

Diplomacy World

Issue 99

www.diplomacyworld.net



**World DipCon in Vancouver
Trust No One!**

Notes From the Editor

Welcome back for another issue of Diplomacy World. Only one more to go and we hit the big Issue #100 milestone! We hope to have lots of special material for your enjoyment in **that** issue, but don't think that means we've shortchanged you for issue #99. On the contrary, I think we are overloaded with terrific articles this time around. Read on and see if you agree with me.

To begin with, there are a number of reports from World DipCon, which took place in Vancouver recently. Fans of the old TV show "The X-Files" will recognize Mulder and Scully on the cover photo. I figured that was an appropriate image for the convention, for two reasons. First, one of the show's catch-phrases was "Trust No One," which fits in very well with the overall Diplomacy mentality. Second, the first five seasons were filmed primarily in Vancouver, which is what made me think of the show in the first place when this issue rolled around.

Oh, before I forget, a correction from last issue (which is also noted in the letter column): the map for Balkan Wars VI was missing a sea space name. The sea area between Con and Smyrna should be noted at Marmara Sea, and it is a separate navigable sea area. In my attempt to clean up a very fuzzy copy of the map for use in the issue, I omitted that space name. My apologies! If you want a copy of the corrected map email me and I'll email it back to you.

Now, a note about Diplomacy World, Diplomatic Pouch, and article submissions. Over the past six months or so, both Diplomatic Pouch and Diplomacy World have seen a real resurgence. Both have resumed publishing on a regular schedule, with issues full of good, solid material. Charles Roburn (the editor of DP) and I hope very much that this will encourage you, our readers, to submit more and more articles of your own. We may format and organize our zines, but we can't supply all the content: for that, we rely on you! And I'm happy to say that we've each been receiving plenty of submissions to date.

Charles and I see DW and DP as complementary, rather than competing, publications. We share much the same audience, and we both try to promote and build a sense of community within the ranks of worldwide Diplomacy players. DP and DW announce each other's most recent issues, and Charles and I have each written exclusive articles for the other's zine. So no matter which of the two you write for, your article will still reach both sets of readers.

The same overlap applies for our writers. Many hobby members choose to alternate submissions between the two publications, or to focus on one over the other. In fact, there have been a few occasions where an author

submitted the same article to both of us simultaneously – and that's a point that needs clarification.

There are times when submitting the same article to both DW and DP is entirely appropriate. Both of us are glad to help advertise upcoming events, for example.

However, as part of our cross-promotion we want to make sure that our readers are getting fresh new material when they read either publication; and too much duplication detracts from that goal. So we would prefer that you not submit the same article to both of us at the same time; or if you do, at least let us know so we can decide between ourselves which zine will actually publish it. That will let us keep both zines unique and interesting, while still ensuring that your work is appreciated by as many readers as possible! We are including this clarification in our respective current issues, and we welcome your questions or comments.

Now, in other Diplomacy World news, please look at page 3, below the table of contents. That's where the Diplomacy World Staff listings are. Notice anything? That's right, if you look closely you will see that three of the editorial posts are currently vacant: Strategy & Tactics, Variant, and Club & Tournament. The question is, ***why haven't you volunteered to full one of those posts?*** Being an editor isn't all that complicated. All it means is that you make an effort to contribute one article per issue on your respective area, and to recruit writers (both new and old) to submit material as well. We've been getting along fine the way things are – I think the last two issues have been quite good, all things considered – but Diplomacy World would be that much better if we had all of the posts filled. So think about it, or pass the idea on to anyone you think might fit the bill.

Be sure to check out the Diplomacy World writing contest on Page 4. Now is your chance to get those creative juices flowing and win a few dollars while you're at it! And speaking of which, thanks to all of you who entered our Crossword contest last issue. I've notified the winners, and the prizes should go out shortly.

I'll close by reminding you **the next deadline for Diplomacy World submissions is January 15th, 2008.**

As I mentioned, DW #100 should hopefully have plenty of special material in it, but we do need the usual quality article submissions as well. So sit down and start writing! As I've said so many times before, this zine is only as good as the articles you Diplomacy players submit! Otherwise it means more of **me** – which is the **last** thing any of us want! Meanwhile, drop me a line. I'd love to hear from you, whether it is for an article submission, a letter for print, or just private feedback on this issue. See you in 2008, and happy stabbing!

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Contributions are welcomed and will earn you accolades and infinite thanks. Persons interested in the vacant positions may contact the managing editor for details or to submit their candidacy or both. The same goes for anyone interested in becoming a columnist or senior writer. Diplomacy is a game invented by Allan Calhamer. It is currently manufactured by Hasbro and the name is their trademark with all rights reserved.

Rice or Risotto? – A World DipCon Report

By Don Del Grande

Wednesday morning, August 8; everybody up nice and early to catch a 7:40 AM train from Seattle to Vancouver. (The train trip costs about \$30; it would be an extra \$200 for me to fly into Vancouver instead of Seattle.) I'm up nice and early anyway, but the European players I was told would be on the same train don't seem to be here. After a 45-minute wait to get through customs, I wait for somebody to pick me up as promised...and wait...and finally shell out \$25 for a taxi to the site. (Supposedly, somebody had been there but didn't find me.)

The best Diplomacy of the weekend probably took place at an Italian restaurant that night, courtesy of Edi Birsan. Edi asked if he could have rice with his little baby cows - ER, UH, veal - main course instead of potatoes, and the waitress said that he could. About ten minutes later, the waitress came back and said that they can't make rice as a side dish. Edi suggested that she find someone who ordered something that **does** come with rice and see if they'll trade side dishes. The waitress explained that **nobody** gets rice as a side dish; it's "made on demand" for things like risotto; Edi then suggested that he could have risotto instead of the potatoes. En route to the restaurant, we came across traffic lights where the green light flashes; apparently, that happens when the light can be triggered by the pedestrian signal, as a warning that the light can change to yellow even if there are no cars waiting to cross the street.

Each floor in the dorm has 24 single (twin-size) bed rooms, divided into four "pods" of six each; each pod also has a common area with a kitchen, and a bathroom with two showers and one toilet. Speaking of brilliant ideas, the kitchens had two refrigerators and a range, but no microwave; I guess somebody assumed that each student would bring their own or something. Also, the rooms have a decent view - of the construction going on across the street. The rooms tended to get hot when the window and door was closed, and the only blanket for the bed was more like a bedspread, so a number of people took to sleeping with their doors propped open.

I realize that it rains a lot in that part of the world, but I was surprised that all of the water fountains had signs saying that the water needed to be "flushed" for one minute before drinking it. Somehow, I don't see that happening at the next Las Vegas Dip event.

I assume nobody wants to hear about how somebody who had a 1903 elimination, a 1904 elimination, and a 1905 elimination did in the event, so here's a brief description of the scoring system: everybody starts the tournament with 100 points, and puts 10% of their current points into the game's "pool". A solo winner gets the entire pool; if there is a draw (and, except for the final round, there were no time limits for any of the games),

the points are divided proportionally based on $K^N - 1$, where N is the number of supply centers the player had and K is the fourth root of 2 (about 1.1892). Actually, since the order of the rounds has an effect on the tournament results, each player's score is the average of the 720 scores based on the 720 ways the rounds can be ordered. Also, the top players after the fifth round played on a top board, with the best result on the top board being declared the tournament winner.

Speaking of the tournament, one of the boards was played on a French (Descartes) board, which had some different names, including Iceland Sea (North Atlantic), St. George's Channel (Irish Sea), Atlantic Ocean (Mid-Atlantic), Greenland & Norwegian Sea (Norwegian), Highland (Clyde), Cornwall (Wales), and Toulon (Marseille).

The biggest arguments seemed to take place during the two hobby meetings, one for DIPCON 2008 and one for World Dip Con 2009. There were two bids for DIPCON; one for HuskyCon on Long Island, and one for some con in Bangor, Maine. The debate pretty much came down to two lines of questioning: "How can HuskyCon, which is for all intents and purposes, a glorified house con, feed and board all of the people expected?", and "Why has nobody ever heard of the Bangor con, or David Webster (the person submitting the bid), before?". In the end, Bangor got the nod by 12 votes to 7. While there was only one site submitting a bid for WDC 2009 - ORIGINS, in Columbus, Ohio - it generated some debate (under the WDC charter, if 2/3 of the voters voted against it, the committee would have to choose a site on its own). The main problem seems to be cost; it would cost \$60 just to get into ORIGINS, plus \$24 for a "Diplomacy Ribbon" (allowing play in all Diplomacy events there), and the hotels in the area add at least \$100 a night.

There were six solos in the first five rounds: Mike Hall, Yann Clouet, Adam Silverman, Chris Martin, Jake Mannix, and Doug Moore. However, Mike Hall didn't make it to the final top board, even after Mark Zoffel qualified for the board but had to leave early (he had some family commitment...oh, and he had to drive some American back to Seattle so he could catch an early Monday morning flight rather than pay the extra \$200 to fly into and out of Vancouver, which is why there aren't any results listed here.) I will note that it took 90 minutes to drive the five miles at the Canada/USA border...oh, and apparently, you can convert loonies and twonies (\$1 and \$2 coins) back into USA money after crossing the border if you know where to look.

Don Del Grande is a current Diplomacy bigwig, former Diplomacy zine publisher, and is now notorious for bumming rides whenever possible!

Diplomacy World Contest

The Writing Contest Returns!

I have to admit at being a bit underwhelmed at the response to our Crossword puzzle last issue. I thought perhaps the prospect of winning a small prize would be enough to generate a few more responses. Obviously, as usual, I was wrong. So this time I am going to try something different, and hopefully more enticing: the return of the Diplomacy World Writing Contest, which I believe last saw the light of day during David Hood's stewardship. Assuming I get some decent feedback to this contest, you can expect it to appear again in the future, with a different topic.

The rules are simple. You submit an article for publication, **specifically letting me know that it is a contest entry**. Your topic this time is **Diplomacy fiction**. Humor, mystery, drama, science fiction, fantasy, romance, historical, suspense, horror – the genre is entirely up to you. Just center your story around the game of Diplomacy. Length should be somewhere between 500 and 5,000 words, but pretty much I leave it in your hands. All the submissions will be judged by myself and my fiancée Heather (well, she'll be my wife by

the time the contest deadline has arrived, but that's a technicality). Most (and probably all) entries will appear in a future issue of Diplomacy World, most likely #100 or #101.

Since a DVD didn't do it for you, I'm going to resume tradition and offer **cold hard cash** to the winners. The winning entry will receive a \$50 prize, with second place fetching \$25, and third place \$10. You can take your prize as a money order, Paypal transfer, convenient gift card, or even a donation to your favourite charity – whatever works for you.

Submissions should be in text, rtf, or Word format, and submitted by email to [diplomacyworld "of" yahoo.com](mailto:diplomacyworld@yahoocom). Your entry **will be judged as submitted**, but I reserve the right to edit it for publication afterwards as I see fit. The deadline for contest submissions is one second before midnight, **December 31st, 2007** (using my local time here in Dallas, Texas) – the last second of 2007. Feel free to ask any questions, and good luck!

Diplomatic Deductive Reasoning

By Jérémie Lefrancois

In the final table of the World Diplomacy Championship, only English-speaking countries were represented. Can you utilize the clues below figure out how the tournament ended? You need to determine the top five players, what place they finished in, their first name, nationality, what country they played, and what type of error they committed while submitting orders during the game. The solution appears on page 14.

1. The American was upset with himself because of having made a mistake in his support order.
2. Brett finished right in front of Doug.
3. The player from England made a mistake in a movement order
4. The players controlling England and France were at war from the beginning, which caused them to be the only two nations to be eliminated from this memorable game and therefore not finish in the top five.
5. The New Zealander, who played Turkey, finished just barely "on the podium."
6. The champion won with a central power in spite of a retreat mis-order late in the game.
7. Brett finished just behind the player who made a mistake in a movement order.
8. Edi, the Canadian, began the game well but was not as successful as he hoped, finishing the game fifth.
9. The player who made an error in a convoy order comes from North America.
10. "I hope I never play Austria in a championship again!" exclaimed Chris when realizing he would just miss winning the title.
11. The Italian player comes from an insular country.
12. The Australian borrowed a pencil from the guy who made a mistake in his build.
13. Alan could, during this game, implement the principles of the "Lepanto".

Designer's Notes - On the Creation of the Atlantica Series

By Fred C. Davis, Jr.

My original idea was to make up a variant which would include parts of both the original European map and parts of North America. North America alone does not have a very exciting map for Diplomacy purposes. However, combining the eastern part of that continent with the western half of Europe provides many possibilities. It also shifts the center of the board from the Mediterranean to the North Atlantic, as happened in the real world in the 17th & 18th centuries.

I wanted to stick with just seven players. So, I assumed that the Confederacy had won its independence in the Civil War, and that Canada had become independent. (It became a Dominion in 1867). I made the starting date 1870, the year of the Franco-Prussian war and the final unifications of Germany and Italy. It would have been more accurate to have started the game in 1871, but I wanted to have a round number easy to remember.

The original version provided for around-the-world transit by using off-board boxes called the Panama-Pacific and the Suez-Indian Boxes. This prevented any country from having a corner position. After play testing, it was determined that additional off-board boxes were needed in the upper corners of the map, so the Alaska-Yukon and Siberian boxes were added, providing ways for Armies to go around the world without need of convoys.

One problem which existed in both Atlantica II and III was that the United States power, which began with 4 Home SC's, remained too weak. It was often crushed between the forces of Canada and the C.S.A. So, in Atlantica IV I added an eighth Great Power, Mexico, to even off the two sides of the board. This gave C.S.A. something else to think about besides attacking U.S.A. C.S.A. had won or drew too many of the earlier games.

Italy is also a strong Power in Atlantica, as it has no Austria to attack it, and a good Italian player gets some of his Fleets out into the Atlantic via the Suez Box at an early date. Indeed, the four corner powers of Germany, Italy, Canada and CSA were the strong countries, with England, France and USA being the weaker ones. The new Mexican Power seems to have balanced the North American sector of the board, but not enough games of Atlantica IV have been played to build up a reliable record yet for Mexico in the end-game statistics.

Note that instead of the usual "Spring/Fall" moves, I've changed over to monthly moves, with the first move being "April 1870" (the "Spring move"). I used months instead of seasons in all of my early variants, as I felt that the seasons were too long a period for movements to take place. Also, this enabled the historical periods to be compressed into a more reasonable time frame. In my

later designs I went back to the Spring/Fall moves since I was almost the only person to use monthly moves. Using months also made it easier for people to write press releases based on real world events.

With the increased number of SC's, the Victory Criterion also rose. There is also a provision for an "Alliance Victory" between any two Powers who jointly owned at least 33 Centers. One result of having more SC's in the game is that many Powers which would otherwise be wiped out lasted to the end of the game.

An intriguing idea would be to have an International game, with each Power played by a resident of that country. I was able to get Canadian and English players to play "their" countries, but never had participants from the rest of Europe.

Note that the Army/Fleet Convoy rules apply here to all Army movements beyond one sea space. The A/F can be a powerful weapon, enabling one Power to suddenly strike at a distant area which appears to be safe.

Another person suggested adding a "Lost Atlantis" province, as an extra SC, beginning with the Atlantica II design. This added something unique to the variant, as players had to devote some of their sea power to finding Atlantis, and adding it to their SC count. Atlantis could be in any one of the six circles in the middle of the Atlantic. The GM throws a die to determine which contains Atlantis, but keeps this secret until it is found. Once Atlantis is discovered, the remaining circles disappear.

FYI, the original Atlantica I version (Catalog No. oa 02/07) has disappeared. Atlantica II-R is oa 04/07. Atlantica III is oa 01/07. Atlantica IV was not given a Catalog No. until now, but ought to be oa 05/08. (The "O" category is "Maps centered on Oceans")

I'm hoping to pick up 7 or 8 players to play this game. Please include your choice of which version to play as well as your choice of country. If we can get eight people to play, but Atlantica III is selected, someone will have to be the first standby. Others may also sign up as standbys. It has not yet been decided whether the game will be run as a subzine of The Abyssinian Prince, or independently. The full Variant Rules for Atlantica III will be displayed. Then, to save space, just the changes for the Atlantica IV design will follow.

Fred Davis is not just a hobby old fart – he is also the designer of countless Diplomacy variants! Contact Fred to sign up for his game by writing him at 3210-K Wheaton Way, Ellicott City, MD, 21043, or emailing him at fredidavis "of" gmail.com.

Atlantica III – A Diplomacy Variant of the Atlantic World

By Fred. C Davis, Jr.

(Note: The original Rules for Atlantica I were written in September 1971. Atlantica II rules were written in February 1973. These were revised (II-R) in October 1975. This version, Atlantica III, was written in June 1978)

1. All standard rules of Diplomacy will be followed, except as noted below.

2. There are 48 Supply Centers. The Victory Criterion is 25 for a single Power. An Alliance Victory may be achieved by any two Powers which jointly control 33 Supply Centers at the end of a "Fall" or "Winter" move. No more than two Powers may share in an Alliance Victory. The smaller Power must own at least 13 Centers.

3. The following countries comprise the Great Powers of the Atlantic World, and these are the initial starting positions of the units in the Supply Centers, with the exception noted below:

England: F Edinburgh, F Liverpool, F London

France: F Brest, F Marseilles, A Paris

Germany: F Berlin, F Kiel, A Munich

Italy: F Naples, F Rome, A Venice

Canada: F Halifax, F Montreal (sc)*, A Toronto

C.S.A.: F Charleston, F Jacksonville, A Richmond

U.S.A.: F Boston, F New York, A Chicago,

A Philadelphia, A Wild West

*Canadian F Montreal may opt to start from the Gulf of St. Lawrence, but the other players must be notified before the game starts.

4. The first move of the game is April, 1870 (the year of the Franco-Prussian war), and subsequent moves will be on a monthly basis, as in some other Davis variants. The adjustment periods will be March, June, September, and December.

5. High Seas Fleets

- a. At the beginning of the game, each Power is already granted ownership of one Away S.C., and has one fleet on the high seas or in the Canal-box spaces, based on these additional Centers. No builds can be made in these Away Centers. (Canadian replacement of F Montreal in Gulf of St. Lawrence is in addition to the above). The Away Supply Centers and their owners are:

England – Ireland

France – Spain

Germany – Denmark

Italy – Tunisia

Canada – Prince Edward Island

C.S.A. – Louisiana

U.S.A. – Minnesota

b. There are two restrictions on the placement of these extra fleets:

1. Fleets must be placed in a sea space not touching any province of their respective homelands, excluding the above-listed "gift" Away S.C.'s.

2. No fleet of any Power may be placed in the following spaces: Azores, Chesapeake Bay, Helgoland, Lake Ontario, Long Island Sound, Myrtle Beach, North Sea, Skagerrak or Gulf of St. Lawrence (except Canadian initial placement described above). (Such positioning would give the fleet so-called too great a tactical advantage).

c. The initial placements of these fleets will be done as part of the April 1870 moves, rather than at the start of the game. If this results in two fleets being ordered to the same sea space, the GM will toss a coin to determine which fleet gains that space. The losing *fleet* will be retreated to an adjacent sea space consistent with the above rules, if one is available. If no such space is available, the losing fleet will be annihilated. The resolution of such conflicts will be printed by the GM as part of his April 1870 report.

d. This rule will have two effects. It will facilitate the search for the Lost Atlantis province. It will also cause an early interaction of the Powers on both sides of the Atlantic. Players may negotiate on the position of these extra fleets with all other Powers on the board. This will also enable Germany and Italy to get involved in Atlantic world action that much sooner.

6. Lost Atlantis Province

a. The 48th Supply Center is called "Atlantis." This province is located somewhere in the Atlantic Ocean, at one of the 6 intersections where 3 bodies of water meet. (These intersections are designated on the map as dotted circles called Areas 1, 2, 3, 4, 5, and 6). At the start of the game, the GM will roll a die to determine which of these six areas will become Atlantis. He will keep the location secret until it is discovered by a fleet.

b. **The Search Order** – Until it is discovered, fleets in any sea space adjacent to a numbered area

may write an order "Searching for Atlantis in Area (1, etc.)" in lieu of a "Hold" or "Support" order. The fleet will be considered to be in that corner of its sea space where that particular sea circle is located, unless that location turns out to be Atlantis. If that area is not Atlantis, two or more fleets can be searching the same area, since they remain in separate spaces. The first "Searching order" cannot be written until the May, 1870 move, since April orders are solely for placement - or movement of fleets from their regular starting places. A searching fleet cannot perform any other type of move on the same turn. If the fleet is attacked, it turns to face its attacker, and does not search, if the area in question is not Atlantis.

- c. If the area searched turns out to be Atlantis, the fleet ordered to "Search" for it actually moves into this space and takes possession, if no other fleet has been ordered to the same area. There can be no support for a "search" move. If more than one fleet is ordered to "search" in the same area, which turns out to be Atlantis, the province is discovered, but the fleets stand each other off. A fleet actually moving into the Atlantis area gives up all claim to its prior sea space, and is not affected by attacks on same.
- d. Once Atlantis has been discovered, there can be no more "search" orders, and Atlantis will have the same status as all other provinces. The other numbered Areas in the Atlantic cease to exist, and players should pencil in the word "Atlantis" beside the correct area on their maps.

7. Convoys by Standard Diplomacy rules are permitted only for the crossing of a single sea space. This one-space convoy is called the "Fast Ferry."

- a. A Fleet may convoy an Army belonging to its own country or to any other Power across this single space. This one-space convoy will be called the "Fast Ferry," and the order for its use should include that term.
- b. In an unsuccessful disembarkation when both units belong to the same Power, the Army will remain aboard the Fleet, to become an Army/Fleet. If the units belong to different Powers, the Army must return to the land province from which it started, since an A/F cannot consist of units from two countries.

8. Army/Fleet Combined Operations

I. Army/Fleet Convoys

- a. All convoys involving the crossing of more than one sea space may only be undertaken by

the formation of an "Army/Fleet" to carry the army by piggyback. On a given move, an Army in a coastal province adjacent to a Fleet at sea may board the Fleet, which becomes an A/F. The A/F may then move to another sea space, and may then also disembark the Army into any land province adjacent to the second sea space. An A/F can only consist of two units belonging to the same country (i.e. "A Marseilles boards F Gulf of Lions; A/F Gulf of Lions – Western Med; A disembarks Tunis.")

- b. An A/F can remain physically intact on the Board for 3 consecutive moves, excluding Build periods. Thus, an Army can be on the seas for a total of 4 consecutive A/F moves before exhausting its rations. If the Army is not successfully disembarked before the end of the 4th move, it is annihilated by starvation. E.g. An A which boards a F in July 1870 could stay with that F for July, August, and October 1870 but must be landed before the end of November or it will be removed from the board. Removal of the Army will not affect the existence of the Fleet.

II. Army/Fleet Combined Movements

- a. An A/F has the same combat factor as a single Fleet. It may attack, support, and be supported. It cannot convoy another Army via the Fast Ferry, since its transports are already fully loaded. An A/F can exist only in a sea space. It cannot be ordered into a land province as an entity, but it may support some other unit into a land province. (see IV. a. for Retreats.)
- b. If an Army is ordered to board a Fleet, and the A/F is then prevented from moving to another sea space, the A/F remains intact. If the Fleet is ordered to "Hold," the A/F will also remain intact.
- c. If an Army is ordered to board a Fleet, and the Fleet is simultaneously attacked and required to defend its sea space against another Fleet, or Fleets, the Army fails to board, and remains in its previous land province. This is true even when the Fleet is successful in defending its sea space against its attacker(s). The Army will also fail to board if the Fleet is ordered to support another unit.

Clarification: "Defend" means where the A/F was given an order to "Hold" after boarding the Army, or the A/F was forced to remain in the original sea space for any other reason. This rule does not affect the A/F convoy when the A/F moves successfully to another sea space, and another Fleet moves into the original sea space afterwards. It is assumed that the second F moved in after the A/F moved out; therefore, the

first F did not have to "defend" the space.

(This is different from the Regular Diplomacy Rule, where an unsuccessful attack upon a Fleet never disrupts a convoy. The rationale here is that an A/F is a much more complex animal than an ordinary convoy. If the F has to run off and fight a naval battle at the edge of its space, it does not have time to regroup and obtain the necessary stores to form an A/F afterwards. It could, however, still run a "Fast Ferry.")

d. If an Army's attack (disembarkation) on a land province fails, the A/F remains intact. Any order for the Fleet to move elsewhere will not take place, as the F is forced to remain in place to reboard the Army.

e. An Army which is landed after spending one, two or three consecutive moves with an A/F may be again picked up by the same Fleet on the next move.

f. A Fleet may not simultaneously land one Army and pick up another. All boardings must be made at the beginnings of turns. (X - Secs. III d. & e. for how attacks on a F at start of a turn prevent a disembarkation).

g. A Fleet which lands an Army in a land province before making its own move may then support that Army into the province for its move. Or, having landed an Army before moving, it may then move elsewhere. It may not support another unit elsewhere.

h. Any A/F Convoy or Disembarkation order which results in a Paradox (a movement which cannot be adjudicated due to circular reasoning) will result in a GM finding that all involved units Hold. This includes situations where two different units of equal strength attempt to occupy a space from the same sea space, as can happen when an A/F moves into a space vacated by a F, and attempts to disembark its A into the same space the F has just moved to.

III. **Army/Fleet Retreats, Dislodgements, Annihilations and Removals** (See Rule 9 for other Retreats & Removals)

a. A dislodged A/F unit must attempt to Retreat to a sea space. If the only space open for a Retreat is a land one, only the fleet will survive, and the A is annihilated. (In a naval battle, warships would have a higher chance of survival than troop transports, tankers, etc.)

b. If an A/F is annihilated, including by an "off-the-Board" move, both units are removed.

c. If the loss of a Supply Center requires the removal of a unit from the Board, and the player fails to submit a removal order, the Rule of "Fleets before Armies" may be changed by the Gamemaster in the case of A/F's, since the literal application of this rule would also result in the destruction of the Army. The GM may, instead, remove an Army which is part of an A/F.

d. When an A/F attempts to disembark its A, with F support, and the F, instead, is dislodged from its sea space, the disembarkation order will fail even if the A could otherwise successfully disembark in the land province to which it has been ordered. The dislodged A and F must retreat together to the same sea space. If the only available space for a Retreat is a land space, the F will retreat, and the A is annihilated.

e. If the A/F attempts to disembark its A and have the F simultaneously move to a different space without supporting its A, and the F would lose its original sea space due to a move with support by units of other Powers, the disembarkation order will fail, even if the A could otherwise successfully disembark in the province to which it has been ordered. This is because the initial space in which the Air is located is being occupied by an "attack," which disrupts the disembarkation; and also to be consistent with Sec. d. above. In any such case, the A will accompany the F in its ordered move, providing the F was ordered to a sea space. If the F was ordered to a land space, the GM will move the A/F to the nearest sea space in accordance with the Right-Hand Rule, if no Retreat orders are on file.

f. However, if the A/F merely disembarks its A into a land province and then moves away without supporting the A, and the initial sea space is then occupied by another F or A/F of any nationality, which takes the space without support, the disembarkation succeeds. This is because a single unit moving without support could not have dislodged the A/F. The presumption that there was no real "attack", and the disembarkation was completed before any other units entered the sea space.

(Note: This Rule 8 replaces the original Rule 8 A/F instructions, so that the A/F operations in Atlantica III are consistent with the A/F Rules Module which Fred Davis has prepared for his other variants. The Atlantica variant was the last one in which the A/F rules were written into the rules. All subsequent Davis designs incorporate by reference a separate A/F Rules Module.)

9. Retreats and Removals

- a. RETREATS following the conclusion of a "Spring" move (e.g. January, April) are made by Just's Right-Hand Rule if the player fails to submit a conditional retreat order with his moves. This is: If a player anticipates that one of his units may be dislodged, he should indicate with his move orders, in order of preference, provinces to which a unit should retreat. If no retreat order is received, or if none of the spaces listed is open, the GM determines the retreat by moving the unit to the province immediately to the right of the "front" between the attacker and the defeated unit. (Support actions by other units do not affect the definition of the "front.") If that province is closed, then the move is made to the first province to the left. If that is closed, then the province next nearest on the right, and so on.
 - b. Following a "Fall" move, the player is permitted to submit a retreat order with his Build or Removal order; and other players may make their Builds contingent on the nature of that Retreat order. Retreats take precedence over Builds. Just's Right-Hand Rule will be used by the GM following a "Fall" order only if the player fails to submit a "Winter" order.
 - c. A player may not write an "Off the Board" or "Disbanded" retreat order. Any written Retreat order must be to an existing province, if possible. A unit will be forced off the board only if the GM finds no other move for it. "Off the Board" is equivalent to annihilation.
 - d. REMOVALS in a Postal game will be made by the GM when a player fails to submit a removal order. There is no requirement that the GM must remove Fleets before Armies or Away Units before Home units when he finds that such a procedure would result in the gift of a Supply Center to another Power. In all cases, the GM is required to remove the unit or units which, in his judgment, would have the least effect on the course of the game. (Example: "Removing an Army from a non-supply center province instead of a Fleet from a Supply Center, when that S.C. could be occupied by a unit from another Power on the next move.)
- b. **Montreal and Gaspé:** The St. Lawrence River is passable for Fleets up to Lake Ontario. Fleets moving up the river from the Gulf of St. Lawrence may use either the Montreal or Gaspé shoreline, and the presence of any unit in either of these provinces cannot serve to deny use of the river to a Fleet in the other province. (If both provinces are occupied, the river is blocked).
 - c. **Lake Ontario:** A fleet in the St. Lawrence River may move directly from either Montreal or Gaspé to Lake Ontario, or vice-versa, even if some other unit occupies New York or Toronto. Lake Ontario may be visualized as a sea space extending down the river to where it touches both Montreal and Gaspé. (Units may not move directly between Montreal and New York).
 - d. Fleets may not operate on the Great Lakes above Lake Ontario.
 - e. **Direct Passage** (aka "Moses Crossing") (Marked on Hap) Armies may move, attack and support between Naples and Sicily; between Spain and Morocco; and between Ohio and Wisconsin, without need of convoy. This does not affect Fleet movements between the Ionian and Tyrrhenian Seas; or between the Western Med. and the Canary Islands. As a corollary, Fleets may also move and support between these land provinces.
 - f. **Wild West Province.** This province touches only Minnesota and Missouri. No units of any Power except U.S.A. may enter Wild West in the year 1870.
 - g. Armies may not move between Philadelphia and Toronto, as Lake Erie intervenes. All units may move between Toronto and Gaspé.

11. Around the World Rule

- a. Special boxes permit around the world movement by both Armies and Fleets. Units will pass through these boxes at the usual speed of one space per turn. The "Panama/Pacific" and "Suez/Indian" boxes permit passage between the Caribbean and Mediterranean areas. Panama/Pacific Box touches Caribbean Sea, Gulf of Darien and Mexico; while Suez/Indian touches Ionian Sea, Aegean Sea and Libya. These boxes may be traversed only by Fleets or Army/Fleets.

The "Alaska/Yukon" and "Siberia" boxes permit passage between Western North America and Eastern Europe. Alaska/Yukon touches Minnesota, Ontario and Hudson Bay; while

10. The following provinces have special characteristics in regard to Fleet and Army movements:

- a. **Karelia:** A canal exists between the Baltic Sea and the Barents Sea, enabling fleets to move from one coast to the other, as in Kiel. While not a Supply Center, the first player to reach it may be considered to be the owner, and other players should negotiate with him for the right to make a peaceful passage of the canal.

Siberia touches Karelia, Poland and Barents Sea. These boxes may be traversed only by Armies. Armies may be embarked & disembarked between the boxes and Hudson Bay & Barents Sea.

- b. Any number of units may occupy these boxes at the same time. No Power can own or control these spaces, or attack another unit inside them. Units in a box may attack adjacent provinces, or support another unit in the box into an adjacent province. However, they cannot support an attack into an adjacent province made from some other province. Units outside the box do not require support to move into them, and cannot be kept out by the units inside.
- c. It is presumed that a convoy's supplies are refurnished while passing through the Panama and Suez boxes. Therefore, an A/F may start counting turns from the beginning again when it moves out of such a box and back into a regular space.

12. Frozen Regions

- a. During the period January through March, inclusive, the following provinces are frozen for all Fleet operations: Hudson Bay, Ungava, Davis Strait, Greenland, Arctic Ocean, Barents Sea, Ontario, Toronto and Lake Ontario; plus the North Coast only of Montreal, New York and Karelia (see d. below for Karelia).
- b. Fleets already in these provinces may not move or support, nor can they defend a land province when being attacked by an Army.
- c. Fleets outside these areas cannot move into, nor furnish support into, these areas. Armies may move into land provinces. Any frozen-in fleet attacked by an Army is annihilated, as would be a frozen fleet in New York (n.c.) or Montreal (n.c.) attacked by a Fleet attacking from the South Coast.
- d. In Karelia, any Fleet is presumed to be on the South Coast during the frozen period. Therefore, it cannot move to Norway, nor support to that province.
- e. Armies may not be landed in nor embarked from any land province which is frozen, or from an unfrozen province into a frozen sea space. (e.g. An Army in Labrador cannot board a Fleet in Davis Strait).

13. The Coastal Crawl and retreat are permitted in the Spain-Portugal area.

14. Switzerland is passable.

15. Map Clarifications

- a. The following spaces are adjacent, and units may move between them: Chesapeake Bay and Philadelphia; Labrador and Gulf of St. Lawrence; Ungava and Davis Strait; Toronto and Gaspe.
- b. All of Halifax province is considered solid, like Denmark. Therefore, a Fleet cannot move directly from Grand Banks to Northumberland Strait.

16. Due to lack of space, the following abbreviations appear on the map. (For games GM'ed by Fred Davis, there are no official abbreviations for use in orders, except for the standard ones for American states and Canadian provinces, which may be considered "official." There is no way I can prevent other GM's from making up their own provincial abbreviations - which are unofficial.)

Ch Bay = Chesapeake Bay

Dk = Denmark

Hisp. = Hispaniola*

La. = Louisiana*

L.I.S. = Long Island Sound*

Md. = Maryland*

Nfld.= Newfoundland*

N.J. = New Jersey*

P.E.I. = Prince Edward Island*

P.R. = Puerto Rico

"X" = Northumberland Strait (between P.E.I. and Halifax)

* These abbreviations are "official."

SUPPLY CENTER BREAKDOWN (TOTAL = 48)

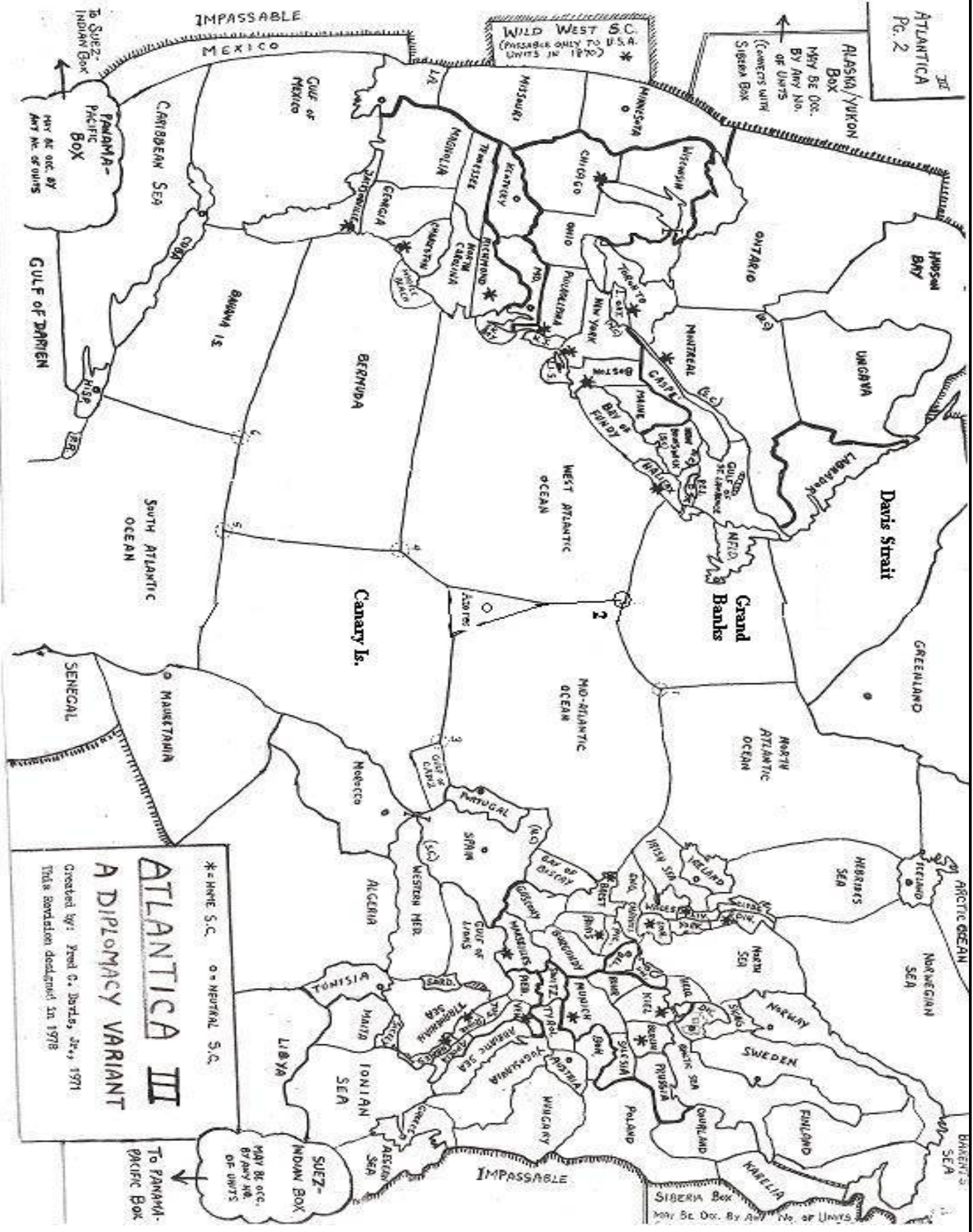
Europe / North Africa: (24): Home - 12; Neutral - 12 (incl. Morocco)

American (18): Home - 11 (incl. Wild West); Neutral - 6 (incl. Cuba)

Mid-Ocean (6): Atlantis, Azores, Greenland, Hisp., Iceland, and Mauretania

SUMMARY OF CHANGES FROM: ATLANTICA II and II-R RULES:

Two new Supply Centers added: Prince Edward Is. (Had been a S.C. in Atlantica I), Wild West. These centers strengthen Canada and U.S.A.; One old Supply Center abolished: Puerto Rico. (This weakens C.S.A.); Two boxes in each string for around the world travel (As in Atlanticas I & II); Fleets may embark / disembark armies into northern boxes from adjacent sea spaces; Wild West impassable to non-U.S.A. units in 1870; U.S.A. has an extra unit on board. Hopefully, U.S.A. now stands a better chance in this game.



WILD WEST S.C.
* COULD BE S.C. (PASSABLE ONLY TO U.S.A. IN CASE OF EMERGENCY)

ALASKA/YUKON Box
MAY BE OCC. BY ANY NO. OF UNITS (CONNECTS WITH SIBERIA BOX)

PANAMA-PACIFIC Box
MAY BE OCC. BY ANY NO. OF UNITS

IMPASSABLE

MEXICO

Gulf of Mexico

CARIBBEAN SEA

GULF OF DARFEN

SOUTH ATLANTIC OCEAN

Bahama Is.

BRITAIN

Canary Is.

SENEGAL

MAURITANIA

MOROCCO

PORTUGAL

SPAIN

WESTERN MEDITERRANEAN SEA

Gulf of Lions

ALGERIA

LIBYA

IMPASSABLE

SIBERIA Box

MAY BE OCC. BY ANY NO. OF UNITS

ATLANTICA III

A DIPLOMACY VARIANT

* = WHITE S.C. o = NEUTRAL S.C.

Created by: Fred C. Davis, Jr., 1971
Title Revision designed in 1978

ATLANTICA IV SUPPLEMENTAL RULES

(Instead of rewriting an entire set of Rules, this simply adds additional rules for the eight-player game.)

Atlantica IV seeks to balance the two sides of the board by having four Powers on each side. To effect this change, Mexico has been added as a fourth Power on the American side. There have been a few map changes at the left side of the board. The Wild West space has been removed. Beyond Missouri and Minnesota, three new spaces (neutral) have been added: High Plains, Texas and Colorado. The first two are SC's. High Plains and Colorado connect to the Alaska/Yukon Box, and Minnesota still connects to that Box, as shown by a "jump" mark.

To the south, the space called "Mexico" in Atlantica III has been replaced by five Mexican spaces plus Guatemala. Guatemala connects with the Panama-Pacific Box. Mexico City, Tampico and Vera Cruz are Home SC's. A new sea space called "Golfo de Campeche" has been added, touching Tampico, Vera

Cruz and Gulf of Mexico. And Puerto Rico is once again a SC.

Supplemental Rule 1: Initial starting spaces for Mexico: A Mexico City, F Tampico, F Vera Cruz. The Away S.C. is Puerto Rico. Like all of the other Powers, Mexico has one high seas fleet placed according to the instructions in Rule 5.b.

Supplemental Rule 2: There are now 54 Supply Centers. The Victory Criterion is 28 for a single Power. An Alliance Victory may be achieved by any two Powers which jointly control 36 SC's at the end of a "Fall" or "Winter" move. The smaller Power must own at least 15 Centers. No more than two Powers may share in an Alliance Victory.

Clarifications of Atlantica III Rules

These are responses to questions raised by players.

1. The canal in Karelia functions exactly like the canal in Kiel. A/F's cannot use either the Karelia or Kiel Canals. Using the Karelia Canal without permission of its owner is considered a hostile act.

2. Azores is a sea space as well as a land space. An A may occupy it.

3. Rule 9.c., prohibiting "OTB" retreats, supersedes any mention of "OTB" moves in the A/F Combined Operations Rules.

4. **Frozen Regions.** Fleets may be built in frozen Home SC's in March. The phrase in Rule 12e, "Armies may not be landed or embarked ... from an unfrozen into a frozen sea space.", will also apply in reverse, so an A in an A/F in a frozen sea space cannot disembark into an unfrozen land space.

5. **Gulf of Lions** is the correct name for that space. I've been after Alan Calhamer for years trying to get him to correct this map error.

6. The Rulebook will be followed if two units try to Retreat to the same space. Remember, you can always write potential retreat orders, and you'll always be allowed to write (R) orders following Fall moves. These will technically be Autumn retreats, but will always be reported with the Winter season.

7. See Rule 10 b., e, and g for areas where A's may or may not cross without benefit of convoy. To these, I should have included that A's may move begin Montreal and Gaspe.

8. A's may be disembarked from an A/F into Mexico and Libya, just like A's may be embarked or disembarked between Hudson Bay, Barents Sea, and adjacent boxes, as shown in Rule 11 a.

Solution to Diplomatic Deductive Reasoning

From the puzzle on page 5

Place	First name	Country	Nationality	Error Type
1st	Alan	Italy	Australian	Retreat
2nd	Chris	Austria	English	Movement
3rd	Brett	Turkey	New Zealander	Build
4th	Doug	Germany	American	Support
5th	Edi	Russia	Canadian	Convoy

Dip in Vancouver – Run for the Border

By Rick Desper

Run for the Border

I've been attending quite a few World DipCons in recent years. This is a situation I've been able to pull off thanks to two different stints as a postdoc at a European research institute: first in Heidelberg fresh out of grad school, and then more recently in London. With a point of departure in Europe, it was easy for me to attend WDCs in Namur in 1999 and in Berlin in 2006, in addition to all the American WDCs over that period (and the 2004 WDC in Birmingham). When Vancouver won the bid for WDC XVII I was pleased, not only because I know the organizers and felt they would do a good job, but also because I have family and friends in Seattle, and I could combine a gaming vacation with a visit with people I had not seen in a long time.

So, come August 9, Stephen Weingarten - a Dipper from Portland, Oregon - picked me up at my aunt's house in Tacoma. We made the run for the border, and after getting Taco Bell, headed up to Vancouver. After a few hours of driving, including a delay of about a half hour at the border, we arrived at the site.



WDC was held at the campus of the University of British Columbia, with rooms reserved at the Gage Towers complex, and gaming taking place at the Campus Center. The rooms were a good deal: for \$39/night, I got a single room with a shared kitchen and bathroom area. I wasn't planning to cook, so this was more than enough for me.

Round 1

For me, the fun of an event like WDC is seeing familiar faces and old friends, reliving past games and laughing about the past. Then there's the competition. But it's the mix of personalities that really makes the game for me. I have played a lot of other games and have found that, even when the game is fun - like Puerto Rico or

Carcassonne - I prefer playing it with Dippers who bring their own flair to the competition.

My first-round game featured a lovely board assignment: Austria-Hungary on a board with Edi Birsan as Russia. I thought Edi would cause me problems, but my main problems came from the other side, as Len Tenant argued that the only way for Italy to grow was in Austria. Now, at this point I am sure that I don't have to say much more about the game. About the only really distinguishing bit in the game, which featured the gradual abandonment of any idea of Austrian autonomy, was my incursion into the Ionian Sea during a Spring move, which gave me access to an undefended SC in Naples. So over the course of the game I took Naples, then Rome, and then finally Venice from Len, while Edi raced to an enormous SC count. It was a weird feeling, trying to make sure Tom Kobrin (France) and France-May Martel (Turkey) didn't cough up a first-round solo. Ultimately, I think Edi could have soloed this board, but since it was only the first round, he didn't make a big push to try to do so.

About an hour after we finished, Mike Hall soloed as Russia. As quickly as that, Edi lost any hold he had on Best Russia.

The State of the Hobby

As I've said, this was my eighth WDC. I think this gives me a bit of historical perspective on the ebbs and flows of participation in the hobby from different areas. I started playing Dip in college in the late 80s, but the hobby really grew during the 90s thanks to the Internet. Ken Lowe's Judge program made it easy for thousands of people to play games with other Internet players from all corners of the Earth. In the mid-90s, I started doing more face-to-face gaming. I think there was a growth in the FTF hobby in the late 90s and early 00s as many online players started enjoying the human interaction of live gaming. At the time, there were booming hobbies in England, Sweden, France, Australia (and New Zealand) and parts of the US including the DC area, the Pacific Northwest, and North Carolina. My first WDC was in Chapel Hill in 1998. That was the year Chris Martin took home the top prize. I finished 11th that year, and have not finished so high since!

The Big Friday

I woke in plenty of time for round 2. Got a nice power assignment: France. Former World Champion Rob Stephenson is England. Rob's opening negotiations are fascinating. He says he'll be friendly but anybody who crosses him will inspire a furious vengeance. I don't know quite what to make of this, but when Germany and Russia cannot get their negotiations in order, they start

fighting. So I team up with Rob, go south, and invade Italy with little difficulty. I'm topping the board when the game is called. So far I have one good result and one bad one.

After an uneventful break, which included watching the last moments of Yann Clouet's solo as Germany, we got our third round assignments. At this point I'm starting to run low on gas and am not looking forward to playing my second game of the day. So I get Italy, my least favorite country. I get Dave Maletsky, a solid player in Turkey, and a 12-year old kid in Austria. And then there's a Western triple. When the kid demands that I leave Venice empty in 1901, I'm just baffled. The whole game is a disaster for more reasons than I want to go into. So after three rounds, I have a board top, a 1-SC survival, and an elimination.

Newbies in the Diplomacy Community

My third-round game raises the question of who should be playing Diplomacy in tournaments, especially major tournaments. I am all in favor of bringing new blood into the hobby. And I think that any tournament should have possibilities for playing for anybody who wants to, regardless of their experience level. But I think that it is undesirable to allow complete newbies to play in what is ostensibly the World Championship.

The nature of Diplomacy, in particular, requires a minimal level of competence from all players. Yes, influencing, convincing, and dominating weaker players are key aspects of Diplomacy skill, and it is completely legitimate to want to keep an "open" nature to Diplomacy tournaments. But even at open golf tournaments, they don't let people walk in off the street that have never played golf before.

I don't think that the play of Narek in my third-round game was decisive to my result. Given a Western triple hitting me from the West, and Dave Maletsky in Turkey, my Italy was likely to be in trouble regardless of who was playing Austria. But it is something I didn't want to have to deal with at that point.

There are many different reasons people play Diplomacy. I prefer playing with more experienced players who have interesting ideas about the possible lines of play. I don't find it very interesting to hone the skill of openly manipulating complete newcomers. I'm not saying I've never done it, but it's an aspect of the game that does not appeal to me. The ability to play mental games with the uninitiated is not something that I want to spend my time optimizing.

Anyway, having said all that, I enjoyed my drinks Friday night with Michael Pinder, the German on my board who was eventually betrayed by England and France.

Saturday on the Big Board

In each round at Vancouver, the organizers selected one of the boards to be featured on the "big board", which included a large running SC count for everybody to follow. I woke up Saturday in a foul mood and told Matt Shields that I really didn't want to play, but would play if I was needed to fill a board. It turned out that I was needed, so I played. Happily, I got a seat at the big board.

It was a nice board with a lot of people I knew well. I landed Austria, Dan Lester was Turkey, Ike Porter was Austria, Yann Clouet was Italy, Adam Silverman was France, Jack Twilley was Germany and Todd Lawson was England. Todd was the only player there whom I had never played with before, though it had been a long time since I had played in Boston with Jack. Ike was looking for a fun game, so we opened with a RAT triple.

The motivations in this game were simple: since Adam had soloed in the third round, he and Yann were going to be targets. The result of the opening negotiations were an A/T going after I and a E/G going after F. A problem with this thinking was that, as Russia, I had no target. I did what I considered to be an innocuous opening, moving to Ukr, Bot, Bla, and Lvn. The last move really upset Germany and England for reasons I still don't quite get.

So, we had probably the worst-disguised RAT in history.

In 1902, E & G pulled away from France and started to harass me in the North, having been warned by Yann and Adam that a major RAT would sweep the board otherwise.

But the EG vs. R took a strange turn. On a move where Germany was trying to outflank me by moving to Galicia, Austria moved his armies to Venice and Tyrolia. The net effect was to leave Budapest completely undefended. In addition, Ike had left Serbia undefended, with the idea of trusting Dan not to make a 1-dot stab. The combination was disastrous for Ike, and led to a 3-power feeding frenzy in the Balkans. At this point, F & G were turning on England, and I faced a choice. Either I could turn on Turkey, and probably work with Italy against him, or I could turn on Germany. I felt the former path led to more growth for Russia, so I sailed into the Black Sea and took Serbia.

Then we had a lunch break. Dan Lester spent the entire break pleading his case to Jack and myself, and I have to say this weakened my resolve. So, after a bit of mucking around after the break, I pushed the idea of a draw, even though it was probably premature. Part of my thinking was that I could pursue one of two strategies that could tip the balance between Dan and Yann as to which of the two made the top board. With two bad results already, I didn't think my odds of making the top board were very good. I didn't like the idea that my decision about how to play the remainder of the game

would not be enough to get me into the top board, but might be a deciding factor as to whether Yann or Dan made the top board. (Indeed, after ending when we did, both Yann and Dan made the top board, as well as Adam.)

Casino-Bound

After Round 4, I was thoroughly tired of gaming. I find the usual DipCon schedule of four games in three days to be more than enough, so the idea of playing six games in four days struck me as being too much. So Ike and I took the local bus to downtown Vancouver to play some Texas Hold 'em.

I've become very interested in Poker in recent years, especially in Hold 'em, which has captured the imagination of gamblers around the world. I've enjoyed friendly games a lot, and often have done well at Diplomacy cons, but I've never really broken through at casino play. Indeed, casino play can be depressing compared to a nice, friendly house game, since you really meet some extreme personalities at casino tables. Usually there's a mix of tourists and locals, rubes, pros, and people who think they are better than they actually are, but annoyingly hit a lucky streak at an inconvenient time.



Poker makes for a nice contrast to Diplomacy, since it requires deception, bluffing, and a good deal of reading people, but it has nothing remotely resembling alliance play. But it was not my day for poker. I blew through the money Ike had staked me in less than two hours, while he profited nicely when he flopped a straight on a board with a flush draw that never drew.

My only criticism of the Vancouver experience was that there were no organized outings. I suspect that, had the organizers put together a trip to see downtown, or an excursion into the mountains, it would have been well-

attended by gamers who didn't really want to play six games in four days.

Final Round

The final round started with the announcement of the top board. Six players had soloed, and five of them made the top board: Doug Moore, Yann Clouet, Adam Silverman, Jake Mannix, and Chris Martin were on board, joined by Dan Lester and Tom Kobrin. Mark Zoffel, who was second heading into the final round, decided to pass on the opportunity. As a consolation, I got a board with two former World Champions, Vincent Carry and Nicolas Sahuguet. I landed England and Vincent was Russia. Anna Binder (Germany) bounced me from Belgium in 1901 after having promised it to me, and I started out worried about an F/G.

I decided to work with Vincent in the North, giving him Norway in return for his support into Denmark. The German position became untenable shortly thereafter, as I convinced the French player, Ryan Blaney, to share the Low Countries with me while Vincent hit Anna from the other side. Anna suffered the fate that many Germans have in Dip of being attacked on all sides. After Germany fell, I was faced with the choice of hitting Ryan, and risking a possible AIR board-sweep, or hitting Vincent, who had been loyal to me from the start. Partly based on the encouragement of David Norman, who was playing Italy, I decided to go after France. This worked out well when Nicolas decided to do his part to counter the reputation French players have for never stabbing each other. He was quite happy to stab Vincent, which led to an endgame where R and I were tangling in the East while David and I broke down the French defences in the West. I ended up topping the board with 10 SCs. It seems curious to me that the two boards I topped featured former World Champions, and the other board I did reasonably well on featured a lot of strong players. I definitely prefer playing with stronger players, as I find it hard to play with people who do not see the long-term implications of their moves. This is admittedly a weakness in my playing style, but I'm not sure I care enough to try to become a better exploiter of foolish players.

As for the top board, Doug had come in with the tiebreaker of being in first after five rounds. The championship was reserved for whoever topped the top board, even if said person's total score for the tournament was not highest. Doug also drew France, which is a good power to play on a top board. Yann drew Austria and was apparently smothered right at the start. He was gone before I noticed it. Jake Mannix (Turkey), Tom Kobrin (Italy) and Dan Lester (England) all seemed to be doing well at various points in the game, but as time ran out Doug pulled ahead to the victory.

Congratulations to Doug Moore, the first American World Champion since Chris won WDC in Chapel Hill in 1998.

Coda in Long Island

The following weekend I attended HuskyCon on Long Island, hosted by the Woodrings. I really like the informal atmosphere of this house con, but given that it was only a week after Vancouver, I really was low on enthusiasm for Diplomacy. This gave me time to think about the hobby. Participation in the hobby seems to occur in waves. Every few years there is a bunch of new players who have discovered the game and enjoy playing each other, and then a few years later a bunch of players disappear to family obligations, or just simply reach a point where they feel like they are getting nothing new from the game. I have reached a point where certain kinds of games seem very repetitive to me. When I'm playing a game with a certain group of players who are opening in ways that I've seen dozens of times before, I can feel fairly certain I know how the next five years of the game will develop. And if I see a great disparity in the respective skill levels of the players I think will be around after those five years, then I could even prognosticate further in advance. I remember one game where I told everybody in earshot in 1902 that Edi Birsan was probably going to solo a certain game. Several hours later, he did exactly that. (Or rather, since it was Edi, he simply pointed out to the other players that he was going to solo and convinced them to save time and

concede the game to him.)

What interests me at this point? Games where each player is trying to win, at least at the start, and people do not get bogged down either in alliances or in stalemate lines. Alliances are intended to be temporary measures to advance each individual player towards the goal of a solo victory. Of course, tournament play can be a completely different animal, especially when the round is due to end after a certain number of game years. There were a lot of good games at WDC, and for the most part the players I met were trying to do as well as possible. I think that six rounds is a bit too much Diplomacy for me, and hope that future cons will ease away from the recent trend of offering as many rounds as that. (Either that, or they will find a way to ensure players are not penalized for missing a round or two – but this would be a bit of a trick.) In terms of future cons, I am excited at the prospect of seeing Bangor, Maine, host DipCon in 2008, and hope I will be able to attend WDC in Vienna in 2008.

Rick Desper is the Diplomacy World Demo Game Editor, and too nice of a guy to take advantage of new players (unless he really needs those dots). For info on WDC 2008 in Vienna, see www.wdc2008.org and the article on page 32 of this issue.

From the Archives: How to Win With Germany

By Doug Beyerlein
(Originally appeared in Diplomacy World #2, April 1974)

To begin, it isn't easy. You have only one chance in ten, compared to the usual one in seven. As an interior country, Germany can have potentially many enemies or many friends with conflicting interests. To win, Germany must use these neighboring powers to its own advantage. This requires unceasing diplomacy combined with the right strategy and flawless tactics. A lot of luck doesn't hurt either.

It all begins in Spring 1901. Germany has three options to open with. Attack England with French and Russian aid. Attack France with England or Italy. Or attack Russia through Scandinavia and Warsaw. Which choice to take depends on the individual German player, his or her opponents, and their diplomacy prior to Spring '01. Let's study each of these attack options in detail.

An attack on England is difficult, but potentially very rewarding. Gain of the North Sea and adjoining territory gives Germany the security it needs to protect its gains and allow for flanking actions on either the Russians or the French. Thus, it combines the English defensive position with the German offensive might. All together, a very powerful position.

In 1901, Germany must gain three centers. Traditionally they are Denmark, Holland, and Belgium. At the same time it must insure England and France have come to blows over the English Channel. This diverts England's eastern movement aimed at Scandinavia to one aimed southward at France. If this diversion cannot be accomplished in 1901, then France will gain most or all of England in the coming conflict. Germany's progress towards a win is then thwarted unless a new target can be quickly found.

However, let's assume that the diversion of the English to the south is successful. For Winter 01, Germany builds two fleets and an army in Munich. The new army is to protect the homeland while the fleets get into position for the coming assault on England. The North Sea is taken and London and Edinburgh become German by the end of 1903. Germany may also lay claim to Norway if Russia gets careless in the north. Control of this new region gives Germany a corner of the board and room for future expansion.

At this point, a decision must be made on where to attack

next. France or Russia? Consideration must be given to the involved players, the other alliances on the board, and the position of the units. The decision must come quickly to maintain momentum and to prevent stagnation occurring on the front line. Once this new attack is under way, Germany and its remaining ally quickly dominate the board and make it a two-way race to victory.

Attacking France is generally easier than going for England. However, no corner of the board is gained and there is always England watching over Germany's shoulder. This is not necessarily bad for Germany, but problems can develop later in the game.

Here again Germany should try to gain three centers in 1901. Belgium should be among the centers gained as then three German armies can come to bear on Burgundy in 1902. Once Burgundy is taken, Germany should try to infiltrate as many armies as possible through French lines. In conjunction, England is using its sea power to take and control the English Channel and the Mid-Atlantic Ocean. Then it is just a matter of beating the French into surrender.

A less obvious attack can be made by creating a French-English conflict and then slipping unopposed into Burgundy in Spring 1902. This is generally Germany's best tactic if Belgium cannot be gained in '01. With all of the French units facing the north, Marseilles or Paris can then be taken without resistance in the fall. A stab of this type usually breaks the back of any French opposition as the whole of the homeland is now threatened.

To make any attack on France successful, Germany must gain at least Paris and Marseilles by Fall 1903. Iberia belongs to England as probably does Brest. With these new gains, the English-German alliance must rapidly shift gears. With England near the strength of Germany and filled with fleets, it is suicidal for Germany to attack its ally. Thus, they must continue to work together.

With France dead or dying, they have two possible areas for advancement. The Mediterranean and the Italian coast are natural targets for the English fleets. However, there is hardly room for more than two German armies in this attack and thus the German rewards are minimal. In the same vein, a German attack on Austria gives England little to do. Thus, the best target is Scandinavia and Russia. England can use its fleets to great advantage in the waters surrounding Scandinavia and the lone German fleet can even help. The German armies have practically no barriers in their march on Moscow. The eastward sweep comes quickly and can overpower any Russian defense.

France and Russia are gone with the final push for victory about to begin. England runs the flanks (or at least the Mediterranean one) with the German armies forming the center of the line. Opposing England and

Germany are one or more of the southeastern powers. If the southeastern opposition is smart and unified, they will recognize the Anglo-German threat and immediately try to occupy the provinces needed to hold a stalemate line. If they accomplish this, then Germany has no chance for victory and may become a victim if there is a change in alliances on the board. Barring this problem, it is a race between England and Germany for control of Europe and victory. Germany's easy access to central Europe and its wealth of supply centers may be offset by England's umbrella effect. With English units stretched from St. Petersburg to Spain, England can control the outcome of the game. From here to the end, Germany must use diplomacy to overcome England's tactical advantage. It can be done as shown by my victories in 1968AD and 1969BH.

The third possible route to victory lies in an early attack on Russia. This is generally least preferred of the three attacks as it leaves Germany's two most likely enemies with a free hand in the west. Perhaps the best example of this attack is in 1973BI where Randy Bytwerk is in the process of destroying Russia singlehandedly.

This attack is actually a variation of the French-German attack on England. As I mentioned earlier, Germany gets the short end of the English spoils if England heads east towards Scandinavia and not south against France. France can then sneak in the backdoor via the Irish Sea and Liverpool, leaving Germany to batter through the North Sea defense line. Germany, when seeing that this is about to happen, must quickly scout out a new target. Continued aid of the French attack on England will gain Germany little or nothing and later place Germany at the mercy of the larger France. A prime example of this can be found in 1971BC.

Therefore, the Russian attack is one way to gain centers while France destroys England. And because Germany is alone in this venture, the attack is most successful if it is a sly stab. The convoy from Kiel through the Baltic Sea to Livonia is a good opener as it is rarely expected. The Russian front line at Warsaw is outflanked and St. Petersburg, Moscow, and Warsaw are all threatened by a single any. This move combined with the eastward advance of one or more German armies from Munich and/or Berlin quickly reduces Russian resistance.

While the land attack is in progress, the German fleets (at least two are needed) are busy in the Scandinavian countries. Both Sweden and Norway should fall within a year. Thus by Fall 1905, Germany should control at least three of the Russian home centers and all of Scandinavia. As in the English attack, Germany has now found a corner of the board to call its own. This puts the German player in a good position for the second phase of the attack.

Germany is again faced with a question of which way to go. If France is agreeable to keeping the North Sea and

the Norwegian Sea neutral, then Germany has a secure backyard. An attack through central Europe is now probably the most profitable venture. With an established front from Munich to Moscow, the German armies have plenty of options. Of course, again there is the problem of the southeastern powers constructing a stalemate line -- which is not that difficult a task on that part of the board.

If it appears that Germany is faced with a non-cooperative France, then peace should be made in the east. The German fleets must quickly occupy the North and Norwegian Sea in face of the French threat. Germany must launch a three-prong attack. The armies

hit Belgium and Burgundy, convoys should be made onto French-occupied England, and an out-flanking action through the North Atlantic and Clyde should be attempted. Here again infiltration through the French line is basic for success. The gains from France, in addition to previous gains, should be enough to guarantee the German victory.

All of these three attack plans will work if Germany marches directly from one victim to the next. Each plan requires the skills of a dedicated diplomat in addition to those of a good field commander. One without the other spells doom to any German hope of victory. As I said, it isn't easy...but it is possible.

Army Naples to Ruhr? A HessenCon 2007 Report

By Davide Cleopadre

I recently enjoyed a trip to Frankfurt to attend HessenCon 2007 and do battle with some of the best and brightest in the European Diplomacy scene. Besides my experience at the tournament itself, I wanted to give Diplomacy World readers some details on the wonders of this German city from the perspective of a visiting Italian. There seemed to be surprises around every corner!

I started my trip from Catania, Italy. I flew to Monaco on an Air Malta flight, which was happily uneventful. From there I boarded a train which I rode all the way into Frankfurt. I arrived at the station at just past midnight. For this trip I had chosen to stay at the Hotel IBIS Frankfurt Centrum instead of making use of the hostel. Disembarking the train, I gathered my things and made my way to the hotel.

Approaching the desk clerk at the hotel, I encountered my first surprise. The clerk informed me that I had checked into my room the day before. I tried to explain to him that obviously *I hadn't*, since I was standing in front of him now, not yesterday, but he insisted that yes, in fact, someone had checked in. "Maybe Luca came after all?" I thought to myself, so I took the key and headed to the room.

When I stepped quietly into the darkness I found my second surprise: sleeping in the bed was a girl! Now, at other times I might have been very happy to make such a discovery, but at that I moment I was far too tired (and too married) to take any enjoyment out of the experience. Instead, I went back to the desk and requested a different room. The clerk was very surprised, and muttered some strange words about giving me another room at 1:20 in the morning. But I was too exhausted to say anything clever in response. I simply took the new key and went to my room to sleep.

The room was really a poor choice. The bed and pillows were uncomfortable, and the noise of the elevator going back and forth all night made it difficult to get any decent sleep. Even though I was tired, it was actually a relief to get out of bed the next morning, have a shower, and head out to the event.



Trams in Italy seem to work differently than anywhere else in the world. We don't have different zones and such, or if we do they are larger in area. So I found the local ones in Frankfurt rather confusing. Eventually I figured out how to buy a ticket, and I rode to near the Haus der Jugend, where the tournament was taking place.

Upon finally entering the event, I was greeted by Andrè Ilijevics, who was very friendly as usual. It's hard to remember who else I saw initially, as I was more focused on the upcoming games. Julian, Stefan, Dirk, Jan...it was nice to see familiar faces.

Enough of pleasantries, it was time for the first game. I drew Turkey. Personally I don't like to play Turkey very much. I'm too impatient and tend to lose focus, as it develops rather slowly. Austria was Christoph Diehl, a

novice player that had been in some tournaments before. Italy was Frank Osmaniosky, an experienced and very funny player. Russia was Moritz Am Ende, in his first tournament. France was Rob Schone, the best Kiwi player that I know. Germany was Markus Pock, another newcomer. England was Nicole Spath - first game and first tournament and yes a **Girl!** Not the one I'd found in my hotel room though. I guess they have lots of women in Frankfurt.

As usual everybody loved me, so I was attacked by an A/I alliance in the Spring of 1902. Russia was staying neutral in the south, as he was preoccupied with Germany and England coming from the north.

I spoke with Rob [France], and together we turned the game into an F/T versus an A/I. Russia started to support me, helping me get back into Bul, and even gave me the right to stay in the Black Sea. Italy was kicked out by my new Bulgarian forces, and France was coming at him full force, with F Wes and F Lyo on the way.

I spoke with Austria, who now had armies in Bud, Vie, Tri, and Ser as well as F Gre. Finally I was able to convince him that taking Venice was better than wasting time trying to retake Bul, especially when I had the support of Con and Bla, plus F Smy which could keep cutting any support from Aeg.

So now we were FAT against Italy. Russia was about to choose a side. Italy died fighting - it cost me a beer but Frank is gone. Then something new happened: England turned against France the moment Frank was out of the game!

Russia chose the wrong side, trying to swing south when I left the Black Sea empty. I anticipated his move, however, and Austria gave the last hit to his fleet. I had free movement in the Ionian Sea and decided it was time to liberate some centers from the Blue colors - with Austrian permission of course. I took Naples and Rome, while Austria liberated Venice which had gone back to French hands some time earlier.

Rob didn't want to give me Tunis, so I ended up with 9 centers, building a new F Smy every turn except the last one. This was a good game for me, except for one thing: I was now the leader of the tournament. Whoever is the leader has to play the next round with a yellow jacket, which is no good at all!

Time for my second game. I'm England this time. France was Emmanuel Du Pontavice, in my opinion one of the best diplomats in France. Germany was Ulrich Degwitz, a solid player but with low experience in a fast paced tournament. Russia was Frank, **again** :-). Turkey was Fabian Straub, one of the best German players that I've ever met (the others two are André and Igor)...well, we are close friends so maybe I'm exaggerating a bit. :-). As I was England, I didn't pay a lot of attention to who

Italy and Austria were, or at least I've forgotten since then. Too many beers, perhaps? It was a fun game anyway. We went for a western triple. I made a small mistake, stabbing France one season, and then stabbing Germany the next. I ended up with 5 centers.

That night we were out for the "museum fest": good eating, good conversation, meeting other people, and having beers. André accompanied us as we walked around, enjoying the music and lights of Frankfurt.

The next day was the final round. I was lucky as I drew France. But the table was basically a top table, filled with the toughest players around. Germany was Emmanuel Du Pontavice. England was Stefan Unger, one of the most "low profile" players I know, who is going to win the EGP this year. Italy was His Majesty Mr. Igor Kurt - I am still impressed by his level of play in the 2004 in Italy. Turkey was Julian Ziesling, one of the new generation of top German players. Russia was Markus Pock. Austria was one of the Bradlers - I think it was Mario, a novice.

The game started with a western triple. I went against Italy, and Germany asked me to waive a build in Paris; I accepted. In 1902 Italy received a gift from his Turkish friend: two centers. To stop me he built two armies, but I had three fleets plus an Army in Tuscany. In the Spring of 1903 the Anglo-Germans were already in Mos and War. Austria was about to die, but was saved by a gift of the German in War, getting Vie in exchange.

Just when I finally marched into the two remaining Italian centers, England decided to stab me! The problem for Stefan was that I was still able to build in Paris. The following year I built in Bre also, and the English attack was fenced off. In the last year my German ally was unable to finish off Turkey. The game ended, and I win with 11 centers!

I think that my third game was my best game. I never stabbed anyone, and I played a lot better than Igor and Julian, who were both in the running to win the tournament. Julian, in the end, made a few small mistakes that greatly weakened his position.

Overall, it was a great tournament. Thanks again to André, Stefan, and Dirk for organizing it, and I also want to say thank you to everyone that played. Special thanks are reserved for Emmanuel, Igor, Fabian and Frank, Marcus, Moritz and Ulrich. I wish I could attend every tournament in Germany. German tournaments are now my favorites...but WHY? Could it be the competition, the beer...or, perhaps, could it be the women they politely leave in my bed?

Davide is a new contributor to Diplomacy World. Be sure to visit his Diplomacy website at <http://diplomacy.cleosolutions.com> which concentrates on Diplomacy in Italy.

There and Back Again - A Diplomat's Journey

By Jim O'Kelley

Five or so years ago, for my birthday or maybe Christmas, a close friend gave me a *Lord of the Rings* journal titled *There and Back Again...* It was a lovely book—fancy ruled pages, each one watermarked with the map of Middle Earth; red and bound with faux leather; the star of Earendil and Bilbo Baggins' initials on the cover.

As I said, it was lovely. But what the hell was I going to do with it? Nothing. So I stuck it in a drawer at work. There it remained, secret, safe and largely forgotten, until Doug Kent asked me to chronicle my World DipCon experience for *Diplomacy World*.

"That old Lord of the Rings journal would be perfect for this," I said to myself. And then, for the second time in my life, I had an epiphany¹.

Maybe that seemingly worthless gift wasn't so worthless after all. Maybe it was intended for this very purpose. Indeed, maybe my entire life has been leading to this weekend in Vancouver, to these six rounds of Diplomacy, to the 2007 World Championship. Maybe this would be my year. Maybe.

9:30 a.m. CST, August 9, 2007

Dear Journal:

Sometimes I feel like everything is going my way. Such was the case when I arrived at Greg Duenow's apartment at exactly 7:15 a.m., the agreed-upon time, and found him waiting on his stoop. Greg is a hippie, and he keeps his own time. But on this day, we were in synch.

So when we ground to a halt on the Kennedy, I never worried. Everything was going my way. I took a lengthy detour (the Edens to Touhy to 294, for the Chicago readers), and we arrived at our gate precisely at 9:15, which was our scheduled boarding time.

Unfortunately, United Airlines wasn't as precise. Our plane was elsewhere, so as it turned out, we had an unknown and unnecessary window, which was nice.

9:50 a.m. CST, August 9, 2007

Dear Journal:

Right now, Greg is reading *Guns, Germs and Steel*. I bought the latest Shanarra book yesterday, but it's in my carry-on, as I'm choosing to write in my *There and Back*

1 I'm lucky. Most guys go their entire life without having a single epiphany. I've had two. The first was maybe 12 years ago when Mortimer Adler's youngest son, Doug, informed me that life was too short to drink crappy beer.

Again... journal instead.

I've been debating whether to use this journal for my orders this weekend. It would be kind of cool to have my observations and orders all in one place. For posterity. But two factors give me pause.

- 1) Since the 2005 World DipCon in D.C., I've been using these cool little moleskin notebooks for my orders. If you've played with me in the past two-plus years, you've seen them. I've filled three so far and brought two more this weekend, since I intend to play all six rounds and I expect to do well.
- 2) I know I'm a nerd. I'm going to Vancouver to play Diplomacy, for God's sake. And I'm chronicling it for *Diplomacy World*. So, yah, I've embraced my inner nerd. But using a *Lord of the Rings* journal would elevate my nerdiness to a whole new level. Sort of like when I referenced *Lord of the Rings* during the awards ceremony at Weasel Moot.

I'm okay with my nerdiness, but do I really want other nerds laughing at me?

To use, or not to use? The debate rages. Hmm. What would Gandalf do?



Jim O'Kelley Embracing His Inner Nerd

10:30 a.m. CST, August 9, 2007

Dear Journal:

I'm sitting on the runway now (we still haven't taken off), and I just listened to a voicemail from Anne Marie, my soon-to-be-ex-wife. Apparently Kevin, our 6-year-old son, really wants me to win the tournament.

"He's going to be really disappointed if you don't," her message said. "So you better win."

On Tuesday, Kevin and I were at the Sox game, and I bought him a little Jon Garland plaque. He likened it to one of my Diplomacy awards.

"Some day, my whole room will be filled with plaques," he said. Then his blue eyes widened with admiration and maybe a bit of awe. "You're a *really* good Diplomacy player, Dad."

"Thanks," I said.

"You are," he replied, earnestly. "You're *really* good."

I hope he'll always be that proud of me and that he'll never find out I'm a nerd.

11:15 a.m. CST, August 9, 2007

Dear Journal:

Maybe I jinxed myself with all that talk about everything going my way. We're still on the ground. Have been for over an hour. A light is malfunctioning, apparently. I'm going to be ticked if we miss the first round, which starts, I think, in about nine hours, because of a malfunctioning light.

But I see more signs.

I attended my first World DipCon in 1998 at DixieCon (with old Don Williams, my first real hobby friend. He'll be in Vancouver, and I can't wait to stab the hell out of him for old time's sake.). I finished 35th, I think. My next one was 2005 in D.C., and I finished 14th.



Don Williams - Friend, and Future Victim?

See, 35 and 14, both multiples of seven. And this is 2007. Plus, my son believes in me. So how can this not be my year?

Of course, first I have to get there. And we're still on the ground. And it's 11:20. Sigh.

12:12 p.m. CST, August 9, 2007

Dear Journal:

Greg has shown remarkable restraint. We're sitting at the gate now, having disembarked the faulty aircraft, waiting for a new, less flawed one. Even that little setback has me feeling pretty good.

Although it's 12:12, and we're still in Chicago, we had a chance to grab lunch, so I'm no longer contemplating eating my arm. Now, we're digesting our meal, and Greg just ripped a fart.

I picked him up five hours ago, and this was the first one. As I said, remarkable.

I'm sure more will follow, but we're not sitting together, so that's someone else's problem. And again, I can't help feeling a little charmed.

1:30 p.m. CST, August 9, 2007

Dear Journal:

Takeoff at 1:30 p.m. Finally. Will we arrive in time for the first round?

2:15 p.m. CST, August 9, 2007

Dear Journal:

The flight attendant keeps dripping on me. What the fuck?!?

If I were wearing my white polo right now, this wouldn't be happening. For those of you who don't know--like Vicky, the flight attendant--I'm the 2006 North American Diplomacy Federation Grand Prix Champion. With that honor comes a handsome white polo, embroidered in blue with the title and my name.

But I don't actually receive the shirt until this weekend. I'll wear it on the flight home so people will know who I am. And so Vicky won't drip on me. The bitch.

2:30 p.m. PST, August 9, 2007

Dear Journal:

On page 123 of my book, and again on 124, Gandalf is mentioned. Another sign!

We're due to land at 3:35 Vancouver time, about 2 ½ hours before Round 1 starts. Watch out, Tournay Field, here I come!

2:45 p.m. PST, August 9, 2007

Dear Journal:

Page 134. The woman next to me just dripped on me. What the fuck?!?

3:15 p.m. PST, August 9, 2007

Dear Journal:

"Thunder Road" is playing on channel 3, and it has a calming effect. As with most groups of friends, probably, this is one of my group's songs. So despite the turbulence, I'm feeling like these two lanes will take me anywhere.

So "Thunder Road" is another sign, but what's with all the dripping and spilling? What kind of sign is that? Perhaps I'll draw England in the first round. We'll see.

Greg just borrowed my pen, but I made sure to get it back. Goddamn hippie.

5:20 p.m. PST, August 9, 2007

Dear Journal:

Nathan Barnes drives like he dresses. He missed at least three turns on the way to the University of British Columbia-Vancouver, home of the tournament. But we arrived safely, checked in, and now I'm enjoying a Subway sandwich in the courtyard outside the Party Room in the student union at UBC-Vancouver. A flatulent Greg Duenow is with me. Alex Amman, who risked life with me in Nathan's backseat and for whom I bought a crapload of beer at Carnage², is nearby but has enough sense to sit upwind of Greg.

5:45 p.m. PST, August 9, 2007

Dear Journal:

Old Don Williams and I will be on the same team all weekend, so I can't stab him. Rick Desper is our third. We're the Sox Fans for World Peace. They're red, I'm white.



Rick Desper, along with Yann Clouet and France May Martel

Clever name, but I can't say I'm pleased with this development. I like playing with both of them. Rick and I have shared two three-way draws in two games, and Don has a knack for coughing up solos to me. But the team tournament runs all weekend, so we won't be on any boards together.

2 Carnage is in Fairlee, Vermont, in November at the Lake Morey Resort, which is a great venue. I recommend it for anyone who would like to play in a small tournament with great awards, a playing area that's literally steps away from a lobby bar, and a larger host convention that's crawling with LARPer.

7:50 p.m. PST, August 9, 2007

Board Call, Round 1

Dear Journal:

I may be the White member of Sox Fans for World Peace, but I drew Austria in Round 1. So I'm not sure what all those water references were about. An 11-year-old from Canada, Narek Bobloya, is playing England. In France is the hippie Greg Duenow, my traveling companion. Rob Stephenson, a Kiwi³ and the 2002 World Champion, is Germany. Stephen Weingarten, a player from Portland or Seattle, is Italy; Philip Burk is Russia; and hobby old fart Don Del Grande is Turkey.

It looks like an interesting board, and I'm anxious to get started, the start of the tournament having been delayed an hour to accommodate a board's worth of travelers who had problems at the border. No wonder. The group included Graham Woodring, Jake Mannix and Eric Mead, first-rate bastards, all. Anyway, I'm using my *Lord of the Rings* journal.

8:20 p.m. PST, August 9, 2007

Dear Journal:

You'd think playing on a board with Greg would be an advantage. It isn't. He apparently is spending all his diplomatic time warning the other players about me. I'm countering by deflecting attention to Rob Stephenson, the former world champ.

My favorite method for doing so is walking a player over to the awards table, where there's a traveling plaque listing all the world champs. I'll start talking, casually allow my eyes to drop to the plaque, stop in mid-sentence, and say, "Rob Stephenson? Isn't he on our board?"

11:50 p.m. PST, August 9, 2007

Dear Journal:

It was a fun game and a good start for my tournament. The witches, Narek and Don, went quickly, followed by Russia. The game ended in Spring 1908 with Rob and I sharing the top at 11 centers apiece. Greg, Rob's ally, finished with six, as did Stephen, my ally.

My position was a bit stronger than Rob's, but he had firm control over Greg. I wasn't as confident in my relationship with Stephen. So I voted for the draw.

Now we're off to an Irish pub rumored to be a short walk from the union.

2:30 a.m. PST, August 10, 2007

Dear Journal:

It's interesting. Put us over a Diplomacy board, and Rob Stephenson and I had no problem communicating. But in an Irish pub, I have no clue what he's talking about.

3 Rob is actually an Australian, but I amused myself all night by calling him a Kiwi.



Rob Stephenson, flanked by Doug Moore and Nicolas Sahuguet – all winners, damn them!

But I did learn some fun new terms from him. To you and me, a “shout,” for example, is an exclamation or maybe a public acknowledgment. In New Zealand, however, a “shout” is a group of blokes who agree to take turns buying rounds for one another.

So, Phil, Greg and I joined Rob’s shout and closed down Mahony & Sons Irish Pub. We couldn’t understand each other, but we enjoyed beer and good fellowship, live music, and good looking waitresses in short, plaid skirts. For most of us who travel to tournaments, it’s moments like these that keep us coming back. Mahony’s is going to be a staple this weekend, I can tell.

Two rounds tomorrow (today!), and we’ll still only be halfway done. I better get some sleep.

9 a.m. PST, August 10, 2007

Dear Journal:

A funny thing happened on the way to the union. I ran into Graham Woodring, who needed toothpaste. I let him borrow mine. It was the least I could do after his family’s hospitality at 2006 HuskyCon⁴.

Then, we ran into Jake Mannix, and the three of us walked a couple of blocks to breakfast. There, Jake explained the convoluted scoring system to us. His explanation reinforced my feeling that I quit too early last night. Sigh. Now I’m waiting for the board call for Round 2.

10 a.m. PST, August 10, 2007

Board Call, Round 2

Dear Journal:

“France, Jim O’Kelley.”

Nice. Although it’s not my favorite country, I typically do well with France, and I have two Best France awards in

4 HuskyCon in Long Island in August is one of the most enjoyable stops on the circuit. Room, board and the tournament are completely free. It’s a great experience.

my trophy case⁵. If I can top the board convincingly here...

“Germany, Doug Moore.”

My shoulders literally just slumped. Seriously. Doug’s the top-rated player in North America. He’s a fellow IU grad, and for that, we share a special bond, but he’s way too good to let me roll. Am I good enough to stop him from rolling? He won DixieCon by soloing twice! Of course, Andrew Neuman’s not here...

Oh, well, maybe I can work with Doug against England and develop quickly against Italy...

“Italy, Nicolas Sahuguet.”

Great. The *reigning* world champ. I’m screwed.

The rest of the board featured Canadians Chris Brand in Austria, Faraz Adilipour in England and Racan Souiedan in Russia, and Andy Hull, a transplanted Brit who’s active in the Bay Area Diplomacy Association, in Turkey.

2:20 p.m. PST, August 10, 2007

Dear Journal:

That could have been much worse. I finished with nine centers, sharing second with Nicolas. Doug Moore, of course, topped the board with 12. I did work with him against England, and I actually got all three British dots out of it. But Doug grew faster than me, largely because he was able to use the Brits to slow me down. Andy Hull’s Turkey was fourth with four. Everyone else died.

4:15 p.m. PST, August 10, 2007

Dear Journal:

I’m at the DipCon Society meeting, and I just got my white polo. Finally. It came with a plaque and an autographed copy of Calhamer’s book about Diplomacy. So, if nothing else, at least I’ll go home with something.

4:20 p.m. PST, August 10, 2007

Dear Journal:

Doug Moore just received his North American Diplomacy Federation All-Star jacket. He tops me again. I was up for the honor last year as well, but I fell short of the necessary votes. Maybe this year.

6:30 p.m. PST, August 10, 2007

Dear Journal:

I’ve been searching for an alternative to beer. Some of my friends have started drinking scotch, but I can’t keep it down. Jack and Coke is a bit too sweet. Rum and Coke, too much like coconut. So, when Phil Burke offered me a gin and tonic, I jumped at it. And it’s really good. I think I’ve found my new drink. Now, I’m waiting for the third round board call. And I should have time for another.

5 Really just a chair in the corner of my bedroom.

7:15 p.m. PST, August 10, 2007

Round 3 Board Call

Dear Journal:

I'm not sure, but I think this board might be a cookie.

Austria: Gihan Bandaranaike. He's a Brit. Don't know much about him, except that he stabbed Don Williams in the morning round. That puts him in good company.



Gihan Bandaranaike, Don Williams' New Enemy

England: Faisal Kassam. He's a Canadian.

France: Racan Souiedan. Another Canadian. He played Russia on my second round board.

Germany: The great Tom Kobrin. Clearly the best player on our board, but he's in Germany, far away from me.

Italy: Gary Waines. Another Canadian.

Russia: Brian Murdock. I've played with him a couple of times at WACCon. He's a great guy who usually ends up under my boots.

Turkey: Me.

Excellent draw. Let's see if I can roll this board.



Tom Kobrin – The Smiling Assassin

9:40 p.m. PST, August 10, 2007

Dear Journal:

Moments ago, for the second time in my life, I ran around

a room, soaring like a bird⁶.

Austria and Russia jumped me in 1901, kicking me out of Bulgaria. Fortunately I was able to take Sevastopol for a build. Italy joined the attack in 1902, and since then, I've been playing with three pieces.

But this past turn, Fall 1905, my outlook changed dramatically. I had positioned myself in the Spring to take Greece, which I just did. But almost as an afterthought, I ordered A Constantinople to Bulgaria, to cut a potential Austrian support for the Italian army in Greece. Instead, the Austrian army in Bulgaria moved to Serbia, because he didn't want the Italian army retreating there. But he forgot to arrange a bounce. So, the Italian army in Greece held and was dislodged by my attack; the Austrian army in Bulgaria moved to Serbia, unopposed; and I walked into Bulgaria for two builds.

Russia is dead, having fallen to a combined assault by England and Germany. Italy is beating a hasty retreat to defend the boot against British encroachment. Austria desperately needs my help against Germany. And I'm building twice. Wahoo!

So, that's why I just soared like a bird.

10 p.m. PST, August 10, 2007

Dear Journal:

I was just talking with Faisal, and I noticed that my hands were beat red. They're not itching or anything, but they're curiously red.

"Are my hands really red?" I asked Faisal.

"Yah, they're red," he confirmed.

So, yah, apparently my body is starting to rebel against all this Diplomacy. Or maybe it's the gin, although I finished my second drink by the board call.

10:56 p.m. PST, August 10, 2007

Dear Journal:

We just called the draw after the Fall 1907 turn. I finished in third with six centers. Not a bad showing, given the first nine turns of the game. Kobrin, of course, topped the board with 11, while Faisal, his British lapdog finished with 10. Gihan's Austria had five, and Gary's Italy was last with two. From a scoring standpoint, this was my worst game of the tournament, but it was also the most fun.

11:05 p.m. PST, August 10, 2007

Dear Journal:

Hold the phone.

We were sitting at the table, rehashing the game, when I

⁶ The first time was in July 2002, at about 4 a.m., after hitting a \$10 Roulette bet on red in the Reno Hilton.

realized the final center count was wrong. England eliminated the last French unit in Portugal in Spring 1907, but he walked to Spain on the next turn. So change his center count to 9 and give one to Racan, who had left to catch a bus after his last piece was annihilated. He'll be happy to hear the news tomorrow.

12:15 a.m. PST, August 11, 2007

Dear Journal:

I just pulled an Apache, sneaking out of Mark Zoffel's pod after only one beer. We're only halfway through this slog of a tournament. I've got two more rounds tomorrow (today!) and the final one on Sunday. I'm not sure how I'm doing in the standings, since I can't figure out the scoring system, but I feel like I'm having a decent tournament. But I'll go home empty-handed—except for my Grand Prix prizes—if I don't pick it up. I need at least one big score to go along with my shared top, shared second and third. So, I'm going to bed.

I suppose I could always go the Eric Mead route of missing the top board and then soloing against the "bad players" to finish second⁷. Hmm.

9 a.m. PST, August 11, 2007

Dear Journal:

I'm still not sure what all that getting spilled on during the flight was about. Maybe sometimes a spill is just a spill.

9:30 a.m. PST, August 11, 2007

Round 4 Board Call

Dear Journal:

Things have a funny way of working themselves out. After last night's good draw, which turned out to be a tough game, I got hit with this board:

Austria: Mike Hall. He's a traveling Canadian player and one of the tournament organizers.

England: Adam Lang. Don't know much about him. He's from Philadelphia, and I had drinks with him Friday night at Mahony's, but that's all I know.

France: Chris Martin. He won the World Championship in 1998 and is the last American to have accomplished that feat. Plus, we've never successfully worked together on a board.

Germany: You guessed it. Me.

Italy: Jake Mannix. He's the mastermind of the tournament scoring system and the player against whom I've probably gotten my consistently worst results.

Russia: Michael Binder. His claim to fame is being the father of a 17-year-old girl playing in the tournament.

Turkey: David Webster. A player from Maine who, during yesterday's DipCon Society Meeting, successfully

⁷ At WACCons 2006 and 2007, Mead vaulted past everyone but the winner of the top board by soloing in the final round. He also finished second at WAC in 2005, but this time, it was by failing to win the top board. Eric Mead. Everyone's favorite bridesmaid.

bid on next year's DipCon⁸.



Anna Binder: Mike's Pride and Joy

Chris and Jake are two of the best players around, and Mike is a really good player, too. This is a tough board, but maybe I'll work some magic.

10 a.m. PST, August 11, 2007

Dear Journal:

Sigh. For my first trick, I pulled this stinker out of my hat: Chris Martin requested a bounce in Burgundy. I hate bouncing there, but to compound things, he wanted to move from Marseilles while Paris moved to Picardy.

Aha, I thought to myself. Instead of moving to Burgundy, I'll order Munich to Ruhr! That way, France's move to Burgundy will succeed, and he'll lose out on an Iberian dot!

So, instead of walking to Spain in the Fall, Chris walked to Munich, and I got only one build. I deserved less. I'm an idiot.

1:50 p.m. PST, August 11, 2007

Dear Journal:

If there's a silver lining to getting your ass kicked, it's that the next round won't start for at least four hours, and there's always someone up for a beer. In this case, that someone is Graham Woodring. So, after being kicked out in Fall 1906, I grabbed Graham, who was similarly squashed, and now we're heading to Mahony's to drown our sorrows.

3 p.m. PST, August 11, 2007

Dear Journal:

Faisal and fellow Calgary resident Rob Vollman, as well as the hippie Greg Duenow, have joined our shout. There's quite a crowd at Mahony's. Apparently UBC had a big rugby match. Our short-skirted waitress is hot, and

⁸ DipCon will be held in Bangor in July. Their bid was excellent, and it should be a great event, but I voted for HuskyCon because I've been there and Graham Woodring is my friend.

the guys are enjoying her company. The drinks are flowing. I just told my Princess Di joke⁹ to great laughter. This is a hell of a lot more fun than getting kicked around by Chris Martin.

4:30 p.m. PST, August 11, 2007

Dear Journal:

Things I've learned in Canada:

- 1) Saskatchewan is not named for Sasquatch. Who knew?
- 2) The Yukon and Northwest Territories are actual territories, not provinces. Sometimes a spill *is* just a spill.
- 3) The Canadian Football League predates the NFL.
- 4) At one time, two of the eight teams in the CFL had the same friggin' name. Although there was a subtle difference. Let me see if I can get this right. The Ottawa Rough Riders were riders who happened to be rough, while the Saskatchewan Roughriders are riders who ride roughly.

5:15 p.m. PST, August 11, 2007

Dear Journal:

Actual conversation¹⁰ with a hot waitress, who had just served us a round of Jaeger shots¹¹:

Hot Waitress: Where are you guys from?

Graham: I'm from Long Island.

Faisal: I'm from Calgary, home of the Stampeders.

Hot Waitress: So, are you guys here for the rugby game?

Graham: No, we're just here for some drinks.

Faisal: And the nachos.

Hot Waitress: You came all the way here just for some drinks and nachos?

Me: We're here for a board game tournament.

Hot Waitress: A board game tournament? Huh. [Then she walks away.]

Graham: You're an asshole.

Me: What?

Faisal: He's right, you're an asshole.

Me: What did I do?

Greg: Uncool, man.

Graham: You told her we're here to play board games.

Me: But we *are* here to play board games.

Graham: But she doesn't have to know that.

Faisal: Yah, now she thinks we're nerds.

Me: But we *are* nerds. Embrace your inner nerd. Be proud of who you are.

Graham: You cock block.

Faisal: Yah, you're a cock block.

It might have gotten ugly if Mike Hall hadn't appeared to organize a liquor run for the evening round.

9 They could have saved the Bentley.

10 To the best of my recollection.

11 Our second or third such round.

6:15 p.m. PST, August 11, 2007

Dear Journal:

The campus is crawling with Buddhists. Earlier today, they were meeting in the room next to ours. Now, as I walk up the stairs to the Party Room with a 12-pack of Sierra Nevada Pale Ale, I see that the Buddhists are convening again for an Empowerment Session. Awesome. I'm going to use that tonight.

6:20 p.m. PST, August 11, 2007

Dear Journal:

I approach Tournament Director Matt Shields, who's seated behind the awards table, registering players for round 5.

"Hey, Matt," I say. "I'm in."

"Got you," says Matt.

I throw a thumb over my shoulder. "I think some of those Buddhists want to play, but they'd like to know how long they have to wait before proposing a draw."

"Good one," says Matt.

Buddhists. Hilarious.

6:45 p.m. PST, August 11, 2007

Dear Journal:

Last chance for a big game, and I just drew Italy. Rats. The rest of the board looks like this:

Austria: Brad Basden. He's a solid player from Seattle with whom I've spent time in the bar between rounds the past two years at WACCon.

England: Brian Shelden. Another good player.

France: Alex Amman, my drinking buddy from Carnage.

Germany: Todd Lawson. I don't know anything about him. He's really tall, though.

Russia: Buz Eddy, the dean of hobby service.

Turkey: Edi Birsan. Wonder if he's seen the Lepanto before?

So, I take a swig of my beer, walk up to the table, and say, "Fair warning, Guys. I've just been empowered."

No one laughs.

So I say it again.

9 p.m. PST, August 11, 2007

Dear Journal:

Mike Hall, who is sitting out the evening round and is thus free to do other things, like drink the beer we got on our liquor run, approaches me from across the room, concern in his eyes.

"Jim, are you okay?"

"Well, the war doesn't go well, but I'm fine otherwise," I

reply. "Why?"

"Your bleeding," he says, and points to my right hip. "There's blood all over your shirt."

I look, and my shirt is indeed stained red. I feel my side. My hands are dry, thankfully, but they're also beet red, just as they were last night.

"Wait a minute," I say. "That's not blood, it's from my journal. It's the ink from the faux red leather. It's bleeding on me."

So, that was the end of my *Lord of the Rings* journal¹². Turns out it was a worthless gift after all. But at this point, the bleeding journal was the least of my worries.

From the start, Edi Birsan had attempted to mobilize the board against me because I showed up to the table drunk. Now, I'm a pretty happy drunk, and I also know my limit, and I almost always stop short. I wasn't staggering or slurring my words or being belligerent, but that didn't matter. As far as Edi was concerned, I had broken protocol, and for that, I had to pay.

So, he worked hard to turn Brad and Alex against me. Last turn, in Spring 1903, Brad finally turned, stealing into Venice.

"I want you to know that I'm not doing this because of Edi's jihad," Brad told me moments ago. He held up his cup. "I'm drinking a gin and tonic. I'm just glad Edi can't smell my breath."

10:30 p.m. PST, August 11, 2007

Dear Journal:

It's Fall 1906. Every space in Italy, and every sea space surrounding it, is occupied by a unit, and only one of them is mine. The Austrians, French and Turks are all vying over the ruins of my empire. The French, at least, are working with me, but Edi is dedicating a lot of time to trying to turn Alex. He can't break the stalemate without turning Alex.

Since learning of Edi's jihad back in 1901, I've been drinking water. I'm not drunk now, and I'm playing a solid tactical game, but Edi won't relent.

11:10 p.m. PST, August 11, 2007

Dear Journal:

It's Fall 1908. I've been slugging it out with Edi in the Med for six turns. And I'm winning. I only have one unit, a fleet in Tunis, but with my tactics, France and I have stopped the A/T cold.

At this point, my score isn't important. This is a symbolic struggle. And I'm winning it. I've stopped Edi. His holy

12 Now I'm writing on a notepad provided by the college.

war is going nowhere.

The North is a bit more fluid than I'd like. It's possible that Russia can break through up there. But Brian is a good player. He won't easily yield ground to Buz.

The Med, though, is locked down. Edi now has two choices: He can stab his allies, or he can kiss the top board goodbye. The A/R/T has run its course.

Nevertheless, he continues to work Alex over, walking him across the room, sitting him down, hammering away with poor logic. Alex must see the inevitability of Edi's position. Our line is impregnable. I've demonstrated that. Edi has to stab. Alex must see that. He must.

11:20 p.m. PST, August 11, 2007

Dear Journal:

It's Spring 1909, and France just stabbed me, dislodging me from Tunis with Turkish support. At the same time, Edi stabbed Buz. I retreat to North Africa, my only option (besides off the board).

"Quack, quack," says Edi, for the umpteenth time in the past hour. This is a reference to the nickel-sized demon duck that he placed on my lone fleet some time ago in hopes of convincing me to do something stupid in the interest of the Best Pirate prize¹³.

11:25 PST, August 11, 2007

Dear Journal:

My mom sometimes describes members of my extended family as having her grandfather's temper. I never met him, but I've heard the stories, so I get the reference.

One time, he threw my grandmother's suitor down a flight of stairs. Another time, he chased my mom and grandmother down a street with a shotgun.

My mom has never described me as having his temper. But I do. I'm usually able to control it, though.

But a moment ago, as I stared at my lone fleet in North Africa, which was still topped by the demon duck, my chances of winning this tournament having slipped away, and thought about Edi's game-long crusade against me for drinking and that the principal agents in his crusade were two of my drinking buddies, my rage exploded.

I plucked the demon duck from the board, set it on the floor, and stomped on it. When it didn't shatter into a million pieces, I stomped on it again. And again. And again. And again. All around me, people stopped and stared, fascinated by my primal display of poor sportsmanship.

13 Usually awarded to the player who accomplishes great feats with his few remaining pieces. I won Best Pirate at WACCon 2007.

And I kept stomping. A full 10 times I stomped that duck before realizing it was rubber. Then, I picked it up and started pulling it apart.

"No!" cried the 17-year-old Binder girl, who was playing on the board next to ours. "I want it."

I didn't care. I ripped the head off and chucked the shards across the room. Then I sat down and fumed.

The game ended a short time later, after the Fall 1909 turn. Edi topped with nine centers, Alex and Brian had eight apiece, Brad finished with seven, and Buz had two.

12:15 a.m. PST, August 12, 2007

Dear Journal:

I stalked over to Mahony's, but the doors were locked by the time I got there. I could see my friends inside and thought briefly of getting their attention so they'd let me in. But I needed to be alone. So I walked back to the dorm. I don't think I'll play tomorrow (today!). I'd kind of like to watch the top board, and I'm not sure I can handle a sixth round of Diplomacy.

8:30 a.m. PST, August 12, 2007

Dear Journal:

I'm at a coffee shop with Mark Zoffel, the host of WAC. He found me a few minutes ago, meandering toward a park bench, and dragged me along. Brad Basden is a few customers behind me. We make eye contact and smile, but I don't speak to him. I'm not ready to talk about last night's game.

I know I'm being a baby, and I need to snap out of it. Through outstanding play, Mark qualified for the top board, but he has to give up his seat. He's heading back to Seattle to be with his wife and kids, one of whom is only two months old. He's not complaining.

9:10 a.m. PST, August 12, 2007

Dear Journal:

Edi just pulled me aside to talk. I figured we'd both apologize for last night, hug, and that would be it. That's how it works in the hobby. I figured wrong.

He lectured me for 10 minutes about drinking at Diplomacy tournaments.

"There are kids here," he said.

"You brought a 19-year-old¹⁴," he said.

"You're a leader in this hobby," he said.

"People look up to you," he said.

14 He's referring to Grant Smith, one of the Milwaukee Mafia who participated in CODCon and Weasel Moot, our Chicago tournaments. I didn't travel here with him, but I did encourage him to attend.

Almost effortlessly, he parried my attempts to defend myself. So I just sat there and took it, the whole time thinking about my son, Kevin, and his big blue eyes, and how he thinks I'm such a great Diplomacy player.

When he was done talking, Edi shook my hand, gave me some plastic bags for storing Diplomacy pieces, and walked away.

9:15 a.m. PST, August 12, 2007

Dear Journal:

I pull my moleskin notebook out of my game bag and approach the awards table.

"Matt," I say. "I'm in."

9:40 a.m. PST, August 12, 2007

Board Call for Top Board

Dear Journal:

Austria: Yann Clouet

England: Dan Lester

France: Doug Moore

Germany: Adam Silverman

Italy: Tom Kobrin

Russia: Chris Martin

Turkey: Jake Mannix

All of them have soloed in the tournament except Dan and Tom. It should be a great game. I would like to watch it, but I came here to play six rounds of Diplomacy, and that's what I'm going to do.

9:45 a.m. PST, August 12, 2007

Round 6 Board Call

Dear Journal:

Austria: Mitchell Wageler. Don't know him.

England: Me. England and Russia are my best countries. And there's that spilling thing. This could be a good game.

France: Grant Smith. I've never played with Grant, but I know him and think I can work with him.

Germany: Mike Hall. I'd like to think I can work with him, too.

Italy: Narek Bobloya. The 11-year-old from round one.

Russia: Graham Woodring. Graham and I always work well together, but he still might be pissed about my cock block.

Turkey: Faisal Kassam. "I'm still pissed about your cock block," he says, as I approach the table.

Okay, one last chance to take something home. Six players have soloed in the tournament, but no one has soloed as England, so if I can get a huge score here...

Noon PST, August 12, 2007

Dear Journal:

Grant and I are rolling. We have 17 centers between us, but Graham is crushing the East. It's post-Fall 1905, and I have fleets in Baltic and Bothnia, along with an army in St. Pete. Next turn, I can convoy Denmark to Livonia. But

Graham just dotted Austria and Turkey to go from 10 to 12.

He builds armies in Warsaw and Moscow. They'll support his army in Livonia. My drive is stalled. Now I'm the anvil to France's hammer, and he already leads me nine to eight.

1:20 p.m. PST, August 12, 2007

Dear Journal:

It's Fall 1907. The game will end in Fall of 1908, 1909 or 1910, to be determined randomly by a computer program. I've been eyeing Grant's dots for the past three turns. I can grab two now and at least two more in 1908. Then I'd rival Graham for the top, and as long as the game ends in 1908 or 1909, Graham shouldn't be able to solo.

It's now or never, so I stab.

1:25 p.m. PST, August 12, 2007

Dear Journal:

Shit. I grow to 10, and I can beat France to Iberia, all but one of his fleets are past the boot, but Graham just grabbed two more to hit 14, and now Grant is threatening to throw the game.

2:55 p.m. PST, August 12, 2007

Dear Journal:

I played my best Diplomacy of the weekend over the last few turns. I was able to talk Grant off the ledge, and it's a damn good thing, because the game didn't end in 1908 or 1909. When the buzzer sounded after Fall 1910, I had nine centers to grant's eight. Thanks entirely to our kindness, Mike still had two. Narek held on with one. Graham was at 14 for a convincing board top. With Grant's help, he easily would have soloed.

3:15 p.m. PST, August 12, 2007

Dear Journal:

As I head to the courtyard to retrieve my bags, I spy two small objects on the floor near the sliding glass door. The shards of the demon duck. I pick them up and stuff them in my pocket. I won't go home empty-handed.

4 p.m. PST, August 12, 2007

Dear Journal:

I'm back at Mahony's now, but sitting in the beer garden for a change of scenery. We're telling jokes and rehashing games. My first drink was a gin and tonic, and it was awful, so I'm back on beer. The search continues. The drinks are flowing. The waitresses are hot. Life is okay.

Doug Moore is sitting at another table with Yann Clouet and Rob Stephenson.

"Look," I say to Dave Maletsky and Andy Bartalone. "Doug Moore will only sit with other world champions now."

We wave to Doug. He waves back, and says, "I'll come sit with you in a bit." Even in his moment of triumph, he hasn't forgotten us.

5:30 p.m. PST, August 12, 2007

Dear Journal:

As we leave Mahony's, I corral Doug and Phil Burke, another IU grad, and we sing the Indiana fight song.

6 p.m. PST, August 12, 2007

Dear Journal:

The hippie Greg Duenow and I are loading our cab when Maletsky, Doug, Bartalone and Chris Martin walk up.

We shake hands and exchange goodbyes. "Maybe I'll see you at Tempest¹⁵," I say, not really meaning it.

"That would be great," they say, possibly meaning it.

I approach Doug, and we hug. "I'm really proud of you," I tell him, meaning it. Then I climb into the cab and leave.

5:45 a.m. CST, August 13, 2007

Dear Journal:

We're on the Kennedy now, riding mostly in silence.

"What do you think about Tempest?" I ask Greg.

"I'm done for a while," he answers, sounding beaten.

I look at him.

"I mean, I'm not *done*," he explains. "I'll still be active in the Weasels. But I'm done with tournament Diplomacy for a while."

I know how he feels. "Yah," I say. "Me, too."

10:30 a.m. CST, August 13, 2007

Dear Journal:

I walk into my room and approach my trophy case¹⁶. My eyes fall on the Best Pirate treasure chest I won at WAC. I flip open the lid, reach into my pocket, pull out the shards of the demon duck, and toss them inside. Then I close the lid and lie down.

It's good to be home.

Jim O'Kelley is now officially my hero. I am going to buy him an "Embrace Your Inner Nerd" polo shirt. He also is a much more mild-mannered guy than this article might lead you to believe!

15 The premier event of the Potomac Tea & Knife Society, Tempest in a Teapot runs over Columbus Day weekend in the D.C. area.

16 See note No. 5.

10 Reasons Not to Attend World DipCon 2008 (and some responses to them)

By Sebastian Beer

If you are not living on an isolated island (and you obviously aren't, because you are reading this) you might know already about WDC 2008 in Lockenhaus, Austria. In case you already registered - that's fine, you don't need to carry on reading. If, on the other hand, you haven't registered yet, pick your excuse for not attending from the list below, and study the response to it carefully. If, after that, you still consider your reason for staying home a valid one, at least I did my best to convince, and it was worth trying. ☺

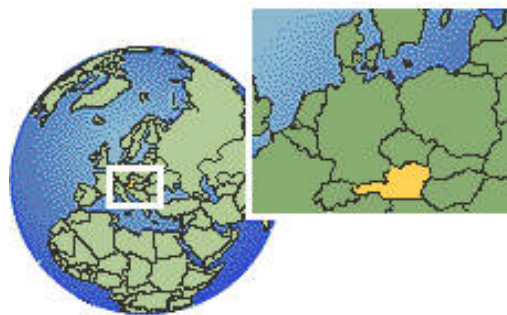
So here you go: 10 reasons not to attend WDC 2008:

1. ***I don't have enough money!*** - Attending WDC won't be as expensive as you probably think it might be. At least the time you spend at the Con will be surprisingly cheap. If you book our low comfort package, you pay less than 100 Euro (that is currently about 140 Dollars). In exchange, you get three nights in a room you share with three other players, full board (three breakfasts, three lunches and three dinners), and admittance in the tournament. The rest of your journey might be expensive, depending on your travelling skills and habits; WDC definitely is not.



2. ***I am definitely too old for this low-comfort stuff, I need more luxury!*** - No problem, we have three different packages available. The more you are ready to pay, the more extravagant they get. You can take a look at them our website <http://www.wdc2008.org/en/packages.php>

3. ***I don't know how to get there!*** - Wherever you're from, you are going to find your way to Vienna. It's a huge spot on any European map, trust me. ☺ We have an international airport and several large train stations. Once you are there, we take care of the transportation to the venue. There is a shuttle bus going from either the airport or the Western Train Station to Lockenhaus (the place where we are playing) door to door on Thursday. The shuttle also brings you back after the tournament on Sunday. No excuses, it won't get easier to find your way to a WDC.



4. ***I am still a Newbie, and not sure if I'm playing well enough to attend a World Championship!*** - In the two WDCs I've attended, I finished 35th and 84th. In other words: I really suck at Face-to-Face Diplomacy. Did I have fun though? Hell yes I did! A vast majority of players come just for the experience and fun of being at a large DipCon. Of course, winning is always nice, but definitely not the best part of it. Imagine about 100 freaks sharing a hobby. Imagine exchanging your views about our favorite board game with them. Imagine playing different board games all through the night (yes, I'm talking about THOSE kind of freaks). Newbies are generally treated in a very kind way. You will easily find new friends and enjoy your stay, that's a promise. And you won't find a group of people this interesting, open-minded and playful anywhere outside of a DipCon. It's all about having a good time, and a 'good time' for a lot of players doesn't start until after the tournament games for that day are finished.

5. ***I don't really want to play Diplomacy!*** - Well, even if you don't intend to play every round, there is enough to do at our venue. Did I mention that we are going to play at a medieval castle, built some 800 years ago? That's right. And not only do we play there, we live there for the whole weekend! We'll be eating where some Knights of

the Temple had their meals, and you might even sleep in their rooms (it gets a bit more expansive to do that though). You may spend half a day (or even more) to explore the castle and its surrounding. Also, there are activities other than playing Diplomacy. On the second night, for example, we traditionally have a Quiz-Night. For Friday and Saturday we are planning to do some programs for those not playing (partners, children, dogs ☺). And you can play other interesting games if you don't like Diplomacy, that's okay too! You'll certainly find someone to join you.



6. ***I'm feeling uncomfortable with all these people I've never met before, going out at night and probably leaving me behind all alone!*** - No need to worry, at the venue there is no such thing as night-life (unless you have a car and a designated driver at hand). People are going to stay together for three days. After all, that's why we call it a convention, right?

7. ***Now that makes ME feel a bit uncomfortable. What I enjoy the most at DipCons is going out and having a good drink at night!*** - You definitely CAN enjoy a good drink at night. There are two bars at the venue, with everything a bar has to offer. Anyway, going out is not really an option at Lockenhaus. Our plan is to keep the flock together (that's what we usually do at Austrian Cons, and nobody ever complains). This means that the real Con-feeling is spending three days together at one place. If you want to do some touristy stuff or enjoy the discos in Vienna, that's okay and possible, but you'll have to do it before the Con or afterwards.



8. ***I don't speak any Austrian. How will I get along as a tourist or at the Diplomacy Board?*** - If you try to speak slowly and avoid idioms or words of your dialect, most Austrians are going to understand your English. At the Con, however, you may negotiate in whatever language your partner understands. Experience shows, that at international Diplomacy event, English tends to be the language of choice. So no need to worry. If you can read and understand this, you will get along. And the language we use in Austria is German - a thing like "Austrian" doesn't exist. Don't ask...it's a long story. Though a famous Austrian once said: "What really separates Austria from Germany is the language they share!" And right he was.

9. ***You persuaded me - now I'm eager to come to Austria next year, but my girlfriend / boyfriend / husband / wife / daughter / son / dog / cat / auntie won't let me*** - That's no problem at all, bring them along! We've got enough space for all those not playing but accompanying a player. And we plan to have some programs to offer them as well (see reason 5). The beautiful castle we are playing at really is worth being seen (and discovered, if you decide to throw more than one look). Long story short, it definitely is a good idea to bring along your beloved ones, and of course, we offer them the same packages we offer the players.



10. ***I still have some questions you did not answer here!*** – No problem, just visit our website at <http://www.wdc2008.org/en/>. It's in English, and you will find much more information there. If you still have unanswered questions after you've studied the website, please do not hesitate to contact us by email at office "of" tu-felix-austria.org. I hope to see you next year in Austria!

Sebastian Beer is personable, funny, friendly, intelligent, and a Diplomacy player...which means he is just the type of person you can expect to meet at World DipCon 2008. So what's your excuse for not planning to attend?

Diplomacy A to Z: A Never-ending Project

by Harold Reynolds

Diplomacy A to Z is an encyclopedia of all things Diplomatic, except for the actual rules. The approximately 1280 entries are organized in broad categories such as opening moves for each Power and their names, variants and related jargon, rating systems, Diplomacy Zines and various Hobby personalities both past and present.

The current document has a long history. Its original version effectively was Mark Berch's "The Lexicon of Diplomacy", first published in early 1980. His "Son of Lexicon" followed, published in 1982. Finally, these evolved into Richard Egan's "Diplomacy A to Z", first published in 1989. In addition, the contents of two Novice Packages, written by Pete Birks (1980) and John Dodds (1987) were included. Many others have also contributed, and an Australian Novice Package produced in 1988 has also been merged into this document.

The famous globetrotting Diplomat Mark Nelson was instrumental in collecting these documents. Using his usual combination of style, personality, threats, blackmail, and hypnotic persuasion, Mark convinced me to enter them into electronic format. This modern version was then distributed electronically via the EFF Judge in 1992 (Version 2.0). Version 3 (completed in 1993) was distributed both via the EFF Judge and the Usenet group rec.games.diplomacy (1993).

Finally, after a hiatus of almost 10 years, I created the HTML version between August and November of 2002. My goal was to get the long-neglected files on-line and more easily accessible. I continue to have the privilege of being the document's maintainer.

The game of Diplomacy originated long before the advent of the Internet. Since it was not always practical to gather players in one location, games soon began to be played by mail (now called "snail-mail"), with results published in a number of "zines". As a result, the documents that form the core of the **Diplomacy A to Z** are all heavily weighted toward the old snail-mail Hobby.

Only a relatively small number of entries currently pertain to the then-burgeoning electronic Hobby, which dates back to the early 90's. Those were the days when Usenet, CompuServe, America On-Line, and the Internet and e-mail were beginning to exploding across the world.

This article is not merely an attempt to educate the masses about the **Diplomacy A to Z** project and its history. Just as importantly, this article is a request to the readers of Diplomacy World. Whether you are a hobby veteran for whom postage was a significant part of your budgets in the Good Old Days, or a newcomer who can barely remember life without computers, or one of

those in between, I hope to enlist your help. As it is, **Diplomacy A to Z** has been well-received, but it is in need of updating to reflect the changes in the Hobby brought on by the Internet, on-line electronic Judges, and drastically increased postage rates.

Current entries can always do with scrutiny and revision, of course. The more help I receive and the more varied the individuals involved, the better the final results will be. Please consider taking a look at the publication as it now stands, and by all means, if you want to help update it – whether merely by providing information on a single entry, or hundreds – get in touch with me!

Some Sample A to Z Entries:

CAPORETTA OPENING (1) [MB:Jun80]

See [Illyrian Opening](#) and [Italian Openings](#) (KW).

CARBON COPY ZINE (1) [MB:Jun80]

Literally, copies are made by using carbon paper, though nowadays Xerox will often be used. Circulation is naturally low. This is resorted to when a GM loses his reproduction facilities, and does not want to delay or relinquish his game. Usually this lasts for a short time only, but it can go on for a long time e.g. [_Narsil_](#) and [_Dorsai_](#).

CARDINAL RULES OF POSTAL DIPLOMACY (1) [MB:Jun80]

1. Write plenty of letters.
2. Get your moves in on time. Absolutely nothing outranks these, and failure to follow them can nullify any other skills that you bring to bear on the game.

CAREBEAR (1) [MN:Sep93]

A derogatory reference to games which are not [Cutthroat](#). Used in internetland. Term devised by [Nick Fitzpatrick](#). A Carebear is a player who makes alliances for "life", and will not stab his/her ally even when given ample opportunity to do so.

Diplomacy A to Z can be accessed in HTML format at:

<http://www.badpets.net/Diplomacy/AtoZ/index.html>

or in a 127-page (including index and hyperlinks) PDF document at

<http://www.badpets.net/Diplomacy/AtoZ/AtoZ.pdf>

If you'd like to help Harold, and the hobby, you can email him at [hjreynolds2 "of" rogers.com](mailto:hjreynolds2@rogers.com). Please consider lending a hand! For some good laughs, check out the rest of his www.badpets.net site too.

Diplomacy World Interview: David Norman

Conducted by Interview Editor Jim Burgess

The Diplomacy AI Development Environment (DAIDE) was developed starting in 2002 as an attempt to centralize (centralise to David...) efforts to develop Artificial Intelligence (AI) robotic (bot) structures for replacing a human Diplomacy player with a computer programmed player. Since that time, a very active Yahoo Group (dipai) and numerous web sites (esp. www.daide.org.uk) have developed to support this project. David Norman, the DAIDE language, server, and mapper designer/author, has written an introductory Diplomatic Pouch article on the project (see the Fall 2003 Movement issue: http://www.diplom.org/Zine/F2003M/Norman/ai_article.html) as well as comments in that and other forums. Today, I'd like to ask David a few probing questions about the past and present and future of this project and see if I can excite more of you to think about participating in the project as an observer, commentator, or programmer.

Jim Burgess (JB): Thanks, David, for being willing to talk about this.

David Norman (DN): No problem.

Just to add to that description, I think it's worth repeating the opening of the article you cite. The key aim of the DAIDE project was not so much to centralise efforts, as to provide a framework for development where Bots could easily compete against each other and against humans. Before the DAIDE project, there had already been two hobby projects to develop a Diplomacy AI - Danny Loeb's DPP, and then Sean Lorber's SeaNail. Both of these had had a huge amount of development effort put into them, but neither had that much use, as the only way for them to play in a game was for a person to manage the program, entering results from the game into the AI, and then submitting the orders generated by the AI to the GM.

So, the DAIDE project set out to provide an environment where AIs could be developed, and then play against each other and against humans. By allowing them to play a lot more games, we could not just develop AIs, but also find out how well they were playing, and refine and improve them.

JB: Let me ask a general question first about the current scope of the project. I know that there are currently 195 members of the Yahoo Group, though many of them are like me, who do not intend to actually program a bot themselves. Roughly how many working bots have been designed to your knowledge and how many of the 195 group members would you classify as active programmers?

DN: There have been ten Bots developed so far, by nine different authors, although of course for each of those Bots, there are many different versions. The Bots vary from DumbBot, the first Bot produced by the project, which I wrote in two days, to Albert, which Jason van Hal wrote recently, and is the best Bot to date. Playing a no-press game against six Alberts is very difficult. And I should emphasise, the Bots do not know that six of the powers are being played by the same Bot, or which power is the human player.

JB: You've developed what I think is a neat three letter token language syntax that to me strikes a near perfect balance (especially for this development phase) in being computer program readable and human readable but expresses most all of the types and levels of negotiation that most players use in working out tactics and cooperation on the board. Could I get some of your thoughts today on how well this is working in the actual operation and negotiation between bots in tests you've seen?

DN: So far, it hasn't been used that much by the Bots.

The language is split up into 13 levels of increasing complexity - from the first level - where all you can do is offer an alliance, and the second level where you can suggest specific orders, up to the top levels where you can ask for an explanation of a power's press or orders, and pass on messages that you've received from other powers. By splitting it into levels, you can have games where only language up to a certain level is allowed, allowing Bots to build up their press capabilities in stages, and still compete with more advanced Bots.

So far, none of the Bots can handle more than the bottom two levels.

Having said that, we have had one game using the full language - we had a game between seven human players where the only negotiation allowed was in the DAIDE language - mainly to test the language and find any problems with it before Bots started to use it. This was easier to do than it sounds, because the DAIDE Mapper has a press entry system which allows you to enter press in English by selecting from a list of options, and then translates to and from the tokenised language for you. And of course, we found a number of problems - mostly questions which could be asked but there was no way to express the answer you wanted to give!

JB: Of those, about how many have implemented language syntax above Level 0 (no press)?

DN: Of the ten Bots that have been written so far, seven are no-press only, and three support some press. But as I said, none of these three can handle more than the first two press levels.

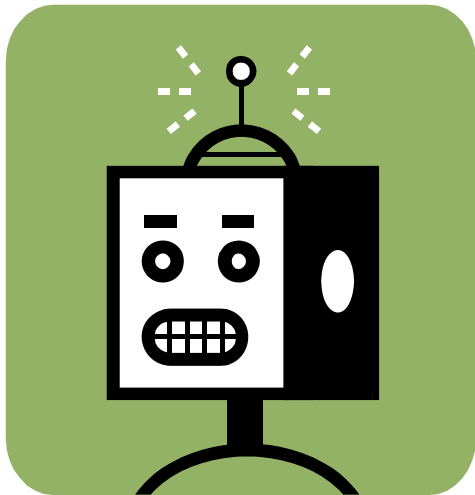
JB: Do you feel that current playtest efforts around these have pushed the negotiation side of the project very far to date? As a non-programmer, participator in group discussion on dipai, I've not seen that much discussion on this, or are people mostly trying to master the efforts to evaluate and improve coordinated tactical movement amongst one's own units?

DN: Yes, the tactical and strategic side is receiving a lot more focus at the moment.

There are two theories on how to write a Diplomacy AI that negotiates. The first is that you need to understand the tactical and strategic side of the game. Once you understand that, you can then understand where cooperation would improve both your prospects, and then that is the foundation for your negotiation. The second is that you negotiate with your neighbours. The agreements you make with them determines your strategy and tactics.

Currently, the first theory seems to be prominent, so people are concentrating on putting all their effort in writing a Bot that can play no-press well, with the expectation that once that works well, press will follow on.

Of course, there is a third theory that the two sides need to feed into each other. But that's well beyond anything anybody's trying to do at the moment!



JB: One of the things that strikes me is the sheer range of types and goals of programming that must be accomplished to design a good bot, it seems to me that more "jointly designed" bots where one person worked on one piece while someone else works on something else (with an understood and planned for goal of integration) would push things forward faster. This was what Daniel Loeb was doing in the early 1990's in the original Diplomacy Programming Project as he had numerous students working for him on various parts. One failure in that was the "coordination" part, so there always is a tradeoff between the single mind of a

designer and a group effort. What do you think of the joint design/single designer issue, both historically and in the future of DAIDE?

DN: In the long term, I think the best Bots will have to be a joint development - there's just too much involved for a single person to write it. But the disadvantage of a joint project is that you're unlikely to get several competing joint projects - and at the moment, nobody knows the best way to write a Dip AI. So for the moment, I think we are better off with people doing their own thing, letting the different results play each other, and learn what works and what doesn't.

JB: My understanding of the mapping is that DAIDE would support variant maps (variant rules might be a bit more problematic), but I think one really good use for Diplomacy bots would be in playtesting maps to get general senses of balance between powers. Most playtests are extremely limited while it is easily possible to run thousands of DAIDE games on a variant map to test its characteristics. I think I actually have a series of questions about this. First, do most of the bots people are designing have the capability of operating on other maps?

DN: As far as I know, they all do.

One of the early decisions we made, was that the project should not be limited to the standard map, as this may lead to Bots that are coded to take advantages of the public knowledge and specific features of the standard map (such as coding the opening book, the stalemate lines, etc), rather than learning how to take a map and work out the features on the fly.

Hence there is very little to do to make a Bot handle all maps. The full definition of the map is sent to the AI from the server when it connects (whether it's a variant or standard).

JB: And to the extent they do, it seems it wouldn't be hard to code them into your mapper, would it?

DN: The easiest way to code a new variant map, is to enter it into MapMaker (www.ellought.demon.co.uk/mapmaker.htm). From there, I have a process which can fairly quickly convert it into all the files required by the server and the mapper. Plus MapMaker has a lot of internal checking built in, which will pick up a lot of the common errors made when defining a map.

Entering a variant the size of Standard into MapMaker takes about an hour.

JB: Given current bot capability, do you think a variant map designer would learn much from repeated bot tests of their maps in the design phase? How do bots do at replicating some of the statistics on regular Diplomacy

games (realizing that there are large differences in those across playing groups across time)?

DN: With the early Bots, it definitely wasn't worth it. There was a huge disadvantage to playing some powers. For instance, playing as Austria or Germany against six DumbBots is pretty difficult, as you tend to get attacked from all sides, while playing England, France, Italy or Turkey against six DumbBots is extremely easy - and if you set seven DumbBots playing against each other, it'd almost always be one of those four that won.

But as the Bots have improved, so has the balance of their play. And as that happens, they would become a much better source of testing.

We have run a few DAIDE tournaments between the different Bots, with around 2000 games per tournament. The statistics from these tournaments do show a significant variation of results of each power compared with human games, but unfortunately, there haven't been any such tournaments run recently enough to involve the latest Bots, which I would expect to give results that are far closer to the results of Standard.

Even when Bots are able to play sufficiently well, there are still things that a variant tester would have to note. For instance, a game between Bots has never ended in an agreed draw, as there is no Bot that is yet able to agree to a draw. Furthermore, they also don't have any specific knowledge of how to set up a stalemate line, so almost all games end in a solo. The few that don't are where a Bot manages to form a stalemate line through its other algorithms, and the game is eventually ended by the server terminating it (which is usually set to happen if there have been 50 years without a change of centre ownership!). Because of this, play testing with the current Bots wouldn't tell you if the game is prone to stalemates or solos. But it should give you a good idea of the balance of the strengths of the powers in the variant. And hopefully future Bots will resolve this issue.

Another thing the Bots can't do, is tell you whether it's actually an interesting variant to play!!!

Of course, there is one additional advantage of testing with Bots. With human players, your results are going to be skewed by the skill level of the players. By testing with every power played by an instance of the same Bot, you have a perfectly level playing field from the player ability perspective!

JB: *In my view, the negotiation part is not hugely important, I would think that testing a variant map in no press Level 0 would give a designer most of the input they needed, especially regarding statistics on which centers particular bot countries ended up holding. Do you agree?*

DN: I would go further than that. My experience of testing

variants is that No Press games generally show up problems with a variant better than press games. Playing a game with press allows the players to compensate for weaknesses in their power, and counteract the strengths of other powers, much better than they are able to in a no-press game. Hence if there is an imbalance, I believe it will show up much better in repeated no-press play than in repeated press play.

Of course, if you are trying to make an unbalanced variant, one where one power is unusually strong, and the other powers have to work together to deal with it, then this doesn't follow. But variants like this are in the



small minority.

JB: *One of the problems we all have is that this is a hobby. Daniel Loeb made a fairly significant amount of progress in a relatively short period of time with making his project a school/student activity. Some of the efforts at developing bots has come from people working on Masters degrees. But the "professionals" have done a horrible job (my opinion) in designing bots, probably because they were up against commercial constraints that made them repeatedly take inappropriate shortcuts. I've heard the comment lately about "programming projects taking over your life" as well (knowing you, like me, are much too busy a person to actually have this or any other part of the hobby actually take over). How would you assess the "incentive" problems, "time" problems, and "gosh darn it, this is just a really difficult programming task" problems in determining the speed and direction of DAIDE to date?*

DN: I don't think it should be that big a problem yet. Some people spend years working on a hobby project - indeed, I know Sean Lorber says he spent 15 years developing SeaNail. And yet Albert, the best DAIDE Bot to date was developed in a number of months. Given this, I don't see why there should be barriers to other people writing better Bots that we currently have while still keeping it as a hobby.

When the time comes that the best Bots really are that good that it's more than a one-man hobby commitment to write a new competitive Bot, that's when I think we really need to look at forming a community project to write the next generation of Bot. But I don't think we're anywhere near that yet.

JB: *I'd now like to turn to the future. I've often said, and still believe, that truly solving the dipai problem is synonymous with the task of solving the "Turing test" of AI that currently fascinates the futurists like Ray Kurzweil and Mitch Kapor, but not much of anyone else. In that sense, solving the dipai problem is a game, really interesting to crack, but not of much external use. On the other hand, many of the futurists believe this is a really important hurdle to cross and thus solving the dipai problem in that way (having bots be "indistinguishable" from human players in an open test) could be a huge breakthrough in human evolution. I don't quite believe either of these extremes, though remain fascinated by the ideas generated. What do you think?*

DN: It's not something I've really considered. I think when it comes to Diplomacy, Bots have some huge advantages and some huge disadvantages. They can calculate a massive number of possible orders in a very short length of time, but on the other hand, they don't have the natural ability to empathise with their ally, or to talk about anything other than the game. Hence I think that when Diplomacy Bots do become competitive with human players, they will do so by out-playing them in the parts of the game they are good at, not by playing like them.

JB: *Would you care to give odds on a DAIDE bot passing a Turing test by 2029 (Kurzweil's date)?*

DN: As in actually playing like a human, not just playing as well as a human? I'd be very surprised. They may manage it in a no-press game, but in a press game, even using the DAIDE language (or something similar), I wouldn't expect them to be able to accurately mimic a human in the way they use the language.

JB: *Any other thoughts on all this you would like to convey?*

DN: If people want to get involved in the project, then there are two ways they can. The first is to write their own Bot. If this is of interest, then join the DipAI YahooGroup, and have a look at the DAIDE Homepage (www.daide.org.uk).

The other way they can help, is by joining the Real Time Diplomacy group. This is a group of players who play a complete no-press Diplomacy game online in a couple of hours, using the the DAIDE software. When there are seven of them available, they play an all-human game, but when there are less available, the spaces are filled by Bots. Hence this is a great way for Bots to get some playing experience in a human environment.

There have also been a couple of spinoffs from this project. One of them is, having put together a list of all the concepts you need to negotiate in Diplomacy, I've then laid them out on a double-sided A4 sheet, in multiple languages. Hence you have an instant translator for if you're ever playing FtF Diplomacy with someone who you don't have a common language with. See www.ellought.demon.co.uk/dip_translator. It currently covers five languages (English, French, German, Dutch, Italian).

And taking this one step further, I've already said that the DAIDE Mapper can translate between the tokenised DAIDE language and English. Well there's no direct link between the two, so it could equally translate between DAIDE and French, German, or any other language. Once this has been done, you could have two Mappers in a game, one in English, one in French. Each player enters their negotiation in their own language and it's automatically translated into the language of the other player! It's not there yet, but it's something to look out for in the future...

JB: *I wish you luck in this project and hope that more people engage with it over time. One wishes one didn't have to work so much and had more time for play..... people can see your site on this project at: <http://www.ellought.demon.co.uk/dipai/>*

Selected Upcoming Conventions

Diplonam XIV – Saturday November 10th, 2007 - Sunday November 11th, 2007- Namur, Belgium, <http://www.ilv.be>

Norwegian NDC – Friday November 23rd 2007 – Sunday November 25th 2007 – Oslo, Norway, <http://diplomacy.meetup.com/29/>

Coupe de France – Saturday November 24th 2007 – Sunday November 25th 2007 – Bordeaux, France, <http://www.stratejeux.net/index1.php>

French NDC – Saturday December 8th, 2007 – Sunday December 9th 2007 – Paris, France, <http://cdf.diplomacy.fr/>

Diplomacy Around the World: Diplomacy in China

by Fang Zhang

You may be eager to know more about Diplomacy in China, but I'm not able to tell you what I do not know. To a large extent, this article is limited to the aspects of Diplomacy in China that I am more involved in. So just try to read it as an ordinary article, instead of a complete National Annual Report. ☺ Hopefully it will be both interesting and educational.

Part One - The Game of Diplomacy in China

If you compare the history of the game to a man over 50 years old, Diplomacy in China is only a newborn baby. Now the baby is small and needs to be fed! As far as I know, the first Diplomacy players in China can be dated back to Spring 2005. They played the game on a forum of a website called Apple Garden

(<http://www.ellesime.net/bbs/index.php?showforum=94>).

After that, a few forums were built: in Spring 2007, a Diplomacy forum was created on the site <http://www.doggiehome.com/>, and a few months later another one appeared on <http://dp.7kill.com/index.php>. Even though the websites provide a platform for people to play Diplomacy, none of them was created exclusively for the play of the game. These forums are just small parts of the websites, and a game is not started very often on the forums (maybe one gamestart every three month) due to a lack of players. The number of Diplomacy players in China is quite limited, possibly around 50 in total (not including those who play with AI). It's so tiny when compared with the number of Chinese people, which is over 1.3 billion. But cheerfully, the number is growing smoothly. ☺

Part Two - How We Play the Game

In China, people play Diplomacy through email or the internet mostly. Neither I, nor my friends, have ever heard of any face to face games held. Before each game, the game master (GM) posts a message on the forum asking for players, who can then sign up by replying. As soon seven players have signed up, the GM assigns powers. This process is stochastic of course. Your power together, with an email and an ID that you will use in the game, will be sent to you from the GM. Often, once you've been assigned your power, you search for someone on the forum who is familiar with playing that nation, so they can offer advice. We call that man Assistant Leader (AL), somewhat like a Chief of Staff. The AL is in charge of helping you negotiate with other players in the board, making plans and strategies for you, and handing in orders (written in Chinese) for you when necessary. When everything is ok, the GM starts the game. Every player is encouraged to communicate with others through the email the GM sent to them, and the GM will post a deadline for each turn. When the GM collects all the orders, he will input the

orders into adjudication software such as warroom, and then post the result (including a map and the orders) on the forum to let everybody know what happened.

There are several differences in the rules during the game. Firstly, before each spring and fall turn, every player is required to give an announcement to the public in which you can include your current point of view, hints, rumors, or anything else you want others know about. Secondly, when the game is over, each player should edit and publish their negotiation letters (secret letters) to the public, so that everyone will be clear about how the game was going. That's considered the most attractive part of the game. Thirdly, a joint win, or a draw, is always allowed. Finally, you must preset and hand in your preferential retreat route of your units when you write your spring or fall move orders, even if you may not have to retreat. That is to say, there are only two main turns for each diplomacy year----spring move turn and fall move turn. (**Editor's Note - this is known generally as "predictive results" in the hobby.**)



What's more, there are two major specific differences in the actual interpretation of the rules. The first is that a power is always allowed to remove an undefeated unit, after which you can build a new unit at a home center instead. For example, Russia could order F Sev – Rum in Fall 1901, capture the center, and still remove F Rum in the Winter, replacing it with A Mos. Secondly, the support rule is applied differently. You can order a support for a unit to hold, and still submit an order for the supported unit to move. If the movement fails, the support is still effective. These differences obviously

make our games more of a variant of Diplomacy, but perhaps with greater input from the rest of the worldwide hobby players will begin to follow the classic rulebook.

Part Three - Chinese Style of Negotiation

There is an essay entitled "A Kill in the Winter Morning" by the famous Chinese writer Yu tang Lin. He wrote that Chinese people seldom go directly to the point when they discuss business affairs. They never begin with "Today I'm here to...". Instead, they always show their greetings or kindness before they talk about things that really matter. This allows them to build the relationship first, after which it will be easier for them to bargain with you. This is likely the traditional Chinese style of negotiation. So in a Diplomacy game, Chinese players will try to keep a good relationship with all the other players, even though they do not cooperate with all of them. What's more, Chinese players hate stabs quite a bit, and backstabbers are regarded as contemptible. Generally speaking, they prefer a Declaration of War to a stab. If you stab a Chinese player, he will likely return the favor – "an eye for an eye, a tooth for a tooth" - sometimes at any cost.

Part Four - Why the Game is Not More Popular in China

Maybe the language barrier prevents Chinese players from communicating with foreign players, so that we have different or even incorrect rules. Maybe the game process is too slow to attract young people, while by comparison Counter-Strike and WarCraft 3 are

extraordinary popular in China. Maybe the game itself was not created to satisfy everyone. I noticed that Diplomacy players are mostly aged from 30 to 50. However, in China, people of that age seldom play any games. They have a job and a family, and not enough spare time to think about how they should move in Fall 1903 of a game. I also found that most of the players are from developed countries such as European countries and American countries. That may be because it is easier to earn a living, and have leisure time, in those nations. So they are able to pay more attention to games, travels, holidays, etc. while we pay are forced to pay more our attention to jobs, houses, food, etc.

Diplomacy is a fresh game to the Chinese. We have a long way to go to popularize the game here and we are trying. The webmaster of <http://dp.7kill.com/> is working to build the first exclusively Diplomacy website in China, and an English forum was recently created for foreigners, which can be found at <http://dp.7kill.com/index.php?cateid=111>

Lastly, I'd like to thank Edi Birsan who sent us many interesting and useful articles about Diplomacy. They have been a big help. I also want to thank Douglas Kent for inviting me to write this article, and for his wonderful Diplomacy World zines which we enjoy very much.

Fang Zhang could be one of the first of a new worldwide generation of Diplomacy players. Could China be the new frontier?

Mis-orders in Face-to-Face Tournaments

by Eric Mead and Edi Birsan

On the first move of the World DipCon 2007 top board in Vancouver, Russia tried to move his fleet in St. Petersburg (south coast) to the Baltic. A few weeks later, in the European Championship, a player's last move (arguably the most critical because of the center count-based scoring system they use there) was: Fleet Constantinople to Bulgaria (No coast indicated). Both orders were written by world-class players, and both were totally unintentional. In the second case, the player was left without any defense of the supply center, and a single enemy unit walked in unopposed, costing him quite a few points in the tournament scoring system. In the first case, the player went on to have a fairly successful game (though he did not win).

It is an unpleasant reality of tournament Diplomacy: we all make mistakes under the pressures of the clock. We strive to put a long distance between them, but it is not unheard of for even elite players to make one or two mistakes per game. Here are a few things to keep in mind when these inevitable mistakes occur.

When Somebody Else Mis-orders:

Obviously, any mistake that hurts the player making the mistake is a usually a real error on his or her part, as opposed to a deliberate mis-order done for diplomatic deception. If a player writes a nonsense order and, as a result, loses centers or fails to gain them, it probably was not intentional. These are not the ones to be on the lookout for.

In our estimation, mistakes which end up hurting a player's "ally" (i.e. "Oh no! I supported you to ALBANIA ? I meant to support you to TRIESTE !"), or failing to hurt a player's "enemy" ("Oops! If I'd only supported that attack I would have dislodged the evil German, but I screwed up and now he doesn't have to remove a unit!"), are intentional probably 80% of the time, especially when done by veteran players. Obviously, new players are less likely to be so cagey, and are more likely to actually make an error that ends up hurting their ally, or blunts their own attack. So the important questions to ask when you are on the short end of a mis-order are: 1. Who benefited from the mis-order? And 2. Is the player who

made the mistake clever enough to have done this on purpose?

Our feeling is that most players, even elite ones, are terrible actors. Watch for the exaggerated shock, the grandiose gestures of self-flagellation (“God, I’m sooooo stupid! How could I have written BUL when I meant RUM?”) On the other hand, if you happened to notice that a player was unusually rushed before the deadline, he might not have had a chance to proofread his orders, and might have made an honest mistake. Often, a player that hears his orders read aloud and gasps and/or turns red has just realized that he has made a true error, while one who seems to have had a speech ready has mis-ordered on purpose. As you play with the same opponents again and again, you may even learn to spot their reactions.

When You Mis-order:

The elite player’s response: A real mistake can be a depressing moment, but that moment should last about a nano-second before you begin to scheme again. You must quickly change your focus to the new opportunities your mis-order may present. Someone may have gained from your mis-order in an unexpected way! For example, in the case of Fleet St Pete failing to move in the Spring of ‘01, suddenly the German can afford to make a move to the North Sea, or make a shift to Sweden and gain three centers, while France gains three centers rather than fighting over Belgium (which is more of a threat to England than it is to Russia). Because of this threat, England may feel he has to react by canceling his idea of putting an army in Norway, instead opting and go to stand the Germans off in Denmark so that Army Kiel is backed up and Germany does not have a fleet build. Like magic, by sowing the seeds of doubt amongst your western neighbors, you have gotten them all more worried about each other than you. Now, suddenly, and English player who was originally planning on a Scandinavian push is suddenly running to you looking for a mutual defense pact against the threat of a giant France/Germany alliance.

Always remember that if you are an elite player, your neighbors may automatically feel threatened by your reputation, and for that reason you should be willing to take more modest early gains in exchange for a solid alliance, particularly if you have a less-than-ideal opening year. We would not go so far as to suggest that you should mis-order on purpose just to make yourself look weaker, but we will say that many top players have contemplated the Yorkshire Pudding opening, or something equally ridiculous, simply to take the pressure off themselves early in the game.

The average player’s response: Average players are often the most shaken by their own mis-orders (and tactical errors), as they realize that if they were elite players, they would not have made that mistake. We often see average players become self-absorbed and

sullen, spending valuable negotiation/planning time trying to make excuses or simply apologizing too much for the mistake. They cannot let go of the error and look at the board anew, and simply go into “turtle mode”, writing defensive orders and making no effort to talk their way out of their predicament. Never forget your best line: “Don’t worry about me. I’m already screwed on this board! I mis-ordered, for Pete’s sake! It’s that guy over there that’s the real threat now! Work with me and we’ll cut him down to size. And hey, after we’re done with him, you can kill me.”

Of course, you don’t really plan on being killed next. You are hoping to hang on long enough that something happens that changes the dynamic of the board. We cannot count the amount of times that we have been dead to rights after a few seasons of play, but have hung on at 2, 3, or 4 dots simply by sowing chaos in our area of the board long enough that something good happened, and we wound up having highly successful games.



The new player’s response: In many ways, it is even worse to mis-order when you are new to the game, because since none of the other players know you, they may assume that you’re hopelessly incompetent and consequently wouldn’t make a reliable ally. In short, all too frequently at a tournament, if you mis-order, you’re meat.

On the other hand, you may have the perfect excuse: “Dah...I’m new.” We have observed that most new players will not dwell as long, or torture themselves as much, as veterans do. You can actually use this to your advantage if you are new to Diplomacy. Elite players may be willing to forgive a “newbie error” in exchange for a pledge of goodwill, and instead work with the new player to get him or her re-focused on the current situation. In fact, we have often seen new players ask their allies to recheck their orders to avoid future mistakes. We suggest that you not offer this, because it

obviously makes it trivial for your experienced ally to stab you.

In fact, if you are the experienced player, we suggest that you not accept such an offer either, and instead encourage your newbie ally to keep at it. The trust and goodwill that you will gain by being supportive of a new player is far more valuable than a peek at his orders, and will probably lead to even more success for you.



The Most Common Errors of Veteran Players:

We conducted a highly scientific poll of top tournament diplomacy players (i.e. we sent them email and a few of them wrote us back), to determine what the most common mis-orders are. Take a moment to look at these, and pay special attention to what you wrote when your pieces are in these spots.

In Spring 1901:

The two most common errors people mentioned in the opening moves are: Fleet Trieste to Greece , and assorted creative errors involving Fleets St. Pete and Sevastapol either going backwards to the Black and the Gulf of Bothnia, or St. Pete trying to jump all the way to the Baltic, or even Gulf of Lyon (GOB, GOL, there is a difference!).

In Fall 1901:

For some reason, there are more English mis-orders getting to Norway than any other combination by a long shot. We have seen things such as Fleet North Sea Convoy Army Liverpool to Norway, as well as both Fleets North Sea and Norwegian supporting Army Edi to Norway, as well as the fascinating Army York to London while the North Sea is convoying it to Norway. Also, continue to watch out for the dreaded TRI – GRE even if you did successfully make it to Albania in the Spring.

In the game in general:

The two problems that plague experienced players the most are failing to write an order for a unit, and writing two orders for the same unit. Most experienced players check their orders by quantity: "I have 8 units and 8 orders so I am OK." What happens is that they listed one twice and forgot one. Then there is the forgotten coast, which plagues Fleets in Portugal and the Mid Atlantic Ocean as well as Constantinople . And finally, there is the morass of supply centers in the Balkans, and around Italy and Austria , which seem to torture even the most

seasoned players. We cannot count the number of times where VIE tried to support VIE – TRI, or RUM went to GRE with BUL's support, etc.

The Most Common Errors of New Players:

In Spring 01:

Don't forget that fleets have to stop in their adjacent sea space before getting to their intended destination: Fleet Brest to Portugal is never going to work. Also, don't forget to look at the small spaces: Paris can't get to Belgium , and Kiel can't get to the North Sea .

In Fall 01:

The worst, of course, is forgetting that a piece must stay in a province in the Fall to get ownership. So often the French will move Army Spain to Portugal and not put something else in Spain , thinking he has conquered both with one unit. Or the Germans will go from Denmark to Skaggerak, forgetting that he never claimed Denmark in the first place.

In General:

Remember, you cannot support a piece in place if that piece has been ordered to move! And just as important, remember that to support a unit's move, you must write both a move order and a support order containing the move you are supporting (i.e. PAR – BUR, MAR S PAR is no good. You must write MAR S PAR – BUR). And remember: if a piece can't move to a space, it can't support somebody there either! A VEN cannot ever support F TRI – ADR, because A VEN can't move to the ADR.

Also, the following three are LEGAL moves that new players often fail to see:

Army Kiel to Livonia convoyed by Fleet Baltic
Army Spain to Tuscany convoyed by Fleet Gulf of Lyon

Army St. Pete to Norway

And don't forget to build only in your own OPEN home centers, rather than anywhere in your country or in any non-home center.

Regardless of the extent or type of error that is made, the most important lesson for a tournament player is to shake it off, look forward, and try your best to recover from your mistake. Remember that almost no game of Diplomacy is won without some adversity, and the best players always know how to conduct themselves when they experience a setback.

Edi is basically a legend now in the Diplomacy hobby, and is still willing to grace us with his presence here in Diplomacy World. We should all be grateful. As for Eric, he's the other guy who wrote this article: the one who isn't Edi. That's how I've always known him, anyway.

Engineer Diplomacy

By Hugh Polley

Part One – A Variant is Born

My efforts to create a Diplomacy Variant, which would complement the 1971 rules, started back in 2001. Libby McAfee had proposed to play-test a variant which gave special powers to regular diplomacy units. The special power he gave to the regular diplomacy unit was an ability to build outside of one's home centers.

Before the game was more than a month old, I had decided Libby's variant was a cumbersome way to achieve the desired result. Then one night I woke up with the solution in my head. From those nocturnal brainwaves I created my Engineer rules and Fighter rules. I quickly wrote up a rough draft of the rules which would govern such units, drawing on some ideas from the NHww2 Variant I created in the early eighties.

Now, a Turkish player who reached St Pete could use his Engineer unit to create a fleet and get at England. An Austrian unit in Rum or Sev could build a Fleet to take the Black Sea. This was not the end for Home Centers, as you needed them to build your Engineer Units!

I also thought to myself, what if your Engineer was captured? I did not want large surpluses of Engineer units on the board so I decided you would be allowed one so long as you had a SC; and 1 Engineer unit for every 4 Supply Centers after that. If an Engineer unit was now captured it would become a 'prison gang'. This unit could be used to convert one of its owners units in the Winter season. After the Winter Season, Prison units are disbanded.

I wanted a player to easily move the Engineer/Prison Gang units about, so I again called on a rule from NHww2 and adapted it to the movement of E units. You could move an Engineer unit from Ank to StPete in one season. The receiving Area StPete would have to have a military unit making this order; any attack upon this unit would defeat the transport order.

Lastly, I tried to make writing the orders easy and by staying within the Diplomacy traditions for writing orders.

So using T for transport the order is written: A StPete T E Ank. In NHWW2 Fighters carry cargo, drop bombs, and can move two areas from their starting position. I wanted rules that were as close to the regular Diplomacy Army ones as made sense, so my Fighter can support, move, or hold just like an Army - but up to two Areas away from its start point or base.

One of the most frustrating things which can happen to a player in standard Diplomacy is to beat more than one of your opponents, just to be stalemated by the remaining

small powers. I decided to give my Fighter the power to break through such a line by cutting all supports for the key unit that is holding the line in place. I gave this order the name 'Damage' mostly because other first letters in order names were taken. This is also why I called 'Fleets' Navies as in NHWW3.

I needed to weaken this unit a bit, so I gave it the power of zero unless being ordered to hold. This allows any attack to dislodge the unit. It could also not move to a new position two areas away unless that area was an SC, as well as both unoccupied and friendly.

A few weeks later I decided to tackle the other thing which frustrated me so much whenever I was a Game Master: No Moves Received! I decided you would be allowed to bid to gain the right to order an NMRing unit to support or move or damage. But what should the players bid with? NHWW3 uses a cash account to bid with, although this is not particularly Diplomacy-like. So instead, why not moves already made? You would be allowed to give up one or more moves submitted previously, in exchange for being able to move an NMRing unit move a certain way. If you won the bid your mortgaged units would hold, otherwise they would move as ordered.

Now that I had a variant system worked out, how would players go about adjudicating turns? I created Fighter and Engineer pieces out of cardboard and tried them out with a pretend game. It worked, but was a bit of a pain, especially the Madman rules.

I had created a program for the Timex Sinclair Computer which adjudicated my NHWW2 variant. Perhaps I could take the best sub routines from it, convert them to Quick Basic, and adjudicate or at least keep track of the Diplomacy Variant information.

Once I had all this in place I went looking for players to test out my variant. Making up the variant was much easier than finding players to test it out!

Part Two – Playtesting the Variant and Developing the Adjudicator

Take a look at this section from the Variant Roundtable interview in [Diplomacy World #98](#):

Burgess: Finally, this, if you had ONE piece of learned wisdom to impress on a new variant designer as they embarked on the effort, what would it be?

Cohen: Invite constructive criticism, and pay attention when you get it.

VonPowell: My one piece of advice would be to plan on sticking with the variant for the long haul. I'm convinced that some worthy variants never get to see the light of day because their designers churn them out, play them once or twice, post them in some variant bank, and then move on to other projects. Variants need nurturing. They need to be playtested. They need to be fixed and/or refined. They need to be sold to a skeptical hobby that is already saturated with variants (getting them on a judge is key). They need articles written about them (and usually the designer is the only one, at first, who will do this). They need to be studied over a long period of time to see if results are acceptable. Unless the designer is willing to spend lots of time and energy over an extended period, I personally think the odds of a particular variant gaining long term popularity is very slim.

Never have truer statements about variant development been made, especially "They need to be sold to a skeptical hobby that is already saturated with variants." Getting players to play my variant has always been a challenge. I have noticed that once players agree to start a game, they tend to complete the game, and comment positively on the experience. That's a good sign.

I have run one Engineer test game and a number of regular games with only the Madman, auto-retreat rules in force. Most players are worried about these two rules, and with the exception of the Acheson cup avoid NMR situations. With the Acheson cup, some kind of a feud over the awarding of tournament points has resulted in players not sending in moves and other disputes. At least my taking over this game has it moving along to a conclusion.

Some players do not like the concept of Auto Retreats, which work with my Madman rule to keep the flow of the game chugging along. My criteria of deciding retreats is; by your Home SC, then opponents Home SC, your SC, opponents SC, area with most adjacent provinces, then by first past the post from my Area file list. I have yet to deal with a player steamed at an auto retreat outcome.

Inventing the variant took less time than finding players willing to test it out and help me develop the Adjudicator program. After many months of searching I found five players willing to commit to the project, and I promised them the program to use for doing so. The one positive of only finding five players was it left me two neutral powers to work on the Madman move through. I was able to develop the sub-routines to do this within the adjudicator after only one turn of doing it by hand. At this point I found a sixth player for Germany, which left only Austria as an armed neutral.

I invited constructive criticism, but found most of it was from not understanding the rules rather than a flaw with the unit design itself. This is an ongoing challenge I am

still falling short in. The rules I sent in for Copy Right in 2001 were so badly written I withdrew them, and sent in new ones in 2002. I eventually got my US copyright in 2003. The government does not move quickly in the US or Canada. I must say that whenever I called they were pleasant and helped me through the process. Filling out the paperwork incorrectly did not make things move any faster.

In the test game, the Madman rules proved their worth, as the Russian position went through a number of No Move Received turns before moves were always in on time. The Fighter units worked without any problems as did the Engineer unit and the Transport order. I did change the creation of Engineer units from 1/3 to 1/4 to keep them from becoming too numerous.

The English player seemed to understand the new units best. He used his Fighters to take Norway and Sweden, and then StP, and he used his Engineer units to build in these areas.

From this game I saw my Unit Constructs work well, and have made no changes to them. At the end of the game I began to realize that allowing a power to both change its own moves and to send in Civil Disorder Madman moves was a mistake. England took advantage of this flaw in my rules to gain a commanding lead in the game. He eventually went on to win. After revising the rules, players cannot change their own moves after learning of the NMR. Instead they send in Madman moves which replace orders on file when the CD bid is successful.

Around 2004 I had developed a text based Quick Basic program to run the game, but could not get the large code to compile so I could distribute it. I found a similar Basic code called Power Basic which would compile but it, was about 2005 before I was able to keep my word and send out the text adjudicator to the players. This program was not user friendly, and I doubt if any of the players ever used it. I believe by then the much better Realpolitik was available.

Mr. VonPowell is certainly right about having to take the long view on developing a good variant. I have been at it for about six years, going from original concept all the way to programming an Adjudicator. Malcolm, a friend, asked why I was spending so much time at it. I answered that I found programming on my computer fun, and it was a good mental exercise.

Interestingly I found an essay on the internet called Adjudicator Test Cases through a link on the Diplomatic Pouch pages: <http://web.inter.nl.net/users/L.B.Kruijswijk/> I used this to check out my Basic code, and I found lots of problems which had not popped up over the whole test game cycle. After about four months or work I got the program to the point where it completed all of the tests successfully. I wonder if I have the only adjudicator which can make this claim.

My program has come a long way from its text base beginnings. It can now create a black and white booklet zine and interactive map. It also has a player rating system built in which could be used to run a tournament. It even has a Bond Market game where those following a game can speculate on its outcome.

I am now beginning my effort to get players interested in Engineer Diplomacy, with the startup of my version of the 17 player World War Variant. In the past I have noticed this variant was hard to play with so many units and rules and No Move Received delays. In fact one game I played in lost its GM, and I attempted to take over the GM position. One player simply would not accept the Madman rules I wanted in place to continue with the game, and it never got completed.

The same thing happened in an Oceania2 variant game where my program had no trouble handling even the Island rules. My effort to take over this game as GM was opposed at first, then later accepted only to have the old GM return and promise to continue. He never quite did

so, and after a time the players moved on and it was never completed.

What keeps me making the effort is seeing that my rules and Adjudicator solve a lot of the problems with NMR and stalemate lines. I also believe once players discover the added dimension my rules add to the game they will want to play it again.

In the past too much time went by between Engineer games. Now that everything is in place for running the games I hope to get more repeat business. So here is a perfect opportunity for a reader or two to enter the game and give their opinion, perhaps in an article of your own?

*If you're interested in signing up for Hugh's variant or learning more about it, send him an email at [hapolley "of" yahoo.ca](mailto:hapolley@of.yahoo.ca). You can also see his latest **Engineer Diplomacy World War I game in progress, and maybe even jump in to fill a position yourself, at <http://games.groups.yahoo.com/group/dipworlda2/>. Hugh is a long-time Diplomacy player, and obviously a fan of variant pieces!***

Thoughts on the Italian National Diplomacy Championship – Dinner and Diplomacy

By Giovanni Cesarini

The fourth Italian Diplomacy Championship has come and gone. After having a week to recover, I've tried to sort the intelligent thoughts from the drunken emotions that a tournament always gives me, in order to report how things went in a coherent fashion. Hopefully I've managed to accomplish that in this article.

I should probably begin by thanking those who were able to attend. This year we had 23 participants, all from Europe. Mostly they were Italian, although we did have one from England, one from the Netherlands, and four from France. Every single one of them were valuable in making the tournament possible, and I hope they had as good a time attending as we had playing host.

The second thank-you should go to all the members of the so-called organizing committee: Davide, Filippo, Marco and Riccardo, (strictly in alphabetical order). Without their tireless efforts, this tournament could never have taken place. Last but not least, I must thank Roberta from the [Galvanotecnica Bugatti](#), who lent us the lovely tournament space. I can't imagine any Tournament Director who wouldn't love to have such a wonderful locale.

Anybody who has ever tried to organize anything knows that a lot has to be done before the event begins. There are so many bases to cover. First you have to publicize

the event and try to attract as many people as possible. Then you need to arrange the restaurant for dinner and supper, get all your materials printed, make sure everybody knows exactly where the event is and how to get there, and a thousand other minor details. Plus you need to send emails to anybody who is considering attending but who haven't made a firm decision yet, and all the while you need to keep count so you know how long or short you are to having full boards. You definitely get practice at dividing by seven!

Then finally the big day arrived. Davide showed up at my house (on time!) to give me a ride and to help me carry all the prizes. When we arrived Marco was already there, with three tables ready to go. People started to show up almost immediately, and by 10:45 we had three full tables of players. As usual, things can't go perfectly; just as we were ready to begin play, a 22nd player showed up. After a brief discussion with Davide I decided to give the late arrival my place, but then Riccardo Castellani volunteered to give up his place instead, as he said he could only play one game for personal reasons, and he'd go ahead and play on Sunday morning. Riccardo is an example of a really pleasant and thoughtful player!

Resuming my place as Austria, I took stock of the board. There is Sergio (a newbie) playing Russia; Marcello,

moderately experienced, is Turkey. Roberto is handling Germany, with my friend Laurent as Italy, a good player named Filippo as France, and an unknown by the name of Jean Mathieu as England. We began quite slowly in the East, and by 1902 it looked like there might be a Western Triple forming. Marcello and I asked Sergio to turn on Germany, and it looked like he was going to agree. But after losing StP, he disbanded an army from Silesia instead of his southern fleet. In 1903 we arranged to disband his southern fleet by dislodging it, as Sergio was under pressure from both England and Germany and need another army. But after we agreed on how to handle it, Sergio backed out and moved it to the Black Sea. After a few moments, Marcello and I came to the conclusion that we were better off killing Sergio instead of helping him, as he was unwilling to listen to us. Marcello grabbed Rum and Sev, while Sergio got Ank. In the meantime England stabbed Russia, Germany and France for a single center from each, gaining the lead at 8 centers. If there ever had been a Western Triple, it was no more. Marcello and I were coordinating successfully, and with Germany and France wanting to get back to England everything was going fairly well. Turkey skipped a possible stab on me in Fall 1903, and left himself a bit too open in Fall 1904. I suppose he thought it was too early for me to stab him...tough luck for him, he was wrong. After taking the lead I became aware I had made myself a target a little sooner than I liked, but luckily I had a very good position and my enemies were too scattered. Plus both France and Germany were focused on getting back at England, so I managed to defend my position and finish in first with 11 centers. Being the only one winning with a break, I realized I should have a place at the top table regardless of what happened in round two.



Well, my second game is quite easily described: I was Russia and I was attacked by an unbreakable A/T alliance. Having seen me attacked, Germany headed for Warsaw, and England for StP. My only choice was to sell the services of my Northern fleet to A/T, which not only bought them but exploited very well. England and Germany had to waste 3 or 4 units to defend the north the whole game long, and my fleet helped Turkey get into StP and Scandinavia. Turkey won, Austria got second and England third. Germany and England failed to understand that I had nothing to lose in that game, and

I would have been the best ally possible. They smelled blood, and ultimately played the game just the way Turkey and Austria wanted them to.

After the second game, as it is traditional at Italian Cons to enjoy supper together in a nearby restaurant. Generally we don't go to a five-star restaurant, for monetary reasons, but we choose one that is good enough to savor some Italian food and have a pleasant evening together.

For the next day we were still at 21 players, enough for our three tables. That's not bad at all for a very warm Sunday early morning. Sunday is the "Top Table" day. I was fortunate enough to be sitting there, but the game was all Marco Ferrari, who won it after completely dominating it. I could do almost nothing because Italy attacked me from the get-go. Apparently "Once Upon a Game" I cost him a game, so now he was determined to get his revenge, even to the point of allowing Turkey to walk right into his territory. The rest of the game I needed Marco's help, but he kindly let me survive to a third place finish. Daniele, as Turkey, was able to play without being concerned with Italy whatsoever. This allowed him to attack Russia with Austria, and then stabbed Austria (Roberto) at the correct time. In the end Turkey could only realize a second place finish because he allowed Italy to outlive his usefulness. Both Austria and Turkey did not dare to kill Italy, probably because he kept me at bay, but that left an enemy-free game for England.

In the end Marco Ferrari won the tournament. Maggi got second due to its two wins in the eliminations rounds, and Daniele Belardinelli was third. I got fifth, quite good after having no chance at all on the top board. You can see Top Board history on stabbeurfou and the standings on the WDD or at <http://diplomacy.cleosolutions.com/>, the main Italian site for face-to-face Diplomacy.

All in all, it was a pleasant tournament. The evening supper together was good and people liked it, as they always do. We had slightly fewer players than last year, but we had more Italian and more locals, so that was a positive too.

Looking forward, the next Italian Diplomacy event will be the last step of the Italian-Sanmarinese Championship, which takes place in Fossombrone on November 10th and 11th. Following that, it will be Euro DipCon in Brunate, which will take place on April 11th through the 13th, 2008. Brunate is a lovely town up near Como Lake, not far from Milan (about 50 kilometers). I hope to meet Diplomacy players from all Europe there...and why not the rest of the world as well? Keep an eye on <http://diplomacy.cleosolutions.com/> for more information on the tournament, and I'll see you there!

Giovanni is a good Diplomacy player and a gracious host, not to mention a lover of fine food!

Diplomacy Around the World: Dip on the Rocks

A Vacation to “Weird Capital” - Part 1

By Julian Ziesing

Before I begin, let me apologize for my English. If it bothers or confuses you, just imagine it pronounced with a strong German accent, then it all makes sense. ☺

Yes, the rumors you heard were true. We were there, in Iceland, and we actually met some Icelandic Dip players; about five of them. That may not sound like very many, but when you consider Iceland's total population is only about 310,000, the percentage is quite high. If you went to a convention in France - the hobby that is widely known as the most active and largest in Europe - you would have to meet about 1000 players at one event to match the percentage we found in Iceland. In some weird way, that makes Iceland one of the largest dip hobbies in the world, population-wise (maybe next to San Marino ;-)). Yes, that's Europe for you: an area where 100 miles is a long distance, and where you never need more than three hours to get somewhere by plane.

In this case the “we” would be:

- Vincent Carry, the former World Champion from France
- Rob Schöne, from New Zealand (who sometimes omits his original German ö dots ☺)
- David Norman, from the UK
- And me, Julian Ziesing, from Germany.

But let's start at the beginning.

The gathering in Reykjavík, the most Northern capital on Earth, took place on the 7th of May 2007. Prior to that, however, there had been a long process of planning and preparing. Actually, seeing Iceland in person had always been a dream of mine. I had always hoped to visit that strange little country, located on an island that was certainly not intended for human beings to live on. Despite its inhospitable nature, Iceland is notable for a number of reasons. Among them:

- Iceland is the origin for some of the earliest and most significant medieval European literature.
- Iceland is the only NATO member without an army.
- And rumors say Iceland has the highest suicide rate in the world.

This last item, while surprising, can be explained. Most likely, it is because in winter time there are only a few hours of diffused light per day. It is also more than 1000 miles away from any large European city, which can certainly have an effect on your mood, possible feelings of isolation, and your perspective towards life.

Anyway, I had encountered both Icelandic literature and Icelandic culture during my studies, but never actually made it there. Then in summer 2006 I landed at Berlin Schönefeld airport on the way back from Stockholm. Upon arriving, some airline promoter gave me a flyer with an advertisement for Iceland Express, the first low cost airline from Iceland. The cost was only 99 EUR from Berlin to Reykjavík. What was I waiting for? It was the little spark that was needed to ignite an old smoldering fire. Not all of my friends were thrilled with the idea though, especially as my initial intention was to go there in winter. But before the fire was out again, something else happened, and that was the official formation of the European Diplomacy Association.

In the winter of 2006/2007, Yann Clouet and I worked on the idea to create a Charter. This Charter would include all the things that were already going on and agreed upon by consensus in the European Dip hobby, but that nobody had actually ever written down. In the process, David Norman and many other organizers joined the group and added their valuable input and ideas. Finally, during the European Diplomacy Convention (EDC) in Cheshunt near London, on March 4th 2006, the Charter was put to a vote. We were all thrilled to have it ratified by the vast majority of the players present at the event. One little idea that had found its way into the Charter was the EDV, the European Diplomacy Vacation. (You see, we love all those abbreviations starting with an E.) And this EDV was the vehicle which would make the dream of going to Iceland come true after all.

Unlike most gaming events, the EDV was not meant as a convention that focused on having the largest turnout, or locating at the most convenient site. Instead, the idea was to gather with a group of players and go on vacation together. On the way to this carefully selected destination we could play some Dip, and combine both pleasures into one activity. The whole idea seemed perfect for an Iceland trip. However, a few obstacles had to be overcome first. We agreed that an EDV in Iceland only made sense in late spring or summer, which meant June to September 2007. Otherwise it was just too cold and inhospitable. But then there were the WDC (to be held in August) and the EDC (to be held in September) to consider. They didn't like the idea of an official EDA event that took place any time close to their major events. After long discussions and negotiations with other members of the EDA Board, and the affected organizers, we agreed on a date (in early May), but that did not leave us with much time to promote the trip.

Early on, Stefan Unger has intended to join us. Stefan had been to Iceland before, and even lived there for a

while. Together with David and Rob, we organized and planned the trip, and along the way we tried to find more people willing to join the excursion. Many said they were interested, but in the end none of them signed on. Then even Stefan couldn't make it because of his job. Instead, someone else joined last-minute, and that was Vincent. So there were four of us.

At the same time we were courting travelers from our local regions, we were also searching for players in Iceland. Thanks to the network of judge players, we found 4 or 5 of them, and we asked them to promote the event in Iceland. One of them had a brother who owns a hotel where we could stay and also play. We had a program for one week - including the most interesting sights of the country and a weekend of Dip and other games with our Icelandic hosts. So we were off!



Iceland... the first exciting thing on my trip was to take off at 10pm in Berlin in complete darkness, and then land around midnight local time in Reykjavik in daylight. On our 3:20-hour trip we were flying into an evening sunrise. Wow! Seriously, that's weird.



But then, there is the country itself. Iceland is rough and

in some ways almost unfinished; it looks more like the surface of the moon. And there are no trees. Well, there are a few, but no forests. The predominant plants were prickly bushes. And there were endless rocks, many of them yellow. Again, that's really weird.

Taking the bus from the airport, I arrived at the hotel around 1am local time. We had cozy rooms, but three things were especially strange about this city:

1. No night. It was still bright, not completely, but let's say like on a rainy autumn afternoon. If I had not been so tired I might have found it hard to fall asleep at 1pm.
2. No people. Except for the other passengers, the bus drivers, and David (who gave me my keys) I hardly saw anyone.
3. The houses.



Something about the houses irritated me. First, they were all Western style, typical Western post-industrial residential areas, but planted on the moon. In addition, they also were grey, but then they had colored roofs. So they were all grey with red or green roofs. Weird again! But that's how Iceland is, it's "Weird Capital." Well weird to someone like me, who has not seen much of the world outside of Europe.

I was excitedly looking forward to meeting the others the next day, playing Dip with some 'real' Icelanders, and exploring Weird Capital and the rest of the island. With some difficulty, I fell asleep.

Julian Ziesing is a driving force behind the European Diplomacy Association, as well as a skilled and feared Diplomacy player in his own right.

Be sure to watch for Part II of this Diplomatic (in more ways than one) trip to Iceland in Diplomacy World #100. Maybe this will inspire you to organize your own journey to a far-off land to play Diplomacy?

From the Archives: The Unabashed Bo(t) on England

By Larry Botimer
(reprinted from Diplomacy World #61)

I hate playing England for the simple reason that I always wind up wondering how I managed to make a mess of such a nice position. I never pick the right ally so I've been compensating by trying to ally with everyone. Then I find out I've got too many allies and no particular direction to go, and my units are out of position because I'm waffling so much. Finally, the other players realize I don't know what I'm doing and participate in a mercy killing to put everyone out of my misery.

I have resolved to do better in the future and to try and give my gameplan more direction and flexibility. I need flexibility and a more definite strategy because I consistently run up against French and German players who use me to further their purposes, so they keep me contained in my little corner. French allies love me because I let them hem me in until they are ready to stab me. Lots of English players end up with a French fleet in the Channel which they end up accepting as a fait accompli. It is irritating to say the least but there is not a great deal you can do when it happens because usually the French player has a good reason to be there or at least a good excuse. I also get blackmailed by Russians who threaten to intervene in the west to balance things out by attacking Norway. Obviously I need to find a countermeasure for this.

One of the things I resent about all this is that it is generally accepted in the hobby that England is one of the easiest, if not THE easiest country to play. Do you know that novices are recommended to play England because it's so easily defended! Hah! Since I usually wind up defending as England, I can tell you it ain't necessarily so. On the other hand, if you put England in the hands of one of the top players in the game, inevitably there's an outcry to "kill the witch" because of the potential that England has in the hands of such a person when allied with any other player. Think about how many draws you see that are two ways with England as one of the partners. I've been in an ET, EI, EG, and EA myself and had some potential others result in wins for one of the allies. It's also notable that when England is a significant survivor in a possible three or four way draw, the power at the comers that England can bring to bear makes it the most likely game breaker. This tends to reinforce the early paranoia about England and build "kill the witch" hysteria.

That hysteria early in the game is the first major problem I see with playing England. What makes it so difficult to combat is that no one really misses England once it has been eliminated. Russia, France and Germany just seem

to flow into the vacuum created, and not much changes tactically or diplomatically. France still faces Germany and a northern naval power with Italy on the other flank. Germany is still caught between Russia and France but now has more potential for alliances with Italy and Turkey/Austria since these powers recognize that France/Russia will need to look elsewhere for dots. So, it seems no matter how loud and long you yell when RGF ruthlessly wipes you out, all you get is tongue in cheek sympathy and a wish to hold out as long as possible to keep the three occupied.

The board consensus that everyone is better off without you around is truly hard to deal with and very frustrating to say the least. You really must do something to force your presence on the game, so that even the more benign tactic of simply containing you until time allows your neighbors to deal with you is unsuccessful. We've all seen Turkey reduced to three centers and left to rot in the corner because the RAI doesn't really want to waste time and units to wrinkle the Turk out of his corner. This "contain" policy works reasonably well with England also but does not suffer from the tactical drawbacks and advantages surrounding the Turkish situation. While Turkey's home supply centers can all support each other, England suffers from unit hunger when reduced to three blocks (especially when they don't have the right type of unit to cover their remaining centers.)

That brings me to the second major problem I find in playing England: getting the right balance of armies to fleets. England, more than any other power, can find itself without tactical options and out of position because of this problem. There's a lot of conventional wisdom about this situation which emphasizes the "power of the convoy" as a tactic, but no matter how you slice it you are tying up two units to bring influence to bear on just one province. There's no easy answer to this problem, but I'm beginning to feel that it is not as difficult as it might seem if we reexamine another bit of Hobby wisdom: that England must put an army on the continent in 1901 or 1902.

Nine times out of ten this translates for most people into convoying A Liverpool to Belgium, Picardy or Norway in the conventional fashion from the standard English openings. Anti-French means A Wales and F English Channel, while anti-Russian means A Edinburgh and F Norwegian. The safe option is then A Yorkshire and F North Sea for convoy to Belgium. Obviously, if you are worried about Russia you will want to be able to force Norway for your build, but that does not appeal to the

new wave of aggressive players much. Besides, not a lot of Russians feel comfortable sending that Moscow army to St. Pete given the recent emphasis on fast starts for one's country, along with new emphasis on the AIT theatre.

What I propose is to reverse a little of the traditional thinking here and open F Lon-Eng, F Edi-Nth, A Lvp-Yor. My intention is to put my fleet into Belgium and my army into Norway. My reasoning relies on two facts. First, only one center north of the Par/Mun/War line cannot be attacked by at least four fleet units and that is Berlin, while only Par/Mun out of the centers west of Vie/War can not be reached by a fleet unit. Put all that together, my friends, and you get a lot more than eighteen centers. So, while having armies is nice, the fact remains that England is primarily a naval power.



The second fact is that the English unit in Belgium will exert influence over only six provinces. These are evenly split four and four for the army and fleet, but please notice that F Belgium can be used to support action in the North Sea and English Channel, both of which are key to English defense and offense options. Army Belgium runs its influence into the interior of the continent to reach Ruhr and Burgundy, but these areas require England join in a land struggle and have a cooperative ally in order to be effective. Furthermore, a retreat from Belgium often leaves the army in the box, which must be rebuilt and reconvoied if England is committed to a continental conflict. A fleet may suffer a similar fate but then the offending ally/enemy can expect a faster retaliation from English naval power as the rebuilt unit simply fills the space left by a counterattacking fleet unit.

Of course running the risk of offending France with this move is certainly a factor, but I feel that with the rise in "attacking" French strategies lately, this opening to the Channel also serves defensive purposes in case France was cooperating with Germany to take the North Sea or deny the Norway build. Using the army to pull in that Norway build while covering the Channel may make you

a temporary *persona non grata* in Paris and Moscow, but nowadays players are tending to view such stabs as rude but acceptable. The Russian, who vows to avenge an army convoy to Norway, won't find much sympathy from the other players when you point out that a single unit unsupported from the Barents or the Norwegian is not going to topple the Russian Empire.

The reason I find the A Norway a good alternative is that the provinces it can influence include Finland as opposed to Skagerrak. I pretty much discount the Barents as a useful place for an English unit early in the game because of the limited options it presents. While I admit that the previous arguments about influencing sea provinces with fleets applies to the Norway/Skagerrak situation as well, it is not nearly as paramount to England as the question of who owns the North Sea and Channel. The clincher for me, however, is the fact that an A Norway has more of a dampening effect on Russian ambitions in Scandinavia than a fleet would because Russia has to plan around the possibility of the English unit in Finland. Such an army can exert influence on all three potentially-disputed centers with England rather than just a combination of Nwy/Stp or Nwy/Swe as with a fleet. This is in line with my theory that a good defense leads to a better offense.

In fact, it is just possible that if the Russian opens A Mos-Stp you may convince him that your primary focus with this opening is in the West, so that it would be a good idea for him to convoy A Stp-Swe to set up a springboard attack on Germany in 1902. How about A Nwy-Hol supported by F Bel, while the Russian goes A War-Sil, F Bot-Bal, and A Swe-Den? That turns what looked like bloody conflict along the Anglo-Russian border to a peaceful demilitarized zone that allows both powers to concentrate their forces on the main battle zones. Hey, you might even suggest such a daring scheme in Winter 1900 to a Russian player you think has the potential to be a dynamic partner

This discussion would not be complete without mentioning the tempting option that F Eng-Mid might be to some of you more nasty types who feel a good mini-stab should be followed by an even better complete stab. The A Norway secures the build and F Lon-Eng has support from Mid and Nth in 1902. Plus, the German can be invited to bring all his ground strength to bear on the Burgundy/Belgium corridor. This would seem to me an effective counter to the "contain" policy which France might feel should be applied to a dangerous English player such as yourself.

I hope this tickles some of your more wicked thought processes the next time you start out a game as England.

Larry Botimer is a longtime hobbyist and Dipper. This article was first published in Kathy's Korner #165, then Diplomacy World #61...and now here!

Knives and Daggers

The Diplomacy World Letter Column



Yann Clouet – I just read the "most dramatic moves of Spring 01" article, and it is very funny to me to see that what are considered as "more or less expected" moves can be dramatically different from one group to another!

Just for the record, here are what would be considered (at the moment) "more or less expected" moves in the French Hobby :

Austria: A Vie-Gal, A Bud-Ser, F Tri-Alb.
England: A Lpl-Yor/Edi, F Edi-Nwg, F Lon-Nth.
France: F Bre-Mid, A Par-Pic/**Gas**, A Mar-Spa.
Germany: A Mun-Ruh, F Kie-Hol, A Ber-Kie.
Italy: A Ven-**Tyr/Tri**, A Rom-Apu, F Nap-Ion.
Russia: F StP (sc)-GofB, A War-Gal, F Sev-**Bla**,
A Mos-Ukr
Turkey: F Ank-**Bla**, A Con-Bul, A Smy-**Con/Ank**

I outlined the differences. Here are the reasons behind them:

1) For France, the Gas opening is very trendy because it lets you take Por & Spain with armies, which allows you to have your fleet ready one season earlier in 1902

2) For Italy, The Trieste Gambit is a perfectly acceptable solution (with the agreement of Austria). Alternatively, a shot at Munich is also an acceptable solution. At least moving to Tyr / Tri won't be seen as aggression by most Austrians.

3) Russia / Turkey generally bounce even if their plan is to ally, because otherwise that makes it too obvious they are together. Furthermore, moving the fleet out weakens Turkey considerably and narrows his diplomatic margin with A/I. And moving the Sev fleet to Rum is of no strategic value for Russia: he needs an army in Rumania!

4) Smy - Ank is the most flexible move. In most cases it will result in Smy holding, which is good, because you don't look like you are threatening to get two builds in 1901, which can be difficult to handle diplomatically for Turkey. Also, you can still move your fleet out in the Fall AND build a second one (if the situation requires it) which you could not with a Smy – Con.

The different perceptions of what is considered "normal" can lead to dramatic diplomatic misunderstandings if you don't have this possibility in mind. So think of it the next time you bump into a French player on your board ☺.



Fred C. Davis, Jr. – There is one error on the map of the Balkan Wars VI variant on Page 27 of this issue. The name of the sea space "Marmara Sea" has been omitted adjacent to Con and Smyrna. I checked my old records to be sure this space has not been eliminated. Please include a correction in the next issue.



Eric Hunter – Thanks for the new issue. It was, as always, an interesting and enjoyable read. On the subject of "Is A/T Broken?" by Charles Roburn, the answer is not entirely. A search of floc.net (<http://tinyurl.com/37jite6>) brings up eight A/T 2-way Draws, and there are certainly a few others which didn't match my search criteria, including my own A/T 2-way 'alex' on USIN back in 1998. My Turkey proposed a European Economic Union (as justification for occupying 18 Centers), and Austria joined the EEU early. Since the EEU Charter (see below) required member states to resolve differences through negotiation, rather than force, and Frank Woods (Austria) was an outstanding negotiator, we were able to talk our way to a two-way with Austria occupying the center of the board, and Turkey the edges. The other A/T 2-ways on floc.net show a similar pattern with the strong Army-Fleet division between the two Powers.

EEU Charter

With the ever increasing rate of industrialization in Turkey and the rest Europe, it has become clear that some manner of continental control is necessary to ensure worker safety, to increase worker salaries, and to allow their involvement in production decisions, in order to increase worker satisfaction. Doing so will increase both productivity and profits. Continental control of production centers will also increase profit and productivity through the application of economies of scale, and make sure that the natural resources needed for maintaining these newly achieved levels of production can be cheaply and efficiently obtained. I, therefore, propose the formation of a cooperative council to implement and oversee the achievement of this European Economic Union, and lay out the following proposed declaration of principles for the EEU.

Declaration of Principles

The fundamental tenets of the EEU movement are that more centralized control of Production Centers will result in increased productivity and profits. Secondly, worker unionization will improve safety, worker involvement in production decisions, worker salaries, and worker satisfaction, and therefore also increase productivity, thus a more efficient and profitable economy will

develop.

- 1) The 34 major Production Centers in Europe must be controlled by EEU Member states.
- 2) Workers in Europe, both Agricultural, and Manufacturing, must be Unionized.
- 3) Worker Unions and Management must negotiate equitable contracts that protect worker safety, encourage worker innovation, and improve productivity, and therefore improve management profits, and worker salaries.
- 4) If Management and Unions cannot agree on a Contract, they will submit to the decision of the EEU Board of Arbitration.
- 5) The EEU will not interfere in the internal political, and social, affairs of its member states.
- 6) All EEU member states will come to the aid of another member state, if any member state is threatened by an outside state.
- 7) Conflicts between member states will be resolved through negotiation, not the use of force.
- 8) Overall economic goals and policies will be set by the Union House, which will have per capita representation from each union, and the Management House, which will have a representative from each production area that must negotiate with a union.
- 9) This overall economic policy will be subject to review by the EEU Assembly, (a member from each EEU state), and final approval by the three member Executive Council (Turkey, and two members, yet to be determined.)

These guiding principles are not yet set in stone, and are subject to amendment by the Executive Council once it is formed, and I am more than willing to consider the concerns of prospective members of the EEU.

Rulers of Europe, I look forward to speaking with each of you, and I hope to establish close working relationships with those of you who see the advantages that the EEU represents for our nations, our workers, and the world.



Bill Coffin - I just wanted to drop you a line to say how much I enjoyed the Spring 2007 issue of Diplomacy World. I came into this hobby as a high schooler in the late 80s, and went for years without playing at all until a friend (and fellow Dip enthusiast) introduced me to BOUNCED a few years ago, which is now where I do all of my playing. I feel I missed out on the golden age of Diplomacy zines, and have been on a search to dig up old copies of anything online, which is how I came across your publication. It was a real blast to read, and I look

forward to getting additional issues.



Berend Renken - I was surprised by Charles Roburn's article "Is A/T Broken?". In my very first (postal) game I played Turkey and had a game-long alliance going on with Austria, which led to a 2-way A/T win. As I recall, none of the difficulties described in the article occurred in that game. Of course this was due in part to an unusual level of justified mutual trust: both Austria and I genuinely preferred the 2-way outcome over a solo win. But even without this preference the outcome would likely have been the same. Any attempt to go for 18 dots would have come with complications, because my units were scattered along the east and south edges of the playing field, and Austria, more tightly organized but surrounded on all sides by other players, would have had to distribute his attention over too many directions.



"Clagr" - I am new getting back to Diplomacy after about 40 years. So just getting around to reading stuff that is on line. I came across Diplomacy World yesterday and read through issue 98 and 97. It is very well done. Not like the old PBM zines like Graustark that I was a near charter subscriber to. What did I come onto but your short article about Italy--how appropriate (nicely written, by the way). I had this nagging thought that the author's name sounded familiar. VOILA!!! The haze of Alzheimer's part suddenly, and I recognize that it is you: not only a contributor but the editor of DW. Congratulations on a fine publication. I am playing with someone famous in the game of Diplomacy.

[[Infamous might be more appropriate. I'm certainly not famous for my playing skills!]]

