

DIPLOMACY WORLD

Issue 92, Winter 2004



Are you sure he said he would convoy us?

Postal version cost \$3 per issue in North America, £2 per issue in rest the world. North American subs should be sent to David Partridge, 15 Woodland Drive, Brookline, NH 03033, USA. Email: rebhuhn@rocketmail.com Rest of World subs should be sent to Stephen Agar, 47 Preston Drive, Brighton, BN1 6LA, UK.

DIPLOMACY WORLD

Issue 92, Winter 2004

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Diplomacy World is available free on the Internet, as a downloadable ebook. Go to <http://www.diplomacyworld.org> to see web version. Join the Yahoo group for notification of publication of issues at diplomacyworld@groups.yahoo.com

Contributions for the next issue (articles, convention reports, art, cartoons, jokes, or anything else related to the game of Diplomacy, should be sent to Jim Burgess , burgess@theworld.com or Tim Haffey, diplomacyworld@aol.com by March 1, 2005.

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Ye Old Mail Bag

Subj: [bayareadip] International Ratings Update
Date: 10/13/2004 2:09:58 AM Eastern Daylight Time
From: MChirchill@comcast.net
To: MChirchill@comcast.net
Reply-To: bayareadip@yahoogroups.com

Well, it's finally happened.

The Diplomatic Pouch Tournament Rating Gnomes have returned from their sabbatical, and we once again have a fresh list, including (nominally) everything up through this year's European Championship.

Ratings and other information can be viewed at: <http://www.diplom.org/Face/DPTR/>

Not surprisingly, there has been some movement among the top names, but perhaps not as much as one might have guessed. Perhaps this is a sign that the ratings have begun to reflect with some accuracy just who the top players in the world are.

2387 players are currently listed in the ratings, including all who have played since the turn of the century.

41 players now have ratings in the rarified air above 70 points. Some of the newest players to break into this club include PitKisser Andy Bartalone, Israeli hobby luminary Shlomi Yaakovovich, North American DipCon runner up JT Fest, returning from a couple years off, Englishman Geoff Bache, and California's Adam Silverman at least until we calculate the Dragonflight results!

Only 10 players in the world remain in the truly exclusive 80 point tier, topped by the New European Champion, Edi Birsan. The reigning World Champion, Yann Clouet, slipped but remained in the top ten at 80.43 after taking a bit of a stumble last month in Germany. Still, he kept his rating above 80 for the tenth tournament in a row.

There are surely tournaments out there for which results have not yet been included. Please send those along, and they'll be included shortly, hopefully a little quicker than this last time.

Bad Gnomes! Bad!

- Matt Shields
- MChirchill@comcast.net
- World Diplomacy Records Geek

Subj: Re: Welcome to Grandprix-chat - EDC news
Date: 10/14/2004 10:52:59 AM Eastern Daylight Time
From: "Frank Bacher" <bacher@graue-substanz.net>
To: diplomacyworld@aol.com
Sent from the Internet (Details)

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Hi Timothy, you did see the EDC results posted "everywhere"? If you want them in htm because of the layout please go to: <http://www.diplomacy-bund.de/cons/edc/int/ergebnisse.php> and for a short review that you are free to "reprint": <http://www.diplomacy-bund.de/cons/edc/int/rueck/>

Frank

P.S:If you need more info don't hesitate to contact me...

Subj: Article

Date: 10/14/2004 2:09:05 PM Eastern Daylight Time

From: "Edi Birsan" <edi@mgames.com>

To: "TRHAFFEY@aol.com" <TRHAFFEY@aol.com>

Reply-To: "Edi Birsan" <edi@mgames.com>

File: Channeling Par-Bur S by Mar Bre-Eng.doc

Here is a short article. I was rather disappointed in the Turkish article as it ignored several viable options in the opening and failed to look at strategic impacts of the situation. I do not have the email of the Turkish article author but maybe they may want to rework the article using my Italy article as a format...I would be willing to help him with it if he wants...

Edi Birsan

For information on the game Diplomacy

www.DiplomaticCorps.org

Subj: [bayareadip] One unit survival

Date: 10/14/2004 2:26:29 PM Eastern Daylight Time

From: "Edi Birsan" <edi@mgames.com>

To: "bayareadip@yahoogroups.com" <bayareadip@yahoogroups.com>

Reply-To: bayareadip@yahoogroups.com

In the recent Dragonflight tournament I had the situation of having Austria with an opening that saw a Austria grab Trieste and Turkey who was in Armenia decide to play to Greece to keep me from building. The changes of alliances and structures between Italy and Turkey keep everyone in the East's head spinning compromising one grand alliance after another to stop an English-German roll over of the game. However, the interesting part of this is that Austria was quickly reduced to one center and one unit... for about 6 hours I played on with one unit and managed to partake in all the various schemes to try to stop the west constantly undone by the pathological conditions of Italy etc. However, in the course of the last 7 game years (the game ended in 1916 at 3:45AM) I was able to be the attacking unit that destroyed 6 units in different places all around the Balkans and Austria. There was a total of 4 German armies, 1 Italian army and an English Fleet in Bulgaria that I destroyed with my little legion of death in what was at least an entertaining display of a one center act of defiance. The best part of the story is that when the game finally ended near 4 AM in a voted 2 way draw to Germany and England, Austria was still alive with one center and no units for two years in a row. I know that a lot of people get disgusted and want to leave the game when they have one unit left, what I want to stress to all of us when we get to that situation is not to sit down and mop at the table, but to get out there and try to be an active tactical member of the game and set yourself a goal... in this particular case my goal was to destroy more than 4 units *(my previous best Death Ride with one unit) since coming back to win the game was not in the cards or draw it out to be in a draw.

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Is this something that we might want to track at Whipping: Most Units destroyed while having only one unit on the board? Would that make it a little more fun to play out? I already have a Raider Hat set aside for the player with one unit left that is the furthest from home or has the best story of survival wandering around with one unit.

Edi Birsan

For information on the game Diplomacy

www.DiplomaticCorps.org

Subj: [Grandprix-chat] GP Ranking after 12 steps
Date: 10/21/2004 6:08:48 AM Eastern Daylight Time
From: yannclouet@free.fr
To: grandprix-chat@yahoo.com
Reply-To: Grandprix-chat@yahoo.com
Sent from the Internet (Details)

After the shared victory of Cyrille Sevin & Igor Kurt in Mind Sport Olympiad in Prague (http://www.geocities.com/ftfgrandprix/Ranking/MSO_2004.html), the GP ranking has just been updated. Since they previously had other excellent results, the 2 tied winners join the club of contenders for the podium. Cyrille in 4th and Igor in 3rd, very close from René still second. http://www.geocities.com/ftfgrandprix/GP_Ranking_2004.html

Igor also gives a boost to his Team who has now send members to 9 GP in a row (don't tell me that nice series will end in Brussels)? The Three Blind Jester has now created a serious edge over the other Team racing for the podium, and is rather looking forward now since the defenders, Belgium Champion not so much in advance after another counterperformance of their ridiculous captain. 2 other Teams also take improve their ranking, the "Sans Nom" of Cyrille (still a 1000 pts from the podium and "Sweden 1" of Simen (very close from the third). More than ever, the 3 last events appear to be decisive. The Belgium Champions are expected to do well in their "home event" the Brussels' Cup (they won the last 6 tournaments held in Belgium). Too much expected? The "Sans Nom" has had extremely good results the last 2 years in the French NDC (1st & 4th 2 years ago, 2nd & 4th last year). But rogue players from the other Teams in the race might surprise everyone. Finally everything might well be decided only in Milano the last event. http://www.geocities.com/ftfgrandprix/GP_Team_Ranking_2004.html

Some stats :

- * 287 players attended 1 event (82%)
- * 41 players attended 2 events (11,41%)
- * 15 players attended 3 events (4,29%)
- * 2 players attended 4 events (0,59%)
- * 2 players attended 5 events (0,59%)
- * 3 players attended 6 events (0.86%)

C U all in Brussels & then Paris (english website will be ready in the coming hours, already 71 players pre-registered). Website located at <http://www.geocities.com/ftfgrandprix>
<*> To visit your group on the web, go to:
<http://groups.yahoo.com/group/Grandprix-chat/>

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Subj: Re: [bayareadip] One unit survival
Date: 10/14/2004 2:32:38 PM Eastern Daylight Time
From: Adam Silverman <agman@stanford.edu>
To: bayareadip@yahoogroups.com
Reply-To: bayareadip@yahoogroups.com

Is this something that we might want to track at Whipping: Most Units destroyed while having only one unit on the board? > Would that make it a little more fun to play out? I don't think it happens enough at a single tournament that its worth it to keep statistics, but having a "Raider" prize encourages this... also the fact that survivors get 6 points even with a single dot is incentive to fight it out to the end.

-Adam

To: "bayareadip@yahoogroups.com" <bayareadip@yahoogroups.com>
From: "Edi Birsan" <edi@mgames.com>
Date: Mon, 15 Nov 2004 08:41:53 -0800
Subject: [bayareadip] American Diplomacy Travel Fund and Whipping

The American Diplomacy Travel Fund was established in September 2001 to encourage American Diplomacy players to go overseas, targeting those who have never gone overseas to play in an event. As an experiment this year at the SF Whipping Post Tournament, I decided that \$5 or about 1/3 of the entrance fees would go to the Travel Fund.

We therefore at the end of the event had collected for the fund \$115 anyone who wants to make an additional donation can send a check to me (Edi Birsan 950 Alla Ave., Concord, CA 94512) and put Travel Fund (SF) in the memo section must arrive by December 31, 2004 to be applied to the fund for this year. The way this works is that there is a base amount from the fund of matching dollars (which for this year is \$252) that is drawn on a dollar for dollar case based on what we collect. So currently we have \$115 and the matching funds would be \$115. The more we collect the more we get matched up to \$252 currently in the matching fund.

The money is then set aside for ONE year only or until the next event, which looks like it will be around the end of October next year. The first eligible player from the event *regardless of ranking*, who:

1. is an American Citizen
2. has never played in a Diplomacy Tournament overseas
3. who plays in his first event at an acceptable foreign event: Any European Grand Prix, EDC, French Tour, Bismark Cup, DAANZ Event.
4. has stated to the director (Edi Birsan) in advance his intent to apply for the funds from the event.
5. can only receive sponsorship/award from one event
6. is the 1st player to accomplish the goal, gets a check for the appropriate amount when they return. Any funds collected that are not used in the one year are rolled into the overall fund base amount for matching funds for the next year based on participating tournaments.

Currently for 2005 the participating tournaments are:
Wacky Con (Seattle)
Piggy Back (Portland) *may change name this year
Dragonflight (Seattle)
Boston Massacre (Boston)
B.A.D. Ass. Diplomacy Party and Tournament (SF Bay Area)

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Currently we have two people who have registered intent to apply for funds collected this year, both from the Dragonflight event last month where \$252 was collected so the total amount is \$504 in the fund for the event. The players are Jake Mannix and JT Fest. Is there any question on this? Let me know...

Edi Birsan

For information on the game Diplomacy
www.DiplomaticCorps.org

Subj: [DipWorld] Soloism and Scoring Systems

Date: 10/18/2004 6:13:14 PM Eastern Daylight Time

From: codadewest@aol.com

To: DipWorld@yahoo.com You dippers out there who don't usually browse some of the excellent articles being written about our hobby are missing a lot. The DipPouch has a great webzine with pieces by some very notable players, probably a few you'll bump heads with in here or in other forums, if you hang around long enough. Diplomacy World (not us) also publishes a nice online hobby zine. We also have one on our website, except nobody around here seems to have the time or inclination to share their insight, other than on this message board. Nevertheless, one article that I've bookmarked and re-read from time to time is David Cohen's Soloist Manifesto. It helps keep me focussed on what I consider the object of the game.

http://www.diplom.org/DipPouch/Zine/S2002M/Cohen/Soloist_Manifesto.html Of course, when you play in time-limited tourneys, you have to play using the best strategy you can to advance to the final board, using whatever scoring system is being used. Our in-house events scoring system strongly rewards the soloist (96 points vs. 48 for board top) but probably not as strong as what David would recommend. The scoring system doesn't really matter for non-event games. I just post it for comparison purposes. There are lots of scoring systems floating around, each with strong points and weak points. I played in the Vermont Group gunboat/Nopress 7x7 Tourney (VGNP) this year - no pre-set end year, so all games got played out to their natural conclusion (some are still cooking in 1932!). The VGNP tourney scoring system is (the number of Eliminees) / (the number of Survivors). No bonus for topping the board, finishing 3rd, etc. However a loss (elimination or losing via solo) gives you a one point penalty. Therefore scores can range from 42 (7 solo's) to -7 (7 eliminations). With this system, it seems you're better off tossing the solo and dragging everyone down with you, rather than simply getting eliminated. That's always been tough for some of us to do. Tossing solos's, or even onceding a solo goes against everything we've ever believed when it came to games. But you gotta use the system if you want to win the event. Out of the 129 VGNP first round games, there have been 54 solo's so far (there's still 6 games or so yet to finish, and a couple of those could easily end in solo.) That means they are achieving a 42% solo rate. I'm not sure what the Gunboat factor is. i.e would there be more or less solos, all other things remaining the same. I doubt it impacts it very much. In DipWorld, we're currently recruiting game 337, but only 311 have been completed. Of those 311, 73, or 23% have ended in solo. Filter out the event-related games (often with preset time limits or team considerations), and all variants, and we have finished 90 standard games. Of those 90, 33 or 37% have ended in solo. Add back in the variants, and the percentage shoots up to over 50%. I much prefer a system that encourages soloism, but at the same time discourages surrenderism. I think in the end though, the good player is always looking to solo, regardless of the system in use. David coins the term "drawmonger" to describe those folks quick to vote for a draw. That's a pretty strong term, and I'm not sure it's fair in a lot of cases. Some games just naturally need to die, and the draw allows you to start on another adventure with more promise for fun. I don't consider myself a drawmonger, but you wouldn't know it from my DW records (no solo's, and tons of draws). I welcome any comments on solo's (especially advice on how I can finally grab one in here). Is it easier to solo in a gunboat game? Why do variants seem to have a higher solo rate? And the big ethical question: if you're going to get eliminated, will you drag as many people down with you as you can?

Lane

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Club Website: <http://www.worldmasters.net/dipworldYahoo!> Groups Links
To visit your group on the web, go to: <http://groups.yahoo.com/group/DipWorld/>

To: "Edi Birsan" <edi@mgames.com>, "Matt Shields" <mchirchill@comcast.net>, "Buz Eddy" <buzeddy@aol.com>, "dscott@paylessdrug.com" <dscott@paylessdrug.com>, bayareadip@yahoogroups.com
From: "Adam Silverman" <agman@stanford.edu>
Date: Mon, 15 Nov 2004 17:54:01 -0800
Subject: [bayareadip] Re: [NADF] BADAss Whipping Results

I forgot to include the final standings:

1 37.2 Shank Josh	10 14.7 Alvarez Cesar	19 2 Houts Ean
2 35.2 Neuman Andrew	11 14.2 Holzgraf Nathan	20 0 Barton Brent
3 34.4 Mannix Jake	12 14.2 Percival Dan	21 0 Chan Mark
4 26.4 Rollins Tim	13 13.5 Prange Paul	22 0 Oklerlund Nathan
5 25.2 Scott Doug	14 9.2 Linndburg Eric	23 0 Taylor Michael
6 21.2 Hall Mike	15 9 Atabaki Sam	24 0 Twilley Jack
7 20.5 Shields Matt	16 7.2 Haffey Tim	td 14.2 Silverman Adam
8 18.2 Hilton Tom	17 7 Adkinson Peter	td 2 Birsan Edi
9 17.2 Irons Sarah	18 7 Del Grande Don	

To: bayareadip@yahoogroups.com, nadfchat@ry4an.org, "Buz Eddy" <buzeddy@aol.com>, "dscott@paylessdrug.com" <dscott@paylessdrug.com>, "Matt Shields" <mchirchill@comcast.net>, "Mike Hall" <spiritof67@shaw.ca>
From: "Adam Silverman" <agman@stanford.edu>
Date: Mon, 15 Nov 2004 17:22:16 -0800
Subject: [bayareadip] BADAss Whipping Results

Here's my report from the tournament. It would be great if people who send their comments and end game statements to the list!

-Adam

BADAss Whipping 2004 Tournament Director Report

We had 8 boards played over 3 rounds of Diplomacy. Despite a turnout that was a bit lower than we had hoped for, the quality of games was extremely high. There were no solos, but several games came pretty close. Initial feedback regarding our scoring system was extremely positive from both new players and veterans. We gave out a ton of awards throughout the weekend, including as games went on. A Death Cup was awarded to the first eliminated in each game, and "scandalous" and "crazed" play was recognized. We also kept a running tally of units being destroyed and where they were popped. Con, Bul, and Vie tied with 4 units destroyed each; a total of 54 units were destroyed in 8 games. We're already beginning planning to make next year's tournament bigger and better, tentative dates are Oct 28-30, 2005.

The top board was:
BADAss Champion - Josh Shank
2nd place - Andrew Neuman
3rd place - Jake Mannix

4th place - Tim Rollins
5th place - Doug Scott
6th place - Mike Hall
7th place - Matt Shields

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Outstanding play of country awards:

Austria - Doug Scott, 10 SCs

England - Andrew Neuman, 15 SCs

France - Josh Shank, 15 SCs

Germany - Tom Hilton, 10 SCs

Italy - Sarah Irons, 9 SCs

Russia - Mike Hall, 10 SCs

Turkey - Jake Mannix, 16 SCs

Outstanding play award - Jake Mannix (topped his board in all 3 rounds)

Outstanding debut - Dan Percival

BADAss Carebear - Tim Rollins (best carebear play... till he stuck in the knife, leading to a 14 center Turkey)

Other special awards (partial list):

"Give me the Brain" (Rusty Blade) - Nat Holzgraf

Cannonball - Josh Shank (dropped from 7 centers to 2 as Italy)

Turtle - Mike Hall (defended against 4-way attack as Austria to end with 8 SCs)

Iron Man - Cesar Alvarez (survived longest with a single unit, 3 years)

Master and Slave - Jake Mannix and Dan Percival (you figure it out)

Handcuffs - Doug Scott ("handcuffed" to the stalemate line in 2 rounds)

Whipped - Paul Prange (7 centers to 3, one dot taken by 4 different countries)

Avengers/Who Stole Ed(i)'s Pant's - Andrew Neuman (got stabbed by Edi, then took him out)

Kahuna - Sarah Irons (in need of a vacation)

Board results:

Round 1

Board 1 - end 1908

Aus: Mike Hall - 8

Eng: Jake Mannix - 11

Fra: Tim Rollins - 10

Ger: Nathan Okerlund -
Elim05

Ita: Josh Shank - 2

Rus: Sarah Irons - 3

Turkey: Tim Haffey -
Elim04

Board 2 - end 1906

Aus: Nat Holzgraf - 1

Eng: Andrew Neuman - 15

Fra: Brent Barton - Elim04

Ger: Dan Percival - 5

Ita: Sam Atabaki - 2

Rus: Tom Hilton - 6

Tur: Don Del Grande - 5

Board 3 - end 1906

Aus: Mark Chan - Elim04

Eng: Cesar Alvarez - 6

Fra: Paul Prange - 10

Ger: Michael Taylor -
Elim05

Ita: Ean Houts - Elim06

Rus: Doug Scott - 10

Tur: Matt Shields - 8

Round 2

Board 1 - end 1908

Aus: Edi Birsan - Elim06

Eng: Eric Lindburg - 2

Fra: Tim Haffey - 3

Ger: Tom Hilton - 10

Ita: Jake Mannix - 10

Rus: Paul Prange - Elim06

Tur: Andrew Neuman - 9

Board 2 - end 1907

Aus: Doug Scott - 10

Eng: Dan Percival - 2

Fra: Peter Adkinson - 2

Ger: Tim Rollins - 5

Ita: Sarah Irons - 9

Rus: Adam Silverman - 6

Tur: Michael Taylor -
Elim03

Board 3 - end 1906

Aus: Jack Twilley - Elim03

Eng: Sam Atabaki - Elim06

Fra: Josh Shank - 15

Ger: Cesar Alvarez -
Elim05

Ita: Matt Shields - 9

Rus: Mike Hall - 10

Tur: Nat Holzgraf - Elim05

Round 3

Board 1 - end 1910

Aus: Andrew Neuman -
Elim05

Eng: Nat Holzgraf - 2

Fra: Matt Shields - 3

Ger: Sam Atabaki - Elim05

Ita: Adam Silverman - 1

Rus: Josh Shank - 14

Tur: Tim Rollins - 14

Board 2 - end 1910

Aus: Dan Percival - 1

Eng: Mike Hall - Elim04

Fra: Doug Scott - 12

Ger: Sarah Irons - 4

Ita: Eric Lindburg - Elim07

Rus: Cesar Alvarez - 1

Tur: Jake Mannix - 16

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Subj: [bayareadip] NADF Report - Whipping
Date: 11/18/2004 3:55:24 AM Eastern Standard Time
From: buzeddy@aol.com
To: bayareadip@yahoogroups.com
Reply-To: bayareadip@yahoogroups.com

BADAss Whipping

Fremont CA November 13 - 14

Reporter - Adam Silverman

Editor's Note: BADASS stands for Bay Area Diplomacy Association. Just thought you might want to know.

Place	Player	Score	NADF masterpoints (place)
1	Josh Shank	37.2	20.41(72).....26.22(53)
2	Andrew Neumann	35.2	43.74(31).....50.01(24)
3	Jake Mannix	34.4	132.30(2).....142.59(2)
4	Tim Rollins	26.4	6.16(189).....14.34(99)
5	Doug Scott	25.2	38.43(36).....47.09(26)
6	Mike Hall	21.2	24.37(59).....31.43(45)
7	Matt Shields	20.5	50.28(20).....58.50(17)
8	Tom Hilton	18.2	40.65(33).....46.70(27)
9	Sarah Irons	17.2	7.47(165).....13.81(102)
10	Cesar Alvarez	14.7	6.30(184).....9.34(145)
11	Nathaniel Holzgrafe	14.2	7.2(170).....9.79(136)
12	Dan Percival	14.2	1.52(426).....4.61(237)
13	Paul Prange	13.5	0.00(-).....2.80(342)
14	Eric Lindburg	9.2	0.23(623).....0.71(507)
15	Sam Atabaki	9.0	0.00(-).....0.72(505)
16	Tim Haffey	7.2	2.90(331).....3.32(301)
17	Peter Adkinson	7.0	0.00(-).....0.19(693)
18	Don DelGrande	7.0	0.00(-).....2.62(354)
19	Ean Houts	2.0	5.20(216).....5.49(204)
20	Brent Barton	0	0.00(-).....0.19(694)
21	Mark Chan	0	1.77(410).....2.03(391)
22	Nathan Oklerlund	0	0.00(-).....0.24(613)
23	Michael Taylor	0	1.25(442).....1.71(420)
24	Jack Twilley	0	4.75(224).....5.01(218)
td	Adam Silverman	14.2	49.22(23).....54.07(20)
td	Edi Birsan	2.0	113.12(5).....113.38(5)

The BayArea Diplomacy chatlist has carried plenty of versions of the stories of the tournament. I have one observation about the above NADF masterpoint awards, and about the ratings that will appear on the website below before too long. NADF systems have been calculated on a draw based scoring presumption. There is some feeling that the harshness of draw based scoring is not good for developing the game. Variations of center based scoring are growing. The above NADF masterpoint awards are achieved by a conversion of the results to a draw based approximation. The tournament table that will eventually appear under tournaments results on the website will indicate whether you are credited with a draw or a loss for a particular game.

North American Diplomacy Federation website is <http://www.diplom.org/NADF/index.htm>

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Subj: [bayareadip] Going to the South in January?
Date: 11/18/2004 11:29:26 AM Eastern Standard Time
From: "Edi Birsan" <edi@mgames.com>
To: "bayareadip@yahoogroups.com" <bayareadip@yahoogroups.com>
Reply-To: bayareadip@yahoogroups.com
Sent from the Internet (Details)

Augusta Georgia is having its first Diplomacy tournament with Chris Martin doing the Tournament Director gig.

While there is a Seattle based Wacky Con at the same general time there may be some whose travel plans may bring them to the South. This is from Chris

----->

Ok, Siege of Augusta, January 14 - 16, has a website now with some more info for y'all! Check Out:

<http://www.cfnson.com/siege/>

Dip rounds Friday night, Saturday Morning, and A third round the time of which is to be determined -- I'd kinda like to do Sunday morning instead of Saturday night, but people may have travel issues since you have to get there on Friday to play the first round. We will see, and you will be the first to know!

Did I mention that I am the TD? So, come on out and support a new event!

Chris

Edi Birsan
For information on the game Diplomacy
www.DiplomaticCorps.org

Yahoo! Groups Links

To visit your group on the web, go to:
<http://groups.yahoo.com/group/bayareadip/>

Subj: [bayareadip] WAC Con in Seattle Jan 21-23
Date: 11/18/2004 11:35:07 AM Eastern Standard Time
From: "Edi Birsan" <edi@mgames.com>
To: "bayareadip@yahoogroups.com" <bayareadip@yahoogroups.com>
Reply-To: bayareadip@yahoogroups.com

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Mark Zoffel and Nathan Barnes Warmly invite you to attend
WACcon II
Jan 21st-23rd, 2005

WACcon 2005 is located at the Washington Athletic Club, in Seattle Washington (<<http://wac.net>>) and is in its second year, following on the heels of a 4 board showing last year. Travelers from as far as the East Coast and Southern California graced our humble event. We were so grateful for Andy Marshall's attendance that we bought his ticket this year!

WACcon takes the tournament experience to a new level, as all food and drink will be provided as part of the entry fee. We are putting together a select menu for everyone to choose from. We anticipate a registration fee of \$80, but considering this includes all food and drink for the weekend, we think its a fairly good deal.

This year, the winner of the WAC will be awarded a free boarding pass to DipCon 38, Dip at Sea, provided by the Sockeye Society, a group of Seattle gamers that prefer to remain anonymous, yet still want to see the hobby grow. Other prizes will be awarded for excellent play, including best countries and best stab. Already many players have thrown their hats into the ring --names such as Andy Marshall, Manus Hand, Edi Birsan, and Edward Hawthorne litter the attendee list (<<http://www.diplom.org/Face/Seattle/wac.html>>).

WACcon is a classic 4 round format:

Round 1: 6:00pm Bar Level
Round 2: 9:00am Crystal Ballroom
Round 3: 6:00pm Crystal Ballroom
Round 4: 10:00am Bar Level

The scoring system will be a melding of draw-based and center count that will be fleshed out in detail weeks before the event. Nothing so complicated as last year, but along a similar lines. WACcon strives for the most competitive play possible, disproportionately awarding those who work toward the solo, and discouraging large draws.

All rounds play until completion, but we will not delay the next round because of a late game. There will be a top board, but no other rounds will be seeded. Countries will be drawn at random. This means you may have to play a country more than once; while well work to avoid this, there are no promises.

Out-of-Towners that come in on Thursday night will be treated to a poker night given by the hosts, accompanied by generally merriment and socializing.

We would very much value your attendance and believe that you would be an excellent addition to the great players that have already committed. We want nothing more than to create a great social environment for playing a game we love.

Please let us know if you can attend at your earliest convenience.

Sincerely,
Nathan Barnes & Mark Zoffel
WAC Hosts

DIPLOMACY WORLD

Issue 92, Winter 2004

Odds and Ends around the Diplomacy World

DW Grand Diplomacy Tournament

This is a question, not an announcement. How many of you would be interested in entering a Grand Style Tournament? What is a Grand Style Tournament you ask. It is a tournament where each player plays in seven games as a different country in each game all at the same time. In other words each player would play Austria, England, France, Germany, Italy, Russia, and Turkey in different games. Such a Tournament can be played with just seven players or as many multiples of seven as sign up. I have not written any tournament rules yet, I just want to get a feel to see if there is any interest. As with the Diplomacy World Demonstration Game, which is now over, this tournament would be followed in the pages of Diplomacy World. If anyone is interested in playing, or being a GM, send me an email to diplomacyworld@aol.com

US Orphan Game Custodian

Michael Lowrey, mlowrey@infionline.net is the US Orphan Game Custodian. If your postal Diplomacy or variant game is delayed by a GM who has not provided results in months, contact Michael, and he will try to resolve the problem by checking with the GM, and if necessary placing the game with another GM. If you are not on the web, send me your message and I will forward it to Michael. Diplomacy World, 810 53rd Ave., Oakland, CA. 94601

Will "Who Do You Trust" be revived from its own ashes? Could be so the talk goes. Just remember, you heard it here first. I wonder if Big Cat Mama is still having litters.

Davis still has Variant Games available

Fred Davis' backup of the former North American Variant Bank is still in existence. While the original NAVB and the UKVB were merged two years ago under the aegis of Stephen Agar, he still maintains a file of about 200 Dip variants, including all of his own designs, and that a catalog of what he has on file is available. He feels that some people would not want to write to England for copies of variants, so they can obtain them from him. Or, at least, look at his Catalog to see what he has in stock. Copies of this Catalog are available for \$1.00. Send request to Fred Davis, Jr., 3210 Wheaton Way, Apt. K, Ellicott City, MD, 21043-4254.

Diplomatic Corps Changes Hands

Leadership of the Diplomatic Corps is being transferred to the Deutscher Diplomacy Bund. This partial update changes the leadership post and contact information on the main page, the who-we-are page, and the DC Projects page; adds 8 events to the Upcoming Tournaments page; moves 16 tournaments from Upcoming Tournaments to the Recent Events queue waiting to be posted; and adds the most recent champions to the WDC Champs, DipCon Champs, and Dixiecon Winners pages. We hope to post another edition soon with updates of over 150 more of those items, mostly tournament results. The website is great for locating FTF tournaments world wide and in many different languages. The website is located at <http://www.diplomaticcorps.org> Another great site I have found for world wide tournaments and all that stuff associated with them is at

DIPLOMACY WORLD

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2004 HOBBY AWARDS BALLOT

[Jim Burgess](#), Chair of the Hobby Awards Committee: The Hobby Awards have a long and proud tradition in the Diplomacy Hobby. This year we again have eight nominees in each category. Please publicize this ballot, reproduce and send it to your Diplomatic mailing lists. Please consider the whole ballot carefully, use the web pages for research, and VOTE FOR ONE person in each award category. I know it is difficult but please choose just one and vote for as many of the four awards as you want.

The 2004 Hobby Awards generally are for hobby activities during the calendar year 2004 with a nod to 2003 with the change in timing of the voting. Congratulate ALL of the nominees for their service and achievements and please vote!

Don Miller Award (Meritorious Service)

_____ Arnaud Boirel (Doing the Maintenance of the French 18 Centres Web Page)

<http://www.18centres.com/>

_____ Tim Haffey (Took Over the Editorship of Diplomacy World)

<http://www.diplomacyworld.org/>

_____ Rudi van Hal (Tournament Director for 2002 WorldMasters Tournament)

<http://www.cat23.com/wm02/>

_____ Millis Miller (Handling Operations and Openings at Diplomatic Pouch Web Site)

<http://devel.diplom.org/>

_____ David Norman (Supporting WorldMasters, Tournament Play, & AI Development)

<http://www.ellought.demon.co.uk>

_____ Chad Schroeder (Running the Redscape Diplomacy Playing System)

<http://www.redscape.com>

_____ Christian Shelton (Running the Dip BOUNCED Diplomacy Playing System)

<http://www.dipbounced.com>

_____ Alain Tesio (Developing and Running the Mapper for the Judge Playing System)

<http://www.floc.net>

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Rod Walker Award (Literature)

_____ Will Abbott, "Toward a Theology of Military Games", in Diplomatic Pouch 2003 Winter Adjustment

<http://www.diplom.org/Zine/W2003A/Abbott/WarAndPeace.html>

_____ Mark Berch, "A French Opening: The Burgundy Tipoff", in Diplomacy World #89, Spring 2004

<http://www.diplomacyworld.org> or
<http://games.groups.yahoo.com/group/diplomacyworld/files/>

_____ Edi Birsan, "Prize Sur'Prize", in Diplomatic Pouch 2004 Fall Movement

<http://www.diplom.org/Zine/F2004M/Birsan/Prize.html>

_____ Jean-François Georget, "Peloponnesian Wars: Introducing the 'Aegean' Variant" in Diplomatic Pouch 2004 Spring Movement

http://www.diplom.org/Zine/S2004M/Georget/peloponnesian_wars.html

_____ Tim Haffey, "DipCon XXXVII Report", in Diplomacy World #90, Summer 2004

<http://www.diplomacyworld.org> or
<http://games.groups.yahoo.com/group/diplomacyworld/files/>

_____ Manus Hand, "Solution to The Curious Case of the False Start (Sherlock Holmes)" in Diplomatic Pouch 2004 Spring Movement

<http://www.diplom.org/Zine/S2004M/Hand/falseSolution.html>

_____ Eric and Karen Hunter, "What Skills are Necessary to Play Diplomacy Well?", in Diplomacy World #91, Autumn 2004

<http://www.diplomacyworld.org> or
<http://games.groups.yahoo.com/group/diplomacyworld/files/>

_____ Eva Vandergeld, "Karaoke Diplomacy" in Diplomatic Pouch 2004 Spring Movement

<http://www.diplom.org/Zine/S2004M/Vandergeld/Beatles.html>

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John Koning Award (Player Performance)

_____ Chris Aanstoos (Tops JDPR Rating for Judge Games with 2129 in Last Update)

<http://devel.diplom.org/Email/Ratings/JDPR/jdpr.html>

_____ Perry Bartol (Leads DipBounced Ratings playing as CommodorePerry)

<http://www.dipbounced.com>

_____ Edi Birsan (Won Three Tournaments in 2004 including EuroDipCon in Germany)

<http://devel.diplom.org/Face/DPTR/Players/PlayerPage60.html>

_____ Yann Clouet (Won World DipCon in 2004 at ManorCon in Birmingham, UK)

<http://www.diplom.org/manorcon/res04.htm#IDip>

_____ Tom Kobrin (Leads Diplomatic Pouch Tournament Ratings as of October, 2004)

<http://www.diplom.org/Face/DPTR/AllRatings.html>

_____ Julio Pereira (Top Point Scorer in Worldmasters 2002 Semifinals)

<http://www.cat23.com/wm02/>

_____ Tim Sweeney (Leads the Diplomacy 2000 Eagle Points Ratings as King of the Mountain for 2004)

<http://home.online.no/~solf-d/pastyears.html>

_____ Roger Yonkoski (Third in Last JDPR Rating for Judge Games and Winner of Diplomacy World Demo Game Unicorn)

<http://doug.obscurestuff.com/dip/jdpr.html> and <http://www.diplomacyworld.org>

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Fred Hyatt Award (GM Performance)

_____ Andy Lischett (Postal GM for *Cheesecake*)

_____ Tom Mulledy (Redscape and DipWorld GM – World War IV Variant)

<http://www.redscape.com> and DipWorld@yahoogroups.com

_____ David Norman (GM for FTF Tournaments, E-Mail Games, and AI Games)

<http://www.ellought.demon.co.uk>

_____ Tom Reinecker (Redscape and DipWorld GM – World War IV Variant)

<http://www.redscape.com> and DipWorld@yahoogroups.com

_____ Paul Riley (GM for WorldMasters 2002 Finals)

<http://www.worldmasters.net/wm02/viewdraw.aspx?r=4>

_____ Christine Stoy (Redscape GM)

http://www.redscape.net/magazine/issue1_gmchristine.php

_____ Paul Webb (GM and TD for 2003 and 2004 Diplomania Tournaments)

<http://www.geocities.com/diplomatwebb/rules>

_____ Cal White (Dip BOUNCED and Postal GM)

<http://www.dipbounced.com>

VOTERS!!! - PLEASE SIGN YOUR NAME LEGIBLY OR E-MAIL FROM A "DOCUMENTABLE" ADDRESS – ALL DIPLOMACY PLAYERS ELIGIBLE!!!

Voluntary donations that go toward the plaques sent to the winners are accepted. The Committee currently consists of myself (Chair and Treasurer), Fred Davis, Gary Behnen, Melinda Holley, Jamie Dreier, Paul Kenny, Mark Stretch, and Robert Lesco. The voting deadline is **Feb. 26, 2005**. Write-Ins are allowed. Please send votes and comments to:

[Jim Burgess](mailto:burgess@world.std.com), 664 Smith Street, Providence, RI 02908-4327 USA, burgess@world.std.com
Thank you for your participation

DIPLOMACY WORLD

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Editorial

by Timothy R. Haffey, Sr.

Well, here I am with the Winter Issue and the fourth issue with me as Co-editor. Pretty amazing when you think about it. As I look back on the year I remember the slight bit of trouble we had getting things organized but we overcame that and moved forward. We didn't get the issues published as timely as I would have liked but we did get them published. At least that is something, right?

I would point out that I do not publish the hard copies of Diplomacy World. David Partridge does that for North America and Stephen Agar does it for the rest of the world.

I did get some good contributions from old contributors and even some new ones as well. I hope that continues. In this issue you will see new ideas such as a page(s) for independent organizations who were sometimes seen in the mailbag. Now they will have their own section. This will include the AOL Diplomacy Club, North American Diplomacy Hobby Federation, and a new outfit that contacted me called DipWorld. No relation to Diplomacy worldOthers may be added in the future.

It has been fun getting Diplomacy World back up and running. I enjoyed the experience. I can understand, though, why Diplomacy World has had so many editors/publishers. For one thing, it is a lonely job. I did not get much in the way of feed back. I would appreciate it if you would send me an email, or postal mail, and let me know what you think about the work I put into this. Good and Bad. Any ideas for improvements would be welcomed too.

North American Diplomacy Federation

NADF Appointments:

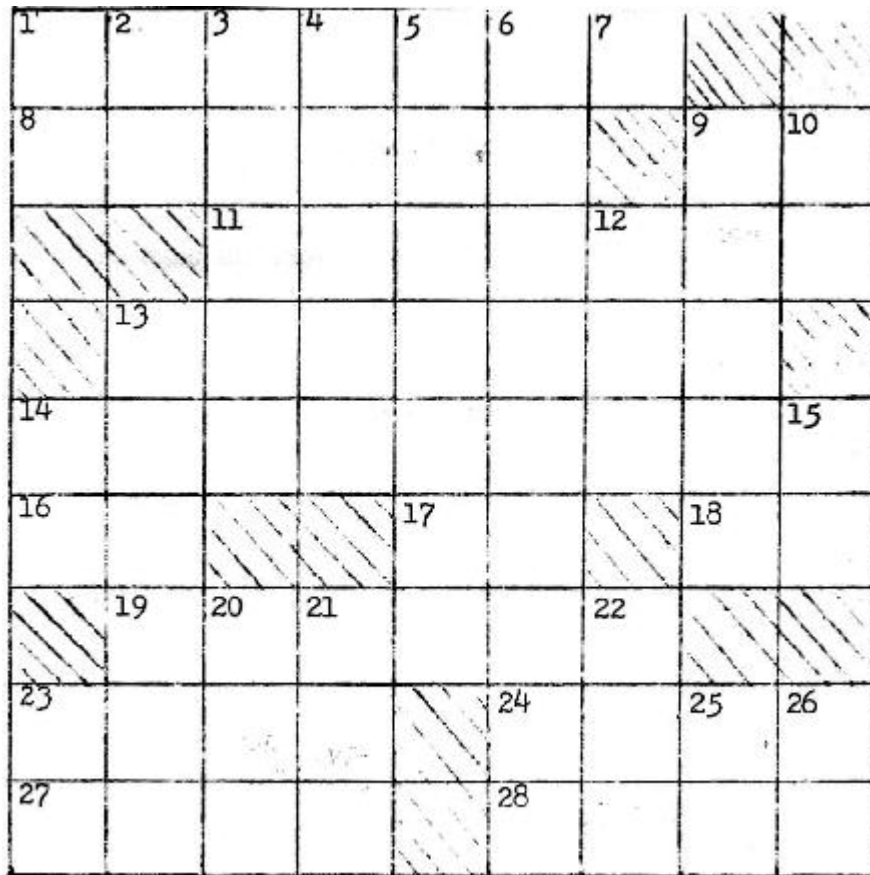
David Maletsky, NADF Prime Minister designate has announced some appointments. Doug Scott was already to be the website administrator. He's been at work and has a good-looking start. Jeff Dwornicki was asked and agreed to continue to administer the Grand Prix. Buz Eddy asked for and was appointed NADF ratings and awards administrator. Edi Birsan agree to be education director. David asks anyone that thinks of a useful role that could be helpful to let him know. dmaletsky@adelphia.net

DIPLOMACY CROSSWORD PUZZLE

Here on the next page is what is claimed to be the first Diplomacy Crossword Puzzle created especially for the Claw & Fang Puzzle Page by Mike Boggs. Taken from CLAW & FANG, Issue 75, February 10, 1977, Publisher Don Horton. The claim of this being the first is Mike's not Diplomacy World's, but if you can find an earlier one, let me know.

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ACROSS:

1. Then an empire; now a country.
8. Got rid of a fly.
9. A friendly greeting or our southernmost state. (Abr)
11. Rages
13. An important vein, especially to Diplomacy players.
14. The Fangmaster. (2 words)
16. A conjunction.
17. Toward.
18. A word never used by a true diplomat.
19. Discover or deduce.
23. Sha- - - .
24. How the Fangmaster likes to see Schlickbernd. (Abr)
27. To make something as it was before.
28. Napolean _____.

DOWN:

1. Like.
2. A monosyllabic utterance showing deep thought or imbecility.

3. We play Diplomacy because it is _____. (2 words)
4. Not meek.
5. To change the planned course while keeping the destination.
6. Sacred stones. (2 words)
7. One.
9. A wading bird (Var).
10. 3rd person, singular conjugation of the verb "to be".
12. A rodent. (Var)
13. A Court in Sacramento or a Near-Eastern country.
14. To complete or accomplish.
15. "On" spelled backwards.
20. Opposite of begin.
21. Path or way. (Chin.)
22. Also.
23. A Greek letter.
25. Masculine form of "la".
26. The first note of the diatonic scale.

DIPLOMACY WORLD

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Diplomacy World Demonstration Game - Unicorn 2004

Supply Center Chart

	England	France	Germany	Italy	Austria	Russia	Turkey
1900	3	3	3	3	3	4	3
1901	5	5	5	5	4	6	4
1902	5	5	5	4	5	8	2
1903	5	5	5	4	6	9	1
1904	4	5	5	4	5	11	0
1905	2	6	5	5	4	12	0

The above Supply Center Chart pretty well says it all. Russia got the jump on everyone and got set up for the next turn. Yep, the game is over folks. Russia finishes with a big slam bam six center grab that wins the game for him.

Players

England - Lee Harmon - dataforc@eoni.com <<mailto:dataforc@eoni.com>> (replacement player)

France - Adam Silverman, agman@stanford.edu <<mailto:agman@stanford.edu>> (replacement player)

Germany - David Cohen, zendip18@optonline.net

Austria - Tim Goodwin, tim@9oakhill.com

Italy - Jim-Bob Burgess, burgess@theworld.com

Russia - Roger Yonkoski, rky_diplomacy@att.net <mailto:rky_diplomacy@att.net> (WINNER)

Turkey - Marc Ellinger, ellingermc@aol.com <<mailto:ellingermc@aol.com>> (Elimated)

Moves - Spring 1906

England - *F Eng-Mid - bounce*, F Nwg-Cly - OK

France - A Ruhr Supports A Burgundy - Munich - OK, A Brest - Picardy - OK, *F Western Mediterranean - Mid-Atlantic Ocean - bounce*, F Liverpool - North Atlantic Ocean - OK, A Paris - Burgundy - OK, A Marseilles - Gascony - OK

Germany - A Hol-Kie - OK, A Bel-Hol - OK, A Bur-Mun - OK, F Pic-Bel - OK, A Ber-Supports A Hol-Kie - OK

Italy - *F Gre-Aeg - bounce*, *F Alb-Tri - bounced*, dislodged, must retreat to Adr, Ion, otb, *A Boh-Tyo - bounce*, dislodged and destroyed for no retreat, A Ven-Pie - OK, A Rom-Ven - OK

Austria - a ser-alb - OK, a tri s ser-alb - OK, a trl s vie-boh - OK, a vie-boh - OK

Russia - A Rum S A Bul -> Ser - OK, *F Aeg -> Gre - bounce*, F Bla -> Bul/ec - OK, A Sil s A War -> Pru - OK, F Norway Hold - OK, A Swe -> Den - OK, F Den -> Bal - OK, A Stp -> Fin - OK, A Mos -> Livonia - OK, A War -> Pru - OK, A Ukr -> Gal - OK, A Bul -> Ser - OK

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Turkey - Eliminated

Italy retreats F Alb-Ion

Positions:

England - F Cly, F Eng

France - A Ruh, A Pic, F WMed, F NAT, A Bur, A Gas

Germany - A Kie, A Hol, A Mun, F Bel, A Ber

Italy - F Gre, F Ion, A Pie, A Ven

Austria - A Tri, A Tyr, , A Alb, A Boh

Russia - A Rum, F Aeg, F Bul(ec) A Sil, F Nwy, A Den, F Bal, A Fin, A Liv, A Pru, A Gal, A Ser,

Game Masters Commentary

England is trying to hang on but France is closing in.

France is closing in on England and seems to have made a peace with Germany

Germany is moving east as he seems to have realized the danger of the Russian position. Even so, he loses Denmark.

Italy did not do well and has been forced out of Albania

Austria make a couple of good moves but he lost Serbia. It is only a guess but, I suspect he will lose a bit more in the fall.

Russia is doing well, as usual, he takes Denmark and Serbia and nobody really seems able to stop him. This game is winding down folks.

Fall 1906

Moves

England - F Eng S German F Bel-Nth - OK, F Cly-Lpl -bounce

France - A Burgundy - Munich - bounce, A Gascony - Burgundy - bounce, F North Atlantic Ocean - Liverpool -bounce, A Picardy - Belgium - OK, A Ruhr - Kiel - bounce
F Western Mediterranean - Mid-Atlantic Ocean - - OK

Germany -A Ber-Sil -OK, A Mun-supports A Ber-Sil - cut, dislodged and must retreat otb, no retreat available, A Kie- Ber -bounce, A Hol-Kie - bounce, F Bel-North - OK

Italy - F Adr-Tri - bounce, A Ven S F Adr-Tri - cut, A Pie-Tyo -bounce
F Gre-Alb - failed, dislodged and must retreat to Ion or otb

Austria - A Alb s Aeg -> Gre - OK, can not be cut, A Boh s Sil -> Mun - OK, A Tyr -> Ven - bounce, A Tri s Tyr -> Ven- cut

Russia - Fleet Norway -> North Sea -bounce, Army Finland -> Norway - bounce, Army Denmark -> Kiel bounce, Army Livonia -> Prussia - OK, Fleet Baltic Sea support Army Prussia -> Berlin - OK, Army Prussia -> Berlin -OK, Army Sileisa -> Munich - OK, Army Galicia -> Vienna -OK, Army Rumania -> Budapest - OK, Army Serbia support Army Trieste OK, Fleet Aegean Sea -> Greece OK, Fleet Bulgaria hold - OK

Turkey - Eliminated

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Positions:

England - F Cly, F Eng

France - A Bur, A Gas, F NAt, A Bel, A Ruhr, F MAt

Germany - A Sil, A Kie, A Hol, F Nth

Italy - F Adr, A Ven, A Pie, F (Gre) retreat ???

Austria - A Alb, A Boh, A Tyr, A Tri

Russia - F Nwy, A Fin, A Den, A Pru, F Bal, A Ber, A Mun, A Vie, A Bud, A Ser, F Gre, F Bul

Centers

England: Lon, Edi - (2) Even

France: Bre, Par, Mar, Por, Spa, Lpl,+Bel+ (7) Build 1

Germany: -Mun-, Hol, Kie, -Ber-, -Bel- (2) Disband 2 (1 unit retreated oth)

Italy: Ven, Rom, Nap, Tun, -Gre- (4) Disband one or Even

Austria: -Vie-, Tri, -Ser-, -Bud- (1) Disband 3

Russia: Sev, Bul, Mos, Rum, War, Nwy, Swe, Ank, StP, Con, Smy, Den. +Mun+, +Ber+, +Vie+, +Ser+, +Bud +, +Gre+ (18) Build 6 - SOLO WINNER

Turkey (0)

Gamemaster Commentary. What can you say after that. Russia wins. He took three centers from Germany and two centers from Austria and one from Italy. Russia could have been stopped, at least for a while, if everyone had made the right moves. Take Austria, talk about cutting your own throat, he actually supported Russia into Mun. Oh well, I doubt if it would have mattered much. Russia was bound to win. There was simply no attempt, that I could see, to maintain the balance of power.

Let me once more thank Marc for hanging in with Turkey, and Lee for taking over England and sticking with it. And, to Adam for taking over France. You were doing well, but there really was not much you could do from your position, although I think you are the only one who old Roger didn't stick it to. Also my thanks to Jim, Tim and David for playing out the game so well. And, of course, a great big CONGRADULATIONS to Roger Yonkoski for his great win.

OK, Ok, here is the final Supply Center Chart so Roger can hang it on his wall.

Supply Center Chart

	England	France	Germany	Italy	Austria	Russia	Turkey
1900	3	3	3	3	3	4	3
1901	5	5	5	5	4	6	4
1902	5	5	5	4	5	8	2
1903	5	5	5	4	6	9	1
1904	4	5	5	4	5	11	0
1905	2	6	5	5	4	12	0
1906	2	6	2	4	2	18	0

DIPLOMACY WORLD

Issue 92, Winter 2004

Diplomacy Archives Change Hands

by Timothy R. Haffey, Sr.

Tuesday, September 21, 2004, 2200 Hours (10:00 PM for you novices)

It was a warm night when my son, Tim, Jr., and I arrived in Carlsbad, CA. and called Larry Peery to come and lead us to his house. We backed up to his garage and he opened it up. It was full of boxes and stuff. You all know how that goes. I don't think very many people park cars in garages anymore. Just stuff.

He went through just about every box in there and gave me all the diplomacy related stuff. He still has over half his garage full when we were done. He gave me 89 banker boxes which I then took back to Oakland and unloaded into my back shed.

What am I going to do with all of these old zines and stuff? I am going to straighten everything out and archive them, of course. Many people are interested in what hobby members were doing and saying twenty or thirty years ago. Well, some people are anyway.

I intend to establish the North American Diplomacy Hobby Archives Foundation which will probably be referred to as NADHAF. I will place it all on the web. But, probably not very soon.

Also, I am asking for anyone who has their own archive they don't want to hang on to any more, let me know and I will take it off your hands. Depends on what it is though. Even if you just have one collection of one zine, let me know. Understand, I am not offering to buy anything, but I will maintain any collections I get. I am trying to figure out how to make some money out of this operation to help off set my expense, but that is not a real big issue. It cost me about \$800.00 to rent a truck and go down to Carlsbad and pick the stuff up and return to Oakland. But, I am sure it will bring me hours of enjoyment.

I will keep everyone post on my progress.

Update:

Well, here it is after Thanksgiving already. I have been going through a couple of boxes and discovered it may take longer to catalog all of these zines then I figured. Why? Because I keep reading them. Some amazing stuff in them. However, my first project was "Murdering Ministers", probably because I played in that zine myself. This is where I obtained the 1981AP info for the article Beware of Strange House Rules in this issue. I will take out the articles and put them all together and I am listing all the Zines mentioned for a separate record. I find the "The Zine Register" is far from complete.

Concerning "Murdering Ministers", I need the first 12 issues and issue 34. If anyone has those and would like to send them to me to include in my archives. I would appreciate it. Send to Tim Haffey, 810 53rd Ave., Oakland, CA. 94601

((FROM Jim-BOB: Tim and others interested in the history of the North American hobby zines definitely should download and use Jim Meinel's Encyclopedia of Postal Diplomacy Zines: <http://devel.diplom.org/DipPouch/Postal/Zines/TAP/Encyclo.pdf>))

DIPLOMACY WORLD

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DipWorld Hobby Community

Dipworld is a website and group list that is good for getting into an email game. It is a very active site with a lot of members and games starting up all the time. If you are interested in looking into this site, the following information is provided:

Club Website: <http://www.worldmasters.net/dipworld>

Yahoo! Groups Link: <http://groups.yahoo.com/group/DipWorld/>

This will be a regular feature in Diplomacy World from now on, highlighting the activities of Dipworld. Dipworld, by the way, is in no way a part of Diplomacy World. They are a totally different operation. Just in case you were wondering.

World Variant Starting Up in Dipworld.

To: DipWorld@yahoogroups.com

From: "Tom Mulledy" <tmulledy@stab-room.com>

Date: Thu, 18 Nov 2004 13:35:44 -0000

Subject: DipWorld] Re: World Variant Starting Up

Hey all ... I know I just posted this yesterday ... but the response has been, shall we say non-existent. Tom and I really want these games to be a combination of both Redscape and Dipworld, and so far Dipworld only has 12 players signed up. This is going to be a first in that the games will be hosted on both Redscape & Dipworld, and should be running in parallel, with turns close to the same time, and every effort by Tom and I to keep them even in regards to seasons.

So .. come on .. sign up .. pleeeese!

email to: gmmull[at]stab-room.com (replace [at] with @)

--- In DipWorld@yahoogroups.com

[/ym/Compose?To=DipWorld@yahoogroups.com&YY=19364&order=down&sort=date&pos=0&view=a&head=b](mailto:tmulledy@stab-room.com?To=DipWorld@yahoogroups.com&YY=19364&order=down&sort=date&pos=0&view=a&head=b), "Tom Mulledy" <tmulledy@s...> wrote:

>

Greetings,

This post is to announce a new 'special' run of the WWIV World Variant. Special because there will be two simultaneous runs of the game, and they both will be hosted on both DipWorld and Redscape. The idea is to bring together these two great online Diplomacy communities.

We are posting this here on DipWorld first, as we have already sent out invitations to a select group of players, and based on our responses we need to get more from DipWorld, where likely the variant is less known. As of right now we have 15 spots open and would like to see these filled by DipWorld members if at all possible.

>

Your GMs will be Tom Reinecker (GMTom on Redscape, Tommahaha on DipWorld) and Tom Mulledy (GMMull on Redscape, tmulledy on DipWorld).

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We have been re-tweaking the map and some of the rules based on past games. The map now includes 35 nations with numerous modification for balance. As well the end-game voting has been modified in answer to comments from players concerning early ends to the game.

Besides the Redscape Forums and DipWorld Game Rooms a Joint Web-Site has been set up. This is at:

www.stab-room.com/wwiv_bnn/home.html

Take a look here, and please read the Rules at:

www.stab-room.com/wwiv_bnn/rules.html

and

www.stab-room.com/wwiv_bnn/var_rules.html

If you are interested in playing please drop me a mail
([gmmull\[AT\]stab-room.com](mailto:gmmull@stab-room.com)).

As well we will advise that both Toms will be playing, in each other's Game.

Thanks!

Tom & Tom

War Council Elections UPCOMING

Dipworld War Council elections up coming. This is for members of Dipworld only, so you would have to join if interested. As I understand it this is like a board of directors and establish policy and rules for the operation. Nominations are being accepted right now. We will post the results of the elections in the next issue.

Standby Wanted

To: dipworld@yahoogroups.com
From: "Peter J Richardson" <pjrich@worldmasters.net>
Date: Fri, 19 Nov 2004 08:20
Subject: DipWorld] DW Tourney standbys sought

I am looking for a pool of people willing to be stand-bys to replace people who drop out of their tournament games.

Rules of the tournament can be found here:

<http://www.worldmasters.net/dipworld/dwfiles.asp?File=dw04.txt>

If you are willing, please let me know and I will put you on the list.

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Thanks
Peter

A New variant is being tested. sign up now.

All,

I'm looking for players for a variant test of my own variant called Oceania. As the name suggests it lays in and around Oceania. The game will be full press, weekly deadlines, extensions allowed of course.

In short:

A seven power game in which armies are an important factor despite the island setting. Why? They can op from island to island without involvement of a fleet in certain circumstances what certainly makes for an interesting gameplay. Other than that rules are pretty much standard.

More about the variant including maps and variant files for RP can be found here:

<http://www.graue-substanz.net/international/variants/selfmade/start.htm#Oceania>
<<http://www.graue-substanz.net/international/variants/selfmade/start.htm>>

I'm only looking for VERY dedicated and best experienced players willing to play till the bitter end. As ell as this is a playtest it is of interest that you let me in on your ideas of how the game/variant should play and give comments.

I will fill more than one game if enough people are willing to play. However I reserve the right to deny people if I get the feeling that they aren't committed enough. Not that I think I will have to.

If someone would be willing to GM a game please contact me as well. Direct questions to the me in private @ bacher@graue-substanz.net or to the list if you think the question is of any relevance for all.

Cheers
Frank

P.S:Apologies to people getting this more than once. Just sign up to stop me:-)

Club Website: <<http://www.worldmasters.net/dipworld>>

To visit your group on the web, go to:

<<http://groups.yahoo.com/group/DipWorld/>>

To: DipWorld@yahoogroups.com

From: codadewest@aol.com

Date: Tue, 23 Nov 2004 04:11:59

Subject: DipWorld] Call for players

There are several opportunities to get into a game, especially if you are a new member of DipWorld.

1. I will be starting a standard game up soon, and making a call for

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players in about a week. This will be good for any newcomers, and especially those of you who are still learning the game. Check this board for my call for players, or send me a note indicating your intention to play in our next standard game.

2. I encourage all of you to form a team and get involved in the WorldMasters tourney. This is the premiere email tourney in our hobby today, and you'll get a chance to play against a lot of good players.

3. Oceania looks like a pretty cool variant. Contact Frank if you want to play. Frank I may sign up for it myself. I've looked at the map and the rules, but haven't finished evaluating the different powers quite yet.

<http://games.groups.yahoo.com/group/DipWorld/message/16623>

4. The two WW4 games are starting up...that's 70 seats being filled. It stands to reason at least a couple of those seats will be opening up for replacement opportunities soon.

4. Peter is looking to queue up a few replacements for the Individual tourney. Send him your name if you're willing to take a seat.

We have lots of games running, and always need reliable replacements. If you're new around here, post a little introduction and let us know your availability.

To: bayareadip@yahoo.com
From: "Kevin OHare" IBacchus@pacbell.net
Date: Tue, 23 Nov 2004 20:52:05 -0800 (PST)
Subject: Re: [bayareadip] Dundra Con

Hi Edi et all,

If I may step in for a moment... been a while since I got to play with you all... First a bit of news if you weren't already aware. ConQuest was sold after the Labor Day 2004 convention. The convention has been renamed Avalon Game Con and will return to the Marriott's in 2005 and most likely 2006 as well. We're hopeful Diplomacy will return in force at Avalon. Gabriel Vega was the buyer and he has decided to also create a game convention in LA the same weekend as DunDraCon (President's Weekend). He is reusing the ConQuest name so this convention will be billed as ConQuest LA. It should be noted that ConQuest LA will be hosting a number of West Coast Boardgame Championship Tournaments, as well as some Regional qualifiers. These are sanctioned by the participating manufacturers.

Edi, who should be contacted to help coordinate and run Diplomacy Games at ConQuest LA?

Cheers,

Kevin O'Hare

Event Coordinator KublaCon

Event Coordinator Avalon

Boardgame Coordinator ConQuest LA

(is it any wonder why I never get to play anymore???)

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DW INTERVIEW: Jim Burgess Interviews Niclas Perez

VITAL STATISTICS on NICLAS PEREZ, Traveling Swedish Diplomacy Player

Nom de guerre: Da man with da crazy pants

Age: 35

Family: girlfriend Lisa and 0.95 child (5 weeks left)

Occupation: Technical consultant - works with support centers and server administration, have been doing this since 1998.

Vices: Diplomacy, poker, smoking, late nights, the occasional alcohol reinforced cerebral meltdown.

Diplomacy experience:

Started playing in 99 and have played around 30-40 tournaments.

4 WDC's with a 4th place as best result (Denver 2003) and team champion in Birmingham 2004.

5 EDC's with a runner up as best result (Dublin 2001) and 4 team titles (2001,2002,2003 and 2004)

Played tournaments in Finland, Norway, England, Ireland, Belgium, Italy, France and the US.

Preferred system: C-Diplo (we Swedes are highly competitive so this suits us very well. Stab or be stabbed is our motto)

Jim Burgess (JB): Let's ask about some of the fun stuff first. You have a good reputation for being able to keep up with even the fearsome Irish boys Twerg and Brian Dennehy with drinking and partying your way through FTF tournaments. A two part question, first, can you REALLY drink Twerg under the table, and second, how do you manage to keep playing Dip so well while having so much fun?? I like to get out and party at tourneys too, but I don't play so well either way, so it doesn't matter so much.

Niclas Perez (NP): Usually Twerg manages to fall off his chair before we can crown the winner in our drinking bouts so I have to say that the one that can drink Twerg under the table consistently is ... Twerg. He is the supreme champion when it comes to drunken stuporiness. To put it in a historical context, we (the Scandinavian vikings) exported the concept of loud, reckless and drunken behaviour to Ireland but since then, the Irishmen have refined it to a point where their excellence is not surpassed by anyone. As an ancestor to the originals, my genepool allows me to drink 10 pints, stab Brian silly, chop off heads, ally with Twerg so that I end up on 15 centers and he on one, uno, one! and laugh at the same time. It's a matter of focus really... eerh yes.

Conclusion: I can play good Dip anytime and in any condition as long as I am having fun.

JB: And more than that, you have a reputation for sitting in the weeds and then storming to a FTF tournament victory, I am thinking especially of the 2001 ManorCon in Birmingham, where you had a truly atrocious first round (I even almost beat you 3.47 points to 3.79 points, close, but not quite). But then, you stormed back (paralleling second place finisher Yann Clouet who you nipped at the end) and won the tournament relatively easily. Part of that, of course, is that Manorcon is a best two rounds, dropping the lowest round. But I suspect people really didn't have you pegged as the winner until the scores were announced. True?

NP: I guess so. At my first Manorcon I was relatively unknown to the Brits having played only one tourney there (Mastercon the year before) and after my dismal first round result (where I stabbed Thomas Franke too early, which he told everyone with glee in his voice) I dropped under the radar. I managed to get my act together on the second day by topping my board during the team round with Austria, just ahead of Yann Clouet and an Aussie, whose name I cannot recall now, which proved to be a crucial win since those two finished 2nd and 3rd in the tournament. The result was 10, 9, 9. You can say that I meta meta played Yann's meta play plan where he tried to meta meta meta play the

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Aussie so that he (Yann, the Yoda of meta play) could finish first just ahead of his metaified Aussie ally. Ha!

JB: Ha, indeed. That sounds just about how I figured it happened.

NP: That win (and a huge Indian dinner and countless beers in the evening) upped my confidence for the last day. When I got Turkey I felt that at least I would end up with a decent result but my, was I wrong. With Twerg as my brother in arms as Russia, we set out on a conquest of the civilized world. Unfortunately for him, his northern enemies (especially Sean Colman) stopped his advance while I could put the pedal to the metal in the south. Wonderful juggernaut really where I almost soloed when Sean refused to stop attacking Twerg whilst demanding that Twerg stopped me. Hilarious.

JB: Indeed, and I'm sure Sean did that with his patented Stone Face. Of course, the next year, as defending ManorCon champion, you stormed to the lead with a first round 15 center France, beating back the likes of Simon Bouton and Toby Harris, and after being overwhelmed by a Juggernaut in Saturday's Team Round, cemented a second straight ManorCon victory in 2002 with a solid second to the board topper in Sunday's round. Did you feel more of a target that time?

NP: On the first round, I didn't have time to feel like a target since I came out swinging with France and didn't stop swinging until the dust had settled :) The bullseye became visible first on day two when I got shafted by Shaun Derrick's Italy right away, the juggernaut joined the commotion and I went out with a bang in 1903 (Shaun joined me on the fence a few years later, ah sweet post mortem revenge). The last day I drew Russia and had Jeremy Tullett as France. He was also a contender for the title and the game became a strategic one where we both jockeyed for position, unwilling to give the other an inch of free ground. I knew that 8 centers would be enough to overtake Simon Bouton's lead and in the end, all my focus was on that. I managed to grab Venice the last year and since none of the contenders managed to get a good win that day, that proved to be enough.

JB: Perhaps the wages of sin came back to haunt you a bit in this year's ManorCon, also World DipCon, where you finished thirtieth. What did you think of this year's World DipCon??

NP: As usual, Manorcom was a superb tournament and I enjoyed it even though my results were far from great. Being a two time winner, number one on the world ranking and evil, mischievous opponents thwarted my plans! Bohooooo. That's my official excuse!

JB: Oh, sure. That won't wash. We're all SOOOO jealous, since you did win something, didn't you?

NP: Speaking of "wages of sin" I still managed to return home with one cup though since the Seven Sinners (me, the drunks from the green island and a few British hooligans) grabbed the team trophy from under everyone's noses. My 1-center Austria was crucial in that endeavour, anyone who says anything else is a lying frig.... eeeeh, a diplomacy player.

JB: Following up on your style, like many of the other Scandinavians, you are not personally aggressive or obnoxious, but you are a formidable FTF player. How would you describe your style and what makes you successful? Is any of this transferable that others of us could learn, in order to play better?

NP: This one is difficult. I think my main strengths are aggressivity, flexibility and good tactics. I am always trying to evaluate every new situation that comes up. I can change direction faster than you can say stab! if I feel that it's to my advantage. If you get caught playing a rigid game (long term alliance no matter what, always defensive or such), you will be an easy target. Being predictable is a vice in a game of diplomacy and I try to avoid it at all times. This comes hand in hand with

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aggression since a player that attacks (or defends) aggressively will always have the upper hand against opponents who rely on 'safe' moves most of the time. If you look at the top players in the world, you'll find that all of them have these traits. Other useful traits to have are:

- Greed (Brian)
- Evil mastermind (Yann)
- So nice it becomes silly (Cyrille)
- Loud (Twerg)
- Gloating (Toby)
- Being Leif (Leif)
- Threaten with heaven's, hell's and small puny things that go wrong's vengeance (Gihan)

JB: Thanks, Niclas, it was a fun interview. For the readers out there he's talking about Brian Dennehy, Yann Clouet, Cyrille Sevin, Twerg is Fearghal O'Donnchu, Toby Harris, and Leif Bergman. OK out there, who wants to be next??? E-Mail me at burgess@world.std.com if you're interested.

Don't Forget DIPCON XXXVIII

Also Known As Dip at Sea V

What: 7 day Cruise with Diplomacy Convention on board

When: Depart on March 6, 2005 and return on March 13, 2005.

How Much: \$630 and \$1 140 (Includes Cabin, all meals and entertainment)

Point of Departure: Galveston, Texas

Transportation: Transportation to Galveston, You are on your own.

Go to the web site below and register. Or contact Larry at peery@ix.netcom.com

Event Web site: <http://ry4an.org/dipatsea/> Cruise ship info: <http://www.carnival.com>

In March 2005, our seven-day cruise out of Galveston, Texas, will give us three days at sea for Dip events and three days visiting some of the most exotic Caribbean ports of call. Galveston is an easy shuttle reach from Houston's Hobby Int'l Airport (served by all the low-cost airlines) and once onboard on Sunday afternoon we're off on a unique Diplomacy at Sea experience. Monday, our first "Fun Day" at Sea, will feature the first round of our Diplomacy Tournament. Tuesday will find us in port in Progreso, Yucatan with a chance to visit the Chichen-Itza Mayan ruins, Merida City & Mexican rodeo show, a beach blast bike tour, a hacienda jeep expedition, the Uxmal Mayan ruins tour; or just lay around the pool and collect more dots! Wednesday we'll be in Cozumel for all kinds of water sports: catamaran sailing, snorkeling, dolphins, and beginners scuba diving! Thursday is port day in Belize, one of the most beautiful ports of call in the world, where you can see the 1,600 acre Zoo, visit the Xunantunich Mayan site, do a two-tank dive at Tumeffe Atoll, or just kick back and collect a few more dots by the pool. Friday is our second day at sea, with another two rounds of classic Diplomacy, and some special events as well. Saturday is our third day at sea, with our final round, as well as the Banquet and Awards ceremony. Sunday morning we're back in Galveston ready to head borne with awards, trophies, memories, nice sunburn, and a real sense of ELATION!

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SPRING 01 OPENING OPTIONS: FRENCH CHANNELING

By Edi Birsan

There are three areas of options that players need to work on: tactical options, strategic and diplomatic. By options what I mean is the ability to go different ways to accomplish goals as well as to have flexibility to change goals. One of the key advanced techniques of the elite players is to always try to maneuver so as to increase your options while at the same time reducing the options of your fellow players. This technique imposes predictability on your opponents while preserving more mystery for yourself forcing players to rely on YOU not your position.

Using the west and the areas around the Channel/Belgium/Burgundy let's look at things from the idea of options from a recent opening.

Diplomatic Options:

The very worst thing to start out with is an offensive lie. For example in a recent game the French player made an agreement to go to Picardy and the Channel with the Germans he then turned around and supported himself to Burgundy as well as going to the Channel while telling the English that they would respect it as a no go zone. The move to the Channel thus annoys the English though it might be sold as a paranoid defensive action. However the support to Burgundy is very offensive to the Germans who are faced with not only the French sitting in Burgundy but by supporting himself he was not only acting to tell the Germans that he was worried about the Germans but that he also considered that the Germans was lying to him out right and was planning to go to Burgundy. The move to the Channel can be seen as an attack on the English thus the French start the game with reduced options because they have to rebuild relations with the English and the Germans. Further the French have handed the England and the Germans the additional incentive to attack France with a common offensive enemy.

Strategic Options:

Taking the example above, the French may have decreased their strategic options in that they do not have the option to work their Fleet from the Mid Atlantic into the Mediterranean. Therefore the entire southern strategy has been delayed to the middle game. While dealing in the west they are now concentrated on German and English conflict resolution.

Tactical Options:

With France sitting in the Channel and Burgundy, the tactical options in the west has been increased. France can now move on Belgium from the Channel to appease the English and that leaves Army Burgundy to move to Munich. It also allows for Army Burgundy to support the move of the Fleet to Belgium. Then there is the going of the other way: Burgundy to Belgium supported by the Channel. It should be noted that this last option further reduces the diplomatic and strategic options as it is a firm anti English move in keeping the pressure on the English.

Furthermore there is the Sea Lion option of the French supporting a German fleet move on the North Sea while moving Burgundy to Belgium maybe with German support. It is a more difficult thing to pull off because the French achieved Burgundy by an insulting deception of the Germans but it is a greater Tactical option.

So there are trade offs that you have to make when going with any opening but you need to know what you are doing as your reduce or channel your choices.

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This is the “Diplomacy World’s” Reprint Section. Articles that appeared in previous issues of “Diplomacy World” are printed here from time to time.

(Taken from “Diplomacy World”, Issue #58 Spring 1990, page 30)

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SURVIVAL AS A DIPLOMAT’S WIFE (Advice from Greg and Linda Maynard)

OK guys, hand this article over to the girls. Since this hobby seems to be predominately male, it is about time some space is devoted to those of us that toil behind the scenes, Being the wife of a Diplomat is not as Hollywood would have us believe.

My home used to be a model home: a two car, three kid household. Then one day a letter came from a man named Bruce Linsey. Mr. Linsey was requesting my husband’s service in the Diplomatic Corps. From that day on my home life has never been the same. It was either adjust or be ran over by world events. Below are a few Do’s and Don’ts that I have compiled through experience. I hope these useful hints can save other Diplomatic wives a few gray hairs.

DO’S.

1. Take up cross—stitching or knitting. These two activities require counting and you can beg him not to interrupt you with critical decisions while you are concentrating.

2. Plan on hearing the typewriter pounding away at all hours of the night. I was even woken up one night at 0400 to be informed that my Diplomatic husband, Greg, had forgotten the deadline (which was only three days away) and he just had to go to the Post Office immediately.

3. When you know that the “Zine” will be arriving soon, send the children away to Grandma’s house. On those occasions when your man is stabbed, things are liable to be said that you would prefer the children not hear.

4. Plan on eating out a lot to celebrate his diplomatic successes. The drawback to this is that you must be sure to fix his favorite foods for a few days after he has been stabbed. Stick leftover surprise in front of him and he is sure to query as to when you joined his enemy’s camp.

5. Get him a dog. Preferably a BIG dog. After a stab send him outside to the dog. If he kicks the dog, the dog will bite back whereas your furniture won’t!

DON’TS.

1. Don’t count on having stamps in the house. Since I buy our stamps at work, I told Greg that they now have a 5~ surcharge per stamp. To this date my profit totals \$117.35.

2. Don’t plan on having dinner on time. Yesterday the family was told to hold dinner because Greg had to write a letter to Turkey to let him know that Germany was not going to attack France so now England could convoy to Russia and support Austria into Italy. Makes sense. Right, girl? Sure.

3. NEVER straighten up his desk. It has something to do with a woman named Mata Hari.

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4. Don't help him pick his allies. I once told him how a player in Texas has the same initials as my uncle in Ohio. Four months later when this Texas player stabbed him, he reminded me that the man has strong ties to my family. Family reunions on my side have never been the same since.

5. Don't have your friends over at mail time. You would like to have your friends and co-workers think of your husband as you used to know him, a sane, mature adult. You would not want them to see him running through the house giggling with glee over a letter, or crying after a stab. However, don't worry about his friends, by now he has indoctrinated every one of them to his new career.

Diplomacy does have one very big benefit. You know all those chores around the house you need done but your man just never seems to have the time to do them? Well, just get home before he does and get the mail. When he gets home, tell him he got a pile of letters from his allies and several from his enemies. Now, tell him that you will turn over the documents only after those chores have been completed by him and inspected by you. It works every time. One word of warning, though. This should never be done on days when he is waiting for his "Zine" to arrive. It was very embarrassing trying to explain to Police, Paramedics, and neighbors why my husband was lying on the front lawn screaming that "My wife just stabbed me?! Traitor!!"

Editor's Note: Well, maybe the email business does have it benefits after all. At least the wife can not intercept and withhold our emails and online zines so easily. But, or course, they can disconnect the power cord and hide it. Naa. A wife won't do that... would she?

Case Study of a Strange House Rule

The game is 1981AP played in a dipzine called "Murdering Ministers" in 1981. The publisher and Gamemaster was Ron Brown of the old Bakersfield Mafia group. I was playing Turkey and was doing well enough. I had allied with Russia and we were pushing everyone back. Then Italy dropped out and a replacement player came in.

It is important to know the individual house rules of the zine you are playing. In this case the house rule in question was stated in a section that outline the houlserules in issue Vol. II, No. 22, page 12.

"Section 16) Concessions and Draw Proposals. All calls for a draw or concession must be unanimous to carry. Only the success or failure of the draw vote will be published; all ballots will remain secret. NVR constitutes a "yes" vote on the proposal. ... Note: NVR means No Vote Received.

The game started out in Issue #29 dated Jan 23, 1981 and ended in Issue #54 dated December 28, 1982. It started life as MM-12 but eventually would receive the 1981AP designation from the BNC. The country assignments were as follows:

If you do not want to wade through all of the moves, simply go to the end of the article and read the last page.
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Austria:	W. A. Hugh	CA
England:	Jim Gray	OH
France:	Tom Mainardi	PA
Germany:	Robert Fabry	IL
Italy:	Jerry Jones	CA
Russia:	Stephen Lee	OR
Turkey:	Timothy R. Haffey	CA

Spring 1901

Austria (Hugh) - NMR Neutral Moves: F Tri-Alb, A Bud-Ser, A Vie0Tri. (Ron used neutral orders only on the first move if there is a NMR.)

England (Gray) - F Edi-Nwg, F Lon-Nth, A Lpl-Yor

France (Mainardi) - A Par-Bur, A Mar S A Par0Bur, F Bre-Mid

Germany (Fabry) - F Kie-Hol, A Ber-Kie, A Mun-Ruh

Italy (Jones) - A Ven-Pie, A Rom-Ven, F Nap-Ion

Russia (Wells) - F StP-GOB, A Mos-StP, A War-Ukr, F Sev-Bla

Turkey (Haffey) - A Con-Bul, F Ank-Bla, A Smy-Arm

Al Rodriguez asked to send In orders for Austria

Stephen Lee, the Russian player, resigned and was replaced by Allen Wells.

Fall 1901

Austria (Hugh) - F Alb-Gre, A Ser S F Alb-Gre, A Tri-Ven

England (Gray) - A Yor-Bel, F Nth C A Yor-Bel, F Nwg-Nwy

France (Mainardi) - A Mar-Spa, F Mid-Por, A Bur-Mar

Germany (Fabry) - A Ruh-Bel, F Hol S A Ruh-Bel, A Kie-Den

Italy (Jones) - F Ion-Tun, A Pic-Mar, A Ven-Tri

Russia (Wells) - F BOG-Swe, A StP-Fin, A Ukr-Rum, F Sev-Bla

Turkey (Haffey) - NMRedA Bul H, A Arm H, F Ank H

Austria: Home, Ser, Gre	(5) Build 2
England: Home, Nwg	(4) Build 1
France; Home, Por, Spa	(5) Build 2
Germany: Home, Bel, Hol, Den	(6) Build 3
Italy: Home, Tun	(4) Build 1
Russia: Home, Swe, Rum	(6) Build 2
Turkey: Home, Bul	(4) Build 1

Winter 1901

Austria - Build A Vie, A Bud

England - Build F Lon

France - Build A Par, A Mar

Germany - Build A Mun, A Kie, F Ber

Italy - Build F Nap

Russia - Build A War, A Mos

Turkey - Build F Con

Spring 1902

Austria (Hugh) - F Gre-Bul(sc), A Ser H, A Tri H, A Vie S A Tri, A Bud S A Ser

England (Gray) - A Yor H, F Nth-Hel, F Nwy-Ska, F Lon-Nth

France (Mainardi) - A Spa-Gas, F Por-Spa(sc), A Bur, A Par-Pic, A Mar-Pie

Germany (Fabry) - A Bel S F Hol, F Hol S A Bel, A Den H, A Mun S A Kie-Ruh, A Kie-Ruh, F Ber H

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Italy (Jones) - F Tun, A Pie, A Ven, F Nap (NMRed)

Russia (Wells) - F Swe H, A Fin H, A Rum H, F Bla H/d/retreated otb, A War-Sil, A Mos H

Turkey (Haffey) - A Bul-Ser, A Arm-Ank, F Ank-Bla, F Con S F Ank-Bla

Fall 1902

Austria (Hugh) - A Bud S Russian A Rum, A Ser-Bul, F Gre S A Ser-Bul, A Tri-Ser, A Vie-Tri

England (Gray) - F Ska-Den, A Yor-Hol, F Nth C A Yor-Hol, F Hel S A Yor-Hol, A Yor-Hol

France (Mainardi) - A Bur-Bel, A Pic S A Bur-Bel, A Gas-Bur, A Mar S A Gas-Bur, F Spa(sc)-Wmed

Germany (Fabry) - A Den-Kie/a/, F Ber-Kie, A Mun-Bur, A Ruh S F Hol, A Bel S F Hol/a/, F Hol S A Bel

Italy (Williams) - A Pie-Tyo, A Ven S A Pie-Tyo, F Nap-Ion, F Tun S F Nap-Ion

Russia (Wells) - F Swe S English F Ska-Den, A Fin-Nwy, A Sil-Ber, A Mos-War, A Rum S Turkish A Bul-Ser

Turkey (Haffey) - A Bul-Ser, F Bla-Con, F Con-Aeg, A Arm-Smy

Jerry Jones resigned as Italy and was replaced by Williams.

Winter 02

Austria	Home, Ser, Gre	(5) Even
England	Home, Nwy , Den	(4) Even
France	Home, Por, Spa, Bel	(6) Build 1
Germany	Home. Bel, Hol, Den	(4) Even (2 units destroyed)
Italy	Home, Tun	(4) Even
Russia	Home, Rum, Swe, Nwy	(7) Build 2 (Was playing one short)
Turkey	Home, Bul	(4) Even

Austria	No Adj
England	No Adj
France	Build F Bre
Germany	No Adj
Italy	No Adj
Russia	Build A Sev, F StP(sc)
Turkey	No Adj

Spring 1903

Austria (Hugh) - A Vie-Tyr, A Tri S A Vie-Tyr, A Bud S A Ser, A Ser S F Gre-Bul(sc), F Gre-Bul(sc)/d/ (retreated to Alb)

England(Gray) - F Den-Kie, F Hel-Hol, F Nth S F Hel-Hol, A Yor-Lon

France (Mainardi) - A Bur-Ruh, A Bel S A Bur-Ruh, A Pic S A Bel, A Mar-Bur, F Bre-Eng, F Wmed-Mid

Germany (Fabry) - NMRed F Ber H, A Mun H, F Hol/a/, A Ruh/a/

Italy (Williams) - F Ion-Adr, F Tun-Ion, A Ven-Tri, A Tyr S A Ven-Tri

Russia (Wells) - A Rum-Ser. A Sev-Ukr, A War-Pru, A Sil S A War-Pru, F Swe-Bal, A Nwy-Swe, F StP(sc)-Bot

\Turkey (Haffey) - A Bul-Gre, F Aeg S A Bul-Gre, F Con-Bul(sc), A Smy H

Fall 1903

Austria (Hugh) - A Alb-Adr, A Ser-Rum, A Bud S A Ser-Rum, A Tri-Tyr, A Vie S A Tri-Tyr

England (Gray) - A Lon H, F Kie S F Hol, F Hol H, F Nth S F Hol

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France (Mainardi) - A Bel-Hol, A Bur-Mun, A Ruh S A Bur-Mun, A Pic-Wal, F Eng C A Pic-Wal, F Mid-Nat

Germany (Fabry) - NMRed A Mun H/d/ (retreat boh, otb), F Ber H

Italy (Williams) - A Ven-Tri, A Trv S A Ven-Tri/d/ retreat Boh, Pie, Ven, otb), F Adr S A Ven-Tri, F Ion-Alb

Russia (Wells) - F Swe-Den/nso/, F Bal S F Swe-Den, A Swe H(unordered), F Bot-Swe, A Sil-Ber, A Pru S A Sil-Pru/imp/, A Ukr S A Rum, A Rum S Turkish A Gre-Ser/nso/

Turkey (Haffey) - A Smy-Con, F Aeg S A Gre, F Bul(sc) H, A Gre H

Winter 1903

Austria	<u>Tri</u> , Bud, Vie, Ser, <u>Gre</u>	(3) Disband 2	Disband A Tyr, F Alb
England	Home, Den, <u>Hol</u> , <u>Kie</u>	(6) Build 2	Builds A Edi, F Lpl
France	Home, Por, Spa, Bel, <u>Mun</u>	(7) Build 1	F Bre
Germany	Ber, <u>Kie</u> , <u>Mun</u> , <u>Hol</u>	(1) Disband 1 (1 destroyed)	Ret A Mun otb
Italy	Home, Tun, <u>Tri</u>	(5) Build 1	Ret A Tyr-Pie, Build A Ven
Russia	Home, Rum, Swe, Nwy	(7) EvenNo Adj	
Turkey	Home, Bul, <u>Gre</u>	(5) Build 1	Build F Smy

Spring 1904

Austria (Hugh) - A Vie-Gal, A Ser-Rum/d/ ret Alb, otb, A Bud S A Ser-Rum

England (Gray) - F Kie S F Hol, F Hol S F Kie/d/ ret Hel, otb, F Nth-Eng, A Lon S F Lpl-Wal, F Lpl-Wal, A Edi-Yor

France (Mainardi) - F Bre-Mid, F Eng S A Bel, A Bel S A Ruh-Hol, A Ruh-Hol, A Mun-Kie, A Wal-Lpl, F Nat S A Wal-Lpl

Germany (Rodriguez) - F Ber H/a/

Italy (Williams) - A Pie-Mar, A Ven-Pie, F Ion-Tys, F Adr-Ion, Z Tri H

Russia (Wells) - A Rum S Turkish A Gre-Ser, A Ukr S A Rum, A Sil-Boh, A Swe-Ber, F Bal C A Swe-Ber, A Pru S A Swe-Ber, F Bot-Swe

Turkey (Haffey) - A Gre-Ser, F Bul(sc)-Gre, A Con-Bul, F Aeg S F Bul(sc)-Gre, F Smy-Emed

England Retreat F Hol-Hel

Austria retreat A Ser-Alb

Fall 1904

Austria (Hugh) - A Alb S A Bud-Ser, A Bud-Ser, A Gal-Bud

England (Gray) - A Yor-Wal, F Lpl S A Your-Wal, A Lon S A Yor-Wal, F Hel-Hol, F Kie S F Hel-Hol, A Nth S F Hel-Hol

France (Mainardi) - NMRed A Wal H/a/, A Hol H/d/ ret to Ruh, A Mun H/d/ ret to Bur, A Bael H, F Eng H, F Nat H, F Mid H.

Italy (Williams) - A Mar-Gas, A Pie-Mar, F Tys-GoL, A Tri-Nie, F Ion-Adr

Russia (Wells) - A Boh-Mun, A Ber S A Boh-Mun, A Pru-War, F Bal S English f Kie, F Swe-Nwy, A Rum H, A Ukr S A Rum

Turkey (Haffey) - F Gre-Alb, A Ser S Russian A Rum-Bud/nso/, A Bul-Rum, F Aeg-Ion

Winter 1904

Austria	Bud, Vie, Ser	(1) - 2	Disband A Alb, A Gal
England	Home, Den, Hol, Kie	(6) EvenNo Adj	
France	Mar , Par, Bre, Por, Spa, Mun	(5) -1 (1 unit /a/)	Disband F Eng
Germany	Ber	(0) Eliminated	
Italy	Home, Tun, Tri, <u>Mar</u> , <u>Vie</u>	(7) +2 Build F Nap, A Ven	
Russia	Home, Rum, Swe, Nwy, <u>Ber</u> , <u>Mun</u>	(9) +2 Build A Mos, A Sev	
Turkey	Home, Bul, Gre,	(6) +1 Builf F Ank	

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Spring 1905

Austria (Hugh) - NMRed A Bud H
England (Gray) - F Lpl-Cly, A Wal H, A Lon-Den, F Nth C A Lon-Den, F Hol-Hel, F Kie-Ber
France (Mainardi) - A Bel-Pic, A Bur-Mun, A Ruh S A Bur-Mun, F Mid-Por, Nat-Nwg
Italy (Williams) - A Ven-Tri, A Vie S A Ven-Tri, A Gas-Spa, A Mar S A Gas-Spa, F GoL-Wes, F Nap-Tys, F Adr-Ion
Russia (Wells) - F Nwy H, F Bal H, A Ber S a Mun, A Mun H/d/ ret - Boh, Sil, Tyr, otb, A War-Gal, A Rum H. A Ukr S A Rum, A Sev-Arm, A Mos-Sev
Turkey (Haffey) - F Ank-Bla, F Emed-Smy, A Ser-Bud, A Bul-Ser, F Gre-Bul(sc), F Ion-Tun

Russia retreats A Mun-Sil

Fall 1905

Austria (Hugh) - A Bud H
England (Gray) - A Den-Swe, F Nth-Nwy, F Cly-Nwg, F Hel S F Kie, F Kie S French A Mun-Ber/nso/, A Lon-Yor/nsu/, A Wal H/unordered/
France (Mainardi) - A Mun S English F Kie, A Ruh S A Mun, F Nwg S English F Nth-Nwy, A Pic Par, F Por H
Italy (Williams) - F Ion-Tun, F Tys S F Ion-Tun, A Spa H, A Mar-Gas, F Wes-Mid, A Vie-Bud, A Tri S Russian A Rum-Ser/nso/
Russia (Wells) - F Bal-Swe, F Nwy S F Bal-Swe, A Ber S French A Mun-Kie/nso., A Sil S A Ber, A Gal H, A Ukr H, A Sev H, A Rum H, A Arm H
Turkey (Haffey) - F Bla-Ank, F Smy H, F Gre H, F Tun H/d/ ret - Wes, Naf, otb, A Ser-Bud, A Bul S A Ser-Bud/imp/

Winter 1905

Austria	Bud	(1) Even
England	Home, Den, Hol, Kie	(6) Even
France	Par, Bre, Por, <u>Spa</u> , Bel, <u>Mun</u>	(5) Even
Germany	Eliminated	(0)
Italy	Home, Tun, Tri, Vie, Mar, <u>Spa</u>	(8) +1 Build A Ven
Russia	Home, Rum, Swe, Nwy, Ber, Mun	(8) -1 Disband F Bal
Turkey	Home, Bul, Gre, Ser	(6) Even

Turkish F Tun retreat otb, build A Con

Spring 1906

Austria (Hugh) - A Bud S Italian A Tri-Ser/a/
England (Gray) - NMRed F Cly, F Nth, A Den, F Kie, F Hel, A Wal All Hold
France (Mainardi) - A Nwg-Bar, A Rur-Bur, A Par-Bre, A Mun-Tyr, F Por-Mid/a/
Italy (Williams) - A Ven-Tyr, A Tri S A Ven-Tyr, A Vie-Bud, F Tys0Lyo, F Tun,Wes, A Spa-Por, F Mid S A Spa-Por, A Gas-Par
Russia (Wells) NMRed F Nwy, A Ber, A Gal, A Ukr, A Sev, A Arm, A Sil All Hold
Turkey (Haffey) - A Ser S Italian A Vie-Bud
England (Gray) - F Cly-Nwg, A Bul-Rum, F Ank-Bla, A Con-Ank, F Smy H

Fall 1906

England (Gray) - F Cly-Nwg, A Wal-Yor, F Nth-Nwy, A Den-Swe, F Kie-Ber, F Hel-Kie
France (Mainardi) - NMRed A Bre H/d/ Ret Pic, Gas, otb, A Bur H, A Mun H, F BarH
Italy (Williams) - F Mid-Bre, A Par S F Mid-Bre, A Por H, F Wes-Bid, F Lyo-Mar, A Tyr-Vie, A Tri S A Bud, A Bud S Turkish A Bul-Rum
Russia (Hartman) - F Nwy-Swe, A Ber-Mun, A Sil-Boh, A Gal-Vie, A Run-Gal/a/, A Sev-Rum,

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A Ukr S A Sev-Rum, A Arm-Sev/d/ ret Syr, otb

Turkey (Haffey) - A Bul-Rum, A Ser S A Bul-Rum, F Gre-Alb, A Smy H, A Ank-Arm, F Bla S A Smy-Arm
Winter 1906

Austria	A Bud	(0) eliminated	----
England	Home, Den Hol, Kie	(6) Even	----
France	Par, Por, Bre , Bel, Mun	(2) -2 (1 /a/)	A Bre r otb Disband A Bur
Germany	Eliminated		----
Italy	Home, Tun, Tri, Vie, Mar, Spa, <u>Por</u> , <u>Par</u> , <u>Bre</u>	(11) +3	A Ven. F Rom, F Nap
Russia	Home, Rum , Swe, Nwy, Ber	(7) Even (1 /a/)	----
Turkey	Home, Bul, Gre, Ser, <u>Rum</u>	(7) + 1	A Con

Spring 1907

England (Gray) - A Yoh, F Nth-Eng, F Hel-Nth, F Nwg-Nwy, F Kie-Ber, A Den-Kie

France (Mercer) - F Bar-Bot/imp/, A Mun-Ber

Italy (Williams) - F Bre-Pic, A Par-Bur, A Por-Bre, F Mid C A Por-Bre, F Mar-Spa(sc), a Tri-Vie, A Tyr S A Tri-Vie, A Bud S A Tri-Vie, A Wen-Tyr, F Rom-Tys, F Nap-Ions

Russia (Hartman) - NMRed A Sev/d/ ret Mos, otb, F nwy, A Ber, A Boh, A Gal, A Ukr All Hold

Turkey (Haffey) - A Rum-Sev, F Bla S A Rum-Sev, A Arm S A Rum-Sev, A Ser-Rum, A con-Bul, F Smy H, f Alb-Gre

Russia retreats A Sev-Mos

Fall 1907

England (Gray) - F Nwg-Nwy, A Den-Swe, F KieH, F Eng-Bel, F Nth S F Eng-Bel, A Yor H

France (Corham) - F Bar S F Nwg-Nwy, A Mun-Bur/d/ ret Sil, Boh, otb

Italy (Williams) - F Pic- Bel, A BurS F Pic-Bel, A Bre-Par, F Mid-Iri, F Spa(sc)-Mid,

A Try S Russian A Boh-Mun, A Vie S A Bud, A Bud S A Tri-Ser, A Tri-Ser, F Ion-EMed, F Tys-Ion

Russia (McCloud) - A kr-Mos, A Mos-StP, A Gal-Rum, A Boh-Mun, A Ber-Kie, F Nwy-Swe/d/ ret Ska, otb

Turkey (Haffey) - A Arm S A Sev, A Sev H, A Bul-Ser, A Rum S A Bul-Ser, F Bla S A Rum, F Smy-Emed, F Gre H

Winter 1907

England Home, Den Hol, Kie, Bel, Nwy (8) +2 F Lon, F Lpl

France ~~Bel, Mun~~ (0) -2 OUT

Italy Home, Tun, Tri, Vie, Mar, Spa, Por, Par, Bre, Ser, Bud (13) +2 F Nap, A Ven

Russia Stp, War, Mos, Sev, Swe, Nwy, Ber, Mun (6) Even

Turkey Home, Bul, Gre, Ser, Rum, Sev (7) Even

Spring 1908 proposals: Two Concessions were proposed one to England and one to Italy. I voted no to all concession. And now we come to the mean of this case. The concessions or, more properly, the proposals.

Spring 1908

England (Gray) - F Lpl-Nat, A Yor-Lpl, F Lon-Eng, F Nth S F Lon-Eng, F Bel-Pic, F Kie-Hol,

A Den-Swe, F Nwy S A Den-Swe

Italy (Williams) - A Bur-Ruh, A Par-Bur, F Pic S F Mid-Eng, F Mid-Eng, F Iri-Lpl, A Tyr H, A Ven-

Tri, A Bud S Russian A Gal-Rum, A Ser S Russian A Gal-Rum/a/, A Vie-Gal, F Tys-Wmed,

F Ion-Gre, F Nap-Ion

Russia (McCloud) - F Ska-Den, A Ber-Kie, A Mun S A Ber-Kie, A StP-Nwy, A Mos-War, A Gal-Bud

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Turkey (Haffey) - F Gre-Alb, A Rum-Ser, A Bul S A Rum-Ser, A Sev-Rum, F Bla-Con, A Arm-Sev, F Smy-Emed

Fall 1908 Both concessions failed.

England (Gray) - F NAT-Iri, A Yor-Den, F Eng S F NAT-Iri, F Nth C A Yor-Den, F Bel S F Eng-Pic, F Hol-Kie, A Swe S A Yor-Den, F Nwy StP(nc)

Italy (Williams) - A Ruh-Mun, A Bur S A Ruh-Mun, F Pic-Bre, F Iri S F Mid/d/ ret Wal, Lpl, otb, F Mid H, F Wmed-Tun, F Gre S F Ion-Alb/a/, F Ion-Alb, A Bud-Ser, A Tri S A Bud-Ser, A Tyr-Vie, A Vie-Bud

Russia (McCloud) - F Den H/d/ ret Bal, Ska, Hel, A Kie S F Den, A Mun S A Kie/d/ ret Ber, Sil, otb, A StP-Nwy, A War-Gal, A Gal-Boh,

Turkey (Haffey) - F Alb-Gre, A Ser S F Alb-Gre, A Bul S F Alb-Gre, A Rum S A Ser, A Sev S A Rum, F Con-Aeg, F Emed-Ion

Winter 1908

England Home, Den, Hol, Kie, Bel, Nwy, Swe

(8) Even (If Italy ret to Lpl (7) -1

Italy Home, Tun, Tri, Vie, Nar, Por, Bre,

Par, Ser, Bud, Mun

(13) +2 Playing 2 short) (If Italy ret to Lpl (14) +3 Retreated Lpl otb, B- F Ven, F Nap. A Rom

Russia Stp, Mos, War, Swe, Ber, Mun, Kie

(5) -1 ret F Den-Bal, A Mun-Ber, Disband A Boh

Turkey Home, Bul, Gre, Rum, Sev, Ser

(8) +1 Build F Smy

Spring 1909

England (Gray) - A Den S F Hol-Kie, F Nwy-Bar F Eng-Nth, F Nth-Nwy, F Iri-Eng-F Bel S F Iri-Eng, F Hol-Kie, A Swe-Fin

Italy (Williams) - A Mun-Ber, A Bur-Ruh, , F Bre-Mid , F Mid-WMed, F Tun-Tys, F Alb S S F Ven-Adr/a/, A Bud S A Vie-Gal, A Tri S A Bud , A Tyr-Boh, F Ven-Adr, F Nap-Tys, A Rom-Ven

Russia (McCloud) - F Bal-Den, A Kie S F Bal-Den, A Ber S A Kie, A StP-Fin, A Gal H/d/ ret War, Sil, otb

Turkey (Haffey) - F Smy-EMed, F Gre S A Ser-Alb, A Ser-Alb, A Bul-Ser, A Rum S A Bul-Ser A Sev-Ukr, F Aeg-Ion, F Ion-Adr

Russia retreats A Gal-War

Fall 1909

England (Gray) - F Eng H, F Bel H, A Den-Kie, F Hol S A Den-Kie, F Nth-Den, A Swe S F Nth-Den, F Bar-StP(nc), F Wwy S F Bar-StP(nc)

Italy (Williams) - A Ruh S English A Den-Kie, A Mun S English A Den-Kie, A Boh S A Mun, F Mid-Wmed, F Wmed-Tys, F Nap-Apu, A Rom-Nap, F Ven-Adr, F Tun S F Wmed-TYS, A Tri0Ser, A Bud S A Tri-Ser, A Gal-Rum/d/ ret Vie, Sil, otb

Russia (McCloud) - A StP-Nwy/d/ ret Lvn, Mos, Fin, otb, A Kie-Den/a/, A Ber-Mun, A War S Turkish A Ukr-Gal

Winter 1909

England Home, Den, Hol, Bel, Nwy, Swe, StP, Kie

(10) +2 B-A Edi, F Lon

Italy Home, Tun, Tri, Vie, Mar, Spa, Por, Bre,

Par, Bud, Mun, Ser

(14) +2 A Gal r Vie, B-A Rom

Russia StP, Mos, War, Ber, Kie

(3) -1 D-A StP ret otb

Turkey Home, Bul, Gre, Rum, Sev, Ser

(7) -1 A Ser ret Bul, D-F Eas

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4 Concessions are proposed, one to England, one to Italy, one to Russia, one to Turkey. Can you believe that?

Spring 1910

All Concessions failed. I voted no to all concessions.

England (Gray) - F StP(nc)S F Nwy, F Nwy S F StP(nc), A Swe S F Den, F Den S A Swe, A Kie-Ber, F Hol-Kie, F Bel-Hol, F Lon-Nth, A Edi H

Italy (Williams) - A Ser-Rum/d/ ret Tri, otb, A Bud S A Ser-Rum, A Boh-Gal, A Vie S A Boh-Gal, A Mun-Tyr, A Ruh-Mun, F Ven-Adr, F Apu S F Ven-Adr, A rom-Ven, A Nap-om, F Tys-Nap, F Wmid-Tys, F Tun-Ion

Russia (McCloud) - A War-Sil, A Ber S A War-Sil, F Bal S A Ber

Turkey (Haffey) - A Rum-Ser, A Alb S A Rum-Ser, A Bul S A Rum-Ser, F Aeg S F Ion, F Gre S F Ion, F Ion H, A Gal-Rum

A proposal for an E/I draw has been made. Please vote with your Fall orders. Remember, NVR = a Yes vote

So there it is. A draw proposal was made. I vote no to all concessions. Now, in my mind I may have met to say no to all proposals. But, I didn't. It appears, as noted below by the gamemaster, that some else did the same thing. I protested but to no avail.

Fall 1910

GAME ENDS IN ENGLISH/ITALIAN DRAW!

1981AP has ended with the E/I draw passing in an unusual way. Of the remaining four players one voted, Yes and three abstained (NVR = "Yes" vote) Not to unusual but, two vetoed concession proposals, of which there were none and failed to vote on the E/I draw. Endgame statements are due by Jan 2, 1983. Congratulations to Jim Williams and Jim Gray for their draw.

So, this case study simply shows the importance of paying attention to the gamemaster's house rules. And it equally applies to email games, judges games and ftf games as well as postal games. I still remember the frustration I felt over this game. I was not a happy camper. I used this case for study because the house rule in question is, itself, unusual. Most house rules state that a NVR = a "No" Vote. Ron was the exact opposite and he caught me with it. RATS! Here is a thought, if anyone knows of a gamemaster with a strange house rule, send me an email about it.
diplomacyworld@aol.com

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Dave Grabar (who Kathy Bryne nicknamed “Gruesome” Grabar) is an old friend of mine and he told me I could publish this article as soon as he found a copy of it. Well, that was two years ago. But, looking through the archives of “Murdering Ministers”, a dip zine we both played in oh so many years ago, I found a copy of it in issue number 28, right on the last page. So, here it is. Oh yes, did I mention it, Dave is an Italian-American and proud of it.

ITALIANO TRIBE

By David Grabar

Italy is absolutely the best country to play. Whenever you get a chance to pick a country, always pick Italy. No one can hurt you and you get to sit and watch everyone fight forever. You can watch Russia fight off its 3 front attack, you can watch England stab France in the back. You can watch Turkey walk into Austria. And, no one can touch you. You can watch the excitement of a coordinated attack on Munich, or watch the landing of English troops in Holland. Imagine the excitement of watching the falling of St. Petersburg to the English.

The only way to open as Italy is A Ven-Pie; A Rom-Ven; and F Nap-Ion. This way, no one can even attack you. You bounce everyone and you go back to the beginning position. In the fall, you take Tunis and then sit and watch. Actually though, my favorite opening is F Ion-Nap; A Rom—Bar, and A Ven-War. This will create the same results as the above paragraph. But, everyone will think you're an idiot. Thus, they will not concentrate on taking you out until they take out the “GOOD” players. Of course, you have to sacrifice Tunis, but I feel it is worth it.

Middle Game strategy is a little more complex. Move A Ven-Tri; A Rom—Ven; and F Tun-Ion with support from F Hap. Of course, this will all bounce, but it will send letters from Turkey to you saying please ally. Of course he is lying, but that's OK. You don't like Turkey anyway. My favorite middle game move is F Tun-Wes; F Nap-Ion; A Ven-Tyo; and A Rom-Ven. Then declare war on France, Germany, and Austria all in the same press release. First, these countries will go bananas trying to figure out how you, with your 1 unit is going to take them down. Secondly, they will decide you have been offered help by Russia, England, and Turkey if you attack them. They will forget about your one unit and immediately turn and face the other country. This is your big chance. Go for it. Attack everything. F Wes-Spa(sc); ATyo-Mun; A Ven-Tri; and F Ion-Gre. You can write a big press release about the ultimate stab. You can laugh in their faces. (The only problem is, this has about a .01% chance of working). 99.9% of the time you will bounce back.

The end game. At last you are needed. England writes you and says if you throw your 4 units with him, he will let you survive. Russia writes and says if you throw your 4 units with him, he will let you survive. Turkey writes and says if you throw in with him, he will let you survive and only take 2 of your centers. The excitement is overwhelming. You actually get to pick the winner of the game. Just think, you decide who will win.

I myself have completed 18 games as the country of Italy. (That's postal games). I've won 0. But, I have only been eliminated in 1 of the games. How's that for a record? That is something to be proud of. in DIPLOMACY tournaments, you casually say, “I've played in 18 DIPLOMACY games as Italy and have only lost once.” (of course, you didn't win the other 17, but, you survived, and through semantics, I would say you didn't lose.)

Let me tell you. For a real thrill of the game, a challenge, a feel of success, choose Italy the next time you play. I love it. I'ma tella youse dis. Italia isa da best.

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Diplomacy: The Challenge of Playing Italy **Part 2: Italian Openings**

by Edi E. Birsan

The strategic and diplomatic possibilities of Italy were discussed in part 1 of this article. In this installment, we run down Italian opening moves with brief notes on their use and abuse.

Austrian Attack: Trieste Dagger

A Venice to Trieste; A Rome to Venice; F Naples to Ionian

This is the classic grab into Austria. To make this work tactically, you want the Austrians to send Army Vienna to Galicia to bounce the Russians or, better yet, to actually move into Galicia. If you get into Trieste, the Austrians have a problem; if they dislodge you from Trieste in the Fall, you can usually retreat to an open Austrian center. That being the case, the best follow-up for Fall 01 is to not support yourself in Trieste because you will get a center anyway. Instead, move Venice to Tyrolia and use Trieste to get creative with the Turks in Serbia or the Russians elsewhere.

With your fleet going to Tunis, you can build Army Venice and Fleet Naples to further the campaign against the Austrians. Depending on the actual moves of the Russians and Turks, a unique approach to the two builds is to make Fleet Venice and Army Rome, with the idea being that the Fleet goes to the Adriatic and the Roman army goes north to Venice.

The problem with this is that if the Austrians bounce you in Trieste, both armies wind up in place. I recommend that if you have any doubts, then play Fleet Naples to the Tyrrhenian. If the armies back up, you can convoy Rome to Tunis, make peace with the Austrians, and build Fleet Naples to move very effectively against the French or the Turks. If you have any doubts about your ability to befriend the Austrians, then do not convoy to Tunis because you may need the army for defense of the north.

Strategy: You want Russia and/or Turkey in conflict with Austria. You do not want Turkey moving Fleet Ankara to Constantinople.

Diplomacy: You must have a good relationship with the Russians because, if the Russians and the Turks become allies, they will attack you once they're finished with Austria.

Austrian Attack: Tyrolian Sweep

A Venice to Tyrolia, Army Rome to Venice, Fleet Naples to the Ionian

This is the most common opening attack against the Austrians. It is rarely blocked, whereas Austria

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will cover Trieste about 40% of the time. It has the possibility of being redirected against the Germans by A Tyrolia to Munich and A Venice to Tyrolia in the Fall. The Austrians, however, generally interpret it as a declaration of war. The success of this opening presents the Austrians with a force of two that can attack Trieste or a force of one that can attack Vienna. If the Russians are in Galicia and the Austrians moved Army Vienna to Trieste, then the Austrians can lose Vienna by force through *A Tyrolia to Vienna supported by Russian Army Galicia* (or the other way round, though no self-respecting Italian would support the Russians into Vienna unless Russia was not going to get either Rumania or Sweden and needed appeasement).

One danger in this opening is that if Russia and Austria bounce in Galicia, then the Austrians probably are in a position to order an Army to Vienna, a Fleet to Albania, and an Army to Serbia. This would then allow the Austrian to send Fleet Albania to Trieste with support from Vienna so that Italy could not capture any Austrian supply centers in 1901 while Austria still builds one new unit for either Serbia or Greece.

To summarize, if you expect an Austrian/Russian bounce in Galicia, then opt for the Trieste Dagger. If you think that the Russians are going to slip into Galicia unopposed and you believe they will work with you, then aim for Tyrolia and sweep around the Austrians to get your armies deep into the Austrian backfield.

Turkish Attack: The Lepanto

This is the most famous of all *Diplomacy* openings. It develops slowly but eventually it produces a flamboyant and crushing attack on Turkey. The classic sequence uses the southern Italian units and proceeds like this:

Spring '01: *Army Rome to Apulia, Fleet Naples to the Ionian*

Fall '01: *Army Apulia to Tunis, Fleet Ionian convoys Army Apulia to Tunis*

Winter '01: *Build Fleet Naples*

Spring '02: *Fleet Naples to the Ionian, Fleet Ionian to the Eastern Mediterranean*

Fall '02: *Army Tunis to Syria convoyed by Fleet Ionian and Fleet Eastern Mediterranean.*

The key factor in all of this is the diplomatic isolation of Turkey from Austria and Russia and absolute trust in the Austrians, because northern Italy will be exposed in 1902. Furthermore, the Italian player must have a burning desire to crusade against the Turks.

The Lepanto's innovation of taking Tunis with a convoyed army has spawned a whole series of Italian openings that build on that theme and then evolve in different directions. For example:

The Key Lepanto

Started by Jeff Key (hence the name), this opening has Italy move Army Venice to Trieste, with the Austrian's agreement ideally. Then the Italians proceed straight on to Serbia, sometimes supported by an Austrian Army Budapest while the Austrian army Serbia goes to Greece and the Austrian fleet moves out to the Ionian. The Italian fleet in the Ionian goes to either the Eastern Mediterranean or the Aegean and then, in Spring of '02 rather than Fall, the Italian army is convoyed to Syria or Smyrna as appropriate. This takes tremendous trust between the Austrians and Italians. More than once the whole thing has been a smokescreen for an Italian attack against Austria (with the Italians holding in Trieste and still convoying to Tunis while a tipped-off Turkey moves to Greece to prevent the Austrians from building or being optimistic about the future).

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The Blue Water Lepanto (EDIted version)

This is a risky Lepanto variation in which the Italians and the Austrians work up to an attack on Turkey by waging a fake war in the Ionian. The move sequence is:

Spring '01: F Naples-Ion, A Rome-Apulia, A Venice holds; F Trieste-Albania, A Budapest-Serbia, A Vienna-Budapest/Trieste

Fall '01: F Ionian-Tunis, Army Apulia-Venice, Army Venice-Tyrolia; F Albania-Ionian, Army Serbia-Greece, A Bud/Tri-Serbia

Winter '01: Italy builds F Naples, Austria builds two armies

Spring '02: A Venice-Apulia, Army Tyrolia-Venice/Munich/Bohemia, F Naples-Ionian supported by Fleet Tunis; F Ionian holds, Army Serbia-Bulgaria, A Greece supports army Serbia-Bulgaria, A Budapest Supports A Trieste-Serbia, A Vienna S Budapest

Retreat: The dislodged Austrians retreat to either the Eastern Mediterranean or the Aegean, depending on which is open and the success or failure of the surprise attack on Bulgaria.

This also allows the Austrians to react against the Italians in case of a double cross by moving to the Tyrrhenian Sea and making a few other changes.

Blue Water Lepanto assumes that the Turks build a fleet in Smyrna and send it to either the Aegean or the Eastern Mediterranean because they don't suspect a sudden attack by Austria, who in turn should be playing up his role as a good ally to the Turks and cursing the Italians for moving to Tyrolia and Venice in the Fall of '01.

Lepanto: Albanian Jump

Another possibility from the Spring '01 position of Armies in Apulia and (for example) Trieste is the flipping of the Army from Apulia to Albania in the Fall of '01 with support from the army in Trieste. This leaves a fleet positioned in the Ionian and ready to seize Tunis in '02. It also gives Italy a powerful attack of two units against either Greece or Serbia. Or, as part of a mass deception, the Italians and Austrians could slingshoot the fleet in Spring '02 to the Eastern Mediterranean and backfill from Naples so that Albania gets convoyed to Syria.

Attacking France: The Western Lepanto

If things are satisfactory in the East and the Italians and Austrians trust one another, then the following is the western version of the Lepanto:

Spring '01: A Venice to Piedmont, A Rome to Tuscany, F Naples to Tyrrhenian

Fall '01: A Tuscany to Tunis convoyed by F Tyrrhenian, A Piedmont to Marseilles, etc.

Winter '01: Build Fleet Naples or Rome

During 1902, the Italians can jump into the Gulf of Lyon and North Africa and bring another fleet into the Tyrrhenian. In the Fall they can choose between a supported attack on Marseilles or the Western Mediterranean. This is the fastest, direct, solo route into France.

Attacking France the Classic Alpine way

The most boring attack on France is the classic opening in which army Venice moves to Piedmont, Army Rome to Venice, and the Fleet moves to either sea before entering Tunis in the Fall.

A guess is made about whether the French are going to cover Marseilles or move into Spain and Burgundy. One delightful gamble is possible if the Italians suspect the French will try to defend

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Marseilles with a self-inflicted bounce (A Spain to Marseilles, A Burgundy to Marseilles). The Italian Army in Piedmont, instead of advancing, supports the French Army from Spain to Marseilles. The Italians don't get Marseilles but the French are pulled out of Spain and wind up with one less build and no chance to build a fleet in Marseilles (it's occupied by the Army that was supposed to capture Spain!).

Attacking France: Munich Gambit

This is an odd attack that sometimes appears in short, timed games where the Italians and Germans team up against the French. It involves the Italians moving army Venice to Tyrolia in Spring '01 and then going to Munich with German approval.

The Italians also take Tunis with a fleet and then, with two builds, build Fleet Rome and Fleet Naples.

In Fall '01, the Italians either order Munich to Burgundy or arrange with the Germans to be dislodged and retreat to Burgundy while the rest of their units flood westward with:

Editor's Note: I think Edi means Spring 02 not Fall 01.

F Tunis-Western Med, F Rome-Tuscany (with an eye on Lyon), A Venice to Piedmont, F Naples to Tyrrhenian Sea.

If the Italians get into Burgundy, they suddenly have a double-weight attack on Marseilles while their three fleets can force the Gulf of Lyon or make a run for the Mid-Atlantic with a fleet in reserve to back up the Western Mediterranean.

Italian Three-Fleet Openings with the Austrians

This rarely-used opening is (again) based on trust between the Italians and the Austrians, with the goal being to boost Italian sea power in the Mediterranean.

In the Spring of '01, Italy moves Army Venice to Trieste and with its other units sets up a convoy to Tunis or even moves a back-up army to Venice. In the Fall, the Austrians dislodge the Italians from Trieste and the Italians refuse to retreat. Combined with the build for Tunis, this allows the Italians to build two fleets, giving it three fleets and one army in the Spring of '02. With this force the Italians can sail west against France or east against Turkey (and in rare, strategic mega-alliances of five vs. two with the world gunning for both France and Turkey, they can do both).

Austrian Three-Army Opening with Italy

This is similar to the previous opening except that the Italians and the Austrians want to remove the pesky Austrian Fleet, freeing Austria to build a more useful army:

Spring '01: *F Trieste to Venice, A Venice to Tyrolia/Piedmont, A Naples to Apulia*

Fall '01: *Italians attack Venice with support and the Austrians refuse to retreat the fleet*

Italy vs. Germany: Oktoberfest

By moving from Venice to Tyrolia in Spring '01, Italy can attack Munich in Fall '01. Sometimes this is part of a massive Oktoberfest attack on Germany with Russia going to Silesia and France going to Burgundy. In nearly all cases it is the Italians who are offered Munich in Fall '01. The follow-up

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move of Army Venice to Tyrolia is needed if Italy intends to hold Munich. However, sending two armies northward tends to scare the pants off the Austrians, so the attack on Germany is often made by a single Italian army. With cooperation from allies there is a good chance for Italy to get Munich, but then what?

Without Italian support to count on, Munich cannot be held for long. For this reason, this opening depends on a very strong grasp of the strategic situation across the entire board good alliance prospects with England, because most often it will be the French taking aim at Italian-held Munich. Triple Alliance Openings

The most popular triple alliance is the Western Triple -- England, France, and Germany -- in which France is forced south against Italy in Fall '01. This usually results in Fleet Mid-Atlantic moving to the Western Mediterranean, an ugly thing if you are Italy. The second most common triple is the AIRhead alliance of Austria, Italy, and Russia, whose objectives are Turkey and Germany.

The critical moves for Italy are to get to Tyrolia in Fall '01 and use two units against the Turks and two units against the west. Little explored, however, is the Mediterranean triple alliance (Italy, Austria, France, with Russia offering tacit approval). This alliance stuns Europe with the opening:

Italy: A Rome-Apulia, F Naples-Ionian, A Venice-Piedmont (Lepanto variant)

Austria: F Trieste-Albania, A Vienna-Tyrolia, A Budapest-Serbia

France: A Marseilles-Spain, A Paris-Burgundy, F Brest-Mid-Atlantic

In the Fall, France gives Marseilles to Italy, which then pushes its fleet into the Eastern Mediterranean or Aegean, with Austria back-filling to the Ionian. Austria makes the move for Munich and advances Serbia to Greece. The French put their fleet in Spain (SC) and the army marches through Spain to Portugal, while Army Burgundy makes a play for Belgium.

The idea is that the French will build a fleet in Brest (the English believe them to be at war with Italy and should allow this as a desperation measure). The Germans are not sure what is going on and the Turks are on their way down hill. In 1902, the Italians move from Marseilles to Burgundy to join in the attack on Germany while the French move to the Channel and the Mid-Atlantic so that in Fall '02 they can convoy Army Portugal to Wales, triggering the invasion of England.

This opening calls for maximum duplicity. In Spring '02, the Italians can contact the English and the Germans, claiming they are at war with France and trying to get information about French plans. Any useful information they gather, of course, is immediately passed on to their allies, the Austrians and the French.

France can contact Germany and claim that he is fighting the Italians and ask for details of the German plan, which are passed on to the Austrians. Then in Fall '02, when the French open their fight against the English, they still have done nothing hostile toward the Germans and can keep trying to work with them to 'liberate' Marseilles -- and in the process get information that will ensure Italy picks up a German supply center when France takes back Marseilles in '03 or '04.

As the scope of your diplomacy and strategic thinking expands, so will the opening schemes available to Italy. Playing Italy involves great risk but also great potential. Think in advance about what Italy has and what it can do, and the next time you draw Italy your reaction will be the same as mine -- What fun lies ahead!

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The Soloist Manifesto (On the Philosophy of Victory in Diplomacy)

By David E. Cohen

OK, this article was published in a forum somewhere and there was a lot of email about it, which I saved. I asked David if I could publish it in Diplomacy World because I like it so much. He said it was OK. I thought about the email generated by this article and at first just had it in the mail bag section, but I finally decided to add it on to the article as comments. Although some of the comments are as long as the article. But, it is interesting so enjoy

So, you want to do well, or even better, to win with some regularity in Diplomacy? Be respected by your opponents? Be asked to join teams in tournaments, to playtest new variants, to become a member of elite, invitation-only groups? Study, and application through play of strategy, tactics and negotiation techniques are of course very important, but if many players are studying the same material, how will you be able to gain an edge over them?

To answer these questions, you need to move beyond strategy, tactics and negotiation. You must start within yourself, and adopt a game philosophy that will foster a state of mind and a style of play that will lead you to success. That philosophy is "Soloism", and a follower of the philosophy is a "Soloist". Practicing Soloism will lead to better results for the Soloist, as well as a more enjoyable game experience.

Put simply, Soloism is the dogged pursuit of victory in each and every game until victory is achieved, which is success, or until victory is impossible to achieve, which is failure. At the point of failure, the outcome of the specific game being played becomes irrelevant from the perspective of Soloism. Two-way draws, three-way draws, "n-way" draws, survivals and eliminations are all failures. This does not mean that a Soloist who accepts a draw, or who survives or is eliminated when someone else wins did not accomplish anything, nor does it mean that he or she did not play well. What it means is what was stated, that the Soloist has failed to achieve his or her goal, which is to win. The object of the game of Diplomacy, after all, is to win, not to have been in "at least" a three-way draw. The Soloist accepts the fact that he or she did the best that they could do, and failed, and will accept failure with grace, knowing that each failure is a learning experience that will aid in achieving success in the future, but the Soloist never thinks of anything less than a solo as a success. A draw may be an acceptable outcome for a nation, since war no longer ravages the land and the citizenry. When playing a game, however, where such concerns do not exist, there is no reason to be satisfied with a lesser result.

So, is a draw better than either survival or elimination when someone else wins, and is survival better than elimination? The answer, in the context of Soloism: not in any meaningful way. Those considerations are irrelevant to Soloism, and are only something that concerns a Soloist after the solo becomes impossible to achieve. Even then, those considerations are subservient to the overall "meta-goal" of the Soloist, which is to maximize the possibility of victory in future games. As secondary goals, preventing a certain player from achieving victory, ensuring that a certain player does win, participation in a draw, survival or revenge may be pursued, but those secondary goals will never distract the Soloist from striving single-mindedly for victory in the game being played, or from the meta-goal of maximizing the likelihood of future victories. It is therefore a misinterpretation of Soloism to say that a true Soloist will never accept a draw. By refusing to consider a draw, a player abandons an option, and therefore weakens his or her bargaining position, but because players who are not Soloists feel that such lesser goals are important, they can be manipulated more easily than a

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Soloist, since even when one power grows large, goals such as survival, or inclusion in a draw, are still seen as attainable. Since Soloists place minimal value on these goals, they are basically immune from manipulation by other players in this way, while Soloists have a powerful tool in their array of negotiation ploys when dealing with other players, and a way to create or mask their reputation and style.

There are those who think that Soloism would encourage players to abandon positions when there is no longer a perception that winning is possible. This is a misinterpretation of the philosophy. Remember that Soloists must perfect the use of the tools of strategy, tactics and negotiation. They must necessarily do so by turning in the best possible orders, negotiating with creativity and enthusiasm, and playing on after others would give up. Even when all hope of victory is gone, Soloists do not slacken their efforts, since play is never meaningless. There are always opportunities to learn something, if not in the realm of strategy, tactics and negotiation, then at least about the other players, and this might prove useful if those players are encountered in a future game.

An important part of Soloism, then, is not accepting a draw as long as there is any reasonable hope of achieving victory, but Diplomacy is an art, not a science, so there really is no way to pinpoint the exact time in a game when there is no longer a reasonable chance to win. A Soloist will decide based upon the specific circumstances of each game, but will always lean strongly towards caution, and play on long after those who value draws would have given up on a position. This facet of Soloism has an additional benefit, when practiced over time, of enabling the Soloist to get a feel for possible paths to victory in difficult situations not commonly faced by players who readily accept draws. The Soloist should win more in difficult positions, since the Soloist will have more experience playing such positions.

Those who do not share the devotion of the Soloist to victory may claim that a Soloist would rather get "cheap wins" against inept newbies, or against lackadaisical players who do not communicate, and who turn in poor order sets, or no orders at all. A Soloist, however, will want just the opposite; fellow Soloists, who are skillful, involved and dedicated opponents who fight to the end, so that victories, when they come, are worthy of celebration. Finding such opponents, however, may be difficult. This is partly because many players who place value on draws use and encourage others to use rating systems. While marginally useful as a means to get a rough idea of the ability of otherwise unknown opponents, rating systems have terrible inherent problems. By placing significant value on outcomes other than solos, they encourage players to accept draws, and discourage them from pursuing victory. The only numbers a Soloist cares about are one and eighteen. One winner having eighteen Supply Centers.

Rating systems inject an element of mathematical calculation neither necessary nor desirable into the game, an "economics of failure", with players falsely encouraged to believe there are significant objective values associated with unsuccessful outcomes. Economics is often called the "dismal science", and fittingly enough, rating systems encourage a dismal outlook on the game, with drawmongers working to convince players that a four-way draw is somehow "better" than a five-way draw or exclusion from a draw, when all these results are nothing more than failures of rough equivalence. The Soloist has moved beyond this small, joyless, mechanistic philosophy, and does not practice drawmongery in order to increase a meaningless rating by some small fraction.

The drawmonger plays the "meta-game" of "Diplomacy Ratings", a strange, never ending variant in which individual games of Diplomacy are each only a small, ever more insignificant part, rather than each individual game being a complete, whole and satisfying experience in and of itself. Such a variant holds no allure for a Soloist, who does view each game as an independent experience, and would therefore, presuming equally good play on the part of the Soloist, view a solo and nine eliminations (one success and nine failures) as being superior to ten games consisting entirely of two-way and three-way draws (ten failures). A Diplomacy tournament is another meta-game variant.

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Here though, the difference is put forth in an obvious and honest manner. The object of a Diplomacy tournament is not necessarily to win any individual game, but rather to win the tournament. Soloists do play in tournaments, for social reasons, to help promote a Diplomacy forum that may be sponsoring the tournament, and if the tournament is open to all, to play against opponents they might never otherwise encounter.

One consequence of the adoption of rating systems has been that a portion of the players in the forum in which a rating system is employed will play to maximize their rating, rather than keeping their focus on the true object of the game. Because rating systems may be a part of the "landscape" of the forum in which they play, many people, especially newbies who do not know any better, think that such practices are "normal". To make matters worse, the whole process is self-reinforcing, in a subtle and insidious way, since given the biases of those who design rating systems, drawmongery usually improves.

To: DipWorld@yahoogroups.com
From: "dfontalbert" <no_reply@yahoogroups.com>
Date: Tue, 19 Oct 2004 16:25:
Subject: [DipWorld] Re: Soloism and Scoring Systems

I would include myself with those that profess a committed desire to accept nothing less than a solo - that is always my goal; that is why some "team" concepts are counter to my natural inclination to play the game, I suppose.

Certainly, he/she who can execute a solo should receive an overwhelming weighting of the score - it goes without saying that the solo is the pinnacle of accomplishment in Diplomacy, regardless of variation or circumstance.

I would offer, however, that there are those who (albeit a small percentage) seek favor from others, striving to "accomodate" opponents - functioning to slow the pace. In truth, these players actually do add a unique flavor to the game - at least forcing one to second guess motives and hesitate ever so slightly in his/her otherwise aggressive posture.

But make no mistake, some play the coy role knowingly - part of a diversion in reality - others, though, in character. It is the diversity of us individually that makes this a wonderful challenge. Deception is, after all, at least 50% of this game!

Being so focused upon the Solo has its merits, but also its pitfalls. Aggression has its costs too - a Dip player likened to, say, a Harmon Killebrew or Reggie Jackson - always swinging for the fences. Admittedly, I fall into this category... for those of us, it certainly doesn't leave much room between absolute victory and total defeat!

Dave

To: DipWorld@yahoogroups.com
From: "Trent Woodruff" <woodruffs@cableone.net>
Date: Tue, 19 Oct 2004 13:31:26 -0500
Subject: Re: [DipWorld] Re: Soloism and Scoring Systems

At 08:44 AM 10/19/04, you wrote:

Treat every game as a new one, and seek the best possible result, taking pleasure in the game and the competition. This is PRECISELY how I view the game (and any other game, actually). To me, the end-all and be-all of any game is COMPETITION.

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I'm an extremely competitive person, and all I really enjoy, win or lose, is good hard competition.

Don't get me wrong...my goal is also always to win (I did mention that I was extremely competitive), but it doesn't bug me at all not to win if the game was a very tough one.

In fact, this is precisely why I gravitate to these versus-human games rather than playing a lot of computer-based games (where the computer can eventually be "figured out and beaten every time").

Trent

...To be a great NCO, you need three bones: a backbone, a wishbone and a funny bone.

To: DipWorld@yahoogroups.com
From: zendip18@optonline.net
Date: Tue, 19 Oct 2004 15:17:58
Subject: Re: [DipWorld] Re: Soloism and Scoring Systems

I will put my replies in below.

--David E. Cohen
Website: <http://diplomiscellany.tripod.com/index.html>

The warrior's Way
is the twofold Way
of pen and sword
--Musashi

----- Original Message -----
From: Jake <shadowjake_2000@yahoo.com>
Date: Tuesday, October 19, 2004 9:44 am
Subject: [DipWorld] Re: Soloism and Scoring Systems

> A worthy topic of discussion, this. I like David's article, I've > read it, and other like it, many times before.

I agree. Thank you.

To some extent, the same principles are found in military theorists as well. No General sets out with a goal of victory through > attrition, but rather a goal of pure victory. Attrition may be the path of necessity, but it is not the first goal. Similar, too, is > the printed paper map of diplomacy and all it's variants; attrition as a first goal is a lost cause, a path only to failure. The first goal, and I cannot believe that anyone does not feel this way, is solo. If nothing else, the rarity of a solo grants it special notice, a ribbon for which men will kill and die, paraphrasing Napoleon's words.

That said, as a hobbyist, and not Clausewitz, I am compelled to soften the philosophy of Soloism, with it's Manichean precepts of solo/not solo, and introduce instead what I like to call > Concourir.

Manichean Treat every game as a new one, and seek the best possible result, taking pleasure in the game and the competition. I suppose it may be. The doctrine of Concourir is pure competition.

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I have no problem with that. In fact, that is one of the guiding principles of Soloism, to treat each game as an independent experience, to be, well, cherished, for its own sake. I promote Soloism as a way to spread competitiveness and heighten the competition, thus increasing the pleasure for all participants.

Concourir does not slight a top, should a top be the best measure of competition in a given game. A loss to good competitors is nothing to cheer about - no-one likes a loss, but yet, it is a victory in some way; the game, the contest, the pleasure of having good competitors, and the renewed desire to play, and compete again.

I am in general agreement here, since the difference is more one of terminology than anything else. A loss is not a victory, but the play that preceded the result can certainly be worthy of praise.

> Concourir may press for a draw, should the level competition falter, through, say, multiple abandonments, overly long gaps between turns, or others losing interest, and not be the worse for it.

A bit of a difference in philosophy here. Though the win may be less satisfying, I would still go for it.

Concourir cares not for the statistics of individual players, but only that they come to the game looking for a contest of intellect and spirit, and seek to take it to the ultimate conclusion, in good faith, regardless of the individual player's result. Sounds good to me.

Concourir does care to know that those he plays against are playing in good faith, playing fairly, and do not have a record of being unreliable. Concourir does care to know if players come to the table with an off-board motive? `Said player foiled me last game, I will take him down, regardless of the consequences.' Concourir does not throw solos, does not abandon, does not lose faith in the game and the competition. Should Concourir be bested early, stabbed heartlessly, or trapped by unreliable allies, Concourir presses on regardless.

All games played under Concourir are good games, whether the result be a solo, loss or any thing inbetween.

Ditto for games played by Soloists. The distinction between the desirability of certain results, and the worthiness of the efforts that led to those results is a subtle one, but it is there. To paraphrase what I said in the Manifesto, I'd much rather be eliminated playing my best Diplomacy against excellent opponents, than get a solo playing against 6 inept newbies.

To: DipWorld@yahoogroups.com
From: "Jake" <shadowjake_2000@yahoo.com>
Date: Tue, 19 Oct 2004 20:33:09
Subject: [DipWorld] Re: Soloism and Scoring Systems

Ditto for games played by Soloists. The distinction between the desirability of certain results, and the worthiness of the efforts that led to those results is a subtle one, but it is there. To paraphrase what I said in the Manifesto, I'd much rather be eliminated playing my best Diplomacy against excellent opponents, than get a solo playing against 6 inept newbies.<<

If you'd rather be eliminated playing hard, than win easy, how is that compatible with soloism? That question aside, I must acknowledge that reading articles such as yours is the prism that defines my own color on the theme. Subtle differences. On se debruille.