simple Frames format. This should make it easier to update, and easier for you to navigate. You can check out the web

site at:

<http://ourworld.compuserve.com/homepages/DiplomacyWorld>

If you do visit the site, be sure to sign the guestbook and let me know what you think. In the future I may add a quarterly contest to the web site (something like: a random guestbook signer gets two free back issues, or whatever.)

In hobby news, Michael Lowrey has released Zine Register #27. This zine includes reviews and information on every known North American Diplomacy zine, plus some overseas zines. for \$2.00 in the US/Canada and \$3.00 elsewhere, it is a must-have for anyone thinking of trying out new zines. Michael's information is listed on the back page under Zine Register.

World DipCon VIII is being planned. It will be held at DixieCon XII, Chapel Hill, North Carolina from May 22 to May 24, 1998. Larry Peery mentions it in an article this issue. For more information contact David Hood at 2905 20th St. NE, Hickory, NC 28601. He can also be emailed at david_hood@W3link.com, or you can visit the World DipCon web page at:

<http://people.delphi.com/jmcquinn.wdc8.htm>

In other news, after looking like it would close down, the Mensa Diplomacy SIG will live on after all. Andy York is passing the reins on to Kate Slaminko, with Eric Young taking over the Diplomag newsletter. Andy did a great job with the SIG, but his real-world life (you know, working, eating, sleeping, paying rent) had to demand his attention eventually! Good luck to Kate and Eric!

Speaking of taking over things, I'd be interested in hearing from any readers who think they might want to take over as editor/publisher of Diplomacy World. I've been acting as publisher since issue 72, and editor since 74, and the zine seems to do best when the person in charge has some new ideas, new energy, new enthusiasm...all those things I had 10 issues ago that I seem to be short of lately. I'm not going to dump the zine - if a suitable candidate does not come forward for now, I'll continue doing Diplomacy World myself.

Which brings me to my quarterly beg. **Please** - I need articles! If you're thinking of writing something, give it a try..and don't wait until right before the deadline, because we all know that is when you suddenly don't have any time, and most "I'll get it to you by next issue" promises seem to vanish when the next deadline rolls around. Speaking of which, the deadline for DW #85 will be May 15th. Be there, and thanks for your continued support!

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Subscriptions are four issues for \$10.00 in the US, \$15.00 in the Canada or overseas surface and \$20.00 via overseas air mail. The last issue will appear on your label. All overseas subscribers are urged to use the International Subscription Exchange listed elsewhere in this issue. All subscriptions and address changes should be sent to the Managing Editor listed above. Make checks and money orders payable to Douglas Kent (not Diplomacy World) in US currency. UK subscribers can purchase Diplomacy World subscriptions directly from Stephen Agar at 79 Florence Rd., Brighton, East Sussex, BN1 6DL. Subscriptions for persons in the UK from Stephen are L7/4 issues - that's more than 40% cheaper than the \$20/4 issues airmail price!

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

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The Holcombe Position

by Ted Holcombe

with an introduction by Larry Deery

This mini-article first appeared in Diplophobia in February 1972 and as such it represents the end of, even the post-Golden Age of hobby writing.

Holcombe deals with stalemate positions (in the case French); a subject that preoccupied many players of the day. One school of hobby writers reflected the "Maginot Line" mentality that Holcombe had; and another reflected the "Out and At'em" school, of which Edi Birsan's Lepanto Opening was a prime example.

Much has been said about the English locked-up position of A StP, A Nwy, A Den, F Por, F Mid, and F NATl which, assuming no fleets behind the line, locks up eight supply centers (Lon, Lvp, Edi, Nwy, Swe, StP, Den & Por) with only six units. However, very little has been said about the corresponding French locked-up position, which is even stronger once obtained.

The key is the land blockade of A Bur, A Ruh, and A Kie, where Kie replaces Den in the above English locked-up position (note that you could get by with Hol and Den in place of Kie, but this would require one more unit for one less supply center). If Germany is still alive and capable of building fleets in Berlin which could attack Scandinavia through Lva and Ber, the addition of F Bal and F Bot would suffice for 100% safety in the north.

The southern half of the French position is a little more difficult. The minimum would be F Mar, F Spa(sc), F Lyo, with F Wmed and F Naf. This provides a total of 15 centers for 10 units (12, with two fleets in Bal and Bot). By

replacing Naf with Tunis, we obtain 16 centers for the same 12 units.

Additional expansion could add Ven, Rom, and Nap by replacing the above five units with A Pie, A Ven, A Tus or Rom, A Apu, A Nap, F Tyn, and A Tun. This provides 19 centers (StP, Nwy, Swe, Den, Kie, Hol, Bel, Edi, Lvp, Lon, Bre, Par, Mar, Spa, Por, Tun, Nap, Rom and Ven) "locked-up" with only 14 units maximum (A StP, Nwy, Kie, Ruh, Bur, Pie, Ven, Rom, Apu, Nap, Tun, F Tyn, Bal, Bot) - (note that A's StP, Nwy, Kie, Ven, Apu, Nap, Tun could be replaced by fleets).

If you think the position is unobtainable, I refer you to Erehwon 1971F, where - if I elected to do so - I could easily conquer Scandinavia and obtain the above position.

For those to whom the orders are not obvious, the locked-up orders would be: A StP H, S by A Norway; F Bot and F Bal S ea. other, A Kie H, A Ruh S A Kie, A Bur H, A Ven H, A Piue and A Rom S A Ven, A Apu H, A Nap S A Apu, F Tyn H, F Tun H.

The key to it all is the "Holcombe Line" of A Kie, A Ruh, A Bur. Any English-French alliance which can establish this line would become virtually impregnable in the north, and would have all kinds of units to play around with in the south. Similarly, it should be noted that a French-Italian alliance wherein France controlsthe northern seas would be equally powerful. It goes without saying that an Eng-Fra-Ita alliance would be extremely hard to stop.

Confessions of a Dipoholic

by Warren Goesle

My name is...well, it's not really important what my name is. What's important is I'm a "Dipoholic". I guess that's why we're all here. My story? Well...

It all started innocently enough. Doesn't it always? I got an email from an old "friend" telling me that he was starting a Play-by-email Diplomacy game. He wondered if I was interested. I said that I'd never heard of it. He made me feel like I hadn't heard of the First World War or something. Wasn't I "with it"? So, like everyone else, I tried it out of curiosity and peer pressure. It was pleasant at first. Then, as the turns went on and my Germany started growing, it was exciting. Then an unexpected attack, and depression set in. But then a counter-attack, and I was rolling through Moscow and London on an incredible high!

It was euphoric!

I was hooked. Some "friend".

I bought the board game of course. "Diplomacy Deluxe" on sale at a little out-of-the-way game store, just off an alley. I spent all night putting the little flags on the pieces. Then I introduced my friends and co-workers to it. All of a sudden I was a GM. Some of them tried it and could walk away. Others...well, I'm sorry about them. We'd get together over pizza and beer. For some reason we always got the munchies. We'd have Dip sessions until 2 in the morning. Marriages broke up as some of the guys couldn't handle it. Normally friendly people now looked at each other with suspicion, and always conspired to score the stab. For us,

the stab was the ultimate "high".

We'd get together once a month and argue about it for weeks afterwards. Who could be trusted? Who couldn't be trusted? Who was a 'carebear'? Who deserved to be in the draw? Who was going to "get it" next time?

The low point had to be when I found a notice in the notes for the game about a "play-by-mail" part of the hobby. A quick letter to Kansas City, another to Dallas, and suddenly I was subscribing to two 'zines. A whole new world opened up. I was now lying to complete strangers across the country and around the world.

My home mailbox filled with conspiracy theories about "Lepantos" and "Juggernauts". My email inbox was inundated with dissertations on the strategic value of Tyrolia and the Ionian. Vague messages were left on my answering machine about invasions of England and Turkey. Reality started to blur.

As time went on, being the stabee became less painful, and being the stabber became less exciting. I looked for alternate highs. Colonial. Gunboat. Duel Dip. Chaos. I wrote articles on strategy for countries that I hadn't realized had actually existed, and letters to editors disputing convention outcomes.

My co-workers noticed a change in me. I was coming in gaunt, glazed over, unshaven and sometimes babbling incoherently. I was losing hair, losing sleep, losing weight and losing Diplomacy games. (Guess which one I actually

cared about?) I took to hiding in my cubicle against the wall, screaming obscenities in

The authorities came for me, of course. Not long soon. I was face down at home, unconscious. Diplomacy shrine (a lithograph of Jean-Paul Sartre), bath, a personal letter from Melynda Hollister, phaser autographed by Steve McKinnon). I went to treatment for dehydration and hypertension. My rest home.

I don't remember too much about the rest home. I was medicated a lot of the time. I remember conversations along with others. I remember a chat with Henry, who was worried about a friend of mine who was in a rest home. I had some conversations with him but somehow we wound up talking about my relapse was worse than mine.

Eventually, they said it was ok for me to take a lot of Prozac, and stop playing Diplomacy to be better now. I don't accuse my mailman of copying "Crossing the Rubicon". I'm not a fan of German food. I can look at maps without making plans.

In fact, my family threw a birthday party for me, and gave me some things to occupy my time. Anyone want to play "Machiavelli"?

{Warren Goesle is not very stable, so be careful of him if you are in a game together. "Let

The Stab

by Robert Acheson

It Only Hurts When I Cry

After being associated with this hobby for 22 years there's nothing that seems to cause more anger and recriminations than being on the opposite end of the knife. I've taken part in, been the recipient of both the well placed knife and most frustrating of all the one-two center stab that usually and unnecessarily wrecks the positions of both parties. For most of us being the recipient of the knife should result in a wiser and at times more cautious player. In addition it probably leaves one with the urge to extol a little vengeance straying back to the good old biblical teaching of an eye for an eye. In the next couple of paragraphs I'll try to impart some of the do and don'ts for the bloodied victim and hopefully a few words of wisdom gained administering first aid on myself.

The Aftermath

The results are in and you've just taken the big hit. You're probably more than a little bit pissed off, maybe starting to write the slander letter to your ex-ally questioning his/her

heritage. Take a few minutes, step back and think. Stabs usually fall into three categories: #1. Logical reason. #2. Stab to lessen a center imbalance, #3. Emotional reason.

If you've been stabbed and your ex-ally has taken to be in an unstoppable winning position, congratulate them. Mark it up as experience learned. Not all games should end in draws. A player's style of a player can be used the next time. You may even be able to take advantage of a guilty conscience the next time that your opponent does not appear to have the will to start an active letter (e-mail or phone) can be the resistance that will either put up a defense or the attack back to your opponent. Stopping an opponent leaves a lasting impression on them for the next time you meet. You should keep the lines open with your opponent as well since the game situation is fluid. You should be prepared to be able to take

situation that offers itself. I've been stopped at 17 centers before by a good resistance from a previous allies and been on the other side and been included in draws where my one/two centers held the line.

Getting stabbed because your ally feels that you're the stronger of the two is not unusual and when handled with a certain element of tact your position may be salvageable. The first reaction aggressive response will usually be detrimental for both parties. The remaining players will be seeking to exploit the rift and you'll need to repair any damage and consolidate your position as quick as possible. Are you better off by mending the fences with your ally or by regrouping your units to face the new threat. Usually your extended beyond the capabilities of a quick reorganization of your units. Any pullback on one front will create a vacuum that the other players will quickly fill. The situation may be best saved by ceding the centers to your ally. And a continuance of the alliance. One factor that many players seem to forget that your best road to victory is with a strong ally. Jumping out to a quick lead with a weak ally in tow is a recipe for a future stab. There's a great deal to be gained by keeping your ally almost as strong as you by ensuring that they share in center distribution. Maintaining communications and identifying the common shared goal of that two-way draw will help in cementing your alliance until your ready to make your move.

Prevention

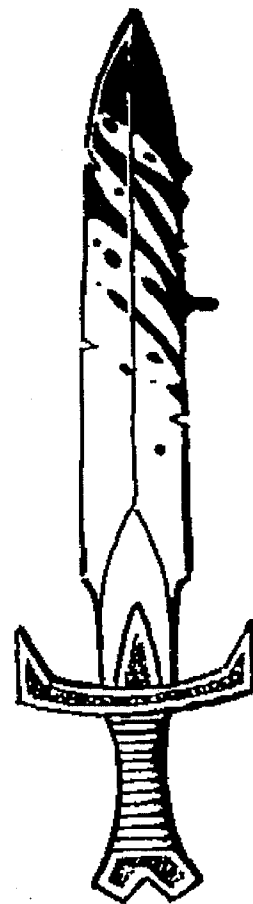
Many times players are the recipient of a stab because they fail to realize the basic fundamental of the game. Most players play this game to win. Whether you are the major ally of a player or the smaller power trying to hold your own, you are perceived as one of the quickest paths to a victory. The best defense against that is to try to ensure that you are not in that position to start with. As a good ally I'm always trying to help my partner by offering assistance whenever possible and if it means diverting an army or fleet it will pay dividends later in the game when/if I'm in a position to move against my ally. You as the recipient of such help should endeavor to get those 'helping' units through your lines as quickly as possible. Your allies units behind you, even in that supporting position are an invitation to a stab.

With few exceptions most of the players that do well are good communicators with both their allies and enemies. After being stabbed it is tough to open communications with other player's on the board that you've been fighting up until being stabbed. If you had been in communications with them there isn't any need for that first opening letter. One Canadian player who I observed over the last couple of years, Dennis Duncan was very good at that. He would start each season with a letter to all the players on the board. Remember you don't have to write long letters talking about job, family and the weather. Stick to the game and even if it's only to offer a few words of encouragement for an obvious hopeless position it may pay dividends later or in

another game. You may even get some advance knowledge of your allies long term strategy. I once lost a DipCon tournament game by not talking to every player at a crucial point in the game, believing that the lines were drawn and it was simply tactics. Had to settle for a 3-way draw and a third place finish.

Getting stabbed is part of the game. Learning lesson's from it that you can apply to your next game is the testament to how well you've learned those lessons. Recently Dennis Duncan passed away. Although I never played in a postal game with him, I GM'ed most of his games talked Diplomacy on occasion and perceived him as a fine player and a pretty good student of the game. Dennis was always frustrated by the lack of steady game communication that he saw in his games. So, very few positions are hopeless enough not to write a letter and the best response to being stabbed is to remember, vengeance can always be served a few seasons down the road. Good gaming.

{Robert Acheson publishes The Canadian Diplomat when the mood strikes him.}



Migraine Dip

by Stephen Koehler

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Imagine: you sit down at AvalonCon or Origins and get ready for a grueling eight-hour slugfest in the first round of the Dip tourney. You reach into the box, held high over your head, and pray: "France, please let it be France. Or England, I'll take England. I'll even take Turkey. Please, please, please, please!" You find a plastic anchor and pull down your hand, with trepidation, unclench your fist so that only you can see the result: Red! "Argh! Austria!" you scream. Well, at least the tourney is best two out of three!

I have often gotten into discussions with people about "game balance," weak powers versus strong ones, and such. Who hasn't had the feeling described above? Whether you hate Germany, Italy or Austria in Diplomacy, China or France in Colonial, or Milan or Florence in Machiavelli, there are certain countries that you would rather not play, or, at least, those you find difficult to win with.

I've been toying with a concept, which I suppose is not original, of inventing a Diplomacy variant that removes the luck of the draw from the game. What would such a variant look like? How would it work. There were several concepts that seemed to work well. First, everyone had to be in a similar position at the beginning of the game. That seemed to me to dictate a circular board, with the players arranged around the outside edge. There could be no central powers. In fact, every power should be identical.

I scribbled on a napkin while drinking coffee and realized that simply having the players all look the same and all face, say, clockwise, was rather boring. It also meant, if there were seven players, dividing the circle into seven pie pieces, each identical, and placing a player on each slice. This did not seem satisfying since it resulted in little interaction between the slices. It also meant each territory would be identical to six others.

On the second cup, I scribbled some more, and realized that I could attain equality of position even if all players were not strictly identical. As long as they were symmetrical, the fairness issue would be solved. This meant making the player's territories mirror images of each other, with two players located on each slice. This, in turn, meant that there had to be an even number of players. I decided on eight.

I quickly realized that a player would still be faced with two players to contend with. There would be no direct interaction with the others. This was more difficult to solve. The center of the circle could be opened and neutrals placed there, but still confrontation would be with your neighbors as they pinched your progress to the center.

My solution was to allow travel across the perimeter of the circle, to the opposite side. This immediately doubled the potential allies/foes. Scatter some neutral supply centers around the perimeter, and some wild possibilities emerged.

I tried to make the proportions of land territories to seas basically equivalent to regular Diplomacy, but with eight players, it had to be a little bigger. The more I look at the game, and try to imagine how it might play out, the more confused I get. Hence, the name, Migraine Dip!

Well, below is my offering for your consideration.

8 Players: Alpha, Beta, Gamma, Delta, Sigma, Theta, Kappa, Omega.

Played using regular dip rules. 20 centers to win.

Map Notes:

1. The edge of the map is connected to the edge on the opposite side of the circle. Therefore, sea-zone "West Mystic Ocean" is adjacent to sea-zone "East Mystic Ocean", and land-zone "Nortia" is adjacent to land-zone "Antoria".
2. The land-areas "Cantaria" and "Chimara" (the half-circles) are each just one area. Therefore, a unit could move from "Bilington" to "Cantaria(coast 'a')" to "Lilington". These land-areas have two coasts, like Spain in regular Dip. Note that the coasts are a bit counter-intuitive. At the top, "Chimara(a)" is on the right, while at the bottom "Chimara(a)" is on the left.
3. Land areas "Zobaru", "Dogaru", "Lokaru" and "Sotaru" also have two coasts.
4. There are 12 crossing arrows (" \leftarrow ----- \rightarrow ").
 - a. They work to allow armies and fleets to pass across a narrow span of water.
 - b. They have no effect on ships in the span of water, and ships in the sea-zone have no effect on units using the crossing arrows.
 - c. A crossing arrow crosses the "Straits" in the middle, but as noted above, has no effect on ships in these areas.
 - d. A unit can support across a crossing arrow normally.
5. There is no adjacency across four-way corners. Therefore, "Groach Sea" is not adjacent "Jalta", etc. "Nortia" is not adjacent to "South Majestic Ocean" or "South Turgid Ocean", etc.

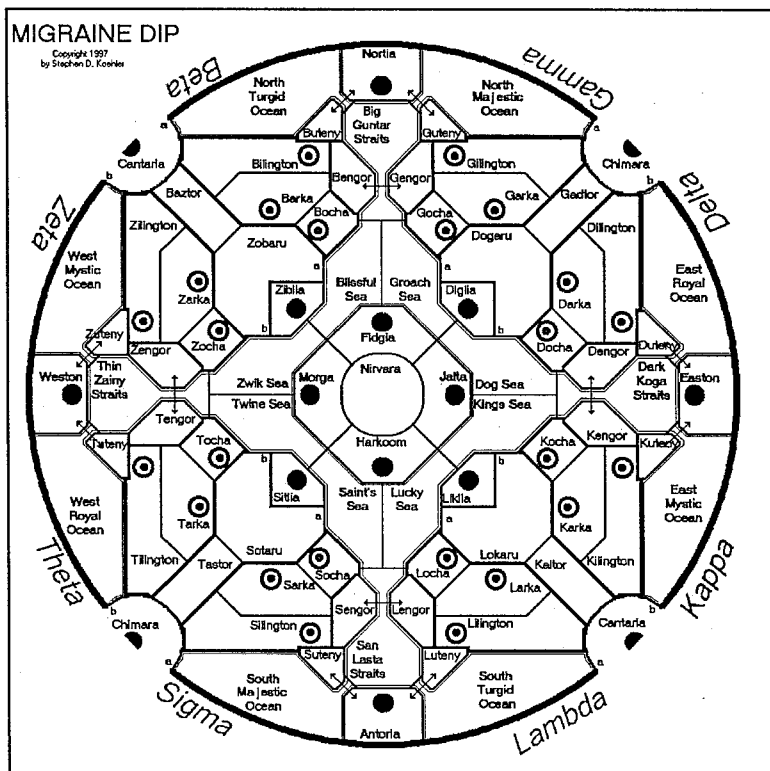
A Comparison with Regular Dip:

| | | |
|-----------------|--------|--------|
| Players: | 7 | 8 |
| Land Spaces: | 56 | 63 |
| Seas: | 19 | 20 |
| Home Centers: | 22 | 24 |
| Neutral: | 12 | 14 |
| Total (to Win): | 34(18) | 38(20) |

| <u>Name</u> | <u>Abr.</u> | <u>Center?</u> | <u>Name</u> | <u>Abr.</u> | <u>Center?</u> |
|---------------------------|-------------|----------------|-----------------------------|-------------|----------------|
| Antoria | ANT | Neutral | Larka | LAR | Lambda |
| Barka | BAR | Beta | Lengor | LEN | |
| Baztor | BAZ | | Liklia | LIK | Neutral |
| Bengor | BEN | | Lilington | LIL | Lambda |
| <i>Big Guntar Straits</i> | <i>BGS</i> | | Locha | LOC | Lambda |
| Bilington | BIL | Beta | Lokaru | LOK | * |
| <i>Blissful Sea</i> | <i>BS</i> | | <i>Lucky Sea</i> | <i>LS</i> | |
| Bocha | BOC | Beta | Luteny | LUT | |
| Buteny | BUT | | Nirvara | NIR | |
| Cantaria | CAN | Neutral * | <i>North Turgid Ocean</i> | <i>NTO</i> | |
| Chimara | CHI | Neutral * | <i>North Magestic Ocean</i> | <i>NMO</i> | |
| <i>Dark Koga Straits</i> | <i>DKS</i> | | Nortia | NOR | Neutral |
| Darka | DAR | Delta | <i>Saint's Sea</i> | <i>SS</i> | |
| Dengor | DEN | | <i>San Lasta Straits</i> | <i>SLS</i> | |
| Diglia | DIG | Neutral | Sarka | SAR | Sigma |
| Dilington | DIL | Delta | Sengor | SEN | |
| Docha | DOC | Delta | Silington | SIL | Sigma |
| <i>Dog Sea</i> | <i>DS</i> | | Sitlia | SIT | Neutral |
| Dogaru | DOG | * | Socha | SOC | Sigma |
| Duteny | DUT | | Sotaru | SOT | * |
| <i>East Mystic Ocean</i> | <i>EMO</i> | | <i>South Turgid Ocean</i> | <i>STO</i> | |
| <i>East Royal Ocean</i> | <i>ERO</i> | | <i>South Magestic Ocean</i> | <i>SMO</i> | |
| Easton | EAS | Neutral | Suteny | SUT | |
| Fidgia | FID | Neutral | Tarka | TAR | Theta |
| Gadtor | GAD | | Tastor | TAS | |
| Garka | GAR | Gamma | Tengor | TEN | |
| Gengor | GEN | | <i>Thin Zainy Straits</i> | <i>TZS</i> | |
| Gilington | GIL | Gamma | Tilington | TIL | Theta |
| Gocha | GOC | Gamma | Tocha | TOC | Theta |
| <i>Groach Sea</i> | <i>GS</i> | | Tuteny | TUT | |
| Guteny | GUT | | <i>Twine Sea</i> | <i>TS</i> | |
| Harkoom | HAR | Neutral | <i>West Mystic Ocean</i> | <i>WMO</i> | |
| Jalta | JAL | Neutral | <i>West Royal Ocean</i> | <i>WRO</i> | |
| Kaltor | KAL | | Weston | WES | Neutral |
| Karka | KAR | Kappa | Zarka | ZAR | Zeta |
| Kengor | KEN | | Zengor | ZEN | |
| Kilington | KIL | Kappa | Ziblia | ZIB | Neutral |
| <i>King's Sea</i> | <i>KS</i> | | Zilington | ZIL | Zeta |
| Kocha | KOC | Kappa | Zobaru | ZOB | * |
| Kuteny | KUT | | Zocha | ZOC | Zeta |
| | | | Zuteny | ZUT | |
| | | | <i>Zwik Sea</i> | <i>ZS</i> | |

Italics indicate bodies of water.

* indicates two coasts



NOTES ON NAMING CONVENTIONS:

I tried to make the names semi-intuitive.

Prefixes: All territories in and near a Great Power's Home begin with that Power's letter. Thus, territories (and one sea) in and around Beta's home begin with "B" (Barka, Bengor, Bilington, Bocha, Buteny and *Blissful Sea*).

Neutral territories are named with the nearby Great Powers in mind. Thus, territories in between Beta and Zeta begin with a "B" or a "Z" and also have the other letter in the prefix (Baztor, Zobaru, and Ziblia). *Big Guntar Straits (BGS)* is the body of water between Beta and Gamma.

As a result, from the first few letters of most territories and seas, you should be able to tell where it is located.

Suffixes: As a result of the configuration of the board, for each territory and sea, there are seven similarly shaped spaces on the board (four being identical and four being mirror images). Similarly shaped spaces on the board have the same ending.

Thus, the land-locked home-center of Beta is called Barka. Gamma's is called Garka, Delta's is Darka, etc. As a result, it should become possible, after several turns of play, to remember a shape of a particular territory by its name and vice-versa.

- Miscellaneous:**
- The territories in the "corners" begin with "C" (Cantaria and Chimara).
 - The oceans around the edge of the board are given directional names to assist in locating them (i.e. *East Mystic Ocean (EMO)*)
 - Care has been taken to ensure that if you use the first three letters of all territories (BAR for Barka) and the initial letters of all water spaces (BGS for *Big Guntar Straits*) you will get a unique abbreviation for each space on the board.
 - The five territories in the center are not intuitive so don't try to figure them out!

Hail and Farewell

by Larry Peery

Yea, I know, it's the middle of winter and if you have suffered the way I have, it's been hell. El Nino has done a number on San Diego, and some unnamed Australian flu has done a number on me. I was down with it for 17 days, from New Year's Eve until this past weekend!

Fortunately, in addition to the love and affection of some of my friends, I had one pneumonia remedy that many hobbyists don't have ---- my memories of past WDCs and world class Diplomacy events ---- and that gorgeous GOTHCON WDC Team Championship Cup to drink them from.

Although it is still high winter for most of us, spring and summer are just a few months away. In fact, it will have been a year since my trip to Goteborg for last year's WDC by the time many of you read this.

NOW is the time to start planning and arranging your trips for this spring and summer, and this year you have some great events to pick from. I can't discuss them all, of course, but if you've got lots of plastic, buckets of money, or frequent flyer milers to burn, this is the year to go!!! Or, if you are smart, you can do it on the cheap, as a student! Whether you are in Europe thinking about coming to the States for WDC VIII, or in America thinking about traveling to Europe, or somewhere else just wanting to go --- 1998 is the year to go!!!

Go? Where, you ask? Well, here are five options:

DIPLOMAM 1998 (April, 1998, Namur, Belgium)

Last year this event hosted EDC V. Next year it will host WDC IX. If you can get away in April of this year, you can get a sneak preview of one of Europe's best small Diplomacy events, and do a ground search in preparation for next year's WDC event. Namur is a wonderful location for a Diplomacy event, almost a sister city to Chapel Hill in many ways. For more information check out their web page at <http://www.geocities.com/timesquare/9287>, or contact the host, Jean-Louis Delattre at nukeall@geocities.com.

For information on travel to Belgium, check out the Belgian tourism site on the web, or do a search on Bluebird Airlines. If you'd like some deep background on Namur and this event, contact Jef Bryant at Jef_Bryant@compuserve.com and ask about getting copies of his magazine, Dipsomania, with my articles on Namur.

WORLD DIPCON 1998 (May 1998, Chapel Hill, NC, USA)

Still going strong, DIXIECON will host WDC VIII this year from 22 - 24 May at the University of North Carolina,

Chapel Hill. This is one of the very few surviving gaming events in North America that features Diplomacy, and host David Hood is one of the best tournament directors and players in the American hobby. Chapel Hill is also one of the most beautiful venues for an event of this type anywhere.

For information on the event check out the site at <http://people.delphi.com/jmcquinn/wdc8.htm>. For information on the location of the event do a web search on Chapel Hill, North Carolina. If you have questions about either the event or location, contact David Hood at david_hood@W3link.com. If you'd like information on past WDC or DIXIECON events contact me at peery@ix.netcom.com

MANORCON 1998 (July 1998, Birmingham, UK)

It (meaning WDC) all began in Birmingham, England, back in 1988. If you're going to be in Europe this summer, be sure to check out MANORCON; which will be held at the University in Birmingham toward the end of July.

You'll meet some great English Dippers, and other gamers, and many of Europe's finest Diplomacy players. This is a fun event, and Brum is a great base to see a lot of England's most beautiful countryside. For more information check out the site at <http://www.manorcon.demon.co.uk/index.html>.

FRANCE

The French gaming and Diplomacy hobby has a huge roster of events going on all the time, so if you are heading for Paris, be sure to check them out. These guys host a great time, and Paris (and the other sites in France) are wonderful places to play Diplomacy. If you don't speak French, don't worry --- you'll probably do better if you just smile and scowl a lot! Pascal smiles and wins! Bruno scowls and wins! Either way, you'll be a winner if you attend one of their events. For more information on what's going on, contact former WDC champion Bruno-Andre Giraudon (giraudon@club-internet) or another former WDC champion Pascal Montagna (100714.2676@compuserve.com). I'm sure they will be glad to tell you where to go!!

SWEDEN

Last winter/spring when I attended WDC in Goteborg, and then actually took a holiday in Scandinavia, most of the natives I met couldn't comprehend that somebody from Southern California would voluntarily come to Scandinavia in wintertime. Perhaps that is why they treated me so well!

Anyway, if you're going to Europe this summer and you want to avoid the heat and mobs in the south, head north toward Scandinavia. I guarantee you'll fall in love with it, just like I did.

To find out what events are being offered this summer in Scandinavia for Diplomacy players and other gamers, check with Per Westling, perhaps the most widely travelled Diplomacy player in all Scandinavia. You can contact him at L4E@algonet.se. Be sure to ask him about getting back issues of his magazine LEPANTO 4-EVER, including my articles on last year's WDC event, and more. Heh, heh....

HAIL AND FAREWELL

I will be at Chapel Hill in May, of course. First, to return the GOTHCON Cup to a representative from next year's WDC event (That Cup goes to the winners of the Team event.) in Europe; and to present a new sister trophy for permanent residence in North America. Based on my experiences lugging the Cup around Europe last year, we need two trophies, so that it does not have to travel back and forth across the Atlantic. Second, to meet and greet all my friends who will be coming to Chapel Hill from all over the world. Third, Heh, heh, to show Edi and Bruno that it is possible to go home again! As for what that means, you'll have to come to Chapel Hill and see for yourself. Fourth, having been put in the impossible position of being a

"world" champion Diplomacy player (thanks to the good efforts of my friends Berger and Dan), I have decided to do what must be done ---- retire from active competitive Diplomacy play. So Chapel Hill will be my last WDC event as a player. Gee, aren't you glad? Finally, with a bit of luck, I hope to bring some friends to Chapel Hill. The hobby needs new blood badly. I'm going to be focusing on that task for the next few months.

Eleven years ago a handful of people gathered in Birmingham to create WDC. The idea and the event are now established. What we need now are more players to enjoy this wonderful game and hobby. So, join me this year. Bring a friend who doesn't play the game. Maybe if we twist David's arm we can have a novice program at this year's event. Heh, heh. No, Edi, you can't play in it! Giggle..... What is amazing, and often overlooked is that in a decade we have created a world-class event and people all over the world have come to accept it as the world's premier Diplomacy event. So, come join us!

See you in Namur, Chapel Hill, Brum, or somewhere else; or even drop by Casa Farinelli the last weekend of July for Peericon. The door is always open!

{Larry Peery is one of the most reliable contributors to Diplomacy World.}

My Trip to Japan (with Apologies to Robert W. Service)

by Allan B. Calhamer

The silver wing of the flying thing conveyed me to Japan
it flew across like an albatross and left me there, per plan.
It rode the wind like the Golden Hind and skimmed the Circle
Arc;
Then touched the ground with a gentle bound and taxied up to
park.

Our luggage found on the merry-go-round, we struggled down
the hall,
And up a flight and around to the right as the posted signs did
call.
The turnstiles chattered as if it mattered, as we passed the
customs crew.
They eyed our boxes like wary foxes but passed us right on
through.

In the concourse vast where the people passed I searched afar
and wide,
And found at last as the people passed the man who was my
guide.
So down the trail by electric rail we flashed across the plain,
And up a flight and down a flight, we found the local train.

And at last a cab that we chanced to grab took us to the door
Of the Guest House bright with electric light and varnished
yellow floor,

And there we stayed to ply the trade of the guest that lectures
strange,
Of the traps and tricks and politics of the diplomatic range.

And when they played the game we made they did it all
themselves,
Immersed in the real and the hands-on feel that rocked the old
book-shelves.
By the blinding light of the true insight that boots you in the
butt
They learned to shift with the startling drift, and they learned it
in the gut.

And then we spoke of the hard-nosed folk who met at the
tables long,
And did their best at the acid test, and got it right or wrong.
Who turned on a dime with the grace of a mime, but couldn't
make it rain,
And couldn't bake a wedding cake in the teeth of a hurricane.

And then we took by hook or crook another electric train,
Which went on down to the great big town at the heart of the
Kanto Plain,
And there we found in the middle of the ground a moat and a
wall of stones,
And some great big banks and around their flanks some wires

for telephones.

And monster stores with many floors and streets as straight as an arrow,
And shops both big and not so big, and alleys clean and narrow,
So wandering and pondering we came at last to the maze
Where the gifts of the sea are hopefully laid out to the public gaze.

And red and green and with blackish sheen and yellow and white and blue
Anything at all that can swim or crawl or stick to a rock or two
Is placed on a stand with a practiced hand and offered for public fare
And the shopmen cry with a sharp "Hai, hai" to the people passing there.

On another day I found my way on trains of blue and white
South to a town of quiet renown, a sort of resortish site,
Where ancient lords with bows and swords once nervously awaited
The Mongol horde with many-oared and weaponed ships affreighted.

And when their fright had reached its height, the wind and rain a-clattered,
And blew so curvy and topsy-turvy that all that fleet was shattered.
And when the mystery men call history turned in another direction,
It left the dorp in a temporal warp beyond hope of resurrection

So softly laze in the morning haze temples, ancient years ago.
The steps are steep and serve to keep the quiet from the town below.
To my surprise the steps they rise continuously out in back,
Among the trees that take the breeze, past little shrines along the track.

Enlightenment that's heaven sent, but best for those who are strong of limb,
For he who prays along those ways, that trail will make a man of him.
And that giant bonze of greened bronze, that kneels in endless meditation
Reminds them all in worldly thrall of surpassing ken and cerebration.

We made our way the following day to Yokohama city.
The skies were blue, the harbor too; the giant buildings pretty.
When we went down to Chinatown for a delectable Chinese meal,
And the round white cake that they like to bake on the street had strong appeal.

And the foreign folk who came to Yok-ohama at an early day
Were laid to rest among the blest on a hillside where the breezes play.

Their burial stones above their cones reveal their forty kinds of speech.

They gave their skill with open will to help the Meiji learn and teach.

We also took a strolling look at Todai, great in learning arts,
And climbed down too, where the boulders strew, to the rugged pond within its parts.
The Asakusa Mall presented all the shops and goods you might require --
Merchandise to tempt your eyes, and funny things you might desire.

But the Japanese when at their ease are the world masters of the game of go;
I had to say that I'd been to play at a Japanese club just once or so.
I sat to play on this lucky day with a man three ranks better;
He expected it mild, but instead it was wild, and I won it in heavy weather.

The second game was much the same, except it was I who felt the sword.
Honors divided we then decided to visit his home in Taito ward.
His place looked down upon the town, with lights a-glowing in the gloom.
We had a glass, as came to pass, in his giant Western living room.

The sojourn ends; two faithful friends place me on the Narita train.
They really go, but even so, it's an hour and a half to reach the plane.
The banker takes my yen and makes a Japanese fan with a single flick.
He counts them out and turns about and fans the dollars in a similar trick.

We blast on back by the middle track, riding the jet stream high.
There was no nightfall when arriving at all, but now we cut through a blackish sky.
It was light on the ground when we nosed around, churning Wisconsin's air
Then cut the din and drifted in to the crosshatched runways of O'Hare.

Though to return to tarry in the central prairie may be cause for quiet celebration,
In our mind we sift through the cotton drift of the clouds of our recent destination;
Of the rocky tors and the craggy shores at a far Pacific station,
Which brains and grit and native wit have turned into a giant nation.

{Allan Calhamer, aside from being the creator of Diplomacy, is also a poet, didn't you know it?}

Cryptic Diplomacy

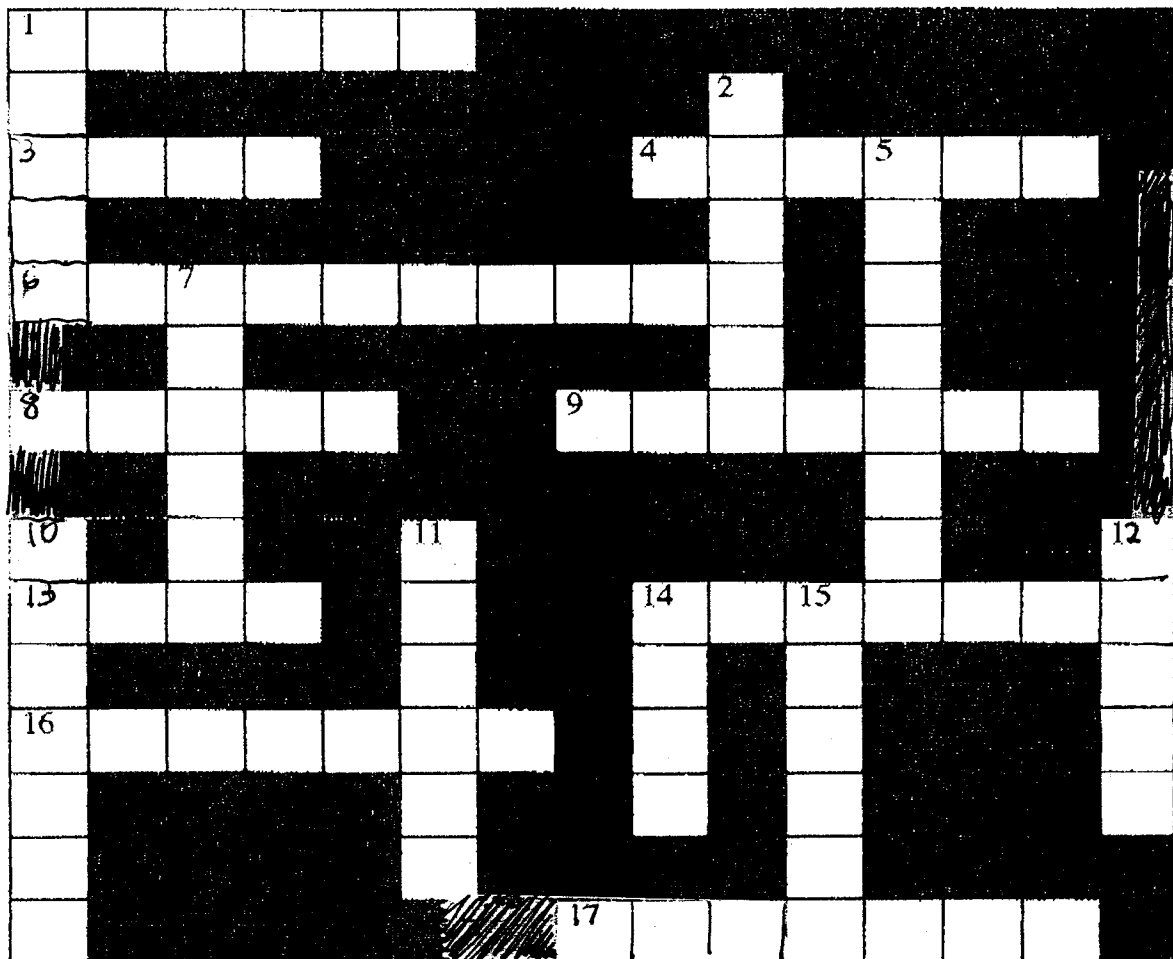
by Randy Heath

Instructions: All answers are proper nouns. Every answer can be found on a standard Diplomacy map. The clues are meant to be cryptic and they come in several forms: anagrams, charades, containers, deletions, homophones and hidden words. Examples of each are:

- Anagram Pan is repaired on French border ("Pan is" => Spain)
- Charade Asian god bothers you (Asian god = Buddha, bothers you = pest
Buddha + pest => Budapest)
- Containers Railroad holds a grunt (Railroad = RR, grunt = uh => Ruhr)
- Deletions Parts of a child's toy and an insect make a sea (Ball + tick => Baltic)
- Homophones Mediterranean lubricant (Lubricant = grease => Greece)
- Hidden words Amos covered in an icy land (Moscow)

Anagrams, containers, deletions and hidden word clues have key words which indicate what you should do to each clue. Anagrams will be indicated by words like "altered", "broken", or "mix". Containers have words such as "hold" or "outside" that tell you where each part goes. Deletions use words like "part of" or "drops". Hidden words use clues such as "within" or "during" to convey their intent.

Cryptic Diplomacy



Across

1. Military implement for cutting wood. (6)
3. Only confused. (4)
4. Braise, stir until Balkan country appears. (6)
6. Body of water missing a hugh mixed up pool becomes a city. (10)
8. Uniform jacket loses 100, but gains a curve at the end. (5)
9. The study has a belmish. (7)
13. Sort of like a naval base. (4)
14. Craze about a cross-dressing talk show host, with out Paul. (7)
16. Remain a rearranged province. (7)
17. Water is more confused than Ibo tribesmen.

Down

1. Crying cetaceans. (5)
2. Remember linden trees in this city. (6)
5. Laura Big becomes a center of action. (8)
7. City for couples in love, nice. (6)
10. Precipitation is found in Tiny Tim's instrument. (7)
11. Charged particle meets a Scotsman on the seas. (6)
12. Standard is joined together. (5)
14. Sounds like you wandered many roads to lead you here. (4)
15. Eat snack food around one. (6)

The solution to this puzzle can be found on page 23.

Diplomacy Presentation in Japan

by Allan B. Calhamer

From November 1 to November 10 of 1997 I was in Japan, making a presentation on the Game of Diplomacy and diplomatic history at Keio University at Shonan Fujisawa. The presentation included a lecture, games of Diplomacy, and appearances in a couple of classes.

The project was suggested by Prof. Theodor Holm Nelson, known as Ted Nelson, a man famous in the computer world; among other things, coiner of the word "hypertext" and several other expressions in current use.

He was interested in Diplomacy as an example of minimalized design. Any place you can't move to, just doesn't have a name; armies and fleets move and interact in virtually the same way, and almost regardless of their countries; nothing in the diplomacy session necessarily binds anything in the move session, and so on. There are very few pieces and spaces, yet one game will play up very differently from another.

The students were very sharp, making hardly any errors during test runs of a couple of moves before the games. They seemed to be very favorable toward the game.

The question was raised occasionally whether a Japanese group would play differently because of cultural differences. I thought this occasion offered too little experience to venture an opinion.

In the lecture, I defended the realism of non-binding diplomacy sessions, mentioning, among other things, a number of agreements worldwide which are currently in a state of violation.

I dealt also with balance of power; doubted the inevitability of the First World War, or of any particular set of alliances; and attempted to explain why Wilson got absolutely nowhere at Versailles.

I was prepared with material on significant differences between the Game and the real thing. I consider the similarities illuminating, but I don't want to be unaware of, or to conceal, the differences; but time did not permit this or a lot else.

Keio University is the oldest private college in Japan. It has five campuses. Shonan-Fujisawa is composed of massive modern buildings. It is the high-tech site; classrooms full of screens, monitors, and cables. It is 25 or 30 miles southwest of Tokyo center.

Ted suggested a variant for five players that seemed to work well. England and Turkey were dropped. Moves were allowed to those points, but the supply centers were voided as such.

{Allan is now a bona-fide globetrotter.}

1900: A Diplomacy Variant

by Baron Powell

Those of you who are regular readers of Diplomacy World may recall an article by Stephen Agar that appeared in issue #80 entitled "New Improved Diplomacy." In that article, Stephen discussed a number of suggestions designed to make the game better by improving play balance. Stephen's focus was primarily on map changes, supply center (SC) layout, starting positions, and other items that he felt did not represent "radical" changes. [Interestingly, Stephen considered new powers and new units too radical to consider, yet the proposal allowing builds in neutral SCs, a significant departure from conventional Diplomacy, was ultimately accepted.]

A lot of ideas were put forward and the merits of each were debated. Since I'm not well versed on Diplomacy variants, many of the ideas were new to me even if they were well known to the parties discussing them. While some of the proposals didn't appeal to me at all (such as the aforementioned building in neutral SCs), I thought others were quite interesting. Among those that I found most intriguing were the following:

- o Dividing Moscow into two spaces: Moscow and Siberia. Moscow would border St. Petersburg, Livonia, Warsaw, Ukraine, Sevastapol, and Siberia. Siberia would border St. Petersburg, Moscow, and Sevastapol.
- o Completing the whole North African coastline.
- o Putting a SC in Egypt.
- o Allowing army movement between Spain and North Africa.
- o Making Ireland passable.
- o Allowing direct movement between Ireland and Clyde.
- o Making Switzerland passable and a neutral SC.
- o Enlarging the Gulf of Lyon so that it borders Rome.
- o Eliminating Tuscany and allowing Piedmont to border Rome directly.
- o Eliminating the SC in Venice. Instead, the SC goes in a new space called Milan. Milan would border Switzerland, Piedmont, Rome, Venice, and Tyrolia. Italy would start the game with A Mil instead of A Ven.
- o Making Iceland passable and a neutral SC.

Stephen provided a map that showed the cumulative effects of his proposals. After looking this map over, I thought I saw an opportunity to incorporate the proposals above with some other ideas to come up with a variant that increased player interaction, addressed some of the "shortcomings" of conventional Diplomacy, and also gave the players a feel for the strategic issues faced by the Great Powers at the turn of the century.

I wrote up my comments and sent them to Diplomacy World's illustrious editor, Doug Kent. To my surprise, Doug published my letter as an article ("Improving New Improved Diplomacy") in issue #81 (no doubt he was in desperate need of filler material). Since some of you may not have read the article (and because I wouldn't have much to talk about otherwise), a brief discussion of the proposals contained in that article follows.

To start with, I made minor adjustments to Stephen's map. It always bothered me that Diplomacy professes to begin in 1901, yet the map is of Europe after 1912. My revised map (see version 1.1) showed borders as they existed at the turn of the century, a time when the long maintained balance of power appeared to be shifting to Germany's advantage and when the European alliance structure was in a relative state of flux primarily due to Britain's emergence from its period of "Splendid Isolation." The most obvious boundary changes were in the Balkans, in Africa, and in Germany.

o In 1900, Turkey still controlled a large area of land in Europe. I put this Turkish province on the map and called it Macedonia. Macedonia bordered Serbia, Bulgaria, Constantinople, the Aegean Sea, Greece, the Adriatic Sea, and another new space called Bosnia. In creating Macedonia, Albania was eliminated (it didn't come into being until after the First Balkan War in 1912). The map I sent to Doug showed Macedonia having a coast on the Black Sea, but I revised this when further research clearly indicated that Constantinople should be adjacent to Bulgaria.

o As mentioned above, I created a space called Bosnia. In 1900, Bosnia was a Turkish territory under the administration of Austria-Hungary. I favored adding Bosnia for two reasons. First, I thought Bosnia would serve as a necessary buffer between Austro-Hungarian Trieste and Turkish Macedonia. As it turns out, this reason became less important when I redrew the map to have Constantinople touch Bulgaria. Second, adding Bosnia to the map provided visibility to a province that has been a major source of tension in European history during this century (1908, 1914, 1990s). Bosnia bordered Trieste, Serbia, Macedonia, and the Adriatic Sea.

o I added a neutral SC in Libya. In 1900, Libya consisted of three provinces, Tripolitania, Cyrenacia, and Fezzan, that were loosely held by Turkey. In 1911, Turkey and Italy went to war over this territory. Making Libya a neutral SC demonstrated

Turkey's loosening grip on the area and helped recreate the attraction the region had on Italy.

o The change mentioned above also compensated Italy somewhat for the loss of Tunis, usually a first-year Italian acquisition. Stephen's map, which had a SC in Tunis, basically represented a continuation of the geographical boundaries used in conventional Diplomacy. These boundaries do not make good historic sense, however. In 1900, Tunisia, along with Algeria, was part of French North Africa. This being the case, I merged Tunis and North Africa, and moved the location of the SC to the site of the major city of Algiers.

o At the same time, I separated Morocco from the rest of North Africa and made it a SC. Morocco was independent in 1900 and French designs on it resulted in two European crises, one in 1906 and the other 1911. A crossing arrow was drawn between Spain and Morocco to indicate that army movement was permitted between the two spaces.

The boundaries within Germany also changed. The most significant of these changes was the addition of a new province, Alsace. Alsace bordered Belgium, Cologne (formerly Ruhr), Munich, Switzerland, and Burgundy. Adding Alsace to the map provided visibility over an area that was the primary source of tension between France and Germany after the Franco-Prussian War. It also counteracted the effects of a fourth SC I placed in Germany (which I'll discuss shortly). While the boundaries of the other German provinces may look different, it should be noted that the relationship of these provinces to one another was not changed. I simply redrew the boundaries along historical lines. Munich, for instance, represents the German states of Baden, Bavaria, Palatinate, Wurttemberg, Saxony, Thuringia, Hesse, and southern Hanover.

As mentioned above, Ruhr was given a SC and redesignated Cologne. At game-start, Germany would have three armies (Col, Mun, and Ber) and one fleet (Kie). I particularly liked this arrangement because it restored Germany to its position as the strongest nation in Europe. The increased muscle also gave Germany a legitimate chance of conducting a two-front war, something that was at the heart of German strategy since the creation of the German Empire. I wasn't particularly worried about the fact that Germany would probably get three and possibly four builds in the first year, giving it seven or eight units right away, since Germany's abundant neighbors were sure to keep the Reich in line. Indeed, with France and Russia having the two best performance records in Diplomacy, a stronger Germany only seemed appropriate.

Alsace was not included on the original map I sent to Doug. I added it only after I realized that France was dangerously vulnerable to a German attack. Without Alsace, Germany could order a supported attack on Burgundy at no risk to itself. If successful, France would be in deep trouble. Since France could hardly afford to risk such an attack, its only recourse was to order a supported move to Burgundy using A Par and A Mar. While the resulting standoff would hardly affect Germany at all since it would still be in position to grab Belgium, the Netherlands (formerly Holland), and Denmark, France's own expansion opportunities were put at risk, particularly if Britain or Italy was hostile at game-start.

After giving Germany a fourth unit, it occurred to me that it would also make sense to give both Britain and France a fourth unit each. After all, Britain, France, and Germany were clearly ahead of the other Powers at the turn of the century. I gave Britain a third fleet in Egypt and France a third army in North Africa. These units represented the strong garrisons each country maintained in their colonial empires. However, whereas Germany's four units would all be in position to support each other, Britain's and France's fourth units would be isolated from their respective main forces. The effect is similar to that already in existence in Russia. While Russia has four units at game-start, these units cannot support each other. I should point out that I prohibited Britain and France from building new units in their colonies.

These additional British and French units had several benefits, not the least of which is that they would recreate some of the tension that existed between Britain, France, and Italy as each country scrambled for territories in Africa. In the case of Britain, F Egy would undoubtedly result in meaningful negotiations taking place between Britain on the one hand and Austria-Hungary, Italy, and Turkey on the other, something that really doesn't occur in conventional Diplomacy early in the game. This increased interaction would, in my opinion, only be good for the game. In the case of France, the extra army would provide a unit that could conquer new territory without distracting the forces in France, which would probably be needed more desperately against Britain and Germany.

A final unit change involved Austria-Hungary. I decided to replace F Tri with A Tri. Historically, the Austro-Hungarian navy was an afterthought whose primary purpose was to ensure Italy didn't get too carried away with its plans to turn the Adriatic Sea into an Italian lake. Without a colonial empire to worry about, a large navy was a luxury the Austro-Hungarian treasury could ill-afford. The fate of Austria-Hungary was bound directly to the Imperial Army. In my mind, replacing the fleet with an army would better enable Austria-Hungary to stand up to Russia and also give the Dual Monarchy more flexibility to consider options in Germany and Italy, both traditional Habsburg playgrounds.

The final change I proposed was to allow movement between Egypt and Mid-Atlantic Ocean (i.e., around southern Africa). Doing this would allow Britain to reinforce its position in the eastern Mediterranean (where it was historically considered the major

power), increase Turkey's vulnerability by weakening its corner position, and add a sense of urgency to Austro-Hungarian/British/Italian/Turkish negotiations. The basic rules, what I call the "Suez Canal Rules," went as follows:

- o Movement between Egypt and Mid-Atlantic Ocean is permitted.
- o A unit in Egypt cannot support another unit moving to Mid-Atlantic Ocean. The reverse is equally true.
- o Support provided by a unit in Egypt is not cut by an attack from Mid-Atlantic Ocean unless that attack succeeds in dislodging the unit in Egypt. The reverse is equally true.
- o An army can be convoyed to Egypt using F Mid. Likewise, an army can be convoyed from Egypt using F Mid.
- o Normal retreat rules apply in all cases.

Finally, I proposed that the victory conditions remain the same as they are currently. I figured keeping the number of SCs required to win at 18 even though there would be now be 40 SCs would help alleviate stalemate situations.

I was hoping my comments would elicit some debate from other Diplomacy advocates. Instead, I got more than I bargained for. Not long after issue #81 was published, I received a pleasant letter from Steve Reul (Phrogggg) that said my ideas sounded interesting (of course, had he said my ideas stunk, I doubt I would have found his letter so pleasant). He further suggested we playtest the variant. Steve agreed to recruit the players if I would serve as the GM. I heartily agreed and we aimed for a start date about three months in the future.

I used the time to refine the crude map I had initially sent to Doug (the end result was V1.1), formalize the variant rules, and come up with a working set of PBEM rules. It occurred to me as I was working on this material that I needed to name the variant, so I decided upon "1900." If I do say so myself, it was a brilliant and inspired choice [pat self on back]. I just hope it hasn't been used already!

The game started right on time (Sep 97) with five players recruited by Steve, two by myself, and three stand-bys. The roster of players included:

- o Eric Scheid (Scheido) as Austria-Hungary.
- o Scott Morris (ScottM221) as Britain.
- o Tim Frankovich (TimElf) as France.
- o Steve as Germany.
- o Rob Williamson (WillmsnRob) as Italy.
- o Dirk Hosler (AKNEXUS1) as Russia (as a replacement for the original Tsar).
- o Mike McCoy as Turkey.

As the game started, there were several areas I wanted to examine closely:

- o First, I wanted to see how all of the changes affected Russia. Russia has won more Diplomacy games than any other Power and its overall performance is impressive. While the numbers suggest Russia could afford to be brought back to the pack some, I feared the cumulative changes I initiated might, in fact, be too hard on Russia. Even though Russia itself didn't change (except for Moscow/Siberia), Austria-Hungary, Britain, and Germany were all stronger than they normally are in conventional Diplomacy. More than ever, Russia required good diplomacy to secure its first build. So what happened? The original Russian player NMR'd on the first turn!!! Dirk was unable to turn Russia around after this setback and was quickly eliminated. Any study of the variant impacts on Russia would have to wait until the next playtest.

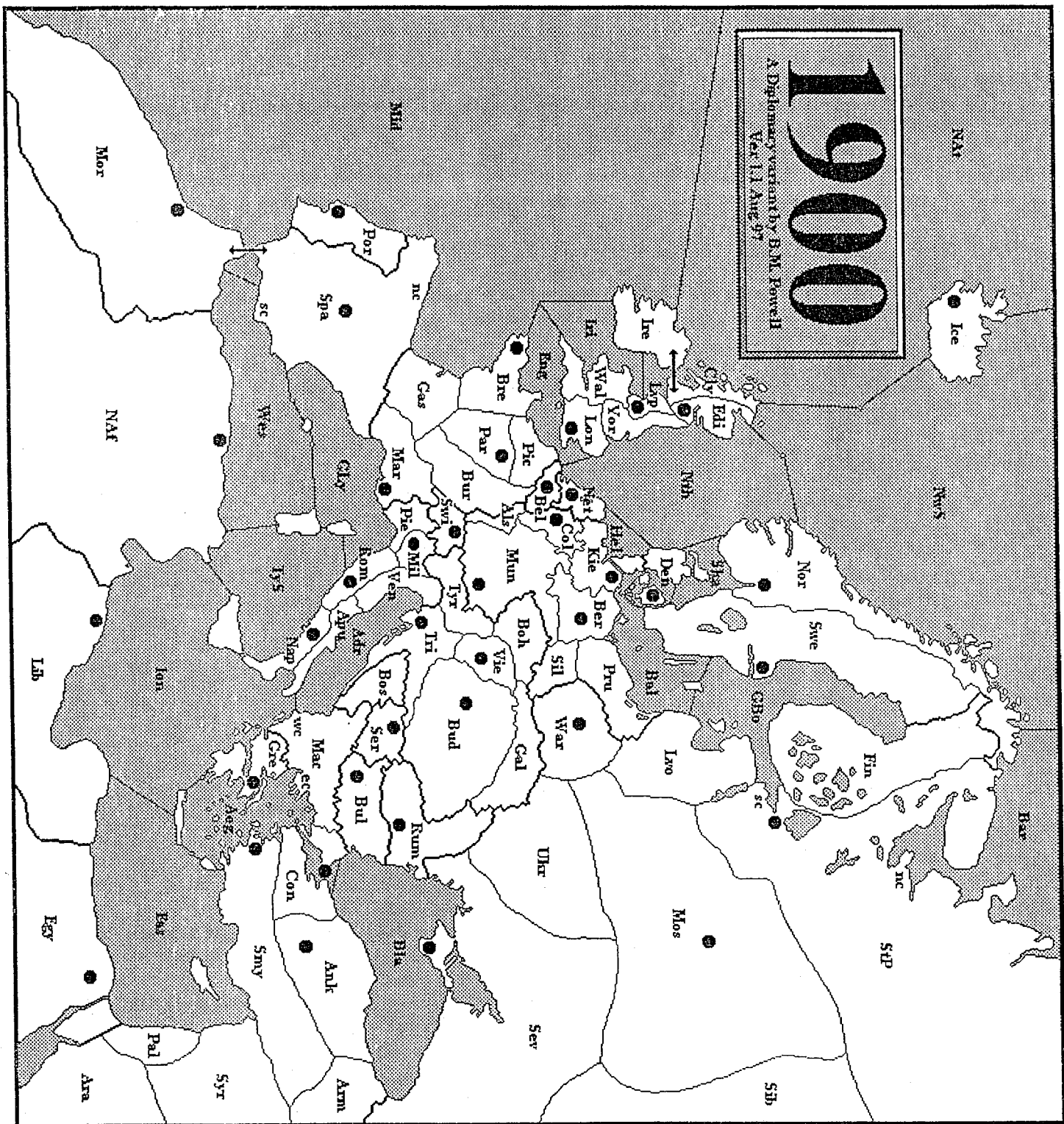
- o Second, I wanted to see how the Suez Canal Rules actually worked in practice. With Britain enjoying early game success, Mike confided to me that he expected a flood of British warships to swarm into the eastern Mediterranean. He needn't have worried. For some inexplicable reason, Scott completely forgot that movement between Egypt and the Mid-Atlantic Ocean was possible. He was rudely reminded of this technicality when Tim retreated a fleet from Mid-Atlantic Ocean to Egypt. Now, with Turkey barely hanging on against Austria-Hungary, Italy focused on France, and British units swarming over northern Europe, the eastern Mediterranean has become a sideshow and it's unlikely anything conclusive regarding the Suez Canal Rules will be learned this time around.

- o Third, I wanted to see how the additional units affected Britain, France, and Germany. Here, I did gain some useful insights.

It appeared I had created three monsters. All three grew to seven centers in 1900. From there, Britain never looked back.

- o Scott had Britain up to eleven centers in 1901 and fourteen centers in 1902 (I guess that little oversight in Egypt didn't hurt him much). Britain held steady at fourteen centers in 1903, but it has already grabbed two more centers in the Spring 1904 turn and it seems poised to grab the other two centers for a solo win in the Fall or in 1905 if Scott wants it.

- o French growth, while not as spectacular, was also steady. France was up to eleven centers by 1903. Britain, however, turned on France and was able to attain a decided advantage. It appears the French have reached their high water mark and will now start to lose ground.



Map Version 1.1

o Alas, Germany quickly fell out of the running. Steve fell victim to one of the smoothest stabs I could ever imagine and was soon overrun with British units. Curiously, France, Britain's ally at the time, gained virtually nothing from its part in the

stab.

What caught my attention in all of this was how hard it is for Austria-Hungary, Italy, Russia, or Turkey to compete with the "Big 3." Austria-Hungary proved to be the Beast of the East, but despite Russia's quick collapse, Turkish missteps, and Italian neutrality, Eric has the Dual Monarchy trailing well behind his western competition (nine centers in 1903). It is extremely unlikely Austria-Hungary could ever encounter more favorable conditions, yet it's odds of winning are extremely slim unless Britain or France allow it to.

So, despite the fact that the playtest is still ongoing, I feel safe in making some changes to the original "1900" variant rules. These changes are intended to reduce British and French power without overdoing it. The next "1900" playtest will use version 2.4 of the map (by the way, the color version looks a lot nicer than this black and white version) and will include the following changes:

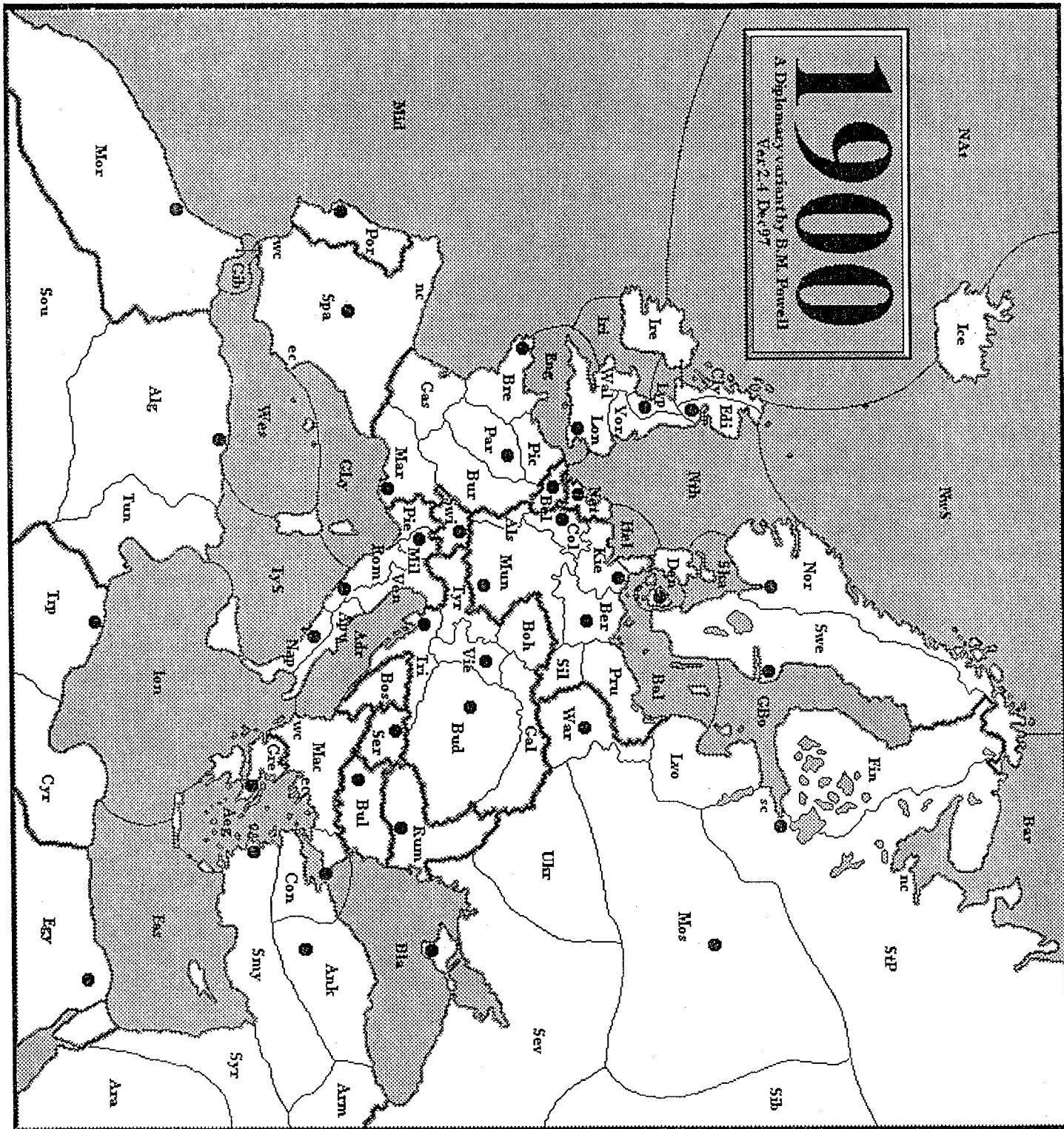
- o Iceland, an easy acquisition for Britain, will no longer be a SC.
- o A new space, Gibraltar, will appear on the map. Gibraltar will be primarily a body of water with a small land portion (the Gibraltar Peninsula itself). Gibraltar will divide Spain's south coast into two coasts, east and west. The relationship between Gibraltar and Morocco will be exactly the same as the one that currently exists between Denmark and Sweden. [My thanks to Eric for this suggestion.]
- o Palestine will be eliminated and Syria will border Egypt directly. While I hate getting rid of a region with so much historical significance, the increased options the new arrangement will give Turkey (i.e., Turkey can enter Egypt by land in two turns instead of three, thereby making a first year attack viable) seems worth it. British/Turkish talks will now take on even more importance.
- o The starting position of British units will change. A Lvp will be replaced by F Gib (note that Liverpool will remain a SC while Gibraltar will not be a SC). Not only will this more accurately reflect the actual disposition of British units at the turn of the century, it will also serve to recreate the friction between Britain and France that dominated their relationship until this century.
- o Fleets moving from Egypt to Mid-Atlantic Ocean and vice-versa will do so at half of their own strength (to reflect the logistical difficulties of sailing around Africa). Thus France F Por-Mid will succeed if opposed only by British F Egy-Mid.
- o Libya and North Africa will be subdivided into provinces to provide a buffer between the African SCs. This should make it more likely that Italy, the game's acknowledged weak sister, will get the SC in Tripolitania than Britain or France. [My thanks to Scott for this suggestion.]
- o The boundary of the Tyrrhenian Sea will be adjusted so that it touches the French SC at Algiers. Again, this should help Italy's cause while giving France something to think about.

No doubt other changes will come to mind as we playtest this further, but these seem like good modifications for right now.

Speaking of playtests, I am lining up a PBEM game to start in March. I currently have three players and one stand-by signed up. If anyone is interested in getting in a game, I'll take volunteers on a first come, first serve basis. Send me a message at bpowell@fia.net if you would like to play or if you would just like to discuss the variant.

I hope to hear from some of you soon.

{You can send comments on this variant both to Baron at bpowell@fia.net and directly to Diplomacy World... or both, so he can respond directly and so the readers here can discuss it.}



Map Version 2.2

List of 1900 Spaces

Underlined entries represent changes from conventional Diplomacy

An asterisk (*) designates a supply center

| | | | |
|-------------------------|------------|----------------------|------------|
| Adriatic Sea | Adr | Aegean Sea | Aeg |
| <u>*Algiers</u> | <u>Alg</u> | <u>Alsace</u> | <u>Als</u> |
| *Ankara | Ank | Apulia | Apu |
| <u>Arabia</u> | <u>Ara</u> | Armenia | Arm |
| Baltic Sea | Bal | Barents Sea | Bar |
| *Belgium | Bel | *Berlin | Ber |
| Black Sea | Bla | *Brest | Bre |
| Bohemia | Boh | <u>Bosnia</u> | <u>Bos</u> |
| *Budapest | Bud | *Bulgaria | Bul |
| Burgundy | Bur | Clyde | Cly |
| <u>*Cologne</u> | <u>Col</u> | *Constantinople | Con |
| <u>Cyrenacia</u> | <u>Cyr</u> | *Denmark | Den |
| Eastern Mediterranean | Eas | *Edinburgh | Edi |
| <u>*Egypt</u> | <u>Egy</u> | English Channel | Eng |
| Finland | Fin | Galicia | Gal |
| Gascony | Gas | <u>Gibraltar</u> | <u>Gib</u> |
| *Greece | Gre | Gulf of Bothnia | GBo |
| Gulf of Lyon | GLy | Helgoland Bight | Hel |
| <u>Iceland</u> | <u>Ice</u> | Ionian Sea | Ion |
| <u>Ireland</u> | <u>Ire</u> | Irish Sea | Iri |
| *Kiel | Kie | *Liverpool | Lvp |
| Livonia | Lvo | *London | Lon |
| <u>Macedonia</u> | <u>Mac</u> | *Marseilles | Mar |
| Mid-Atlantic Ocean | Mid | <u>*Milan</u> | <u>Mil</u> |
| <u>*Morocco</u> | <u>Mor</u> | *Moscow | Mos |
| *Munich | Mun | *Naples | Nap |
| <u>*Netherlands</u> | <u>Net</u> | North Atlantic Ocean | NAt |
| North Sea | Nth | *Norway | Nwy |
| Norwegian Sea | NwS | *Paris | Par |
| Picardy | Pic | Piedmont | Pie |
| *Portugal | Por | Prussia | Pru |
| *Rome | Rom | *Rumania | Rum |
| *Serbia | Ser | *Sevastapol | Sev |
| <u>Southern Algeria</u> | <u>Sou</u> | <u>Siberia</u> | <u>Sib</u> |
| Silesia | Sil | Skagerrak | Ska |
| *Smyrna | Smy | *Spain | Spa |
| *St. Petersburg | StP | *Sweden | Swe |
| <u>*Switzerland</u> | <u>Swi</u> | Syria | Syr |
| *Trieste | Tri | <u>*Tripolitania</u> | <u>Trp</u> |
| <u>Tunisia</u> | <u>Tun</u> | Tyrolia | Tyr |
| Tyrrhenian Sea | TyS | Ukraine | Ukr |
| <u>Venetia</u> | <u>Ven</u> | *Vienna | Vie |
| Wales | Wal | *Warsaw | War |
| Western Mediterranean | Wes | Yorkshire | Yor |

The Role of the Standby

by Jim Grose

In about half of the regular Diplomacy games I'm currently playing in I joined as a standby. To my surprise others often compliment me for immediately contacting them, asking what has happened to date, proposing alliances and discussing tactics.

What else is the standby player expected to do? Play Gunboat for one turn, assuming he will not actually be taking control, while the others continue to play regular Dip? This approach could prove fatal, is entirely preventable but is all too common.

Look at it this way: either the standby will assume permanent control or he won't. Additionally, either he will conduct diplomacy during the season when control of his country is in doubt or he won't. Thus there are four combinations:

1. He assumes permanent control after conducting diplomacy for the one season that this is in doubt. Great. His country's relations with others never skip a beat.

2. He assumes permanent control but conducts no diplomacy for one season beforehand. The worst case. Joint attacks on mutual enemies may be delayed for one critical season. Worse, former allies, willing to remain so if only they were contacted, may decide to switch sides.

3. The original player returns even though the standby conducted diplomacy. This leaves some room for confusion if the standby proposed one set of moves to others while the original player issues a different set but surely the original player would contact his allies to assure them that he is in fact still in the game. If the two players have proposed different retreats and/or builds/removals then to be safe others can make their orders conditional.

4. The original player returns while the standby contacts no one. This is the scenario that most standbys seem to assume will happen. They are gambling, however, because if the original player does not return then we're back to the fatal #2.

If the standby is 100% confident that the original will return then why bother even submitting orders? If he is less than 100% confident, why risk the consequences of not conducting diplomacy for one season?

On a related topic, replacement players hold an interesting range of views on what their "obligations" to their predecessors and previous alliances are. One told me that he felt it would be unfair to change sides and undo all the hard work of the previous player, even though he agreed that in his current alliance he stood little chance of winning.

Another agreed with me that any agreements made by the previous player were null and void. Consequently he leapt at my offer to allow him to change sides.

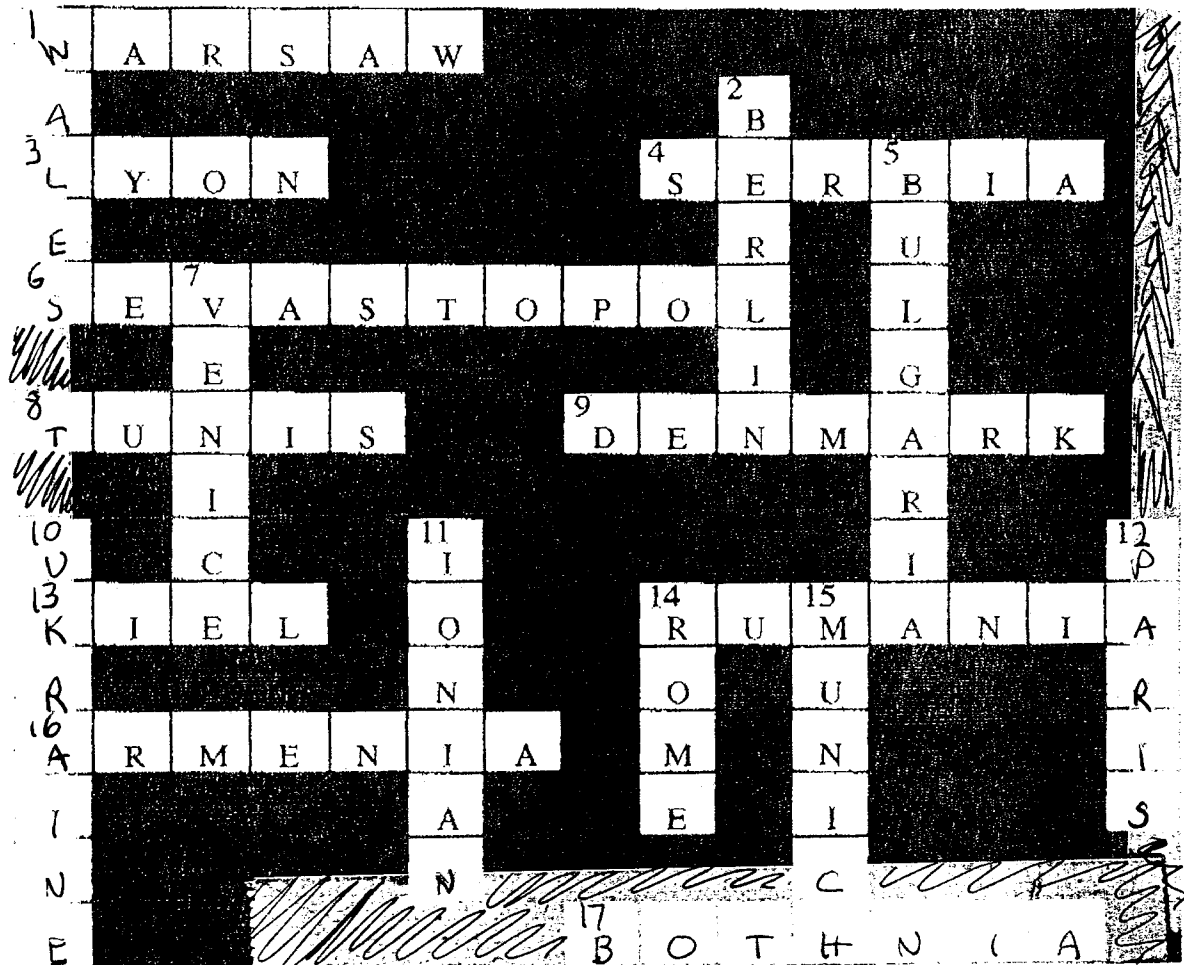
The first type of player seems to think that as a replacement he doesn't "deserve" to win. The second type understands that the object of the game is for a great power to win by taking 18 (are you reading this, Berry Renken?) and all strategy and tactics must flow from this. It is completely irrelevant whether that great power has one, two or ten different rulers during a game.



Cryptic Diplomacy Solution

by Randy Heath

Solution to Cryptic Diplomacy



Across

- 1. Charade War+saw
- 3. Anagram Only=>Lyon
- 4. Anagram Braise=>Serbia
- 6. Charade, deletion, anagram (Se)a + vast + opol
- 8. Deletion (Tuni)c + S => Tunis
- 9. Charade Den + mark
- 13. Anagram Like=>Kiel
- 14. Charade, deletion RuPaul + mania - Paul=>Rumania
- 16. Anagram Remain a=>Armenia
- 17. Anagram than Ibo=>Bothnia

Down

- 1. Homophone Wales
- 2. Hidden word Remember linden
- 5. Anagram Laura Big=>Bulgaria
- 7. Hidden word love, nice
- 10. Charade, container Uk(rain)e
- 11. Charade Ion + Ian
- 12. Charade Par+is
- 14. Homophone Rome
- 15. Container Mun(i)ch

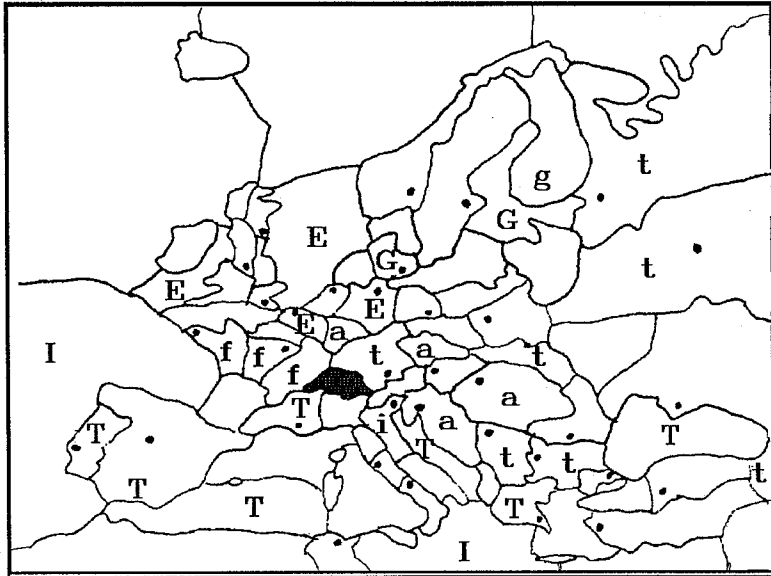
The Diplomacy World Demo Game

Flapjack - 1995HD

The Players: Austria - Dave Partridge
England - Mike Gonsalves
France - 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 1908/Spring 1909 Results:



Austria: A Ruh S T, A Mun-Bur, A Boh-Bur(Imp),
A Tri-Vie, A Bud-Vie.

England: F Iri-Ech, F Nth-Nwy, F Hol-Kie, F Bel-Ech.

France: A Gas-Bur, A Bre H, A Par S A Gas-Bur.

Germany: A Nwy-Fin, F Swe-GoB, F Den S E, F Hol-Kie.

Italy: F Mid S F, A Gas-Spa(NSO), F Ion-Tyn, A Pie-Ven.

Turkey: A Kie-Ruh(ret Ber, OTB), A Mun-Bur,
A Gal-Vie, A Ser-Bud, A StP-Nwy, A Sev-Mos,
A Smy-Arm, A Con-Bul, F Ank-Bla, F Gre-Ion,
F Alb-Adr, F Wme-Tyn, F Por-Mid, F Spa(sc) S F Mar,
F Mar S F Spa(sc).

Now Proposed - A/T Draw, Turkish Concession

PRESS

Tur - World: I was within a hairs-breadth of turning the game on its head again and agreeing to Austria's plans. Had we done so and really kept the momentum on, you guys would have been forced to accept a two-way. My stab of Dave means you now have the smart guy in your camp. You should thank him -- he'll come up with a good stalemate line. Hope you enjoy reconquering some of your homelands; I accept that inevitability.

France - Turkey: You are crying crocodile tears.

Con - Vienna: The Turkish Govt, while pleased with Austrian demonstrations of goodwill and of alliance ideas, nonetheless sees no future in a draw. While we are *certain* this will be yet another screw-up on the part of Turkey, we are committed to trying to win this. There is, believe it or not, genuine chagrin at lying to you for the third time, but I honestly don't want to stretch out this game if it can be helped. I think the readers have seen more than their fair share of stab, counterstab, intrigue, and great play -- most of it from you, Germany and Italy, with commendable cameo appearances by Mike's England.

And while an A/T would open up a new game chapter and show even more derring-do, I'm quite honestly 'weary' of providing bread-and-circuses to the readership masses. I think the readers have enjoyed this game immensely, and, if they haven't by now, then additional smoke and mirrors won't help, in my opinion. Hence my reason for not calling you at the 11th hour and giving "fair notice of intent to wage aggressive war." If it turns out that I've really dorked this up, well....I guess it *will* be a long game after all. I came this far--on the tips of your bayonets--so I guess I'll decline in the same manner. And I was so close....I coulda been a contendah'...

Austria - Germany: I always figured that part of the point of having commentators was to illustrate how impossible it is to tell what is going on in the game just by looking at the moves. That's what gives the game it's depth, otherwise, it's just another tactical war game.

Faz - Board: To quote the Shirelles(?), "Mama said there'd be days like this..."

Spring 1909 Commentary

Brian Cannon - As many expected, Faz lunges toward that elusive solo, his arms and fingers outstretched in yearning. He could still be stopped if everyone unites to stop him - and no mistakes are made - and everyone else decides they can "finally" TRUST one another <hmmm> - and they can agree on the 17 dots they need to take and hold for the stop - AND <the biggest "AND" of all> Faz himself makes some mistakes (probably some BIG ones).

If Faz loses StPete (the west could take it anytime E/G decided to), and A/E/F reclaim the German countryside from the Turk (a given if they work together), and Faz can hold onto Marsailles & Iberia (I/F "could" make some waves here), then the southern part of the board would still yield 21 for Faz. Once Faz is no longer over-extended and can focus his infantry in the Balkans, Austria should fall to tactics alone. Italy, likewise, lacks the forces or position to defend his homeland against a determined Turkish attack.

That suggests that stopping a Turkish solo (which, incidentally, means everyone else LOSES - regardless of their size at the end) requires either (a) a concerted effort by I/F (and E?) to drive Turkey out of Iberia & Marsailles, and/or (b) some creative Diplomatic ploy that is able to convince Faz "Not" to concentrate against Austria & Italy. Faz, on the other hand, may be best off (a) Blitzing Austria as fast as he can (perhaps even pulling his armies from the German theater south to complete the encirclement), and (b) using his current naval superiority in the West to force the MAO possibly using WMed to Naf to force Italy to retreat North or OTB and establish a better defense for his Iberian forces. If Italy retreats OTB to rebuild at home there is more likelihood that Faz may even slip a fleet into NAO (and if not, there is one less unit on hand to oppose Iberia). If Italy retreats to NAO he has that mush less with which to defend his homeland against Turkish fleets in the Med.

In the meantime, the French hold on Brest continues to display some lingering distrust of Italy, as does England's bounce in the Channel. On the other hand, it looks like Germany & England are beginning to cooperate against the Turkish menace and may take St Pete in Spring '10 and possibly Berlin at the same time.

Since several turns will be played before this gets published, I can say Faz just confided in me that even more twists & turns in the game are to be expected in upcoming seasons. Does that mean that Faz has found yet another stoog-- <ahem> err ally? Stranger things have happened. Until next time, fair friends.

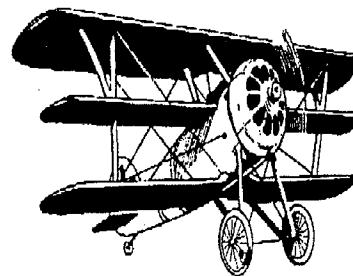
Jim Grose - The Austria - Germany press is very true, but I'll still try to deduce what happened based solely on the moves and press.

England and Germany are working well together. My first impression was to wonder why England didn't attack EngCh with support, rather than self-bounce. However he correctly attached more importance to taking and holding dots (Kie, Hol) rather than territory, something we all forget from time to time, and this may require F Nth - Hol this fall. I also initially wondered why they didn't order F Hol S Ger F Den - Kie. Germany apparently has not allowed pride to triumph over reason, realizing that he couldn't build anywhere while England could. That, or he feared England would seize Den!

Italy is obviously anti-Turkish but has apparently not yet convinced France of this. Italy won the guessing game with Turkey over Tun and Tyn but how long can his lone fleet hold out?

France once again issued highly questionable orders. First, why didn't he order A Gas - Spa, as Italy expected? Second, my choice would have been A Gas S A Par - Bur, A Bre - Par. This would have taken Bur (as his own moves did) but also threatened Mar in the fall. By vacating Gas he has freed Tur F Spa to support F Por - MAO, which may ultimately cost him Bre! Very shortsighted. At this late date, with Turkey just one shy of a win, does France still feel he can't trust England and Italy not to seize an open Bre?! Wake up and smell the Turkish coffee brewing right under your nose!

Finally, it's hard to be certain just what Turkey did which constituted a stab of Austria-Hungary. Was Turkey to issue a supported attack on Ion, rather than F Alb - Adr, which can next cut A Tri S A Bud? F Adr could still support A-H A Tri - Ven. The bounces in Vie and Bud could have been pre-arranged. I'll believe Turkey has stabbed Austria-Hungary if and when he takes Rum and Bud this fall.



honestly, I think they deserve a share of the draw for a well-played game. In my Triad of game goals for this one -- providing fun, rewarding good play, and keeping the readership entertained, I (for one) have met all my goals. Winning is (gasp!) secondary. Rationalization on my part? Maybe, but I don't think so. I've won my share in 21 years of PBM'ing, and I've had my shares of losses and draws, too. It's just a game, and this one's seen it all, in my opinion..

So here's what the Sultan is going to do. I am going to keep myself at a healthy 14 or 15, and assist I/A in moving northward and westward. You can resist, you can bitterly denounce this approach as heresy, and you can fight to the death if you so desire. But you can't stop the advance, as this turn should attest. Short of them stabbing me, you guys should see yourselves rapidly outflanked and in a real "hurt box" by 1911.

Turkey thus calls for an immediate negotiated end to hostilities on the Continent, and for an A/I/T government to rule the board. Agree, and we all shake hands as survivors and make our critiques. Fight on, and I -- we -- guarantee the complete eradication of your three- and four-center nations. And for what purpose? To beat a dead horse? To fight against a fait accompli? What say you?

Fra - World: I voted against both proposals. The A/T draw is ridiculous, the concession to Turkey is at the very least premature.

Fall 1909 Commentary

Brian Cannon - What a wacky game! Not a lot to say this time that isn't obvious, Faz has changed his stripes once more - for good he says. And yet, can a habit this strong (stab, make-up, stab, make-up, etc) be kicked that easily? An A/I/T draw has been proposed, and A/I/T can certainly sweep the board if they desire, but given the twists & turns we've already seen one expects that the draw will be vetoed by E, F, or G.

me, anything short of a rulebook win is a failure. I've repeatedly criticized France's tactics but at least he apparently shares my opinion of Turkey's proposal.

Are Jamie & Dave truly playing intentional second fiddle to get in the draw (hoping against hope Faz doesn't stab later) or are they trying to figure a way to climb back into contention (difficult though that may seem)?

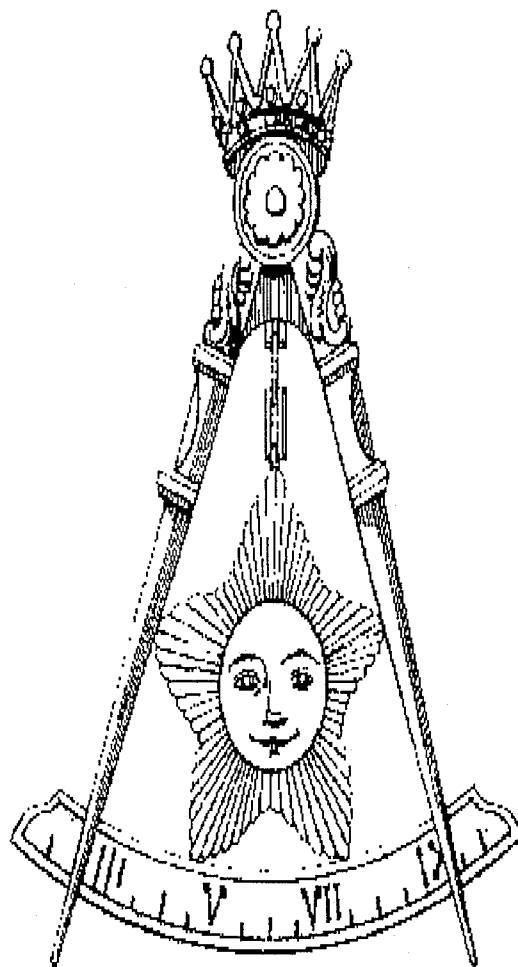
Is Faz "truly" committed to the stated 3-way (as he says) or will he make one more snatch for the golden ring when it comes around again? He only need three more dots. A lightning stab into Serbia, Budapest, & Naples, in the next year or two, with a followup grab of Tunis, Munich, and/or Rome to make up for losses on the periphery could do it. He may even grab some French or English dots in the meantime to make it easier.

Lots of questions - no easy answers. It's "Diplomacy"!!! Gads, WHAT a GAME !!! (-)

Jim Grose - It is the Turkish press, rather than any moves, which I must comment on.

The object of this and any game of Diplomacy is to score a rulebook win. Any other approach is sheer heresy. The fact that this game has demonstrated stabs and alliance shifts is irrelevant. Winning is everything!

In my first PBM game, after an absence from the hobby of 20 years, it came as a shock to me in the end game when the leaders, France and Russia, each refused to listen to my plans to have one stab the other. They had a pre-arranged draw in mind and nothing would change their minds. To



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 John Harrington, 30 Poynter Road, Bush Hill Park, Enfield, Middlesex EN1 1DL, 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 Conrad von Metzke, 4374 Donald Ave., San Diego, CA 92117.

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 (and many foreign zines as well). 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 Conrad von Metzke, 4374 Donald Ave., San Diego, CA 92117.

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

peery@ix.netcom.com.

The Game of Diplomacy - The only hardcover book written on the game, by Richard Sharp. Authorized photocopies of the 149-page book are available from Fred C. Davis at 3210-K Wheaton Way, Ellicott City, MD 21043. Prices are \$7 in the US, \$7.50 in Canada, and \$8.50 elsewhere. It is also available directly from Richard Sharp at 46 Whielden St., Amersham, Bucks HP6 0HY, England. Cost from Richard directly is 3 Pounds, or the equivalent in French or Swiss Francs.

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).

The Abyssinian Prince - Jim Burgess, 664 Smith, Providence, RI 02908. Openings include Colonial Dip.

Boris the Spider - Paul Bolduc, 203 Devon St., Ft. Walton Beach, FL 32547. Openings include Diplomacy, Gunboat, Colonial Dip.

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

Costaguana - Conrad von Metzke, 4374 Donald Ave., San Diego, CA 92117. Openings include Diplomacy, Black Hole Diplomacy.

Crossing the Rubicon - James McQuinn, 1619 Shroyer Rd., Dayton, OH 45419. Openings include Diplomacy, Gunboat.

Diplodocus - Stephen Koehler, 2906 Saintfield Place, Charlotte, NC 28270. Openings include Diplomacy.

Fintlewoodlewx - Karl Muller, 66-12 75 St., Middle Village, NY 11379. Openings include Diplomacy, Black Hole Dip.

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

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

Yellow Pajamas - Paul Milewski, 7 Mallard Dr., Amelia, OH 45102. Openings include Diplomacy, Gunboat, Colonial Dip.