



#127 - Fall 2014 Issue  
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# *Diplomacy* *World*

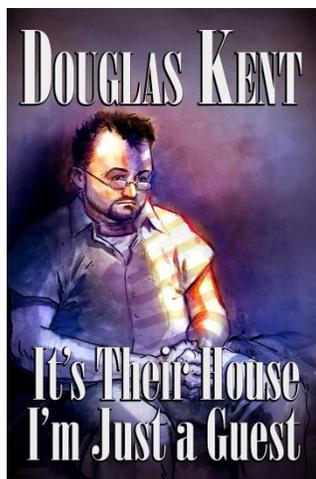
## Notes from the Editor

Welcome to the latest issue of **Diplomacy World**, #127. Fall is in the air, Halloween is on its way, then the usual holidays to follow. Colder temperatures, snow, and plenty of time to stay inside and keep warm with Diplomacy!

Did you realize that TWO members of the Diplomacy World staff have new books out? That's right. First up was Joshua Danker-Dake, with his hilarious novel *The Retail*.



Of course I decided to be a copycat, and so a few weeks ago I also released a book...a memoir about my experiences in Federal Prison entitled *It's Their House; I'm Just a Guest* (with cover art by our own Nemanja Simic).



So don't let anybody tell you there is no benefit to being part of the Diplomacy World team. You can get a free

plug for any book you publish! Plus you become internationally famous, as each issue of Diplomacy World is still downloaded by literally thousands of hobbyists. (Not to suggest that either of our books have reached those levels. I know I broke 20 copies a few days ago, and I THINK Joshua is into triple digits. Hmm...did I mention holidays? Both make GREAT holiday gifts!)

Okay, back to more hobby-specific topics.

When you see the Upcoming Convention listings in this issue, you'll notice it continues to be MUCH shorter than it used to be. I don't know what happened, but few event organizers are putting their information on the diplom.org system. How do you get people to attend if nobody knows about your event? If you agree, be sure to read Will Abbott's Club and Tournament report this issue. He touches on a number of important face-to-face topics, including his wish to see such information collected, made better organized, and more readily available.

There is – of course – plenty of other material worthy of your attention in Diplomacy World #127. For example, Larry Peery discusses his attempt at rebooting the Diplomacy Hall of Fame. Dorian Love explains why he thinks the hobby needs a true international organization. Rick Desper gives his insights into the Youngstown variant (which, by coincidence, is the variant being run in our current Demo Game).

We even – gasp – have a letter column of substance for a change!

Not surprisingly, I'm only scratching the surface of what you'll find this time around. So cozy up next to a fire, pour yourself a drink, and enjoy.

But remember, it won't be long before the blank pages of Diplomacy World #128 sit on my computer, waiting for articles to fill them up. Why don't YOU start the new 2015 Contributor list by adding your name to it?

***I'll close by reminding you the next deadline for Diplomacy World submissions is January 1st, 2015.*** Remember, besides articles (which are always prized and appreciated), we LOVE to get letters, feedback, input, ideas, and suggestions too. So email me at [diplomacyworld@yahoo.com](mailto:diplomacyworld@yahoo.com)! See you in the winter, and happy stabbing!

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Contributions are welcomed and will earn you accolades and infinite thanks. Persons interested in the vacant staff 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.

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# Knives and Daggers - The Diplomacy World Letter Column

**Jason Mastbaum** - Hey, if it's too late to include no big deal, but I want to use [facetofacediplomacy@gmail.com](mailto:facetofacediplomacy@gmail.com) as the email address to associate with this so that it's easier to include other people to help with things when it eventually gets to that point.

**[[Jason is referring to his call for face-to-face information in Diplomacy World #126 (on page 17). Go read it again!]]**

**Larry Peery** - You're right. It was a different kind of issue, but I think it was a good different. It was a weighty mixture of looking back and looking ahead and I think that is timely. It's nice to see that people are thinking and writing seriously about ways to improve the hobby. We've managed the first step although it wasn't obvious while it was happening, I think. The hobby has matured, as in aged. Now we face two new challenges: first, we need to pave the way for the transfer of "power" (not the right word, I'm sure, but for want of a better one) from the current hobby leadership to the next generation; second we need to strengthen our infrastructure institutions to make them able to withstand the tribulations that will come with the changes in the first point. I am always worried when any hobby institution, other than a purely personal one, is run by one person. Two would be better and three, minimum, would be ideal I think. These thoughts occur to me as I think about Diplomacy but they are the same thoughts that have occurred to me over the last half-century as I've watched China muddle its way through five, going on six, generations of leaders. When they've been lucky (and luck does play a part in it) they've done well. When they haven't been lucky or chosen good leaders they've had serious problems. There are a lot of parallels between what's going on in China today (and in its modern history) and Diplomacy. Perhaps I'll get around to writing something on that one of these days. Hmmm, which Dipper would I cast as Xi? Or, more interesting, who would be our Bo? Oh well....

**Dr. Walter Buchanan** - Just got back from NY and found DW #126, Doug. Great issue and it was great to read the first 2 years of the demo game!

**Cal White** - Doug, would it be possible to put some sort of "advertisement" in DW about my favourite web site for Diplomacy? You've probably heard of BOUNCED ([www.dipbounced.com](http://www.dipbounced.com)). It's been around since 1999 and the creator (Christian Shelton) won the Miller Award for putting the site up. I have been playing Dip for nearly 40 years and that site is by far the best place I have ever found for playing the game. He has had a couple of hardware issues (hard drive failures which were quickly fixed) which have led to the loss of a few players. The

site needs (and deserves!) some new blood. Thanks for any help you can provide.

**[[Take Cal's advice and give Bounced a visit!]]**

**Larry Peery** - For years I've complained, without much success I know, about the use of time clocks and arbitrary time limits to turns, games and rounds in Diplomacy conventions at the national or international level.

I've finally figured out why I don't like David Norman's Diplomatic Timekeeper clock which has made nervous wrecks out of many hobbyists since it was introduced in 1999. Unfortunately, many younger players know of no other way of playing the game and just accept it; without asking why we are doing this? Actually, my reason for disliking David's clock is more primeval --- it reminds me too much of another clock that has dominated my entire life (Quite literally since it was created the year I was born), the Doomsday Clock created by the Bulletin of Atomic Scientists at the University of Chicago. To learn more about it read the article in Wikipedia on Doomsday Clock. There were two things I hated about the Doomsday Clock: 1) How such a simple thing could have so much control over our lives; and 2) How we seemed to be unable to escape its control.

I'm equally opposed to arbitrary deadlines for ending a game (e.g. in Winter 1907) which has become common, especially in Europe. To me this makes no more sense than saying we're only going to play the first half of a football/soccer game. That is not a game. It is playing soccer but it is not a game. And games should only end in one of two ways: 1) A real win with 18 centers held, although I'm inclined to accept a victory by concession although even that is not a true "win" to me. 2) A proven, demonstrated stalemate that cannot be broken. Again, there is no winner. All this nonsense about 3,4,5,6,7 way draws to protect a player's position in a tournament scoring system now or in the future is just that, nonsense.

I have an alternative proposal for both these problems: A simple egg timer works fine in the first case.

In the second case I suggest a method we used in our latest Meet Up San Diego Diplomacy Group. After eight hours and 9 game years the game had a clear front-runner but there was no guarantee that he would win, particularly if his two chief rivals worked together. Instead of accepting the three way draw I proposed to all the remaining five players that they continue the game from where it had been suspended with the same players as much as possible, and that they play on until

a real, 18 center winner could be determined if possible. And that is exactly what happened. With one minor substitution for a three center power, the game continued with the original players playing their original positions. The game resumed in 1910 and by the end of 1913, an eighteen center England had won.

How could this be applied at a DipCon or WDC event? Quite simply. Most tournaments today have a round on Fri. (sometimes two), two on Sat., and one Top Board game round on Sun.

I suggest games that are played in the first three rounds that have a reasonable chance of ending in a real win/solo victory as determined by the players and TD, be continued during the last round on Sun. If, on Sun., a player has to pick between finishing a game or playing on the Top Board, let him make the choice --- go for what appears to be a win or gamble and start over. If a player is lucky enough to have two such possible games on Sun., again let him decide which one to play in. The other position can be filled from the pool of available players by lot. As for the scoring system, let the number crunchers do their thing, but I suggest a real win/solo victory in a continued game should be worth just as many points as a win in a Top Board game. There's no doubt this kind of approach will cause some discussion. I hope it does. But if it shakes up the old, conservative idea of I'll take my winnings, fold, and hope for the best in the next game that some poker players like I say good.

**Toby Harris** - I would like to update you on major Diplomacy events for 2015. If the Australians and Americans had told me about their major events then they would have been included here also. Hence this is Euro-focused.

Check Facebook would be my advice; it's easy enough to find. And that means we are down to just three points to cover ;

### 1. Diplomacy Player Rankings

Did you know these even existed? There are several ranking systems, but only one which includes every (face-to-face) game since the dawn of time. If you have ever played face-to-face Diplomacy then you will find yourself somewhere ..

[http://www.world-diplomacy-database.com/php/ranking/ranking\\_class.php?id\\_ranking=2](http://www.world-diplomacy-database.com/php/ranking/ranking_class.php?id_ranking=2)

My respect for Lei's system is \*not\* because of my own ranking, but simply that any guy who becomes World Champion three times (i.e., Cyrille Sevin) requires appropriate recognition. Lei's ranking system does just that. If his system shows another guy in first (who has

never won WDC, but came 2nd every year at WDC for the last ten years) then I get that too. Lei Saarlainen has sweated loads on this system, and it deserves that the whole World see and smell the fruits of his work.

### 2. The Diplomacy World Championships: May 2015 in MILAN, Italy

This is the BIG ONE. And the only event in Europe that Canadian Chris Brand will attend. Why? He wants his best shot at becoming World Champion. Is that a bad thing? Of course not. I totally get it. If you are to attend just one event in Europe in 2015 then this is the one. The trophies will surely cover your manhood, the parties will be spectacular and our Italian hosts are now (without doubt) serious players in the Diplomacy World. Over the last few years Italy has become the European hub of Diplomacy. Yes the players are newer, but they have a drive, enthusiasm, professionalism and friendship of the like I have never seen before. This is an event not to be missed. Either hook up on Facebook here :

<https://www.facebook.com/groups/1500292310187264/>

or email me if you need more details.

### 3. The Diplomacy European Championships: July 2015 in Leicester, England (Manorcon)

Manorcon hosted the first and two additional World Championships. It knows it's stuff and will host EDC 2015 proudly. Manorcon is a games convention these days, so there is far more going on than just Diplomacy, in the setting of Leicester University. So food and drink will be available. Leicester is also the home of my Indian-in-laws, who I hope will join us for the welcoming "curry dinner" on the Friday evening, as it will be my birthday. So the party will continue until late.

But that aside, Manorcon is home to the 7-a-side Diplomacy team tournament; the best Diplomacy team tournament the world has ever known. In 2015 it will be revived. There will be an estimated 9 or 10 teams, so the event will once again happen.

Golden oldies are coming back, to teach those young whipper-snappers (like Cyrille) just how Diplomacy really is and should be played.

I tried to be fair for all three events/point; four lines for each. And I will go to both WDC in Milan and of course Manorcon for my birthday party. Btw, keep the booze low before the 6pm meal on the Friday at Manorcon ... those signing up to the group curry will get a free beer anyways. As for my girlie in-laws, it will be an honour to introduce them to you, and you to them. Diplomacy has been constant in my life for 38 years now, but there is a part of me that says ... "please don't dress like geeks"

# **IDHOF: INTERNATIONAL DIPLOMACY HALL OF FAME: THEN AND NOW**

**By Larry Peery**

This article and proposal is part of the 50th anniversary of XENOGOGIC, my Diplomacy zine. It is part peerispective, part history and part call to action. I hope what you read will motivate you to join us in this effort.

## **INTRODUCTION**

No, I don't really expect you to read this whole article. So why did I write it and publish it in DW? Simple, from the beginning DW has been the "journal of record" for the Diplomacy hobby. New hobby members may not know, and old timers may have forgotten, that one of the original purposes of DW was to do for the Diplomacy hobby what The Times (of London) did for Britain: be a place where a record of all things important and some not so important would be published daily and preserved forever. The Times was founded in London in 1785 and known as The Daily Universal Register. It published the affairs of state, including the daily calendar of The Royals, and government, a task it still fulfills. Today, in spite of the best efforts of Mr. Murdoch, The Times remains one of the preeminent newspapers of the world. DIPLOMACY WORLD, now in its fortieth year, in itself a major accomplishment for a non-profit fan 'zine, is rightly called "the flagship of the Diplomacy world." This article appears hereto take its place as part of the hobby's public record, so that in years to come future Dippers will know the story of the past, present and future aspirations of The International Diplomacy Hall of Fame (IDHOF)

The first section, IDHOF THEN, was mostly taken from an issue of XENOGOGIC, my personal Diplomacy fan 'zine that I published in 1984. It lays out the origins of the IDHOF and the results of the first two elections to select members of the IDHOF. It includes a list of the early candidates and some information about them, the results of the elections, and the names of the first eleven members of the IDHOF. Perhaps most importantly it clearly explains why the IDHOF needs to be revitalized now before it is too late as the recorded hobby enters its second half-century.

The second section, IDHOF NOW, explains what is happening now as a Committee of hobby volunteers organizes and begins the selection of a new group for induction into the IDHOF. I found it particularly gratifying to see so many hobbyists of all kinds from all over the world respond to the call just as they had thirty years ago when I first proposed the idea. Even as you read this the nearly twenty members of the Committee are beginning their work and, with a bit of luck, the new inductees into the IDHOF will be announced late this year.

The third section, IDHOF TO BE, talks about the future of the IDHOF as a hobby institution and organization; and what it can and should do to carry out its purpose "to preserve and protect our heritage – especially the memory of our 'best and brightest' hobbyists. Once the current Committee's work is completed and the roster of the IDHOF is brought up to date, a new phase in the organization will begin as it becomes, I hope, a vibrant contributor to the hobby's growth and improvement. Our goal is to recruit younger hobbyists from all of the hobby's sub-hobbies and a varied geographical and demographical background to take up this task. Hopefully, those of you who read this, by the time you are done, will realize that the IDHOF is not just a piece of history but also a current events story; and that you will want to become a part of how that story plays out. When you've finished reading it I hope you'll share your thoughts with DIPLOMACY WORLD, so that they too can become a part of the hobby's public record, and with me and the other members of the Committee.

## **IDHOF THEN**

When most Dippers weren't yet born or were thinking about their chances of getting into their favorite college or perhaps getting an Olympic medal and a Nobel Prize (Sorry, folks it's already been done by one man.) I was thinking about the future of the hobby's past, and finding a way to preserve and protect our heritage --- especially the memory of our "best and brightest" hobbyists.

It was that idea that led me to the creation of the INTERNATIONAL DIPLOMACY HALL OF FAME (IDHOF, pronounced ID, HOF, and the German reference was intended.) in the early 1980s, a time when the hobby needed some positive reinforcement. A week or so ago, after a night filled with unusual for Southern California summertime thunderstorms and rain, I found, scattered across my back patio an assortment of original manuscript pages from the winter 1984 issue of XENOGOGIC. Miraculously, or perhaps by accident, those pages had avoided the puddles and mud and remained undamaged. As I glanced through them I began to recall that early effort to preserve the hobby's past. That was an effort I made 33 years ago. And now I'd like to give it another shot in the arm and see if we can revitalize that idea and make it work in today's very different hobby.

The basic idea then was simple and I believe it should be the same way today. The big differences today are two-fold: 1) we are truly an international hobby, not a

bunch of Americans and a token Canadian. The worldwide Diplomacy hobbies (I use the plural because we are a collection of multi-faceted hobbies devoted to FTF, tournament, PBEM, etc. play) have changed so greatly in the last 25 years since the establishment of the World Diplomacy Convention in Birmingham that we need to preserve that legacy. 2) Fortunately, the internet, for all its flaws, has made it both possible and doable with relative ease. Compared to the old days when communications could take weeks, today we can be in touch with the entire hobby in a matter of hours. Much of the work that has been done by Laurent Joly and others in the Diplomacy Database gives us a huge resource to use, but it doesn't really recognize our "best and brightest." The IDHOF does just that. It focuses on and recognizes those who have made a significant contribution to the hobby in many areas: whether they are as a player, a publisher, an editor, a convention player, a variant designer, etc. etc.

After studying the methods used by several "hall of fame" organizations I came up with a modified plan based on that of the American Baseball Hall of Fame in Cooperstown, NY. The original concept was to have two initial elections for membership into the IDHOF to give it an initial membership. Seven members would be elected the first year (in 1981). Two years later another seven members would be elected. Thereafter, no more than three members would be elected every two years. It was a simple idea and it seemed to work, at least in the beginning.

But time works its own will and the idea was gradually abandoned and the IDHOF faded away.

When I first approached Walt Buchanan and Edi Birsan about joining my effort both responded quickly. Walt shot back with "Sure. Go for it!" and Edi's two questions were, "OY... I take it that the chair is you or Buchanan? And is it really needed?"

To Edi's second question I responded, "I've come to the conclusion that very little is needed in the hobby, but some things are desirable and useful. Just re-reading what I wrote in 1984 reminds me how quickly the old timers are fading away, and I do think preserving the past is a big part of what makes Diplomacy what it is.

And that pretty much sums it up.

The following extensive quotation is taken from DIPLOMACY'S LAURELS, a subzine of XENOGOGIC, my personal Dipzine, which was published in the winter of 1984.

#### **"1983 INTERNATIONAL DIPLOMACY HALL OF FAME ELECTION RESULTS**

The results of the 1983 IDHOF election follow in the

footsteps of the first IDHOF election in 1981. In that year seven hobby pioneers: Edi Birsan, Walt Buchanan, John Koning, John McCallum, Don Miller, Hal Naus, and Conrad von Metzke were elected as the initial founding members of the IDHOF. The IDHOF was established to provide a permanent means of honoring our best. And this year's election has added to that roster a distinguished group of its own.

The members of the Selection Committee were: Mark Berch, Doug Beyerlein, Fred Davis, Jr., Ron "Snafu" Brown, Mike Mills, and Konrad Baumeister; a knowledgeable group indeed. Their nominees included: Peter Birks (UK), John Boardman (New York), Allan B. Calhamer (Illinois), Fred Davis, Jr. (Maryland), Walter Luc Haas (Switzerland), John Leeder (Canada), John Marsden (UK), John Moot (Massachusetts), Bob Sergeant (Indiana), Richard Sharp (UK), Randolph Smyth (Canada), Don Turnbull (UK), and Rod Walker (California).

The members of the Election Committee included: Don Ditter, Mike Maston, Mike Connor, Brux Linsey, Rod Walker, Don Del Grande, Dave Grabar, Lee Kendter, Sr., Pete Gaughan, Woody Arnawoodian, and Jim Meinel.

Two ballots were conducted. On the first write in votes were allowed and the following individuals received write in votes: Doug Beyerlein, Kathy Byrne, John Caruso, Jim Bumpas, Dave Grabar, Mike Mills, and Al Pearson. No write in votes were allowed on the second ballot.

This year's election was intended to complete the process of establishing the IDHOF and providing it with a basic membership consisting of recognized hobby greats. This is not to say that every great person in the hobby is now in the IDHOF, but that all of those who are now members are or were hobby greats --- However we define that term. The emphasis in this election was to recognize figures from the hobby past and those of our overseas colleagues. One thing I noted in conducting the election was that more than one voter commented that he know many of the nominees. True, that is one of the purposes of the IDHOF, to provide a means of increasing recognition of the hobby's best on both sides of the world.

My thanks to all who participated in the election process. Considering it was the first time we used the dual committee system and multiple ballots I think it went very well. The proof of that is in the results you provided us with.

And those elected: John Boardman, Allan B. Calhamer, Fred Davis, Jr., and Rod Walker all received the needed 75% votes from the electors. Others were very, very close. But not quite close enough. Perhaps in 1985.

John Boardman is, of course, the founder of the postal Diplomacy hobby, the originator of the Boardman Numbers and the publisher of Graustark, now in its 20th year of continuous publication.

Allan B. Calhmer is the inventor/designer of DIPLOMACY and his own new game, NATIONAL PASTIME. As anyone who knows Allan will tell you, baseball is his first love, not Diplomacy. So we wish him well with his new game.

Fred Davis, Jr. is the long time publisher of BUSHWACKER, an authority on variants, and a baseball nut also. Perhaps it is the baseball freaks that are really running the hobby?

Rod Walker has done just about everything that there is to do in the hobby and he's been around longer than almost anybody. Course, if you live long enough you can eventually write all the world's great books.

These four individuals join the original members of the International Diplomacy Hall of Fame. In the coming two years we'll have a chance to explore why they have been so honored by their peers.



#### **"1983 NOMINEES FOR THE INTERNATIONAL DIPLOMACY HALL OF FAME"**

PETER BIRKS (United Kingdom)

Peter founded the zine, GREATEST HITS, in 1974, while still a university student. This has always been a large zine, running anywhere from 30 to 50 pages, legal size, mimeo. GREATEST HITS has been voted the best or second best zine in the United Kingdom on their Zine Poll for several years running. A literate, interesting publication, with a tremendous letter column. Peter is one of the few British publishers who are aware that the Postal hobby extends beyond the boundaries of England. He has about a half-dozen U.S. readers, and will occasionally print an American letter in his zine. He lives in London. Also, Peter formally wrote a column on

the news of the British hobby in DIPLOMACY WORLD, called "News from Brixton," the name of his South London neighborhood.

JOHN BOARDMAN (Brooklyn, New York) with Second

John started the postal Diplomacy hobby and is unique in continuing to publish a zine non-stop for over 20 years. He also started the hobby tradition of numbering postal games (originally called the Graustark Numbers). He has done many controversial things over the years, but they shouldn't be allowed to over-shadow his important contributions to the hobby. Need I say more? If there were no John Boardman, man would have invented him.

ALLAN B. CALHAMER (La Grange Park, Illinois) with Second

The inventor of this game needs no introduction and should be an automatic selection for the Hall of Fame.

FRED DAVIS, JR. (Baltimore, Maryland)

Fred's magazine BUSHWACKER has been a part of the Diplomacy hobby for over ten years. He has been very active in the field of variants, has promoted the hobby Census, and worked on many DIPCON committees, as well as contributed to DIPLOMACY WORLD and many other hobby projects.

WALTER LUC HAAS (Switzerland)

Walter was singularly responsible for the popularity of Diplomacy in Germany, Austria and Switzerland, through the publication of BUMM, which ran most of the PBM Diplomacy games in the German-speaking world. To make sure players understood the game completely Walter published his own translation of the Rules of Diplomacy in German. Perhaps one of the best reading zines of all time, BUMM is also the mother zine of the German-speaking hobby. His contribution to the world-wide hobby is incalculable. Besides, BUMM, Walter also produced EUROPA, a massive gaming journal and JOKER, a smaller special-interest zine.

JOHN LEEDER (Canada)

John was one of the mainstays of the Canadian Diplomacy hobby for many years. His publications, ARRAKIS and RUNESTONE were well known and widely respected throughout the hobby in both Canada and the United States. John filled many important roles in the PBM hobby and promoted contacts across the Canadian-USA border. His name will endure throughout the hobby as founder of the Leeder/RUNESTONE POLL.

JOHN MARSDEN (United Kingdom)

John has published ODE, a major British zine, since 1979, which is devoted to British hobby news and comment, devoted to Diplomacy, and handles British orphaned games. He is not only a good games master but also a diplomat among Diplomacy players. He has worked to promote ties between the North American and British hobbies.

JOHN MOOT (Boston, Massachusetts)

Allan Calhamer invented Diplomacy, but it was John Moot (president of Games Research, Inc.) who took the risk and commercially marketed Diplomacy to the American public prior to selling the rights to Avalon Hill. Moot was very supportive of the early hobby. He provided financial support to both the Boardman Numbers and Diplomacy World and made possible the introduction of the postal hobby information flyer in the game sets that introduced hundreds of new players to the postal hobby. His support of the postal hobby was an example that later led Avalon Hill to take a much more active role in supporting the postal hobby than Avalon Hill had ever previously done for a single game group. John Moot deserves recognition for all of the support that he gave Diplomacy and the postal hobby.

BOB SERGEANT (Indianapolis, Indiana)

Bob has published his zine, ST. GEORGE AND THE DRAGON, since 1976. Not only an excellent games master, Bob was the first person to games master a postal Diplomacy tournament and see it to the end. He is also a variant designer.

RICHARD SHARP (United Kingdom) with Second

Richard founded DOLCHSTOSS in Britain in 1972, as the flagship zine of the National Games Club. For several years, all novice Diplomacy inquiries were channeled through Richard and he assigned NGC games to other publishers. This led to a rapid expansion in the size of the British hobby. In 1978 Richard published the first hardcover book ever printed on the subject, THE GAME OF DIPLOMACY.

DONALD TURNBULL (United Kingdom)

Donald introduced postal Diplomacy to the United Kingdom in 1969, in the pages of his game zine ALBION. He established a bridge between the British and North American hobbies with some international games. Although Don has been out of the mainstream of the British hobby for several years, he still publishes some low key Diplomacy games in a small zine called COURIER. He currently heads TSR's United Kingdom office and lives in Cambridge, England.

ROD WALKER (San Diego, California) with Second

It would be easier to list what Rod Walker has not done in the Diplomacy hobby than to list his achievements. He edits DIPLOMACY WORLD, and a host of specialty hobby publications. His work covers every area of the hobby. This year he was recognized by the hobby as the first recipient of the Don Miller Memorial Award for services to the hobby. Avalon Hill recognized his contributions to the hobby by establishing a Rod Walker Award for literary excellence to celebrate the game's 25th anniversary.

### **1983 ROSTER OF MEMBERS OF THE INTERNATIONAL DIPLOMACY HALL OF FAME**

Edi Birsan#, California, USA  
John Boardman@, New York, New York, USA  
Walt Buchanan#, Indiana, USA  
+Allen B. Calhamer@, Illinois, USA  
Fred Davis, Jr. @, Maryland, USA  
+John Koning#, Ohio, USA  
John McCallum#, Alberta, Canada  
+Don Miller#, Maryland, USA  
+Hal Naus#, California, USA  
Conrad von Metzke#, California, USA  
Rod Walker@, California, USA

I regret to note that two other members of the IDHOF, Hal Naus and Allan B. Calhamer, have passed since 1983. Remembrances of both can be found in DIPLOMACY WORLD and Allan's passing was noted in many of the major newspapers of the world.

Thirty years have passed since the last IDHOF election (as best I can remember) and the years have added up. Fred Davis, Jr., at 82, is the dean of the IDHOF members; and most of the rest are in their 70s. I believe Edie Birsan; in his 60s is the youngest of the group. Time has not treated some of these people kindly, but others are as bright a light now as they ever were. Still, while there is time, I believe we need to update the membership of the IDHOF to reflect the many changes that have affected the hobby over the last thirty years.

To that end I have asked Edie Birsan and Walt Buchanan to serve as honorary co-chairmen of a new IDHOF campaign. I will be asking other hobby old timers to also contribute as they can to revitalizing this hobby institution. As you will read elsewhere in this issue, we are looking for a permanent project director and members of two committees: one to make nominations, and a second to pass on those nominations.

### **IDHOF NOW**

After spending some time thinking about how to bring about my goal of revitalizing the IDHOF I decided to share my thoughts with some others in the hobby who I thought might be willing and able to help. To that end I

sent out an email to Edi Birsan and Walt Buchanan, both long time hobbyists and members of the original IDHOF. With their support I expanded the list of contacts to other hobby old timers, members of various sub-hobbies, and members of the international Diplomacy hobby that barely existed in 1984. Here's the original email:

To: David Hood, Jim Burgess, Jim Yerkey, Jim O'Kelley, Nathan Barnes, JL Delattre, Laurent Joly  
Re: Revitalization of International Diplomacy Hall of Fame (IDHOF)  
Reply: ASAP

Dear:

As you may remember, or maybe not, back in 1981 I led a charge to create the IDHOF with the intent that it would serve as a means to "preserve and protect the memory of our best and brightest Diplomacy hobbyists." That story will be told in the next issue of DW.

Now, a third of a century later, 4 of the original 11 members of the IDHOF have passed and 5 of the remaining 7 have serious aging or health issues, or both. The oldest is 82 and the youngest is 65, I believe. It is time for the IDHOF to be revitalized.

To that end I am forming a committee of senior hobby members to get the effort going. The initial response has been excellent. Edi Birsan and Walt Buchanan, both members of the original IDHOF, have agreed to serve as Honorary Co-Chairman of the effort. Doug Beyerlein, Don Del Grande and Toby Harris are on board ---and that is just in the first three days. Needless to say but I'll say it any way, I'm very pleased with the initial response. However, I realize that that group lacks one thing that is vital to the success of IDHOF: geographical diversity. We need committee members from the South, East, Midwest and Overseas.

That is why I am contacting you and others in the USA and overseas: inviting you to join our initial effort group. I believe you have the experience and knowledge we need. I also hope you will share our enthusiasm. This is not a time consuming or endless job. In fact, the sooner we go out of business the happier I will be, but now this seems to be the best way to bridge the time and information gap between then and now. The hobby and the people in it have changed tremendously, although there are still a lot of "old" farts around. As members of the committee you will have two primary tasks: 1) come up with names for potential IDHOF members from hobbyists over the last 30 years (e.g. 1985-2015). This will be a primary list only. 2) Come up with suggestions for members of the permanent IDHOF organization: a chairman, two vice chairmen (who will also serve as chairs of the nominations and elections committees and members of those two committees who will do the actual nominating screen and electing. I guesstimate we will

need about 25 volunteers to get the permanent organization up and running. Theirs, not ours, will be the responsibility for selecting the first 45 or so nominees covering the past 30 years, and electing the eventual inductees.

The details will be available shortly to those who are interested. Within a few days I plan a "soft launching" for the revitalized IDHOF online using the various Diplomacy websites. The detailed plan will also be published in the next issue of DW at the end of the month so, as you can see, time is of the essence.

If you have any questions, please ask me. If, for any reason, you cannot participate in this effort please feel free to suggest another hobbyist who you think is well qualified (and send me their email address). If you wish to volunteer for the permanent organization staff please let me know; and serving on this initial committee will not affect your chances of being a nominee. Finally, as has traditionally been my policy as interim chair I will not be a nominee, accept any votes or campaign for or against any potential nominee.

Thanks, and I hope to hear from you all soon.  
Larry Peery

The response was loud and immediate. All but one of the original group I contacted signed on to the effort. I began the hunt for other volunteers as I pondered exactly how the new IDHOF would be structured. I put my thoughts down on paper and slowly an organizational and bureaucratic nightmare began to emerge. What I was creating was a cross between the procedures of the US Baseball Hall of Fame, the US Constitution and the rules of the EU. Fortunately, I realized that my original concept was much too complicated and tossed it. Equally fortunately, I had Conrad Woodring whispering in my ear reminding me that I too was mortal. After discussions with various people whose opinions I trust I decided a simpler, streamlined approach was better and that is where the organization stands at the moment. Basically the Committee will work as a "Committee of the Whole" during the nominating process; and then reseat itself as the actual election committee. Doing this will save a lot of time and energy and still yield a good result.

I posted a "soft launch" announcement for the IDHOF on a variety of Diplomacy related Facebook pages and once again the response was gratifying. The Committee was rapidly taking the shape and size I had hoped for with a good mix of old timers and newer hobbyists, representatives from all the various aspects of Diplomacy, and a healthy number of international hobbyists. At the moment these are the people who have signed on: Walt Buchanan, Edi Birsan, David Hood, Don Del Grande, Doug Beyerlein, Jim Burgess, Jim Yerkey, Jim O'Kelley, Conrad Woodring, Toby

Harris, Laurent Joly, JL Delattre, Guiseppe Salerno, Davide Cleopadre, Chris Brand, Dorian Love, Sean Colman and myself. There are a couple of more possible members pending, but we're still looking for a few more.

#### **SOFT LAUNCHING ANNOUNCEMENT FOR IDHOF** Sent to Facebook Sites

The International Diplomacy Hall of Fame (IDHOF) was launched in 1981 with the purpose of preserving and protecting the memory of the Diplomacy hobby's best and brightest members everywhere. Today, a third of a century later it needs revitalization. To that end an interim committee of volunteer hobby elders consisting of Edi Birsan, Walt Buchanan, Doug Beyerlein, Don Del Grande, Toby Harris, myself and others have joined together to create a new IDHOF organization. This committee is looking for additional members from the USA South, East and Midwest; and the various overseas committees. Secondly, for the permanent IDHOF Committee we need: a chairman, two vice chairmen, and members for the nominations and elections committees. Volunteers for that are also welcome. More details will be published on the various hobby Facebook pages and websites soon; and the full story will be in the next issue of DIPLOMACY WORLD. Please pass the word and if you have questions or want to volunteer contact me, Larry Peery, at [peery@ix.netcom.com](mailto:peery@ix.netcom.com) Feel free to translate and repost this in other languages!

The "soft launching" announcement attracted more volunteers but its substantive content was already obsolete as the formal announcement went up on Facebook shortly thereafter. In addition I posted information on the IDHOF on the various Meet Up Diplomacy Groups sites, of which there are now at least six in the USA. This announcement included the first details on how the nominating part of the IDHOF selection process would work.

#### **INFORMATIONAL ANNOUNCEMENT ON IDHOF**

Hello everyone and my apologies if you saw this on another Facebook site but I am trying to contact a diverse group of Dippers.

This is the latest information update on the International Diplomacy Hall of Fame which is now entering the nominations phase. I am looking for volunteer members to serve on the committee, especially from Scandinavia, the Germanic-speaking countries and, of course, Albania!

If you are interested, please contact me at [peery@ix.netcom.com](mailto:peery@ix.netcom.com)

Thanks to all of you for the quick and positive response to my invitation to rejoin the International Diplomacy Hall of Fame revitalization project. After a lot of thought and

some heavy editing we're ready to move on and see if we can catch up on the last 30 years of hobby history. Let's get on with it.

First, let me officially introduce the members of the IDHOF Committee: Edi Birsan and Walt Buchanan are the honorary co-chairs, I am acting secretary, and members are: David Hood, Jim Burgess, Jim O'Kelley, Don Del Grande, Doug Beyerlein, Conrad Woodring, Laurent Joly, Toby Harris, Giuseppe Salerno. I am still awaiting word from a couple of other perspective members and I am looking for a Canadian member and members from the German-speaking and Scandinavian hobbies. Suggestions are welcome.

Second, for the record the original elected members of IDHOF were: Edi Birsan, John Boardman, Walt Buchanan, Allan B. Calhmer, Fred Davis, Jr., John Koning, John McCallum, Don Miller, Hal Naus, Conrad von Metzke and Rod Walker. Candidates who were not elected in 1984 but certainly merit reconsideration were: Walt Luc Haas (Switzerland), John Leeder (Canada), John Marsden (UK), John Moot (USA), Robert Sergeant (USA), Richard Sharp (UK), Randolph Smyth (Canada), and Donald Turnbull. All of these gentlemen were eminently qualified in 1984 but the low number of overseas voters hurt their chances. As the size of the international hobby has grown in the last 30 years I hope the number of international members on the Committee will grow as well; and the number of international members of the IDHOF will increase.

Third, this will be a two-step process, first the nominations and second the election.

For the nominations I am asking each of you to submit a list of candidates (No specific number is required but I hope for at least 5-10 from each of you. Feel free to discuss your choices with each other and I encourage the use of both nominations and seconds (e.g. You may personally nominate 5 or so individuals and second 5 or so other nominations that you know someone else is making. That will cut down on your workload I hope.). As you compile your list please remember that we are looking for three things: 1) Candidates from the entire 30 year period from 1984 until 2014, with an emphasis on the first two decades. 2) Geographical diversity representing all our international hobbies. 3) Sub-hobbies diversity including all elements of the Diplomacy hobby: FTF, Convention & Tournament, PBEM, Variant, Publishing, Editing, Writing, etc. Some candidates may have only participated in one area of the hobby, but were very important in it. Others may have dabbled in many different fields. Some candidates may have had a relatively short career in the hobby, while others may have kept with it for decades. All are worthy of consideration.

Please send me your nominations by email and DO NOT

use attachments because my software may not be able to read the latest versions. Links to websites are OK. If you want to try a photo attachment that's OK if it's a simple jpeg file. You can send your nominations in batches if you like, but please number each nomination or second separately, so I know I got them all. If you want to second a nomination someone else is making just note, "I am seconding the nomination of John Doe by Ima Hawk," but please include your own comments in support of the nomination.

Here are the items of information we need for each nomination:

1. Name of Candidate: Last, First, Middle or Nick Name if any.
2. Current address or last known address (email or post is OK, will not be published)
3. DOB, approximate age (if known) or deceased in what year (if known)
4. Primary and secondary reason(s) for the nomination.
5. Specific hobby activities (3+) in support of the nomination.
6. Approximate years of hobby activity. (20 years, 1984-2004)
7. Comments in support of nomination (250 words max.) Use this to describe the person and what makes him or her well qualified to be join the IDHOF
8. References: Writings, games by Boardman or Miller Numbers, Event Championships or placings, Variants, Publications, Activities, or anything else of relevance. This is the evidence that backs up your nomination.
9. Your name as nominator or seconder. (Seconders should supply 1, 7, 9, 10, 11)
10. Email, postal address or phone number of nominator (will not be published)
11. Your mother's first name (just in case)

Obviously, if you're sending multiple nominations you don't need to provide 9 - 11 more than once. The sooner you can get these to me the sooner I can start processing them.

Processing will involve determining the total number of candidates and the nominations and seconds for each. Obviously candidates with multiple nominations or seconds stand a better chance of making the cut-off mark, whatever that turns out to be. I'll prepare a final ballot and the information from 1, 3, 4, 5, 6, 7, 8 that you provide and send that out to the final list of Committee members.

If you have any questions, please send them along. Thanks.

#### **IDHOF TO BE**

That pretty much brings us up to date on our progress. The Committee members are hard at work to produce

the best list of potential candidates they can. However, I realize there may be others in the hobby's past and present, and in its various sub-hobbies, and scattered across the international hobby that have other possible candidates in mind. So, if there is someone you'd like to nominate feel free to send me an email with the information listed above; and I will pass it on to the Committee.

In addition, as I've noted we're looking for additional Committee members, especially for the future as we transition from a revitalization effort to a more normal operating mode. We also need a couple of computer literate "A type Dip Nerds" to work on an IDHOF web site or a Facebook web site. If there's another genius like Laurent Joly out there we could use him or her to set-up and maintain a IDHOF database. Finally, if you love surfing the internet and you love Diplomacy we'd like to put you to work compiling an online, searchable listing of materials related to IDHOF members. That would be an invaluable tool for the future of the hobby.

#### **CONCLUSION**

Thirty years ago, in 1984, the IDHOF was founded in San Diego, California by Larry Peery whose dream was to create a permanent organization to preserve and protect the memory of Diplomacy's best and brightest hobbyists. Today, the IDHOF has moved about thirty miles north to Oceanside, California, following a pilgrimage that took its founder to five continents and over fifty countries following that same dream. Today, as we begin the revitalization of the IDHOF the dream remains the same. But soon the IDHOF will have a new home on the internet that will make it a resource available to all Dippers everywhere, now and in the future. That is our new dream.

The difference this time is that this is no longer one person's dream –it's a dream shared by hobbyists all over the world who have come to realize that if we do not do something to make it a reality soon our opportunity to do this will pass.

Today nearly twenty hobbyists from all over and all the various facets of the hobby are working together to carry on and carry out that original goal and our new one.

As we begin this work, we hope you will join us. It will not be easy, but it can be done if we work together.

Comments, questions, and offers of assistance are welcome at any time. Feel free to contact me or any of the members of The IDHOF Committee that you know.

**[[Larry never seems to be at a loss for words, does he?]]**

# The 5 Stages of Losing at Diplomacy

By Andrew Leavey

## Stage 1: Denial

"I'm doing fine! I've got supply centers, I'm making headway, and I've stalled my opponent's advance."

## Stage 2: Anger

"How dare he turn on me! I'm going to make some friends and stomp him...."

## Stage 3: Bargaining

"How did I get so out of position? Maybe I can trick someone into helping me survive? What if I turn on my ally? Maybe they'll let me survive."

## Stage 4: Depression

"I'm going to lose....I can only survive for another \_\_\_\_ turns. Make a number of mis-orders."

## Stage 5: Acceptance

"I played a good game. My opponents outplayed me, and there will come a time I'll turn the tables on them."



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## Selected Upcoming Conventions

Find Conventions All Over the World at <http://diplom.org/Face/cons/index.php>

Tempest in a Teapot - Friday October 10th - Sunday October 12th - Rosslyn, VA - <http://www.ptks.org/>

VIII Milano Dip Con - Saturday October 18<sup>th</sup> - Sunday October 19<sup>th</sup> - Milan, Italy - Website:  
[http://www.signoridelfioco.it/index.php?option=com\\_seminar&Itemid=53](http://www.signoridelfioco.it/index.php?option=com_seminar&Itemid=53)

MidCon XXXV - Friday November 7th - Sunday November 9<sup>th</sup> - Hallmark Hotel, Derby, UK -  
<http://www.fbgames.co.uk/Midcon/>

Carnage - Friday November 7th - Sunday November 9<sup>th</sup> - Killington Grand Hotel, Killington Vt., United States -  
Contact: Robert Rousse - Website: <http://www.carnagecon.com>

TempleCon - Friday February 6th 2015 - Sunday February 8th 2015 - Providence, Rhode Island -  
<http://templecon.org/15>

Yorkshire DipCon 2015 – Friday June 19<sup>th</sup> 2015 – Sunday June 21<sup>st</sup> 2015 - Ferens Hall, The Lawns Centre, The University of Hull, Northgate, Cottingham, East Yorkshire, HU16 5SQ, United Kingdom - <http://www.ukf2fdip.org>

# Why We Need a World Federation – Even Tiddlywinks Has One!

By Dorian Love

Most Diplomacy players will agree that the Internet has enabled players to find, and play against opponents with ease, and to great satisfaction. There are numerous sites where you can pick up a game against a decent enough set of chaps, and if you are prepared to put up with the odd NMR, the occasional abandonment of a game, and a little sledging at times, you can actually have fun! Other players will band together with people they know and have come to, what for want for a better word I will call trust. They will seek out games with the same merry band of brothers because they know there will be fewer NMRs, abandonments and the like – they will form smaller web-based communities of players. Sometimes these are called clubs and sometimes there are even elections to find people willing to manage the community.



Most players feel absolutely no need to go beyond this level of play – the scratch game, sometimes with strangers, sometimes with friends, and sometimes with strangers who will soon become friends! This is all well and good, and represents perhaps the best, and sometimes the worst in the hobby. Some of these communities are quite open and accepting; others are more closed and have rules about playing. All of this is natural and unexceptional, although sometimes it sparks acrimonious debates which normally amount to a storm in a tea-cup!

Then there are the tournaments, often run by a community. These tournaments are usually open to outsiders, sometimes not, and are usually contested by regulars on any particular site. I have to say that personally I find tournaments more rewarding than stand-alone games – not that I win a lot, or indeed ever (sotto voce)! I enjoy the competitive edge, the sense that a game means more than just what it means. I especially

like team tournaments where my single dot could mean the difference between my team winning and losing. To my mind Diplomacy can work well as a team game, and while I respect those who believe otherwise, I have always tried to organise team tournaments.

About a decade ago now I proposed the idea of a **World Cup of Diplomacy**. At that time the **World Masters** was just about the biggest team tournament and I captained a team – *The Diplomatic Corpse* – which was mainly made up of South Africans. It got me thinking, why not have a tournament where the teams “represented” their countries – like the Soccer World Cup. I floated the idea and got roundly slapped down. I was told that the main joy of Diplomacy was that an American could play with a Brazilian or a Frenchman, and that restricting teams by nationality was a bad idea. I bit my tongue and bided my time.

A few years later, in 2005, I floated the idea again. This time I drew up a Charter and set up a yahoo group, and the response was also different – there were people who were in favour of the idea. This led to the establishment of the World Cup Council and three World Cup Tournaments, with a fourth in the planning stage:

- **Diplomacy National World Cup I** (2007) played on the stabbeurfou site and won by France
- **Diplomacy World Cup II** (2010) played on the Stabbeurfou site and won by Ireland
- **Diplomacy World Cup III** (2013) played on AQMN - currently being played
- **Diplomacy World Cup IV** is currently being planned by the World Cup Council



The major controversy in the World Cup series to date has involved the amount of metagaming, the scoring system, and weaknesses with each of the platforms used. Since its inception the one idea not challenged has been the notion of teams based on nationality!

Now we come to the

nub of my argument.

Diplomacy is organised very much as a hobby and I know that all attempts to organize that hobby have ended in tears in the past. I am not familiar with the reasoning behind the last attempts to organise Diplomacy. In a sense I think we need to stop thinking of Diplomacy as a hobby, and start to see it as a sport. I am not saying that hobbyism cannot continue, but I am saying that a part of the larger set that is Diplomacy the hobby should become a sub-set that is Diplomacy as a sport.

OK, what do I mean by a hobby and what do I mean by a sport? I'm not going to muck around with dictionary definitions because the differences are largely dependent on how you call it in any case. A sport tends to suggest something competitive, organised and based on physical or mental activity – the Sport Accord definition specifically draws a net wide enough to include mind sports or motor racing. Hobbies by contrast can include sports, but tend to the non-competitive, more recreational end of what is after all a spectrum. You would never call knitting or railway modelling a sport, but you might begin to consider Chess a sport because it has World Champions, tournaments, rankings and the like. Indeed this debate is academic because Sport Accord, the international controlling body for sport has already accepted mind sports, such as Chess, Bridge, Checkers and Go as full sports. Chinese Chess and Poker have observer status in the International Mind Sports Association (IMSA) which runs the World Mind Sports Games.



Diplomacy is every bit as competitive and mentally challenging as Chess, Bridge, Go or Checkers, I would argue. So it meets the criteria for being considered a Mind Sport. Indeed, in that it involves playing six other players I would argue that Diplomacy is pretty unique. Many major board game

tournaments have featured Diplomacy tournaments, and there is a long history of organised Diplomacy tournaments including face-to-face and Internet world championships. I believe that Diplomacy should be seen as one of the classic and major Mind Sports. I believe it

should be played at events like the **World Mind Games**. This is the basic premise of my argument – if you disagree, you disagree, and we can agree to disagree and still meet over the board for jolly good games. At root I believe that Diplomacy should be played alongside Chess and Bridge and Go, with all the recognition that comes with participation in the “Olympics” of Mind Sports.

To achieve this requires the formation of an International Federation as an organisation like IMSA would only look at such a federation. IMSA is made up of affiliated federations, not of individuals. The only route then to the participation of Diplomacy in events like the World Mind Games is through the formation of a Diplomacy federation.

An International Diplomacy Federation (IDF) would consist of member communities such as Internet communities, regionally based clubs, and so on, and would represent the interests of players from these communities, and be answerable to these communities.

Before people start tearing my head off, let's be absolutely plain that membership of federations is always entirely optional. Players who do not want to join do not need to – just as soccer players can easily play soccer without belonging to a FIFA affiliated organisation. However, federations such as FIFA do organise tournaments and these are restricted to member-only affiliates. Likewise the benefits of belonging to a federation only extends to members. This would largely consist of the ability to play in Federation organised tournaments such as might be organised through IMSA.

Let's say for a minute that you are still with me. How could such a federation be set up? I would argue that the following would need to be done:

- The formation of a working committee of interested parties, i.e. organisations interested in forming a federation. These would be individual diplomacy clubs in some instances, or Internet communities in other instances.
- The drawing up of a constitution by such a committee.
- A process of formal affiliation by member organisations and a formal launch.
- Application to affiliate to IMSA.
- The running of Diplomacy events and tournaments.

How would a federation benefit members? The major benefit would be somewhat intangible and would accrue because of increased recognition for Diplomacy as a sport, and a chance to compete, hopefully in IMSA and other tournaments. How would this differ from competing in tournaments at the moment? I would argue that there is a distinction between a tournament recognised only by Diplomacy players and one recognised by sport and the

community at large. When Chess announces it has a new World Champion, the existence of FIDE and its association with IMSA and Sport Accord does affect the way the public at large sees it. When we announce a new World Champion, no-one else knows! These benefits are somewhat intangible, but they have knock-on effects which are very tangible indeed.

Official recognition also affects funding for things such as sports bursaries at Universities. This is how. In South Africa, for example, Diplomacy is listed as a sport, and controlled by Mind Sports South Africa, which is affiliated to various international federations. This means, for example that earlier this year when Stephen Hunt, a young St John's boy won the Gauteng Schools Diplomacy tournament, he qualified for provincial colours in Diplomacy awarded by Mind Sports South Africa. In South Africa, Mind Sports is listed as a category one sport, which means that it is at the same level as major sports such as soccer, rugby and cricket. It also means that Universities consider applications for sports bursaries from Mind Sports players, and having won colours is one of the criteria looked at. To date Mind Sports South Africa has secured a number of sports bursaries for its members and this has made considerable difference to the lives of young people.

Membership of federations linked to international federations also affects the amount of sponsorship and funding that comes into a sport. In South Africa, for example, Mind Sports South Africa is eligible for government funding, national lottery money allocations and private sponsorship that flows from being an official sporting federation. The fact that we can stage a Diplomacy tournament at provincial and national tournaments is as a direct result of this.

I can hear people saying, a well, but that's in South Africa – it would never work here! But it does! Most countries and universities have similar rules surrounding the awarding of colours, bursaries and so on. If you look around you, you will find that most sports are constituted in similar ways, and affiliate to international federations, Olympic committees and so on which bring status, money and recognition into their sporting codes. I have just done a quick Internet search for the first sport that came into my head, clay pigeon shooting, and had this confirmed. You are thinking, yeah, OK but that is a real sport, what about something like tiddlywinks? Come on, I dare you – Google that too! And yes, they have a World Championships!

I say it's about time we followed suit!

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## **A PLAN FOR EDC 2016 – ALBANIAN BLOCK PARTY IN TIRANA**

**by Larry Peery**

While recently looking through the EDC information online, particularly in Facebook and the Diplomacy database, I discovered that there were no signs of any previous winners or even participants from Albania. I found this a bit surprising so I queried Toby, Laurent and Filippo. To my dismay they all gave me the same response --- no Albanians I know of.

We all know there are Diplomacy hobbies all over Northern, Western, Central and Southwestern Europe; but what about Eastern and Southeastern Europe? It seems to me that the further you go into The Balkans the more terra incognita it becomes.

After pondering on this for a while I posted the following on the EDC Facebook page on 12 September 2014.

**A PLAN FOR EDC 2016 - ALBANIAN BLOCK PARTY  
IN TIRANA**

Since Toby is already promoting next year's EDC at Manorcon I thought it would be a good time to form an organizing committee to bid to host the 2016 EDC in beautiful downtown Tirana, Albania. That might seem

like a rather radical proposal but I am perfectly serious.

Here's the essence of my proposal:

**WHAT:** EDC 2016 AT HOAXA HOXHA DIPCON 2

**WHERE:** The Block, Tirana, Albania

**WHEN:** First Three-Day Weekend of August, 2016

**WHO:** EDC Members and Guests from Everywhere

**WHY:** To Introduce Europe to Diplomacy Albanian Style

**HOW:** However the Block Party Committee Decides

**Details:** A traditional EDC event with regular Dip individual and team events, plus some surprises, Registration will be free to non-EU attendees, nominal for them. Housing, eats, and booze is remarkably inexpensive compared to most European venues.

Transport from the Tirana Airport or Durazzo Ferry Terminal will be provided at no or nominal charge.

Before you reject our proposal out of hand please read the following article and look at the pictures of the venue, The Block in Tirana.

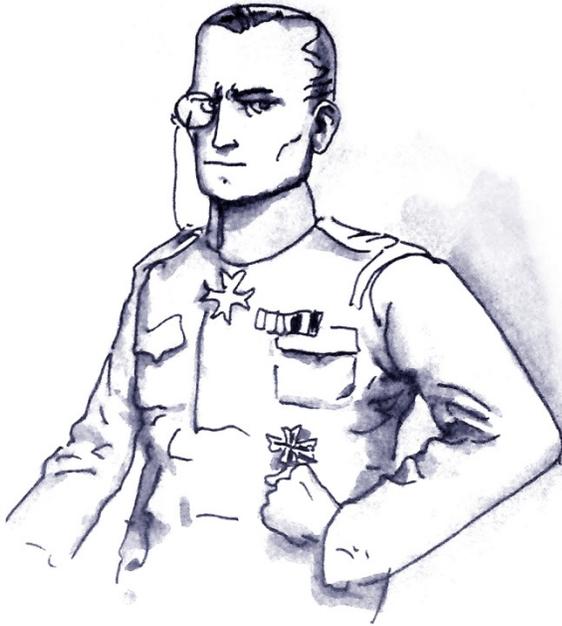
<http://edition.cnn.com/2014/09/12/travel/albania-tirana-the-block/index.html>

Now all we need are a few volunteers to make it

happen!! To volunteer or for more information contact  
Moi Hoaxa Hoxha c/o Larry Peery.

Albania's Block party: Dancing away the dictator's legacy

The former home of a totalitarian dictator in Tirana is  
now home to a pulsing scene of clubs, bars and  
restaurants.



CNN.COM|BY SEAN WILLIAMS FOR CNN

The response to my post was deafeningly silent  
9 Silence is golden but it demands to be filled with  
sound, preferably of happy Dippers lying, cheating,  
stealing and stabbing their way to another victory! Failing  
that, some Peeriblah will have to do.

It's not that I think the EDC is opposed to having players  
from or hobby organizations in Southeast Europe, I think  
they are just more interested in their own hobbies and  
nearby ones that they know and have interacted with  
previously; and let's face it Albania is quite a reach  
unless you're in Bari.

The fact that there are no Albanian Dippers going  
abroad or European Dippers going to Albania creates a  
lack of exposure which makes the Iron Curtain of the  
1980s still very real, even if only in our heads.

As the CNN report shows things are changing and  
changing quickly in Albania, although probably not fast  
enough for the students and much too fast for the  
elderly. Still, today's Albania rests on a solid bedrock of  
geography and history. It's a beautiful country with vast  
areas of undeveloped pristine natural sites; dotted with  
ancient ruins that date back to the Greeks and Romans.  
Fortunately most of these have not been over-developed  
and exploited by the tourism industry. Left over from two  
generations of Communist dictatorship include  
thousands of bunkers all over the country and even a  
"secret" sub base built for the Russians and now used (it  
is rumored) by the Chinese. The EU has now given  
preliminary approval for Albania to join it; which is a  
major reason for Dippers to go there now and not after  
the Albanians become full members of the EU. At the  
moment Albania and especially the capital Tirana offer  
visitors great value for their money. The national  
currency is the Lek and one Lek is worth about a US  
penny. When they switch to the Euro and tourists and  
investors flood in from the other EU countries prices will  
skyrocket. At the moment a good beer is about \$1.5, a  
good dinner around \$10, and a nice hotel can be had for  
\$30-\$50. Compare those prices with what you pay in  
Western European countries.

So, how do you plan a EDC event in a country that has  
no Diplomacy hobby and precious few, if any, players?  
Well, the first thing you do is look for some POCs (Points  
of Contact). The Facebook trial balloon was one. This  
announcement in DW is another. At the same time I  
have begun to reach out to the Albanian Foreign  
Ministry, the University of Tirana and elsewhere (Have  
you ever heard of Yatedo?) looking for current or  
prospective Dippers. I know from fifty years of  
experience organizing Diplomacy events of all kinds that  
the first recruit is the hardest to find but once you have  
reached that magic number of seven you're on your way.  
I believe I have found my first one, in New York City of  
all places; but Diplomacy is a small world so you take  
them where you find them.

Oh, if you just happen to know any Albanians who play  
Diplomacy or who might be interested in learning, let me  
know. Thanks.

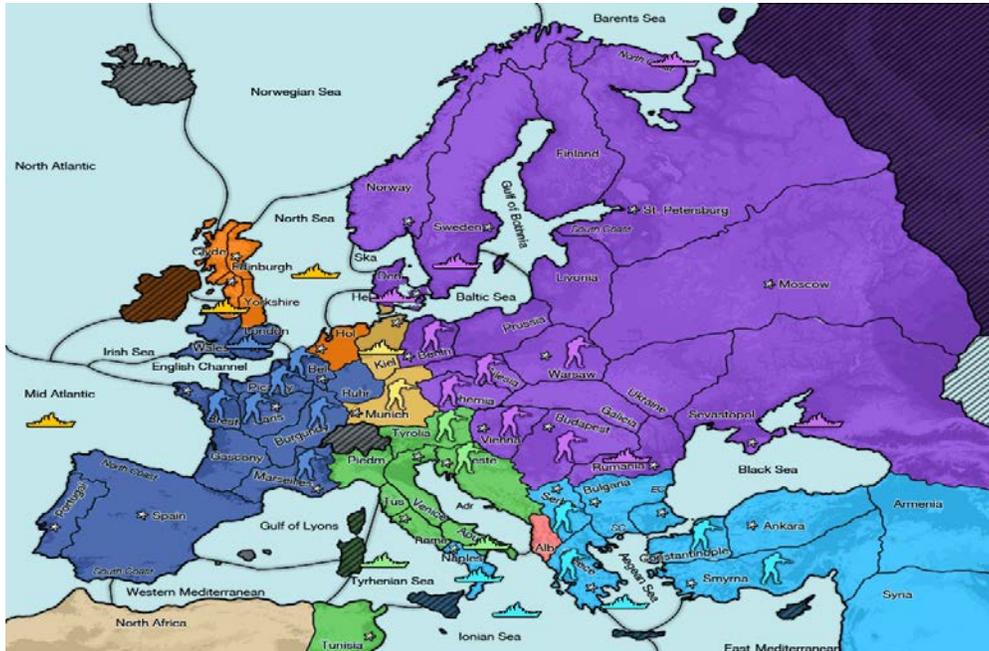
# Diplomacy – The Grand Alliance Lives!

By Joshua Danker-Dake

In which I learn a lesson, maybe.

I recently had a thoroughly delightful internet Diplomacy experience: I had a finger in all the diplomatic pies from

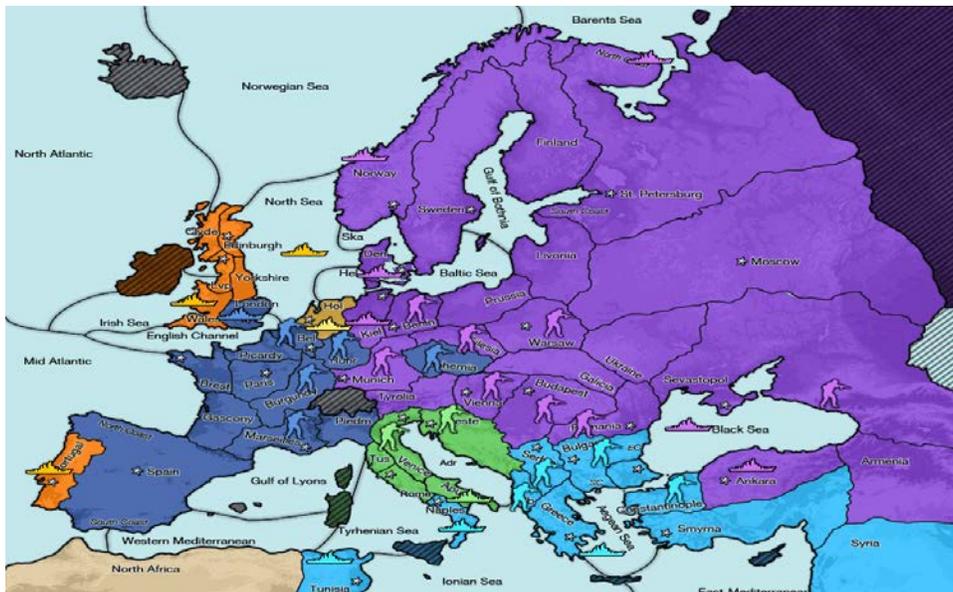
the start (I drew Russia), the players were all reasonably communicative, and, through a combination of good play and good fortune, I managed to get to 11 centers with no credible enemies:



End of 1903

I'm Russia (purple) there. France and England are fighting, Italy and Turkey are fighting, I'm four centers up on second place, and my allies are clamoring for me to give them their cut—what was I going to do? Was I not going to go for the solo in that situation?! Of course I went for it.

With surprise attacks (yeah, I know, but they were surprised) on France (who I had just supported into Munich) and Turkey, I managed to get to 14 centers:

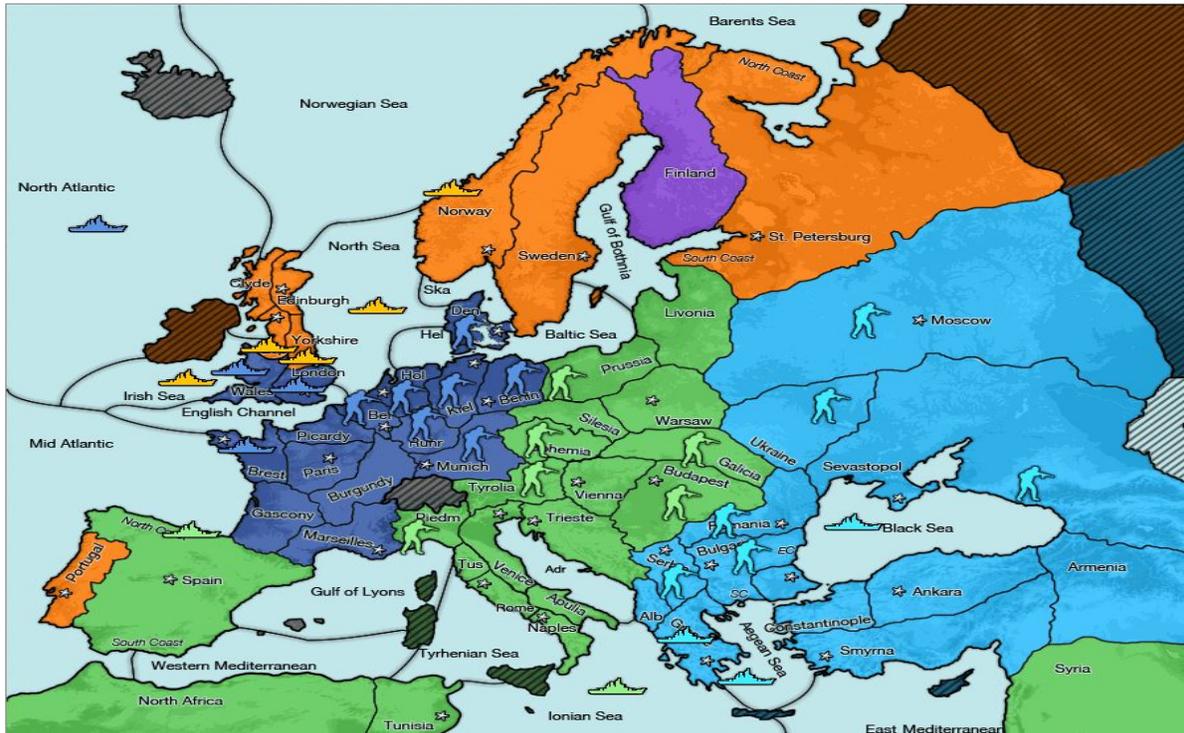


End of 1904

I thought I had it in the bag. And then, out of nowhere, they Grand Allied me. I couldn't believe it. I didn't think they had it in them.

I wasn't even mad. Honest. I love winning, but I'm also a fan of the game. I was excited. Grand Alliances actually happen! Who knew?

They did a bang-up job of it, too. Check it out:



End of 1914 (end of game)

*Oletko kartalla?! That's right: they took my attempt to win the game so personally that they didn't stop until I was eliminated. Midway through this process, when we were each about the same size, France and Turkey rebuffed my excellent proposal for a three-way draw (which was sincere and full of the checks, balances, and concessions necessary to preclude me from attempting to solo a second time) in favor of continuing to pursue their safe and not very exciting four-way draw.*

In contrast to my initial response to the unveiling of the Grand Alliance, I honestly wasn't super happy about this (Because why would you settle for a four-way draw when you can easily(-ish) have a three-way?! Come on, do something exciting!), but I've written too much over the years about how every player should do what makes him/her the most satisfied that I can't be mad without also being a terrible hypocrite. So I said, "Wow, good job with the Grand Alliance," then rejected all their draw proposals that didn't include me and made them kill me to the last man (because A. *make them earn it* and B. *never stop trying to cut a deal* and C. *screw those guys*).

And thus we come to the lesson I'm still learning after all these many years, in both life and Diplomacy: to not take it personally when things don't go the way I think they

should. It's a process. Gradually, and with agonizing slowness, I'm getting better.

In such cases, I deal with my frustration in a number of ways. The first is personal growth and the maturity that comes with age, but you didn't come here to read about that kind of Oprah mess, so let's skip it. Second, I draw on the 14 miserable months I spent working customer service, where the key to mental health is not taking any of the abundant abuse you receive personally [Note: *Insert shameless tie-in plug for my amazing new novel THE RETAIL here*]. Third, I think I may role-play to some extent as my brother, he of the ever-stoic façade, who wrote an article on this very subject back in *Diplomacy World* #114 (this one is actually kind of weird now that I think about it).

And finally, in a case like the one discussed above, I recall what I've just seen. *A Grand Alliance*. I don't know about you, but for me, that's like seeing Bigfoot steal my picnic basket: kind of a downer, but totally worth it. Well done, you bunch of jerks guys.

(Images from [playdiplomacy.com](http://playdiplomacy.com))

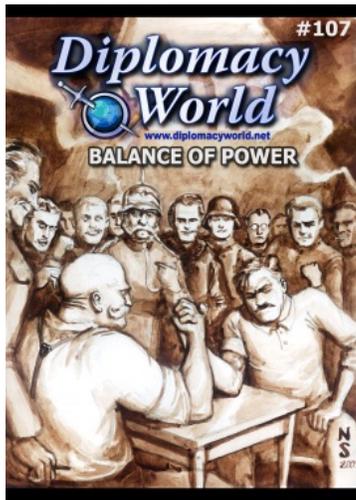
**[[Joshua is our Strategy and Tactics Editor]]**

# XENOGOGIC: AT FIFTY

By Larry Peery

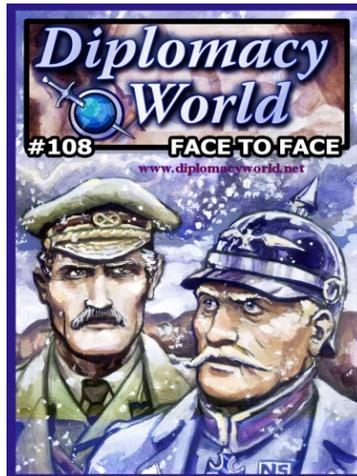
This year XENOGOGIC celebrates its 50th anniversary. Not bad for a title that was supposed to only last for one school term. Still, compared to the 100th anniversary of WW1 that the world is remembering this year, it's not much. What follows is a 16 page essay on the centenary of WW1. For those of you who may think that is too much Peeriblah for such an occasion let me note that for each page of this article one million people were killed in WW1 and for each word you read, or don't, 2,666 people died. "Lest we forget. Again."  
Larry Peery

## WW1: PASS AND REVIEW



<http://www.ww1photos.com/WW1MusicIndex.html>

"One day the great European War will come out of some damned foolish thing in the Balkans." Who said it? Read on and find out.



THE WAR TO END ALL WARS, THE GREAT WAR, THE WORLD WAR, THE WAR OF THE NATIONS, THE WAR TO MAKE THE WORLD SAFE FOR DEMOCRACY, THE FIRST WORLD WAR AND FINALLY WORLD WAR 1: The last two came into fashion after the beginning of WWII.

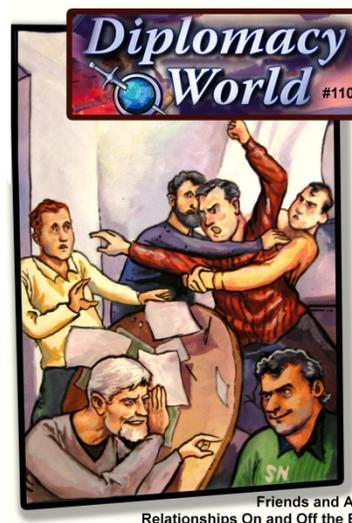
Call it what you will it was horrible by any name.

The centenary of the beginning of WWI has generated a lot of new and revisionist discussions about the causes of The War, its history, its aftermath and some "alternatives" or "what might have been" stories. Here you will find items about The War, how its 100th anniversary was remembered in various countries, and sources for further information about The War:

monuments, memorials, music, movies, books and other media. Finally, here and there you will find some random bon mots that didn't quite fit into the other groups. I am grateful to Doug Kent who agreed to reprint some of Nemanja Simic's superb cover art from back issues of DW to illustrate this article.

There are several differences and similarities between a monument and a memorial. One difference is that a memorial is typically to honor the death such as the World Trade Center Memorial or the Vietnam Memorial; while a monument is to honor a famous event or person such as the Washington Monument or the Lincoln Monument.

## WORLD WAR 1: FROM THE MEDIA



The media's coverage of the WW1 centennial was extensive and, in most cases, well done. A lot of it consisted of pulling stuff out of their archives and recycling it with a new twist, but some of it was original and truly thought-provoking. Here's a sampling:

FROM THE MONITOR ARCHIVES: BRITAIN DECLARES WAR ON GERMANY IN WWI  
By The Monitor's European Bureau  
4 August 2014

This article originally ran in The Christian Science Monitor on Aug. 5, 1914. The British declaration was the last in Europe's initial, rapid escalation into WW1. Germany had already declared war on Russia and France, both British allies, and had sent its forces into neutral Belgium in an effort to flank French forces. Austria, Germany's ally, was mobilizing against Russia in the east. The United States had declared itself neutral in the conflict on Aug. 3.

Most major newspapers have online features that include extensive WWI coverage, especially of the first days of The War. Their coverage of the end of the war and the Versailles peace talks and negotiations isn't

quite so comprehensive or objective.

### 100 YEARS LATER, THE 'GREAT WAR' FADES INTO OBSCURITY

By Rick Hampson,  
USA Today, 28 June 1914

Meadville, Pa. --- Once they got home from the Great War, the soldiers of Company B made a vow. They'd reunite yearly and save a trophy of their adventure --- a bottle of French wine --- until one man was left alive. Then he would uncork the white Burgundy and toast his departed comrades.

They called themselves the Last Man's Club. They said they would never forget the French town they liberated in 1918 or the war they fought to "end all wars."

Remembering was easy when World War 1 was still vivid --- when Veterans Day was still called Armistice Day, and the former doughboys could squeeze into their old uniforms and march, a bit stiffly, each year.

But 100 years after the assassination in Sarajevo on June 28, 1914, led to World War 1, America's memory of its second-deadliest foreign war is increasingly tenuous.

The nation's last World War 1 veteran died three years ago. The war's markers and mementos are still there, but fewer and fewer people know what they mean --- that York Avenue in New York City is named for the Medal of Honor winner Sgt. Alvin York, or that the Charles Stafford American Legion post here is named for one of a dozen members of Company B who never came back.

"Unless you're a quasi-historian, it's a forgotten war," says David Kennedy, whose grandfather kept the Last Man's Club record book.

For what happened when the last member of the Last Man's Club died, read the story.

### 100 YEARS OF GRATITUDE

By Richard Rubin  
International New York Times, 21 August 1914

We forgot.

It's not entirely our fault: Americans have been conditioned by nearly a century of British revisionist histories to believe that the United States didn't do much in World War 1, and by countless anecdotes about rude cabdrivers and haughty waiters to believe that the French don't much care for Americans.

But both beliefs are, in fact, mistaken, and a big reason the second is untrue is that the first is quite far from true, and the French know it. They have never forgotten that

when the war was mired at a grim stalemate and they and their British allies were exhausted nearly to the point of collapse, it was the Americans --- fresh and eager to fight and showing up in great numbers --- who stepped in, just in time, and tipped the balance. True, the French didn't speak much English, and they charge an outrageous amount for a small bottle of Coke, but they are grateful. Very grateful. They remember. Go to France and they'll remind you, too.

This is a travel story as much as a story about WW1. Read it, with a map in hand, to learn about Rubin's visit to the battlefields of Lorraine.

### 100 YEARS LATER: LESSONS FROM WORLD WAR 1



A centennial from the beginning of World War 1 is a grim reminder of just how important U.S. leadership in the world is. The US needs military capabilities to exercise this leadership and to fulfill the federal government's obligation to "provide for the common defense."

Dr. Robert Kagan, Senior Fellow at the Brookings Institution and author of the NYT

bestseller, *The World American Made*, will open our 2014 Protect America Month lecture series with a public address on the prevailing defense issues that are of the greatest concern to the United States, the lessons learned from World War 1, and the dangers of isolationism to US interests and security.

/Insert comments from Dr. Kagan's address if they become available. /

### DIPLOMACY INSTEAD OF ATTACK

By Sarah Judith Hofmann  
DW, no date

If you say DW to an American Dipper he'll respond, "Diplomacy World," but if you say DW to a German or German-speaking Dipper he'll respond "Deutsche Welle," the highly respected German news source; and therein lays our tale. And, not surprisingly, if you, as a Dipper, saw a headline that said "DIPLOMACY INSTEAD OF ATTACK," you might think it was a story about the game Diplomacy; and therein lays another tale.

100 years ago, the First World War broke out with

Germany declaring war on Russia. Europeans ought to remember those events and more than ever rely on diplomacy rather than weapons, writes DW's Sarah Judith Hofmann.

"Offense is the best defense" --- this expression is often misunderstood as a political guideline. And --- just to get it out of the way now --- it's utter nonsense. That was true 100 years ago, and it is now.

On August 1st, 1914, the German Empire declared war on Russia. At the same time, in his famous "balcony speech," Emperor William II portrayed himself and the German people as victims: "If our neighbors do not give us peace, then we hope and wish that our good German sword will come victorious out of this war." Two days later, Germany declared war on France and invaded neutral Belgium. Those shots marked the beginning of the First World War.

Hofmann then goes on to compare and contrast the events of 1914 with what is going on today in Ukraine, Gaza, Syria. It's as disturbing as it is fascinating.

#### MEMORIALS TO WORLD WAR 1 MAY BE LESS OBVIOUS, BUT MORE MEANINGFUL

By Phillip Kennicott  
Washington Post, 8 August 2014

Phillip Kennicott is the Pulitzer Prize-winning Art and Architecture critic of the Washington Post. He has been on the paper's staff since 1999.

Though there is no World War 1 memorial on the National Mall, it is memorialized throughout the nation's capital. There are several small-scale sites and specific markers that offer a more localized encounter with its storied past. To mark the 100th anniversary of the start of the war, we take a look at the different locations: District of Columbia War Memorial, First Division Monument, Second Division Monument, Tomb of the Unknown Soldier, The Argonne Cross, Pershing Park,

Kennicott didn't mention it, but I will. The battle over a national WWI memorial on the National Mall is the longest battle in US history, and is still going on with no end in sight.

#### HOW NICKY AND WILLY COULD HAVE PREVENTED WORLD WAR 1

By Graham Allison  
Washington Post, Opinions

Graham Allison is director of the Belfer Center for Science and International Affairs at Harvard's Kennedy School. Allan B. Calhamer attended Harvard University. Do you think there's a connection? You betcha, as you'll find out in an upcoming piece of Peeriblah.

One hundred years ago this week, Tsar Nicholas II of Russia and Kaiser Wilhelm of Germany exchanged a series of telegrams to try to stop the rush to a war that neither of them wanted. They signed their notes "Nicky" and "Willy."

Cousin who vacationed together, hunted together and enjoyed dressing up in the uniforms of each other's military officers when sailing on their yachts, these two great-great-grandsons of Paul I of Russia wrote to each other in English, affirming their mutual interests and outlining an agreement that would have resolved the crisis on terms acceptable to both rulers.

Yet only three days after the tsar and Kaiser's initial exchange, Germany declared war on Russia, and World War I was underway.

Allison spins an intriguing story of what might have happened if...

#### TWO UNANSWERED QUESTIONS ABOUT WWI

Anonymous  
No date.



Allison's article raised two additional questions: What would have happened had Fran Ferdinand lived? And what would have happened had the USA stayed out of the war? Think about it and share your thoughts with DW.

#### COVERAGE OF THE WW1 CENTENNIAL: HOW THEY REMEMBERED AND HOW THEY FORGOT

The major participants in WW1 and some of the minor ones as well remembered the event in various ways, ranging from large scale and formal events to simple ones. It was interesting to compare how those who did mark the event did so with how those who didn't, didn't.

#### BRITAIN REFLECTS ON SACRIFICES MADE AS WORLD WAGED WAR

By Larry Luxner

The Washington Diplomat, 29 July 2014

In 1917, the third year of the Great War, as it was then known, a young British soldier named Horace Field Westmacott came under German artillery fire at Hill 60 near the Belgian town of Ypres. Captain Westmacott of the Royal Berkshire Regiment survived the bloodbath and lived to the age of 85, though he remained crippled for life.

"Every family in Britain has an emotional connection to World War 1. It's a part of our national consciousness," said Sir Peter Westmacott, the soldier's grandson and Britain's ambassador to the United States." There were huge casualties from all classes. In just one day of fighting, 20,000 soldiers died and 40,000 were injured. It was an enormous conflict in terms of the shared human scale of the sacrifice, and the millions who lost their lives."

Although European hostilities broke out on June 28, 1914 --- the day a Serb nationalist assassinated Archduke Franz Ferdinand, heir apparent to the Austro-Hungarian throne --- it wasn't until Aug. 4 of that year that the United Kingdom declared war on Germany.

With that date in mind, the British government has organized a series of high-profile events this month marking the centenary of the First World War. On Aug. 4, a service of remembrance will be held at Scotland's Glasgow Cathedral following closing ceremonies for the Commonwealth Games the night before. That same day, Britain and Germany will hold a joint service at the military cemetery in Mons, Belgium; a candlelight vigil at London's Westminster Abbey is also planned.

#### FRENCH PRESIDENT MARKS WORLD WAR 1 CENTENARY

By Thomas Adamson

Associated Press, 3 August 2014

Paris (AP) --- French President Francois Hollande commemorated the 100th anniversary of WW1 on Sunday with an appeal to players in the Gaza conflict to put animosities aside --- just as France and Germany have done.

In an impassioned speech in Vieil Armand in Alsace, Hollande paid homage to those who lost their lives after Germany declared war on France on Aug. 3, 1914. But

he recalled that former enemies France and Germany put aside their differences to pave the way for peace --- and that others do the same.

"The history of France and Germany shows that will can always triumph over fatalism and the people who were regarded as hereditary enemies can, in a few years, reconcile," he said.

German President Joachim Gauck joined the French leader for the ceremony --- the first time Germany's head of state has attended.

#### ROLAND GARROS: FRANCE'S FORGOTTEN WW1 HERO

By Matthew Knight, CNN

29 May, 2014

You'll find his name and initials everywhere you go at the French Open --- the famous green and brick red logo stamped on everything from parasols and caps to towels and tennis balls.

But ask most people who Roland Garros was and they'll tend to double fault.

"For a lot of people in France and abroad, Garros is a tennis man, or a sometime president of the French Tennis Federation (FFT)," says Michael Guittard, head of collections and cultural mediation at the FFT.

"Everybody knows the name of Roland Garros, but nobody knows who he was. That's why we have an exhibition to explain that he is not a tennis champion, but a hero of World War 1."

Garros' elevated status wasn't earned down in the trenches, but up in the skies above the Western Front, as the exhibition at the FFT museum entitled "Moi... Roland Garros" explains.

Born in 1888 on the French island of Reunion in the Indian Ocean, Garros had won fame before the war, notably becoming the first man to fly across the Mediterranean Sea in September, 1913.

The following year, he switched from peacetime record-breaker to intrepid war pilot, and became a legend in the process.

#### LONG ECHOES OF WAR AND SPEECH: WOODROW WILSON, WORLD WAR 1 AND AMERICAN IDEALISM

By Ted Widmer

International New York Times, 13 August 2014

Woodrow Wilson is almost never quoted by name when modern presidents speak, but he remains audible all the same, particularly in the echoes that still reverberate a hundred years after the Great War.

In late May, President Obama spoke at West Point, where he defined America's place in the world much as Wilson might have --- propping up the international order, defending human rights, and walking eternally down the path of virtue. George W. Bush, so different in so many ways, also radiated Wilsonian idealism, even as he claimed to be an un-Wilsonian realist. His second Inaugural Address, drawn straight from the Wilson playbook, declared "the ultimate goal of ending tyranny in our world." That remains a work in progress.

Wilson did not speak this way when World War 1 broke out in the summer of 1914. Stay with me and you'll see where he wanted to take us.

#### BONUS ARMY From Wikipedia

Sometimes things go wrong, badly wrong, as Lyndon Johnson and Richard Nixon found out in Vietnam. Most historians end WW1 with the end of hostilities at the famous 11th hour of the 11th day in 1918. Many countries felt the conflict ended with the signing of the Versailles agreements in 1919, but in the United States the Treaty was rejected not once but twice (for the second time in 1920).

For many USA veterans of WWI the war didn't end in 1920. Their last battle was fought in Washington, DC on the grounds of the US Capitol in July of 1932. This story is not well known, but it should be. It ranks up there with Andersonville as one of the great tragedies of US history. You can learn more with Wikipedia search on "Bonus Army," but I urge you to read further. This is the bridge that links the US in WWI with WWII.

Just a few high-lights: the battle, called the Bonus Army Conflict, took place on 28 July, 1932, in Washington, DC. It resulted in the Bonus Army being dispersed and their demands rejected. It pitted the Bonus Army under Walter W. Waters with 17,000 veterans and 26,000 others against the US Army and local police under President Herbert Hoover, Douglas MacArthur and George S. Patton with 500 infant, 500 Calvary, 6 RENAULT FT tanks and 800 police. Four Bonus Army members were dead, 1,017 were injured; and 69 police or so were injured.

The end result was Hoover was defeated in the next election and Franklin Roosevelt became president, and the US was left with a black eye that still can be seen.

#### WHY QUESTION OF GUILT STILL DOMINATES WW1 DISCUSSION IN GERMANY

By Jon Leonhard, historian, Professor of the University of Freiburg.  
CNN, 28 July 2014

When the last surviving soldiers of the First World War -- - British Tommies and French poilus alike --- died a few years ago, national newspapers in London and Paris, but also in Canberra, Wellington and Ottawa, responded to this transition with numerous articles.

The reason was obvious: For the French as for the British, the former Dominions, but also for the Belgians, WW1 is seen still today as the main historical watershed of the 20th century. And it is not by accident that in the political and historical language of these countries this fact is reflected accordingly. The war is not so much commemorated as the first of two world wars but as La Grande Guerre, The Great War, De Groote Oorlog.

Commemorating the war in Germany has always been and still today is much more complicate. Whatever were the consequences of the war after 1918, there was another history that came to overshadow the war and made it only the first of two catastrophes.

.....

When writing my own book on the First World War in Harvard, many colleagues from the Americas, from Africa, from China, Japan and from India were right in asking for a global view on a truly global war. Compared with this peerispective the German view on the First World War is still heavily impregnated by the boundaries of national memory.

#### GERMAN HOPES FOR CENTENARY MAY BE DASHED

By David Crossland in Ypres, Belgium  
Spiegel Online, 29 October, 2013

Germany sees the World War 1 centenary as a chance to promote European integration and arrive at a shared remembrance of the disaster. But that may be too ambitious. For many countries, remembering the war is likely to remain a national affair.

Crossland goes on to discuss what the various countries are spending to spruce up their WWI cemeteries/memorials/monuments. Britain, France, and Australia are all spending lots of money to upgrade their sites. Germany has announced no plans to do the same, although it is launching a brave effort to re-write the history of WWI (see the next story). So, preparations are muted in Germany, the message of European unity is low key (since that goal has already been achieved), reality says national views of WW1 will remain different, historians have pretty much come to the same general conclusions (e.g. Germany bear considerable but not sole responsibility for the war.) In other words, in Germany, it's business as usual and a centennial is no big deal.

#### INTERNATIONAL ENCYCLOPEDIA OF THE FIRST WORLD WAR

Concerning the centennial of WW1 In Germany, the one large project is the one instigated by the University of Berlin "1914-1918-online. International Encyclopedia of the First World War."

Over the course of three years, the international joint research project is developing an English-language virtual reference work on the First World War. Planned to be released in 2014, the centenary of the outbreak of WW1, the online encyclopedia will be the result of an international collaborative project to make available a multi-perspective, public-access knowledge base on the First World War."

There is a lot of European collaboration for this project and it will all be in English but it is centered in Berlin. There will be isolated interest in the general public but I do not think it will be anything like what occurs in the UK or in France.

#### MUTI CONDUCTS "REQUIEM" FOR WW1 100TH ANNIVERSARY

The Associated Press, 6 July 2014

Rome (AP): Maestro Riccardo Muti is conducting Verdi's Requiem Mass in northeastern Italy to mark the 100th anniversary of WW1's outbreak in Europe and honor its millions of war dead.

The Italian orchestra conductor has called the musical tribute Sunday night at the Redipuglia monument to WW1 dead a "message of reconciliation."

Italy's Luigi Cherubini Youth Orchestra was performing with musicians from other countries in what Muti has described as an "expression of musical harmony" and peace.

Italy's president was among those attending the performance.

#### WORLD WAR 1 AND AUSTRALIA

By John Quiggin, Professor of Economics, University of Queensland  
International New York Times, 27 July 2014

St. Lucia, Australia --- Both America and Australia sent hundreds of thousands of troops across an ocean to fight in WW1. But while in America the war is a relatively minor chapter in its history, in Australia it remains a defining moment for us as an independent country, and a dividing line that continues to shape our politics 100 years later.

Australia's role in the war is often overlooked in the history books, but as a proportion of the population the country sent one of the largest contingents of soldiers: By 1918 over 400,000 men had enlisted, nearly 40

percent of the military-age male population --- and this from an isolated country on the other side of the world.

The decision to enter the war on Aug. 4, 1914, wasn't made in Melbourne, the seat of government at the time, but in London. "When the empire is at war, so also is Australia," said Prime Minister Joseph Cook.

What happened afterwards is a story quintessentially both English and Australian, with a touch of tragedy for good measure. Read on, it's a different take on the movie Gallipoli.

#### THE FORGOTTEN ARMY OF THE FIRST WORLD WAR: HOW CHINESE LABOURERS HELPED SHAPE EUROPE

Unknown source.

The First World War pitted the allied powers, including Britain, France and Russia, against the central powers, including Germany and the Ottoman and the Austro-Hungarian empires. Years into fighting, the male populations were depleted. Soldiers were hunkered in trenches carved into the countryside of Europe. The allies needed help, and it came from China.

Chinese workers dug trenches. They repaired tanks in Normandy. They assembled shells for artillery. They transported munitions in Dannes. They unloaded supplies and war materials in the port of Dunkirk. The ventured further afield, too. Graves in Basra, in southern Iraq, contain remains of hundreds of Chinese workers who died carrying water for British troops in an offensive against the Ottoman Empire.

The story of the largest and longest-serving non-European labour contingent in the war has largely been forgotten but is slowly being rediscovered a century later.

It is the story of farmers, intellectuals and young students joining French, British, American and Russian forces for money and even for education in Europe.

It's a long story but a fascinating one and worth seeking out and reading, and it isn't the only story of relevance.

#### AT WW1 ANNIVERSARY: CHINA REMEMBERS MAY 4 AS THE WORLD

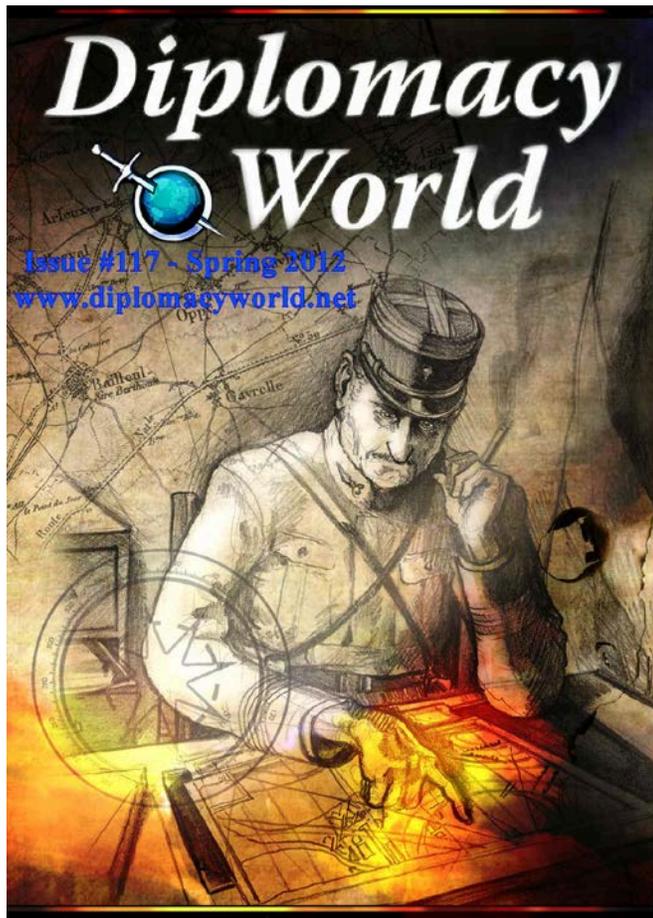
St. Jude patient Ximena  
28 July 2014

At WW1 anniversary, China remembers May 4th as the world remembers the 100th anniversary of WW1. China is reflecting on its own contributions to the conflict and the seminal event from its own history that it led to. The May Four Movement of 1919 has been called a turning point in Chinese history.

Totally beyond the horizon for most Americans and Europeans this story suggests the Chinese are aware of our history and see it through their eyes. Can we say the same about them? I don't think so.

/If found, include the stories on the contributions of the Indians to the British war effort and the contributions of the French African colonies to the French war effort. Bottom line: it truly was a world war. /

WORLD WAR 1: THROUGH A GLASS, DARKLY



Two things of importance to Dippers happened in 1961: The first commercial edition of Diplomacy was published by GRI in Boston, MA. That story is fairly well known, at least to most Dippers. The second was the appearance of Ingmar Bergman's film "Through a Glass Darkly," which I vaguely remember as one of the most boring movies I've ever seen. Well, at 14 I had no business going to a movie like that anyway. The title may come from Paul's letter to the Corinthians. On the other hand, it may not. But the phrase came to my mind as I pondered the wide variety of items being published in this WW1 centennial year. There were books, papers, articles, speeches, photo collections, music, movies, new and spruced up monuments and memorials all over the world, video presentations and interactive media all over the internet; and for those with enough money even

special commemorative tours to famous and infamous WWI sites. It was a plethora of plenty that did its best to obscure the simple fact that WWI was a living hell for those who survived and a final unrelenting place for the millions who died in it.

It is often said that the United States lost its "innocence" in WWI, although whether that refers to the bloodshed in France's trenches or the virginity lost in the bordellos of Paris I'm not sure. But if the United States lost its innocence in WWI it certainly made up for it with the sense of avarice it gained in WW2. To put it in peererspective consider this: John J. Pershing, commanding general of the United States Armies in WWI a title no other officer had held. From 1921 to 1924 he served as army chief of staff, retiring from active duty in 1924. Pershing's memoirs, "My Experiences in the World War", were published by Stokes in 1931. Pershing was paid \$30,000 for his book and got a Pulitzer Prize to go with it. In 1948 that \$30,000 was worth \$43,600 and today it is worth \$434,000. In contrast Dwight Eisenhower, left the Army and became president of Columbia University, a fact both later regretted, while he prepared to run for president of the USA. In 1948 his memoirs, "Crusade in Europe" were published by Doubleday, and Democrats claimed that Eisenhower won his greatest battle of WW2 in 1948 when the IRS ruled that as an "amateur" writer he didn't have to pay capital gains on his \$635,000 advance for the book; which saved him \$400,000 in taxes. I read somewhere that his total profit from the book and TV series made from it were in the \$6,000,000-\$7,000,000 range. Today that \$6,000,000 would be worth \$59,700,000. Plus, he did get to "buy the farm --- Gettysburg."

The books written about WW1 would fill a good-sized library and, in fact, do so in Washington, DC and Kansas City, MO. The good old days of WW1 related books by authors like Barbara Tuchman and Robert Massie are long gone but, as I have reviewed before there are many good books still being published on The War. Lawrence Sondburg has written "The Great War at Sea" for Cambridge University Press (\$35 list and probably less on Amazon.com) and it offers some new ideas about the importance of U-boats in The War. This becomes particularly interesting when you compare it with the current "submarine construction war" going on in Southeast Asia.

It's hard to imagine a coffee table art book about a subject like WWI but Taschen Publishers (Cologne, Germany) has done it with "The Colours of Catastrophe," a collection of old-style (e.g. autochrome) color photos of WWI taken by some of the best photographers of the belligerents. It's not cheap at \$60 but maybe you can persuade your local library to buy a copy, but it is a fascinating glimpse into a different looking glass, this one in colour. The Taschen website or The Daily Mail newspaper in the UK has a sampling of the photos.

On a different level and just for my colleagues in Sweet Spot and Reasonland, you might want to check out the recently released Turkish Historical Society releases WW1 archival photos (Do a Google search or look at the hurriyetdailynews.com.) which clearly, or not, show that there was more to the Turkish side of WW1 than what you saw in "Gallipoli" or "Lawrence of Arabia."

Time magazine's second issue of August (14th) has a red cover featuring a photo of a US spy plane and a small caption. Be sure to read the two articles: "In Russia crime without punishment," and "From Gaza to Ukraine the effects of WW1 persist." Time may not be as great as it once was, but it's still a good read.

Those of you of a certain age (e.g. you can remember when John Kennedy was president) may remember flash cards. If you don't remember them they were something like post-its but without the sticky back and twice the size, made of a stiffer card stock, and lined on one side. In lower level grade school you had to have them to make flash cards for everything: from vocabulary to math. Now, a web site called quizlet.com has created a set of WW1 flash cards (see it at <http://quizlet.com/10595669/world-war-i-flash-cards/>) Each card offers a question on one side, "What four factors led to the outbreak of WW1?" and the correct answer on the other side, "Militarism, alliances, imperialism, and nationalism." It's basic info but it comes in handy. The 39 cards pretty much cover the key points in WW1.

As I recall, somewhere, sometime I published a brief "Movies about WW1" list in either DW or TDP. There have no doubt been a lot of movies made about WW1. If you look at Wikipedia the list is enormous and even today the lesser countries (both in terms of The War and in terms of movie industries) are making movies about The War and some of its major and minor events. Turkey seems intent on making a movie about every battle and every real or pseudo hero they had from Attaturk on down. I expect one about Erdogan any day now. The web site Ranker has a list based on peoples' votes and other criteria, but I'm not really impressed with it. There's another site called "The Ultimate List" which also uses a popularity vote and other factors to come up with its list. I have to admit that their selection seems better. Finally, I must mention TCM's "100th Anniversary of WW1" series that ran during the summer on Friday night and featured a lot of popular and some lesser known WW1 films. I've been a fan of TCM since it started way back when and it's an invaluable resource to the serious movie buff. I would say the list of movies it showed is as good a "best of" collection as any.

But the sleeper is a movie that didn't make any of these lists which most people have never heard of, let alone seen. It was called "The Big Parade." It was directed by

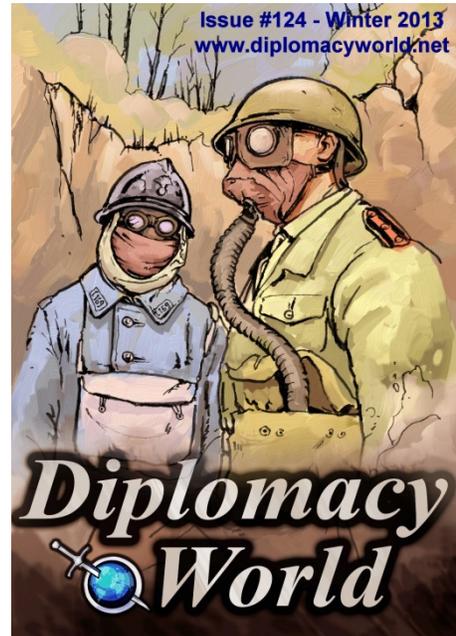
King Vidor and starred John Gilbert and Renee Adoree. Made in 1925 or so it's B&W, and available in a VHS format on Amazon.com for \$5-11. Read the write-up on Wikipedia and then go find a copy. Oh, and did I mention it has no sound, but the 1992 VHS version has a beautiful soundtrack. I'll give it 5.5 stars!!

If what you've read so far doesn't do it for you I have one further suggestion, if you have the money (Figure \$10,000 plus, per person). Take one of many WW1 themed tours being offered this year and next ((and probably through 2019 I would guess). There are a lot of them out there and the best ones are almost all sold out for this year but some for 1915 are still taking reservations. I found one in the NY Times Travel Destinations section. They describe it as "a journey focused on WW1 with comparative politics and history" and call it "The Great War: What Was Won and What Was Lost." The tour price is \$6,700 per person and includes a full week focused on Ypres and Reims and local WW1 related attractions. The hotels look to be typical for the area and the guide seems competent, although he may be a better scholar than tour guide. But do check out the web site for the pictures, even if you don't plan to go. They are very nice.

There is a poor man's alternative if you have even a bit of WW1 knowledge and a smattering of French or German and some knowledge of how tourism related things (e.g. railroads and buses) operate in France, Belgium and Germany. Do it yourself!

And do it on a budget!! Get a big map of the area and mark the sites you really want to visit. Then check public transport links between them. Check the hostels for less expensive housing. Check the internet for local WW1 related events that might be going on while you're there. Check the local tourist office to see if there are local guided tour groups or if you can hire a student guide for a day. The nice thing about a tour like this is you don't have the big expensive attractions you have in the big cities. Lots of what you'll want to see is free or nearly free to visit. You might need to rent a car for a few days to get to some of the off-the-path attractions but if you travel with a partner or even a trio that's doable. If you're a WW1 buff, a history student, or a real Dipper this is a great opportunity (e.g. excuse) to see why Burgundy was so important to France and Germany.

**CONCLUSION: THE WAR DIDN'T END WARS, IT SPAWNED MANY MORE**



WW! Did not produce a lot of real 'heroes.' I mentioned one, Roland Garros, in this essay and I'd like to end with one more, Jan Smuts. If you know his story you don't need to read on. If you don't, I urge you to look up his biography on Wikipedia and read something about him. There are three salient facts you need to know about Smuts: 1) He was the only person who signed the official documents ending both WW1 and WW2; 2) Without his strong support the colonies probably would not have come to Britain's aid in WW2; and 3): He believed in and supported apartheid in his homeland. All of which goes to prove that even the greatest of us is not without flaws.

Let me close with a quotation from Woodrow Wilson that seems as relevant today as it did in July, 1914. His prophecy then has turned out to be self-fulfilling in our time:

"The most patriotic man, ladies and gentlemen, is sometimes the man who goes in the direction that he thinks is right even when he sees half the world against him."

The opening quotation was from German Chancellor Otto von Bismarck in 1888, and he was spot on.

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# Diplomacy – A Bit of Internet Gamesmanship

By Joshua Danker-Dake

I'm the sort of person who, when playing internet Diplomacy, prefers to play one game at a time and immerse myself in it completely rather than to divide that time and attention between two or more games. As such, I seek to leave no stop unpulled.

Does this ever happen to you in an internet game? You load up the game, look at the freshly processed orders, and see a set of moves that was both unexpected and apparently unfriendly? Of course it does. Do you immediately fire off a press demanding an explanation? And while you're waiting for it, does your mind take off at a sprint down all the roads of possible disaster? Mine sure does. In an internet game, you can wait hours, even a day or more, for a response—that's a lot of time for the mind to roam. Whether or not you find yourself actively thinking about the game, the seeds are sown.

This is, of course, Diplomacy, where unexpected (and unwanted) moves are commonplace. The most natural response in such situations is to assume the worst, particularly early on in the game. And which of us hasn't followed the roads of paranoia to an immediately regretted set of orders?

So whether my business is shady or legitimate, I like to short-circuit my neighbors' worrying process whenever possible by making my press the first thing they see post-adjudication. As in all things, it's better to be proactive than reactive. The best way to do this is by

being there with press right after the orders process. Then, when your neighbor logs on, the orders and your explanation are seeds planted together. He may not believe you, of course, but you nip baseless speculation in the bud (freeing him to move on to more well-founded speculation) and show yourself to be a good communicator.

Last issue, I wrote about opening to the Black Sea and the English Channel and trying to spin it successfully. That's a great time to be the first one in with press, to get on the diplomatic offensive. Any time you do something your neighbor/ally doesn't expect—be it a move, a non-move, or a support not given—is a good time to be proactive with your press.

On some Diplomacy sites, you have the option to finalize your orders—that is, the turn processes early if/when everybody finalizes. If I'm playing on such a site and I'm up to shenanigans—or even if I just have orders that could be misconstrued—I'll wait to finalize so that I'll be there, press ready, when the turn processes. And if my finalization doesn't make the turn process (because at least one other player hasn't finalized), I might just un-finalize and try again later.

In short: by all means, use the finalizing of orders to your own personal benefit, but remember that proactive press is only part of being a good communicator (and a desirable ally).

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## Club and Tournament Report (and More)

By Will J. Abbott

In the past few issues I've given a review of news regarding clubs and tournaments. I'm going to do that quickly this issue so that I can move on to talking about some things I'm seeing out there.

The European Diplomacy Championship was held in Rome, and next year will be at Manorcon in England. Manorcon is one of the oldest Diplomacy tournaments around.

Here in the US we have Tempest in a Teapot and Carnage coming up.

Melissa Call is even organizing a tournament in Australia.

Now, what do I see happening with the hobby? First of all, Jason Mastbaum and Toby Harris are to be encouraged for their separate efforts to "organize" the

hobby. Neither to my knowledge is trying to build an organization as such, but both are trying to create resources so that players and potential players know who to contact in different areas and for different events and things.

Next, the Grantland.com piece and the associated This American Life story have gotten much attention in the hobby. Perhaps the best approach to the story is that seen in DiplomacyCast episode 31. Essentially, these stories bring the game and the hobby to wider exposure. People will read or hear these pieces, and their reactions will be one of three things.

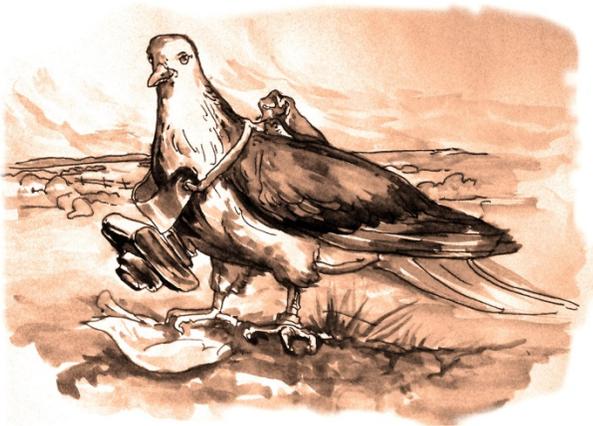
First, they may think, "I don't care about this." This reaction is fine, as we lose nothing; people who aren't interested in anything like Diplomacy aren't really the ones we want in the hobby.

Second, they may think, "This sounds horrible. I want no part of this." Again, this is a fine reaction. In the end, it is better that they realize they aren't going to like Diplomacy or be able to handle competitive Diplomacy before they go to a game. These people are not going to be happy in the hobby, and won't stay in it very long; there's no point in them participating briefly and disrupting a game or tournament.

Third, they may think, "This sounds fun. I want in!" This reaction is the one we want. But we need to be available to make this happen. Get the word out that there are Diplomacy players where you are. Even if there is only you, not a club, try to get the word out, and maybe a club can start!

You see, the Grantland/This American Life piece is a kind of double edged knife. It both discourages and encourages people from joining. In a sense, it's doing the sort of weeding that usually happens at housegames with new players.

In other news, DiplomacyCast reported that there is a local hobby emerging in Iowa. For those of you unfamiliar with Iowa, it is an area with few cities of any size, and large rural stretches in between them. There is no one large population center. This more spread out population distribution would seem to work against having a hobby going, as most players would have to travel some distance to play. If they can do it there, you can make a hobby anywhere!



I'm still working on a hobby down here in the Tampa and Orlando areas. Now that my wedding is out of the way, I have a little more time to work on this matter.

What do we still need? I for one would like an effective central calendar, at least for the various continental hobbies. With a single, central calendar, players and tournament directors can know when events are and what dates might be good for new events.

Those new events are something else I'd like to see. In my dreams I'd like to see major events on their own weekends, with shared minor events on most other weekends. A few, near major holidays, would be empty. Events could happen in warmer areas during local winters and in cooler areas during local summers, with exceptions for traditional dates, of course.

In particular, I'd like to see a replacement for WAC in the northwest US and more tournaments in the central and southeast US. I'd like to see more events in the UK (they're working on it, I read), and events in traditional Diplomacy areas like France, the Low Countries, Germany, and Sweden. I think South Africa might be able to hold a tournament or two, and I'd like to see Australia and New Zealand get active again.

Expanding beyond where we've been would be good, too. I don't know that there's any reason we can't have tournaments in Latin America, Eastern Europe, or Asia at some point. The hobby would need to get more organized in these areas first, of course, but there are enough people that surely something could be possible.

If there is a gaming convention happening near you, see if you can run Diplomacy during it! Thomas Haver has done this for years with multiple conventions, and the Windy City Weasels are doing this for a convention near Chicago now. Conventions are great places for newbie events!

In the end, if we want new people in the hobby, we need to make newbie-friendly events. One thing that we learned from David Hill is that WDC is not the best place for beginning to play Diplomacy outside your circle of friends! For tournaments at conventions, I would use non-traditional structures, so that players can fit games around other activities. For Diplomacy-only tournaments, I would have a separate board or boards if possible, and not score them together: essentially, run a separate newbie tournament, if you have enough people. For local hobbies, try to schedule newbie-focused games, and don't always have them at someone's house. Diplomacy is actually a pretty good game for a casual spectator to notice. People will recognize Europe and recognize that it is a game, and the diplomacy periods give them plenty of time to look at the board. Just have an extra person on hand to talk about the game to any onlookers. Many people may have played the game once with friends, then could never get the people together. Or they may play online, but not realize that there are actual clubs and tournaments where people play face to face. Others may not know the game at all, but can be introduced.

And if you don't have a hobby near you, try to make one! Look on Meetup for board game groups. Post things online in local game shop forums. Beg if you have to. If Iowa can do it, so can you!

# MEET UP SAN DIEGO DIPLOMACY GROUP GETS ITS FIRST WINNER!

By Larry Peery

While most of the Diplomacy hobby's high-profile members attention was focused on the recent NPR "This American Life" segment devoted to Allan B. Calhamer's game DIPLOMACY that featured writer David Hill, former US diplomat Dennis Ross, and a cast of hundreds at David Hood's DIXIECON in Chapel Hill, NC this past Memorial Day weekend; a lot of low-profile but hard working American Dippers were using the Meet-Up web site to find and link up with other Diplomacy players.

It's only my opinion for what it's worth but I think the long term benefits to the hobby from the second group will be far greater than the bombast from the first.

I don't know how many Meet-Up groups there are at the moment devoted to Diplomacy (The Meet-Up site shows five: San Francisco Bay Area, Philadelphia, Vancouver, Canada, Cambridge, MA, and Los Angeles, CA. with a total of 288 members. In addition there's a group in San Diego with 49 members and the Potomac group with 178 members; or a total of 515 members; of whom perhaps 20% participate regularly in game events.) but I do know it's a growing phenomenon in California where it began in the Bay Area with Edi Birsan and Adam Silverman in 2009. Since then they've grown to 126 members and have hosted 20 events. When Adam moved to San Diego he got in touch with me and another group was soon under way in San Diego. Since March 2014 we've grown to 49 members and had 5 events. One of our first players, J. Be, lives in the LA area and in August he got a group going up there. They're up to 25 members and have had their first event with another on the way. I suspect something similar is going on around the country; and I hope DW will feature the Meet-Up sites in their events calendar.

With that background I want to bring the hobby up to date on our latest event in San Diego. Unlike our previous sessions where the game(s) ended in draws and such, our fourth session in August went on for almost eight hours with no clear winner in sight at the end of 1909. Since none of our previous games had produced a "real" (e.g. 18 center win or win by concession) winner I proposed a week after that session that the same players meet and finish the game. All agreed to the idea and a week later they met at my place to duke it out.

Two players, Italy (Mike Janowski) and Russia (Liam Fay), had been eliminated in the first session, so that left five of the original players on board. Unfortunately, Chris

Plato, France, became ill, and I stepped in to cover his three center position. The other players were; Austria: James Heg, England, David Miano, France, Larry Peery, Germany, Nick Turner, and Turkey, Toan

The game resumed play in 1910 and ended 3 hours later in 1913. I'll leave it to others to do the play by play and just note that at the end of the game Austria was at 9, England at 18, France at 0, Germany at 1, and Turkey at 6. It did go right down to the wire, though and on the last turn England picked up Paris from France and Berlin from Germany, only to lose Moscow (to Turkey) and Warsaw (to Germany). It was gaining Rome that gave him his 18th center and the win!

Congratulations to Dave Miano for his first ever win and being the first SDDG winner.

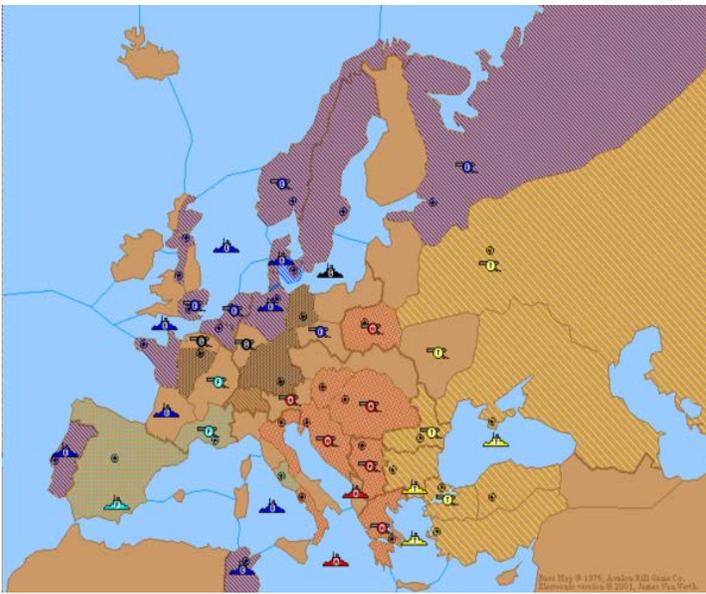
What both Adam, who was present for Session I but not Session II, and I noticed was how the players in the group have improved since our first game just a few months ago. At the beginning the focus was on learning the rules, the layout of the board, the basics of writing orders, and the diplomatic arts. Now, in this last session there were few questions about the rules, map issues, writing or adjudicating orders and the diplomacy (in most cases) was strong. Because the game played out there was even a serious discussion of stalemate lines and a key reason England won was because he moved quickly to block those.

But I confess I was most proud of something that happened in the winter of 1912 when England gained three centers to bring him to 17, only one short of the win. He was obviously excited and the other players were looking for a way to stop him. In all the excitement and confusion David forgot to write his three builds (All his home supply centers were wide open.) We had already moved on and were writing orders for the Spring of 1913 and negotiating when somebody noticed (It wasn't David.) that he had forgotten his builds. First there was shocked silence. Then there was a brief discussion as to what to do. Technically, since the next turn was under way, play should have continued; but the players agreed to let him have his builds; and then move on. I was so proud of their good sportsmanship. Adam had taught them well. I'm sure Phil Mickelson would have been as proud as I was.

As for the future, I'm sure we'll continue to recruit new members and improve our skills locally, but there's already talk of meeting up with our Diplomacy friends to the north.



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A	7	11	9	2			JH
E	15	4	17	13			DM
F	2	1	1	0			LP
G	3	3	1	1			NT
T	7	5	6	6			TJ



**PHOTOS:**  
 1-2 End of Session 1 Results  
 3-4 End of Session 2 and Game Results (supply centers and final position map)  
 5 David Miano, England, 18 Center Winner, his first win and first SDDG winner.

# Youngstown Diplomacy

By Rick Desper

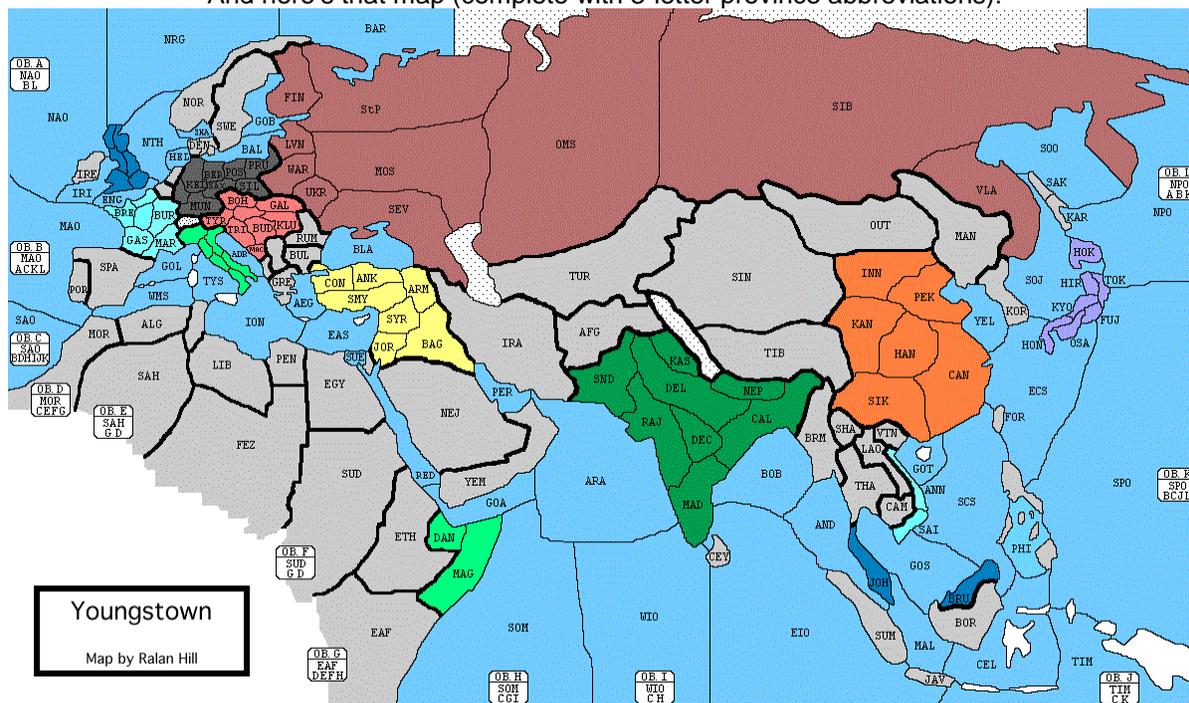
Back in the early days of the Diplomacy Hobby, Rod Walker and a group of gamers in Youngstown, Ohio, devised a variant of the game expanding the map to Asia to allow for more players. While the European portion of the map was kept largely intact,\* it was expanded further into North Africa, through the Middle East, and to include mainland Asia, as well as Japan, Indonesia, and the Philippines.

New powers were introduced in Japan, China, and India, Russia was expanded through Siberia to Vladivostok, and several of the European powers were given colonial presences in Southeast Asia (England and France) or Africa (Italy). The powers of Central Europe (Germany, Austria-Hungary) were given extra home SCs to compensate for their lack of colonial powers. Finally, extra provinces called "Off-Board Boxes" were added

along the borders of the map, to allow powers some home of crossing from the European sphere to the Asian, or vice-versa, that didn't involve pushing through the Suez Canal.

Youngstown Diplomacy had a surge of popularity in the 1970s, and then again in the early 1990s, as it was one of the first variants to be included to Ken Lowe's Judge adjudication program. As variants go, it's fairly simple: no new rules were added for types of units, or movement, or anything elaborate. In that sense, Youngstown is what is known as a *map variant*, as only the map differs from the original game. Indeed, there have been several Youngstown variants, some of which are true global variants. Today we'll focus on the most commonly played variant, at least in the Judge era, Youngstown V.

And here's that map (complete with 3-letter province abbreviations):



This map has 72 supply centers; thus, one needs 37 SCs to win. Solos are rare, as the map is filled with mini-stalemate lines: at Gibraltar, at Suez, at India, and at Omsk. Asia was drawn with exceptionally large provinces, which make it easy to prevent European invasions with as few as two forces holding the line.

OK, so it's flawed.

Let's zoom in on each of the individual powers to see how they work in this variant. I'll start in the West, move

through the European powers, and end with China and Japan.

## England

In the original game, England can get by with a heavy concentration of fleets, and can grow to control half of the SCs it needs for victory simply by dominating the North. Sadly, with the expansion of the board to Asia, dominating Northern Europe just doesn't count for all that much. England also has a fleet in Joharra (Singapore) [aside: what the heck is Joharra? Google

helps me not at all], and while that fleet can take Thailand easily, it is very hard for England to do anything interesting in Southeast Asia. England also has access to a new SC in Ireland, but that doesn't end up helping very much. Both France and Germany are also stronger. On the whole, England has a problem of being trapped in a corner that it's hard to get out of.

## **France**

France also has a colonial presence in Southeast Asia: a fleet in Saigon that can go to Cambodia in the first move or try something more creative. Where England starts with early worries about India, France has to worry about China and Japan. Neither has real prospects over there.

Back in Europe, France is in slightly better shape than England. He's also got an extra SC (Morocco) in addition to Spain and Portugal. Also, while Germany is stronger, he doesn't have a wider front with France, so blocking Burgundy is just as easy. The wider front in Africa makes a move against Italy easier to accomplish, and France is one of the few powers straddling a mini-stalemate line. On the whole, one of the better positions on the board.

## **Germany**

And the third Western power is Germany. Germany has no colonial power at all, but does have an extra home SC. This extra army *really* makes a difference in the early game. It can move to defend Munich on the first move, freeing up the fleet and two armies to go for 2-3 SCs. Other factors also work in Germany's favor: England's diversion to Ireland means he's less likely to be seriously invested in pursuing Belgium in the first year. France might also be convinced to get the jump on Italy in Africa. But the best development for Germany is the relatively crippling of the Russian position. As long as Germany can find any kind of ally, he should be able to move strongly into the mid-game. Either an F/G or an E/G is stronger in Youngstown than on the regular board – the extra forces make quick gains come more easily. And by the midgame, Russia will be collapsing (if you haven't noticed, I really hate the Russian position), and that's another handful of SCs for the German. Germany's main rival for land dominance in Europe (really, his only rival) is the Austrian. But they'll have good incentive to work together, as the A/G front is just as impenetrable in Youngstown as it is on the regular board.

## **Austria-Hungary**

So let's segue directly to the aforementioned Austria. Like Germany, he starts with an extra army, an army that seriously reduces the threats of 1901 invasions from Italy or Russia. And since Turkey has so many other things to worry about, the threat to Serbia is practically non-existent in the early game. The map features the insertion of Montenegro between Trieste and Albania, a

development that makes 1901 conquest of Greece far less likely. But this really isn't a huge problem for Austria – his position with regard to Rumania is stronger, and taking both Serbia and Rumania in 1901 is relatively common. Austria has three armies to throw at Russia. Russia starts the game with 6 SCs, yes, but three of them are fleets, and diverting the army in Omsk towards Austria in 1901 is nearly unheard-of, as it has better things to do in Asia.

So, like Germany, A-H should have a fist of armies in the first few years. The question for Austria is then, what next? There are many possibilities. Unlike the original A-H, the Youngstown Dual Monarchy isn't an automatic target for anybody. The Balkan SCs are relatively less important, and all of his neighbors have plenty of other distractions to deal with. The big issue for Austria-Hungary is the habit of building only armies that's a vestige from play on the original map. An Austria that wants to push towards an endgame needs to have better access to the other areas of the map than an army-only power can possibly have. But just a few fleets will allow movement through either Italy or Turkey towards realms more distant.

## **Italy**

What's the nightmare of tournament play for an Italy? We all know the doldrums of the 4-4-4-4... SC track which dooms Italy to endgame irrelevance. For a new player to the variant, Youngstown Italy is a delight. For starters, there's the fleet down in Magudisco, which can move to the Gulf of Aden and either challenge for Yemen or take Ethiopia. Then there are the various convoy possibilities from the Ionian: either the traditional target in Tunis or the new SC in Pentopolis. Italy starts the game with the position to open a 2-front war against Turkey, should he wish. No other power can build in Africa, another advantage for Italy. Italy is a very strong early-game power.

Italy's problems start in the mid-game, where tactics alone will not suffice. Even if he gets up to 10-11 SCs, Italy will again face the issue of being stuck in the middle between whatever mega-power comes out of the East and whoever wins the conflict in Western Europe. At that point, the African dots alone won't suffice to keep Italy strong. A good strategy will require Italy to somehow be able to hit somebody other than just Turkey. Still, all things considered, one of the most flexible and powerful nations on the board in this variant.

## **Turkey**

Turkey changes the most from the ordinary map to the Youngstown variant. No longer is Turkey the lurker in the corner, waiting for the opening to blast into the Balkans, overwhelming Austria or Russia while driving to the stalemate line. In the Youngstown variant, Turkey is the power in the middle. He's the one straddling the

Middle East, the power who can most easily move into land wars either in Europe or Asia. (Am I overlooking Russia? The key word here is "easily.")

Turkey usually takes Bulgaria, Egypt and Iran easily, while the fleet in Ankara can either hassle the Russian or speed to the Aegean Sea. Russia has less of an incentive to go after Turkey early, as he'll have headaches either in Asia or in the North. One concern is that Italy is a considerably larger threat on the Youngstown map than in the original scenario. The trick for Turkey is getting some other power to go after Italy – either Austria or France will suffice. Yes, I'm precluding the possibility of an I/T alliance. Yes "all things are possible" and an I/T alliance would naturally be very strong, but the map is drawn in a way to strongly encourage war between the two.

And then there's the Asian problem, which will require its own section. Basically, it's fairly common for a megapower to start moving out of Asia before the European situation is resolved. If that happens, Turkey becomes The Front. And never in any variant of Diplomacy does one want to be The Front.

## **Russia**

OK, it's time to deal with Russia. I haven't been holding back: Russia is a horrible power to draw in Youngstown. Yes, Russia starts with six SCs and the ability to act in either Europe or Asia, but six forces just aren't enough. Russia doesn't have any easy neutrals to take. Sweden can still be contested by Germany. Rumania can be bounced by an Austria even while he moves to Serbia and Galicia. Turkey is still strong enough to be a headache, and England will need some path to move armies inland.

But the real problems are in Asia. Russia has a sole fleet in Vladivostok that could move to the Sea of Japan on the first move, but that's a move that would almost certainly fail. That one fleet will immediately be outgunned by two Japanese fleets, and Japan will not have any problem building reinforcements. Russia also has the army in Omsk. Unless Russia wants to write off any interest in Asia right away, that army is likely to go to Siberia on the first move, where it will have to deal with Chinese forces moving to the trio of neutrals: Sinkiang, Outer Mongolia, and Manchuria. And China has a stronger position here than Russia does.

Then there's Vladivostok itself. It borders Korea, which is the only neutral that Russia can reach faster than any other power. But if Russia does so, he has to deal with the fact that Vladivostok is swinging in the wind. A Chinese army can move to Manchuria and threaten Vladivostok in the first year. And the Japanese can also hit Vladivostok from the Sea of Japan, even while collecting the SC on the Sakhalin island. [what's its name?]

Russia has a huge diplomatic challenge: how to find a path to growth in Asia when China is a much stronger land power and Japan is a much stronger naval power. It's a challenge that's usually not met.

Mind you, a good player could do wonders with Russia. After all, Russia has access to both major land masses in a way no other power does. But Russia rarely does well in this variant.

## **India**

Now we move to the Asian powers. The Asian powers only start with 3 SCs apiece. Also, they have to deal with the colonial powers, at least initially. China and Japan are somewhat intertwined, while India is the only major power focused entirely on the Indian Ocean basin.

India has good access to Burma, and also two island SCs that are relatively easy to collect: Java and Ceylon. Typically Java is taken first, before England or some other power gets too interested. If India can pull that off, he'll have choices: to move inland against China, towards Southeast Asia, towards Indonesia, or perhaps towards Turkey or Russia? Having watched many Youngstown games played, I'd say that I've never seen India move west initially.

India really needs to involve himself in the C/J negotiations, lest they decide to form a natural land/sea alliance and come his way. That's a reasonably common alliance, and should it happen, India absolutely needs to work with Russia, England, and France to keep it in check.

On the other hand, India's best path to growth is the collection of SCs in Southeast Asia. If there's any kind of fighting between China and Japan (also a common occurrence), India will have a good shot to take the handful of SCs from that region. In such a scenario, the English SCs are the first target.

If India can pull this off, he can grow up to 10-12 SCs. Like the other Asian powers (C/J), India's goal is to become the Mega-power, the sole dominant power with 20+ SCs who can swing towards the Middle East with an eye towards soloing. India is probably an inherently weaker power than Japan, but it's certainly playable.

## **China**

China is the flex power in Asia. It has the potential of being a great land power. It's also the only power than can build enough fleets to challenge Japan directly from a close distance. As mentioned earlier, there is a trio of neutrals north of China: Manchuria, Outer Mongolia, and Sinkiang. China absolutely needs to dominate this area. Taking at least two is necessary, three is better. Aside from these inland SCs, there is Vietnam (think Hanoi) to

the South, Formosa at sea, and Korea just across the Yellow Sea. All of these are possible early targets.

And China needs to grow quickly. It is kind of between India and Japan, and most likely to be the target if Asia takes too long to develop.

China needs to make a quick decision about what to do about Japan. The C/J alliance is very strong, and has a natural path of growth for both powers. It's the Youngstown analog of the E/G alliance of the original set-up. Can China trust the Japanese to leave him along? If yes, then this is a good alliance. If no, alternatives must be developed, involving Russia, the colonial powers, or possibly India.

Russia would seem to be the most likely ally. Both start with a fleet that can harass Japan right from the start, and if each builds at least one more fleet, there's a chance of keeping Japan in check.

Descriptions of the history of the Youngstown variant suggest that China was originally the dominant power in Asia. It's certainly well-positioned to be such a power. China has more SCs close to it than India, and an easier path inland than Japan. Like Germany or A-H in the regular game, China can do very well if it can get past the early game and start rolling.

## **Japan**

And finally, Japan.

The natural strength that England has in the original game has been transferred to Japan in Youngstown. It's an island power that's relatively invulnerable (far more so than Youngstown England) who will eventually become the dominant power if left to its own devices.

So the question is the path to such dominance. The three close SCs (Philippines, Formosa, and Sakhalin) are the best initial targets. Korea and Vladivostok are also possible. And then there's Canton, sitting there all vulnerable off the East China Sea.

The trick for Japan, the same challenge that other powers have, is to find the ally that will let him grow. For Japan it can be practically anybody. China is a common choice, as the two of them have a natural path to dominating the East. A full-blown C/J alliance is well-nigh unstoppable for India, Russia, and the colonials. But alliance with Russia could also work well, or alliance with the colonials. A long-term alliance with India is less likely, since Japan really, really wants to have path out of the Pacific basin. And that usually means the Indian Ocean.

I said that China reportedly dominated early play, at least according to the variant history. In my personal experience, Japan is the real power of the variant. I've seen more 25+ SC Japans sweep out of Asia than Indias or Chinas.

## **Concluding thoughts**

Youngstown makes for an interesting change of pace from the standard game. It's particularly of interest if you have a few more players, but don't want to change the game too much. In my opinion, however, the design of the game exacerbates the biggest flaws of the original game, namely the high likelihood that a game will stall into a stalemate before a true endgame is reached. One way to reduce that likelihood is to play with an optional rule under which a smaller number of SCs is required for victory. But I'd suspect, in this case, such a change would heavily favor the Asian powers, who already have an easier path to megapower status than the European powers do. But if you don't obsess about always playing for the solo, Youngstown makes for a good variant.

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# **The NADF Masters Invitational**

**By Christopher Martin**

The North American Diplomacy Federation's Masters Invitational will take place January 16-19, 2015, in Gulf Shores Alabama. A BIG shout out to all the qualifiers for this Invitational! A full list of the sixty-six qualifiers to date and their qualifying tournament are below. Fourteen available qualification slots remain on the calendar: Tempest in a Teapot, October 10 – 12 in Rosslyn, Virginia, and Carnage on the Mountain, November 7-9 in Killington, Vermont.

The third Masters will be a bit of a departure from the previous two events as it will be held not in a hotel, but in a 14-bedroom house, on the beach of the Gulf of Mexico. The format will remain the same, three rounds

of diplomacy, Friday / Saturday / Sunday, with a center-based scoring system and a bonus for topping the board. The previous Masters winner, Adam Sigal, will be on hand to try to defend his title, and the winner of the first Invitational, Edi Birsan, will also be in attendance.

What is the Masters Invitational, and why does it exist at all? The event began in response to a desire for a tournament where there would be no attempt to recruit new players to the hobby. Because we all want a robust, thriving hobby that has lots of players in it, all other tournaments are welcoming to newcomers, doing their best to get new players in and teach them the basics in

the few minutes before the actual competition begins. This is a great thing, and definitely a necessary element to keep the diplomacy hobby growing. But I believed that there was room in the diplomacy calendar, once every other year, for an event that had a slightly higher bar to entry. I wanted something that was simple to administrate, and easy to remember, and so anyone who finishes in the top seven in any NADF Tournament” is the standard for qualification.

Why is the event in a private house, on the beach, instead of at a hotel near an airport, or convenient to mass transportation? If you travel to play in a tournament, most of the time you will be flying / driving to a convention room in a hotel, on a university campus - there have been some fantastic house-cons, but for most people hosting a double dozen diplomats is too much of a strain. (We miss you, HuskyCon!) Since the event only happens every-other year, I've tried to do something fun for the attendees each time - the first year, in Austin, Texas, we went to Sixth Street and had dinner and split up for the various bars and clubs. The second event, in New Orleans, was right before Mardi Gras, so hitting the French Quarter was a no-brainer. This year, the Masters Invitational is going to try to capture some of the atmosphere of a house con by having the event in a large, 14-bedroom beach house in Gulf Shores, Alabama. I invite you to check out the website of the house - it is really amazing.

<http://www.endurance2beachhouse.com/home.html>

If EVERYONE who qualifies comes, we are going to need more rooms, but that's a problem I would be happy to have!

The house is about one hour's drive from the Pensacola airport, and we have a van to help with transportation, so people who don't want to don't have to rent cars. Rather than having a "room rate" for the event, all participants will be splitting the costs equally. If my math skills are correct, and we get between three and four boards of players, everyone should be paying less than \$200 for four days and three nights - pretty reasonable, I think!

If you have any questions about the event, or want more information, please don't hesitate to get in touch with me - dance.scholar, gmail.

Name	Qualifying Tournament(s)
Adam Berey	Wac2013
Adam Sigal	Massacre2013, Dixie2013
Aj Roskam	Weasel 2014
Alex Amann	Templecon2013, Badass2013
Alex Collins	Wac2013
Alex Maslow	Badass2013
Andrew Cassese	Massacre2013
Andrew Katcher	Templecon2014
Andy Bartalone	Dixie2013, Weasel2013
Andy Hull	Wac2013
Ben Johnson	Codcon2013

Bill Hackenbracht	Templecon2013
Brian Ecton	Massacre 2014, Dixie2014
Brian Shelden	Dixie2014
Cam Rowlands	Weasel 2014
Carl Ellis	Templecon2014
Carl Nelson	Badass2013
Chris Brand	Wac2013
Chris Glassburn	Weasel2013, Weasel 2014
Colin Davis	Templecon2013
Condy Creek	Badass2013
Dan Lester	Dixie2014
Dave Maletsky	Massacre 2014
David Burgess	Templecon2014
David Johnson	Massacre2013
David Wan	Badass2013
Don Glass	Codcon2014
Doug Moore	Wac2013
Edi Birsan	Weasel2013
Edwin Turnage	Dixie2014
Eric Mead	Wac2013
Everett Tishler	Badass2013
Graham Woodring	Massacre2013, Weasel2013 Dixie2013, Massacre 2014
Grant Smith	Codcon2014
Ike Porter	Dixie2013
Jack Sundstrom	Codcon2014
Jarred Potter	Weasel2013
Jay Aloia	Templecon2014
Jim O'Kelley	Weasel2013, Weasel 2014
John Gramila	Codcon2014, Weasel2014
Kosta Vasilakos	Codcon2013
Matt Sundstrom	Codcon2013, Codcon2014
Michael Binder	Massacre2013
Nathan Cockerill	Codcon2013
Paul Pignotti	Weasel2013
Pete Mcnamara	Weasel 2014
Peter Lokken	Codcon2014
Peter Mcnamara	Codcon2013
Peter Yeargin	Massacre2013, Dixie2013
Philipp Weissert	Dixie2014
Randy Lawrence-Hurt	Templecon2013, Templecon2014
Robert Premus	Massacre 2014
Robert Rousse	Templecon2013, Templecon2014, Massacre2013
Roland Cooke	Templecon2013
Russ Dennis	Codcon2013
Steve Cooley	Templecon2014
Steve Koehler	Dixie2014
Steve Ross	BadAss2013
Thomas Haver	Dixie2014
Tim Richardson	Dixie2013
Tom Kobrin	Dixie2013, Dixie2014
Tony Prokes	CodCon2013, CodCon2014

A view from the balcony of the house:



# Youngstown IV – Diplomacy World Demo Game – 2013Cxm03 – “Reasonland”

## The Players:

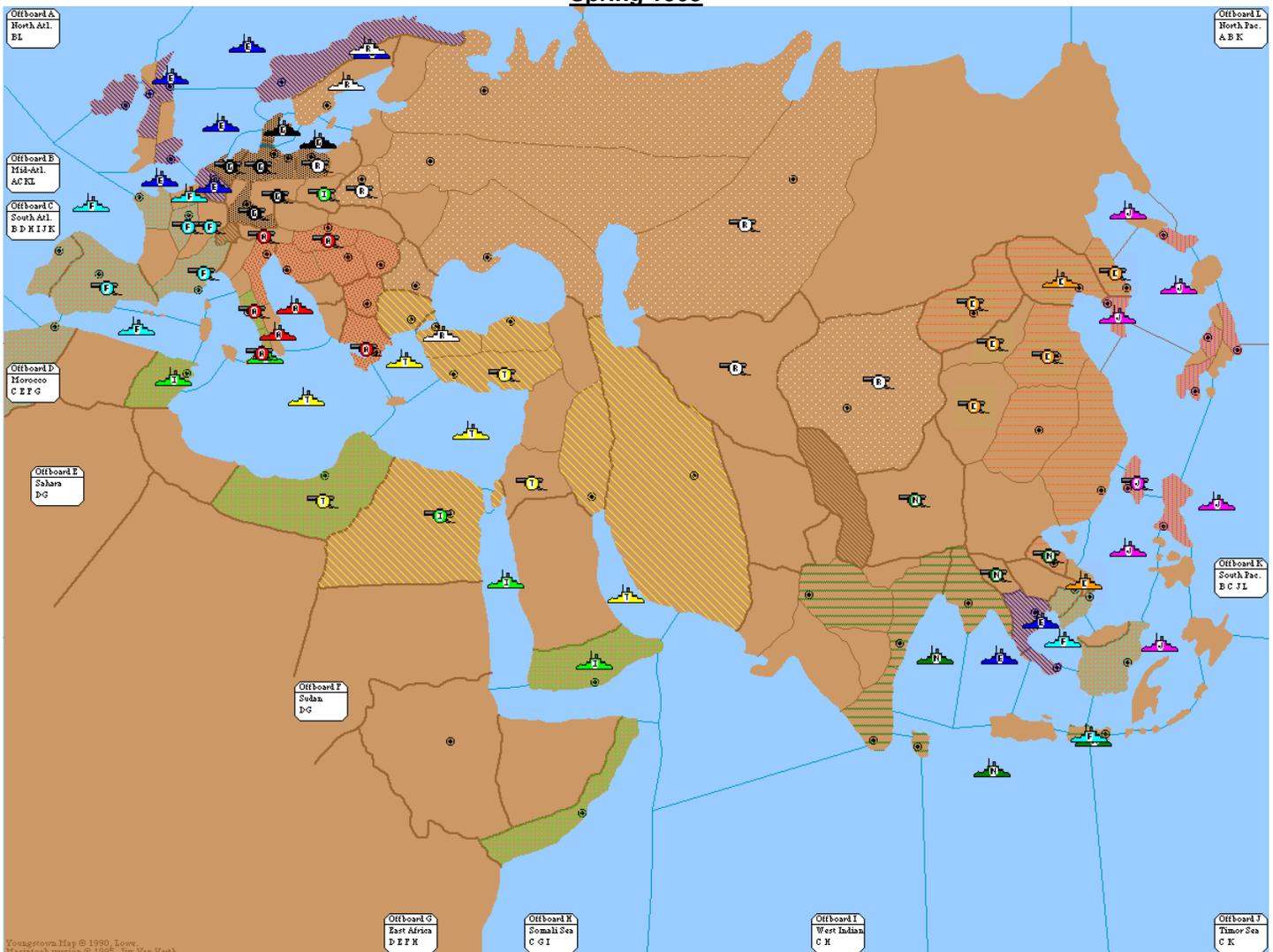
Austria: Andrew Leavey  
 China: Tim Haffey  
 England: Graham Wilson  
 France: Larry Peery  
 Germany: ~~Andy Bate~~/David Partridge  
 India: ~~Heath Gardner~~/Harold Reynolds  
 Italy: Brad Wilson  
 Japan: Walt Buchanan  
 Russia: Nathan Deily  
 Turkey: Ernest Hakey III

GM: Douglas Kent

## The Commentators:

Jim Burgess  
 Rick Desper  
 Jack McHugh

Spring 1903



**Austria:** A Albania – Naples, F Apulia Supports A Albania – Naples, A Greece Hold, F Trieste - Adriatic Sea, A Tyrolia - Piedmont (\*Bounce\*), A Venice – Rome, A Vienna - Galicia (\*Bounce\*).

**China:** A Canton – Peking, A Hankow – Kansu, F Manchuria Hold, A Outer Mongolia Supports A Vladivostok – Siberia,

A Peking - Inner Mongolia, F Viet Nam – Annam, A Vladivostok - Siberia (\*Bounce\*).

**England:** F Belgium Supports F London - North Sea (\*Cut\*), F Clyde – Edinburgh, F English Channel Supports F Belgium, F Joharra - Andamon Sea, F London - North Sea, F Norwegian Sea Supports F London - North Sea, ~~F Norway Supports F London – North Sea~~ (\*Dislodged\*, retreat to Skagerrak or Barents Sea or OTB), F Thailand(ec) Hold.

**France:** F Brest - Mid-Atlantic Ocean, A Burgundy Supports F Belgium, F Cambodia - Gulf of Siam, F Malay Sea – Java, A Marseilles - Piedmont (\*Bounce\*), F Mid-Atlantic Ocean - Western Mediterranean Sea, A Paris Supports A Burgundy, F Picardy Supports F Belgium, A Portugal - Spain

**Germany:** A Denmark – Kiel, A Holland - Belgium (\*Fails\*), F Kiel - Baltic Sea, A Munich – Saxony, F North Sea – Denmark, A Ruhr – Munich.

**India:** A Burma – Shan, F Ceylon - East Indian Ocean, ~~F Java Supports F Ceylon – East Indian Ocean~~ (\*Dislodged\*, retreat to Timor Sea or OTB), A Kansu – Tibet, F Madras - Bay of Bengal, A Sikang - Viet Nam

**Italy:** A Fezzan – Egypt, ~~F Naples – Ionian Sea~~ (\*Dislodged\*, retreat to Tyrrhenian Sea or OTB), F Red Sea Supports A Fezzan – Egypt, A Silesia Unorded, F Tunis Supports F Naples - Ionian Sea, F Yemen - Persian Gulf (\*Fails\*)

**Japan:** F Celebes Sea Supports F Malay Sea – Java, F East China Sea - South China Sea, A Formosa Hold, F Korea Hold, F Sea of Japan Hold, F Sea of Okhotsk Supports A Vladivostok – Siberia, F Tokyo - South Pacific Ocean.

**Russia:** F Black Sea – Constantinople, A Omsk - Siberia (\*Bounce\*), A Prussia – Posen, A Sinkiang Supports A Omsk – Siberia, F St. Petersburg(nc) – Norway, F Sweden Supports F St. Petersburg(nc) – Norway, A Turkistan Supports A Omsk – Siberia, A Warsaw - Galicia (\*Bounce\*).

**Turkey:** F Aegean Sea Supports F Ionian Sea, A Baghdad – Jordan, A Constantinople – Smyrna, F Eastern Mediterranean Sea Supports A Egypt – Pentopolis, A Egypt – Pentopolis, F Ionian Sea Convoys A Albania – Naples, F Persian Gulf Supports F Madras - Arabian Sea (\*Void\*).

## PRESS

**Germany-All** "Continued apologies for lack of contact."

**Paris:** French newspapers are filled with reports that French forces are moving to prop up Italian forces in light of the growing threat from the RATs epidemic in the Mediterranean.

**Batavia, Java:** French Marines have landed in the port and capital of the Spice Islands after requests from local Christian, Buddhist and Shinto groups. Support for the landing came from Japanese naval units.

**Hampton Roads, VA (23 March 1903)** The launch approached the USS Kentucky (BB-6), laying peacefully at anchor in the Roads off Norfolk. As the small boat pulled up to the boarding platform whistles could be heard tuning up. A tall officer dressed in his whites stepped aboard as the whistles played a salute. "Welcome to the Kentucky, Commodore."

"Thank you, Captain," came the reply. "All ready for your time trials? The President told me he had a stop watch ready to keep track of you." "We'll do our best, sir. As soon as the tide turns we'll be sailing."

**Hamilton, Bermuda (25 March 1903)** That the Kentucky had anchored in the harbor and not at the pier, and that the dull roar of her engines could still be heard indicated that this would be a brief stop in Bermuda. The ship's captain and Commodore stood at the top of the platform as the Governor's yacht pulled up alongside. A young officer in summer whites quickly climbed the companionway and saluted. "Welcome to the Kentucky, Lieutenant Hornblower. I met your grandfather years ago when I visited Bermuda myself as an ensign," said the captain. " "Thank you, captain, and thanks for allowing me to join your speed trails. Lord Kitchener (Sir Walter Kitchener served as Governor of Bermuda during this time.) sends his regards but he knows time is of the essence so he'll not delay you" Introductions completed, Commodore Buchanan said, "With luck you'll be in Portsmouth in less than a week."

**Portsmouth, England (Six days later.)** With the captain, Commodore Buchanan and Lieutenant Hornblower on the bridge, the Kentucky carefully pulled alongside the quay just a few hundred yards from HMS Victory, the flagship of the First Sea Lord, and the

world's most famous warship. Hornblower turned to the Commodore and said, "Welcome to Portsmouth. The First Lord sends his regrets but he's on an inspection tour of Scapa Flow. However, I believe he's asked someone to meet you on board Victory."

**Aboard HMS Victory, Portsmouth, England (That afternoon.)** Dressed in dress whites the captain and Commodore were piped aboard Victory with full honors as their host waited impatiently puffing on his favorite Cuban cigar. In a surprisingly high-pitched but gravelly voice he said, "Welcome to Victory. Good to have you with us captain and Commodore. Congratulations. I believe you've set a new record for a Bermuda to Portsmouth run. Let's have a drink to celebrate." The Second Sea Lord led the way to the Victory's wardroom. As the officers raised their Waterford glasses nearly filled with Scotch whisky and, Churchill said, "To the Royal Navy and the United States Navy, the two finest fleets afloat!" "Here, here," came the response. "But," Churchill continued, a dour look on his face, "perhaps you don't agree with that assessment, Commodore?"

Commodore Buchanan looked serious, "There's no doubt the Royal Navy is the finest in the world, but from what I saw in Japan and heard in St.Petersburg and Berlin the Japanese and German navies are growing in both quantity and quality faster than anyone expected. The Kentucky is fast but it lacks the latest big guns and some of the newest engineering that the Japanese and Germans have, not to mention whatever the First Lord is dreaming of," said Buchanan with a slight grin. Churchill chuckled softly and said, "Yes, I think we have a few surprises in store for our German cousins. But you may get an idea for yourself. There's a train waiting to take you north where you'll join the First Sea Lord in Scapa Flow for a cruise. Rumor has it the German fleet may be sailing soon for maneuvers, and the First Sea Lord wants a look himself."

"Excellent," said Buchanan. "Then I can rejoin the Kentucky and head for the Mediterranean. The President is especially concerned about the situation there. Italy's weakness is bad enough, but the RATs seem to be leaving their holes. You must be concerned about the security of Suez" Churchill scowled and rumbled, "Yes, we are, but we can handle it."

### **Between Spring 1903 and Summer 1903 David Partridge replaced Andy Bate as Germany.**

**David Partridge Bio:** I'm a 50 year old computer guy, 4 kids, the oldest of whom is a sophomore at college, the youngest is in 7th grade. Passions are gaming, hiking, sailing, skiing and soccer. I play soccer at least once a week, and ski when I can.

I've been playing Diplomacy since I was 16. I got into the email hobby early, was the 3rd person to sign up on the old EFF judge (the second judge server ever). Made it to the finals of the first World Email championship, where I was destroyed as Russia. I enjoyed the postal hobby as well, and ran a szine/sub-szine called Tinamou

for almost 80 issues as well as published some articles in DW, played in a few demo games there and served as the snail mail editor. I founded the Diplomatic Incident series of cons with David Kovar in the early 90s and ran 12 or 13 of them.

Lately I've been a lot less active in the hobby as kids and jobs and other commitments have moved me towards games that have less of a time demand, but I still enjoy the occasional game and am looking forward to this game.

### **Summer 1903**

**Austria:** Has F Adriatic Sea, F Apulia, A Greece, A Naples, A Rome, A Tyrolia, A Vienna.

**China:** Has F Annam, A Inner Mongolia, A Kansu, F Manchuria, A Outer Mongolia, A Peking, A Vladivostok.

**England:** Disband F Norway..Has F Andamon Sea, F Belgium, F Edinburgh, F English Channel, F Norwegian Sea, F North Sea, F Thailand(ec),

**France:** Has A Burgundy, F Gulf of Siam, F Java, A Marseilles, F Mid-Atlantic Ocean, A Paris, F Picardy, A Spain, F Western Mediterranean Sea.

**Germany:** Has F Baltic Sea, F Denmark, A Holland, A Kiel, A Munich, A Saxony.

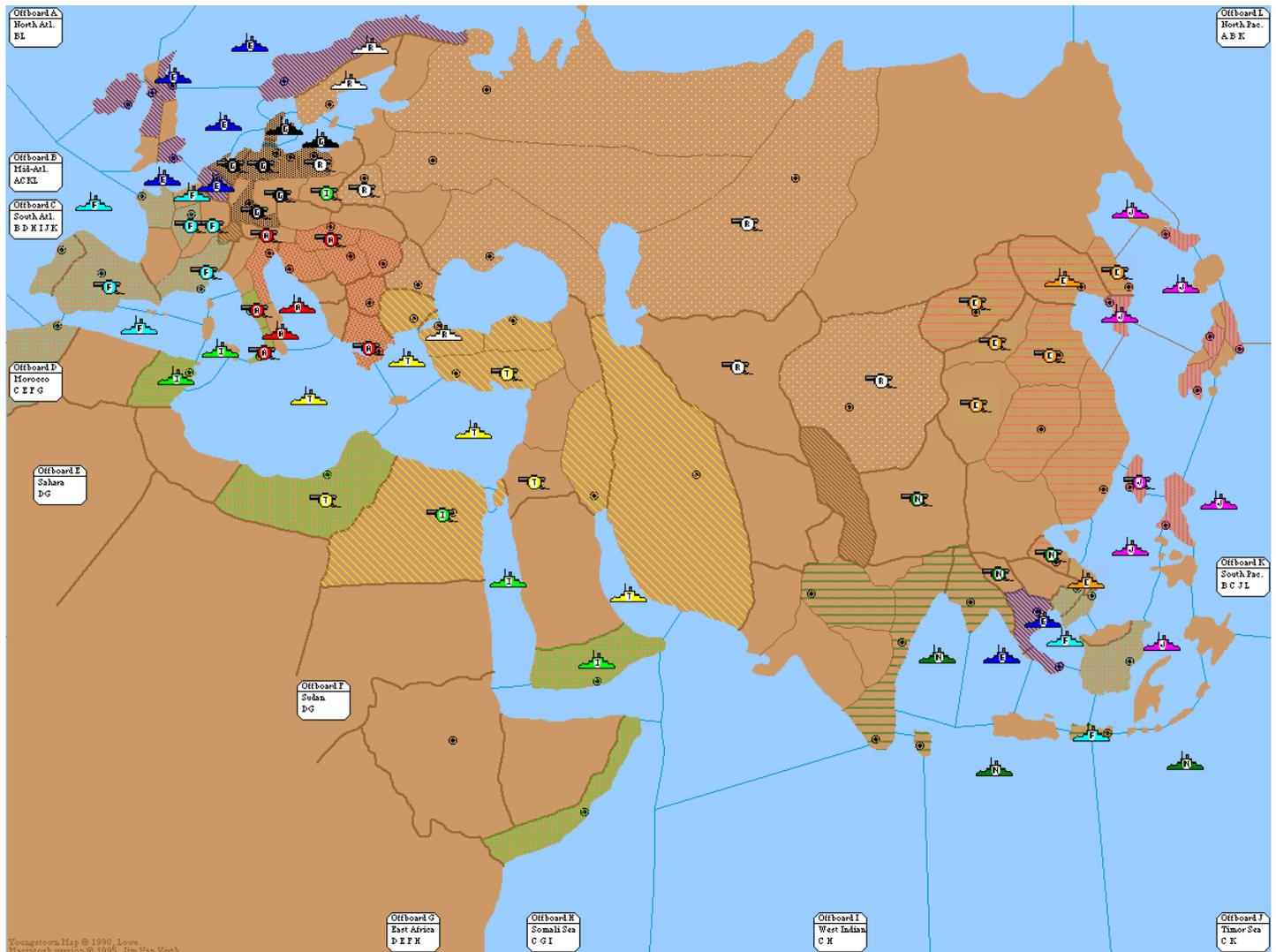
**India:** Retreat F Java - Timor Sea.. Has F Bay of Bengal, F East Indian Ocean, A Shan, A Tibet, F Timor Sea, A Viet Nam.

**Italy:** Retreat F Naples - Tyrrhenian Sea..Has A Egypt, F Red Sea, A Silesia, F Tunis, F Tyrrhenian Sea, F Yemen.

**Japan:** Has F Celebes Sea, A Formosa, F Korea, F South Pacific Ocean, F South China Sea, F Sea of Japan, F Sea of Okhotsk.

**Russia:** Has F Constantinople, F Norway, A Omsk, A Posen, A Sinkiang, F Sweden, A Turkistan, A Warsaw.

**Turkey:** Has F Aegean Sea, F Eastern Mediterranean Sea, F Ionian Sea, A Jordan, A Pentapolis, F Persian Gulf, A Smyrna.



**Spring and Summer 1903 Commentary:**

Rick Desper (Normal Arial)

**Jim Burgess (Bold Arial)**

Jack McHugh (Comic Sans MS)

Let's note first that Dave Partridge is taking over from Andy Bate, both multiple decades long friends of mine. In balance, we take one from the right side of the pond and add one from the left side of the pond, since Dave Partridge lives near me in NEW England and Andy doesn't... Dave also doesn't play much these days, but is one of the most adept players around, so perhaps this will lead to some more dynamic play in central Europe, specifically

regarding Germany. We shall see. I expect some impact.

The press in the Spring turn continues to mostly be BY or ABOUT Larry Peery. It would be more interesting if more people were writing it. The only "fact" of import, but really is mostly irrelevant, is that France says he is going to prop up the failing Italian. I think that is too little, too late, as the Italian

**is mostly gone. Soon the Austrian and Turkish units will be attacking FRANCE.**

**The other big picture issue of note, as everyone pretty much continues their moves and attacks of the last game year, is that the YOUNGSTOWNness of this, in the Off-Board-Boxes continue their nether-use.**

**In the "real world", the only big issues I would note are that Russia dislodges England from Norway; the big DMZ through the Arabian Sea that protects the wide open Indian backside remains in place, yet with French success against him, seems to point toward ultimate Indian doom; and Japan continues to be unassailable as he remains allied with China and France.**

To mix things up, I'll start with the Med.

Italy is getting ripped apart. He has Egypt, but cannot hold it. He should be able to hold Tunis, Yemen, and Magudisco, and he might decide to pick up Ethiopia. He could retreat to East Africa and try to be a thorn in the Turk's side. But I'm guessing that won't happen.

The Russians have landed a fleet in Constantinople, but I'm guessing it's headed to the Med. The RAT triple seems solid, and in a map variant this big, 1-dotting an ally is particularly foolish. I'll guess that the Turk lands a fleet in Egypt, with the aim of sailing through to join his Baghdad fleet.

The question for Austria and Turkey is whether they will be able to push into the French territories. If not, then those Austrian armies are going to be forced to go after Germany or turn on one of his own allies.

With Dave taking over Germany, it'll be interesting to see what develops. Is he going to work with Russia? Will the Russians leave Posen voluntarily? Russia has picked up Norway, and with the English disband, he might have plans to work with the English against Germany. Had the English retreated to Skaggerak or Barents Sea, he could have made a play for Norway. The disband signals a willingness to let Russia have Norway without a fight. This could lead to a shake-up in the West. I fear that this bodes poorly for Dave.

The obvious move for Germany here is to work with England to divvy up Norway and Sweden. If England isn't interested in that, does Germany have any friends?

The English and the French are starting to run into the typical problem for the only colonial powers on this map. (One could argue that Italy is a colonial power, starting with an African presence, but Italy can consolidate his forces relatively easily compared to England and France.)

Even with Morocco and Ireland as extra dots, England and France lack the dynamism in the Youngstown variant that they have on the original map. Germany, Russia, Austria, and Italy all have extra dots to build larger forces, and Turkey has other options that mean that he won't play the same role as the Wicked Witch of the East. In this game, it seems that England and France want to work with the peripheral powers against the central powers. They are both working against India with Japan - an excellent development for the Empire of the Sun.

India, however, has slipped into Vietnam. What is going on in SE Asia? The Chinese fleet is moving on Saigon as the French attack the Indians. What happened to "the enemy of my enemy is my friend"? If the Chinese are enemies to the French, why try for Vietnam? Meanwhile, the Chinese have three forces arrayed against the Russian outpost in Sinkiang. Russia can hold it this year of the Indians help him. But if the Chinese army gets into Siberia, Sinkiang will fall.

But then what?

Japan has tasty stab opportunities against both China and France. Will he take one of them? Or will he be the patient, slow grower, looking for a path out of Asia? Why is he just sitting in the Sea of Japan, if not to stab China?

The Fall move will be very anxious for the Chinese. He could stay even if the Japanese support him into Saigon. Or he could lose Vietnam, lose Korea, and lose Canton, if Japan turns on him. I would dislike being in such a position.

Nothing spectacular happens this turn—Italy continues to be ground into a fine powder by Austria and Turkey. In Europe the E/F alliance continues as Germany tries to hold out while waiting for Austria or Russia to show up and help.

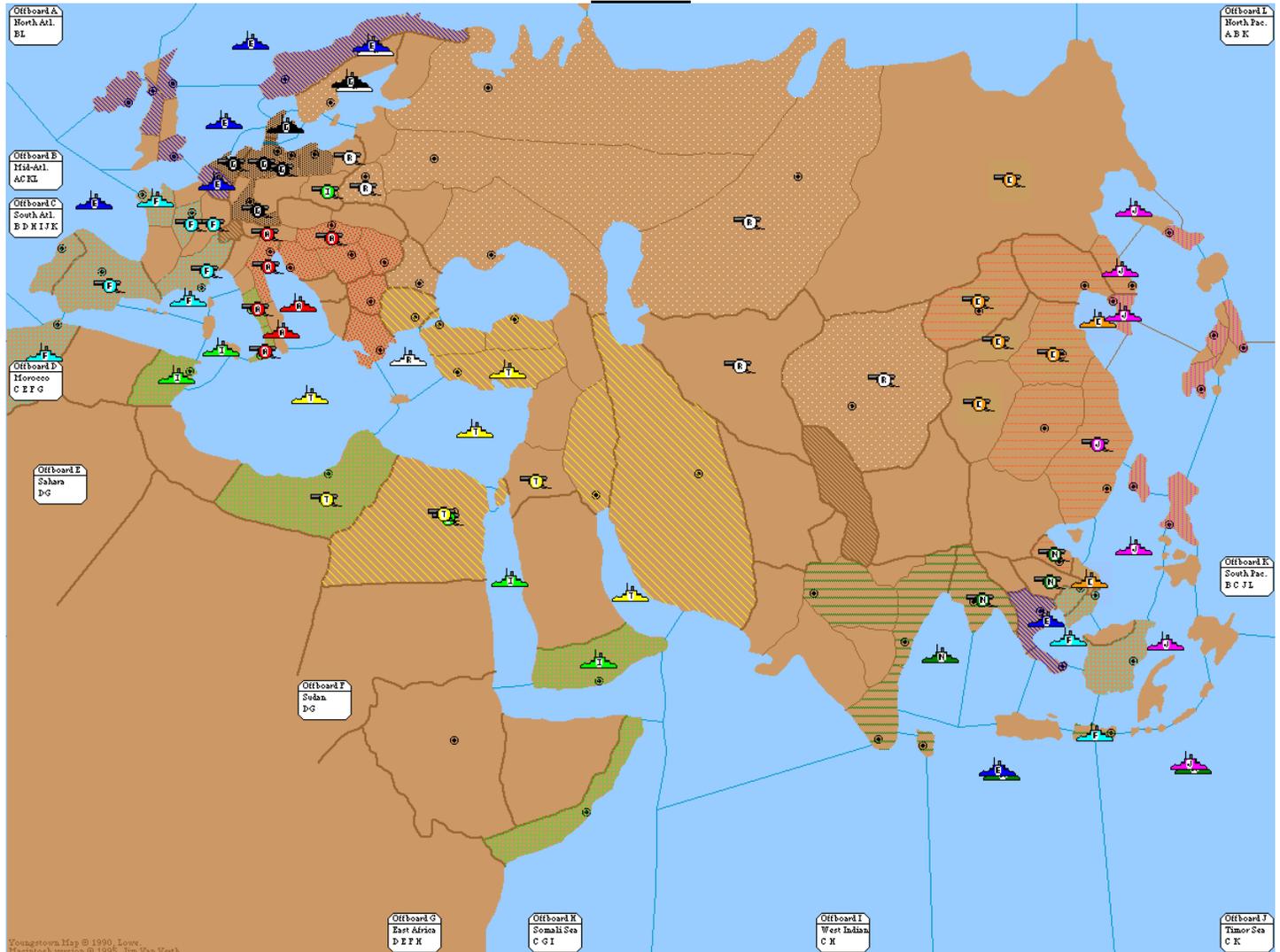
Russia has an interesting move in Europe as it looks Nathan is taking on both Germany and England by picking up Norway and moving in Posen, curious to see where this leads. I doubt the new German player appreciates such "help" but he likely realizes German strategic situation doesn't leave the Kaiser with many options at this point and Germany can hardly afford to make Russia an enemy at this point in the game.

In Asia, India's possible stab of China has evaporated with Russia moving down from Siberia to guard (or take—this is Diplomacy, sometimes the cure is worse

than the disease) Chinese western flank. The Western powers continue to maneuver fruitless in Asia—I agree completely with Rick, Italy's (and Turkey's) colonies are much more useful since they are closer to the metropolitan centers than English or French holdings in Asia.

I also agree with Rick that Japan has the best position, not only in Asia, but on the board—that's why they were at the top of my power rankings last turn. China remains vulnerable to a Japanese stab but the reverse isn't possible but then that's the nature of this variant and of the relation of naval rim powers to land heartland powers in most Diplomacy variants.

Fall 1903



**New India Player Bio:**

**Harold Reynolds:** I'm a long-time player of Diplomacy, though I keep a low profile because my life doesn't allow for much spare time. I played on the Judges in the early 1990s, and FTF with friends and the University of Toronto Diplomacy club before and during that time. My chief claim to fame in the Hobby is being the compiler of

the Internet version of the Diplomacy A-Z, with the aid of Mark Nelson. My most recent game was in Northern Flame as Austria, in which I and Dave Partridge (as Germany) made an effective Teutonic Plague. My hobbies are gardening and collecting humour (especially puns) for my website, <http://www.badpets.net>.

**Austria:** F Adriatic Sea Convoys A Greece – Venice, F Apulia Supports F Ionian Sea, A Greece – Venice, A Naples Supports A Rome, A Rome Supports A Naples, A Tyrolia - Piedmont (\*Bounce\*), A Vienna - Galicia (\*Bounce\*).

**China:** F Annam - Saigon (\*Bounce\*), A Inner Mongolia Supports A Kansu – Sinkiang, A Kansu - Sinkiang (\*Fails\*), F Manchuria - Yellow Sea, A Outer Mongolia Supports A Vladivostok – Siberia, A Peking - Manchuria (\*Bounce\*), A Vladivostok - Siberia.

**England:** F Andamon Sea - East Indian Ocean, F Belgium Supports F Edinburgh - North Sea, F Edinburgh - North Sea, F English Channel - Mid-Atlantic Ocean, F Norwegian Sea Supports F North Sea – Norway, F North Sea – Norway, F Thailand(ec) Hold.

**France:** A Burgundy - Marseilles (\*Fails\*), F Gulf of Siam - Saigon (\*Bounce\*), F Java Supports F Andamon Sea - East Indian Ocean, A Marseilles - Piedmont (\*Bounce\*), F Mid-Atlantic Ocean – Morocco, A Paris - Burgundy (\*Fails\*), F Picardy – Brest, A Spain Hold, F Western Mediterranean Sea - Gulf of Lyon.

**Germany:** F Baltic Sea – Sweden, F Denmark Supports F Baltic Sea – Sweden, A Holland Hold, A Kiel Supports A Holland, A Munich Hold, A Saxony - Berlin.

**India:** F Bay of Bengal Supports A Tibet – Burma, ~~F East Indian Ocean Supports F Timor Sea~~ (\*Dislodged\*, retreat to Malay Sea or Sumatra or Madras or Ceylon or West Indian Ocean or OTB), A Shan – Laos, A Tibet – Burma, ~~F Timor Sea Hold~~ (\*Dislodged\*, retreat to Off Board J or OTB), A Viet Nam Supports A Shan - Laos.

**Italy:** ~~A Egypt – Pentopolis~~ (\*Dislodged\*, retreat to Fezzan or Sudan or OTB), F Red Sea - Egypt(ec) (\*Fails\*), A Silesia Unordered, F Tunis Supports A Egypt - Pentopolis (\*Fails\*), F Tyrrhenian Sea - Ionian Sea (\*Fails\*), F Yemen - Persian Gulf (\*Fails\*).

**Japan:** F Celebes Sea Supports F South Pacific Ocean - Timor Sea, A Formosa – Canton, F Korea - Manchuria (\*Bounce\*), F South Pacific Ocean - Timor Sea, F South China Sea Convoys A Formosa – Canton, F Sea of Japan – Vladivostok, F Sea of Okhotsk Supports F Sea of Japan - Vladivostok.

**Russia:** F Constantinople - Aegean Sea, ~~F Norway Hold~~ (\*Dislodged\*, retreat to Skagerrak or St. Petersburg(nc) or Barents Sea or OTB), A Omsk - Siberia (\*Fails\*), A Posen – Prussia, A Sinkiang Supports A Omsk - Siberia (\*Cut\*), ~~F Sweden Supports F Norway~~ (\*Dislodged\*, retreat to Gulf of Bothnia or Finland or Skagerrak or OTB), A Turkistan Supports A Sinkiang, A Warsaw - Galicia (\*Bounce\*).

**Turkey:** F Aegean Sea – Smyrna, F Eastern Mediterranean Sea Convoys A Smyrna – Egypt, F Ionian Sea Convoys A Greece – Venice, A Jordan Supports A Smyrna – Egypt, A Pentopolis Supports A Smyrna – Egypt, F Persian Gulf - Yemen (\*Fails\*), A Smyrna - Egypt.

## Harold Reynolds is the new player for India (Heath Gardner did submit the F03 Indian orders)

### PRESS

**The Sultan** has made a public appearance for the first time in quite a while, as he addressed the crowds outside the Royal Palace. He assured the people that the Russian Fleet was in fact sailing through rather than Wintering in Constantinople (though advisors seemed to be somewhat nervous when he made that announcement), and he also assured them that the Italian occupation of Egypt would not last -- that Turkish forces would soon clear them out of the Turkish protectorate of Egypt while also quelling the anarchy that had been plaguing the province of Pentopolis. "The Italians are clearly fumbling about, looking for any way to escape from their desert encampments" he proclaimed, and then went on to predict the collapse of the Italian military, saying "They cannot even protect their own people, with most of Italy occupied by our Austrian

friends! Indeed, most of the people in Italy seem relieved that, for them, the latest troubles would soon be over, as Austrian peacekeepers settled into their quarters in Rome and Naples." The Sultan seems somewhat in awe of the precision maneuvers the Austrian armies were capable, but also proud of the part the Turkish Navy had played in enabling the Austrians to advance against the Italians.

In private, the Sultan was heard to discuss with his advisors the rumors that the Italian leadership had fallen under the sway of a cult, which apparently worshipped something called a Great Old One. The Vatican had secretly pleaded with Austrian and Turkish leaders to come and restore not only order but sanity to those in charge of the Italian people and economy, and when

faced with such abominations as had been written of long ago by the Mad Arab in the evil tome the Necronomicon, all men of The Book needed to stand together to suppress the worship of such unspeakable things... Indeed, Italian captains in Egypt had deserted their commands in order to bring word that their generals seemed to be stark raving mad, mumbling about other worlds and the uselessness of resisting the coming of the Great Old Ones. Many sources brought word of strange practices in the Italian army encampments, and of strange rituals being carried out on the few remaining Italian dreadnoughts...

**Tokyo, Japan (21 September 1902)** Nikkei Asian Review: FLASH! WAR COUNCIL APPROVES MILITARY ACTION TO PROTECT JAPANESE CITIZENS. The Emperor Meiji has approved the Imperial War Council's call for military action to protect Japanese citizens endangered by hostilities under way in Northeast and Southeast Asia. The Council also noted the great danger to Japanese nationals in Canton caused by rioting Chinese thugs and bandits. The Council instructed the Ministry of War and the Ministry of the Navy to take all necessary actions to protect Japanese lives and property overseas. Admiral Togo is reportedly at sea with the battle fleet awaiting further orders.

**Paris: (23 September 1903)** Reports continue to appear in the French media of troop movements in spite of the press censorship imposed by the government. More troops are leaving for the south of France as the situation in Italy and the Mediterranean worsens. The fleet in the West Mediterranean has been ordered to waters off Toulon to await further instructions. The fleet that was in the Channel has been ordered to return to Cherbourg.

**Agadir (25 September 1903)** Units of the French Atlantic Fleet arrived here today in a sign that the Paris Government will protect its interests in Morocco and North Africa.

**Scapa Flow, Orkney Islands, Scotland, United Kingdom (15 September, 1903):** "Welcome to Scapa Flow, Commodore. How was your trip?"

"Very efficient. Train from Plymouth to London, the Flying Scotsman to Edinburgh, another train to Inverness, ferry to Stromness, and now an admiral's launch to Scapa Flow. Where are headed, by the way?"

"The First Sea Lord is awaiting you aboard the Empress of India, sir."

The launch pulled up next to the Empress of India, a pre-Dreadnought battleship, at anchor in Scapa Flow. Other large, dark shadows in the distance signaled that the other ships of the Home Fleet and perhaps the Grand Fleet were nearby, Buchanan thought to himself as he

climbed quickly to the deck of the battleship where a flag captain was waiting.

"Welcome to the Empress of India, Commodore," said the flag captain.

"Thank you," the Commodore said as he returned the snappy, RN style salute.

The flag captain led the way to the flagship's command center.

"Commodore Buchanan is here, m'lord," said the flag captain as he ushered Buchanan into the spacious cabin. The First Sea Lord was in uniform, of course, but Buchanan noticed he wasn't wearing ribbons or even rank insignia. In fact, he looked as if he hadn't slept in days, and perhaps he hadn't.

"Welcome, Commodore," Admiral Noel barked as he turned to the flag captain. "We'll get under way now." Within minutes Buchanan could feel the ship coming to life as it began to move out of the anchorage.

Buchanan noticed that the map plot board was covered with a map showing the Orkneys, the North Sea, and the Norwegian Sea, but not the approaches to Germany as one might expect. Behind the plotting board was a large map display discreetly covered with green felt. Wonder what they're hiding there, Buchanan thought to himself.

Noticing his glance, Noel barked, "We'll get to that, but first our situation. The diplomats have failed again, and it looks like we may see action on this cruise. The Cabinet has authorized the Fleet to take action to force the Russians out of Scandinavia. The Grand Fleet and Home Fleet are in the North Sea and Norwegian and prepared for battle, with the Northern Fleet at Rosyth waiting orders to sail." Left unsaid was what role the German Fleet would play in the conflict."

With a wave of Noel's hand, the drape covering the display fell away to reveal a large map of the world. "The situation in the Mediterranean is turning critical. The French have asked for our help because of the situation in Italy and the middle Mediterranean. We're concerned about Malta, Cyprus and our links to Suez; so we're taking appropriate action. Our intelligence from the Far East suggests another battle for Vladivostok is imminent, only this one between the Chinese and Japanese. We're monitoring that closely. It looks like there will be a major naval battle in Southeast Asia with India, England, France, Japan and perhaps China involved. Because of the distances involved and the number of fleets participating it's difficult to predict what will happen, but it looks like the Indian fleets will be pushed back, although their armies may advance on the mainland. The question is, what will the Chinese do?"

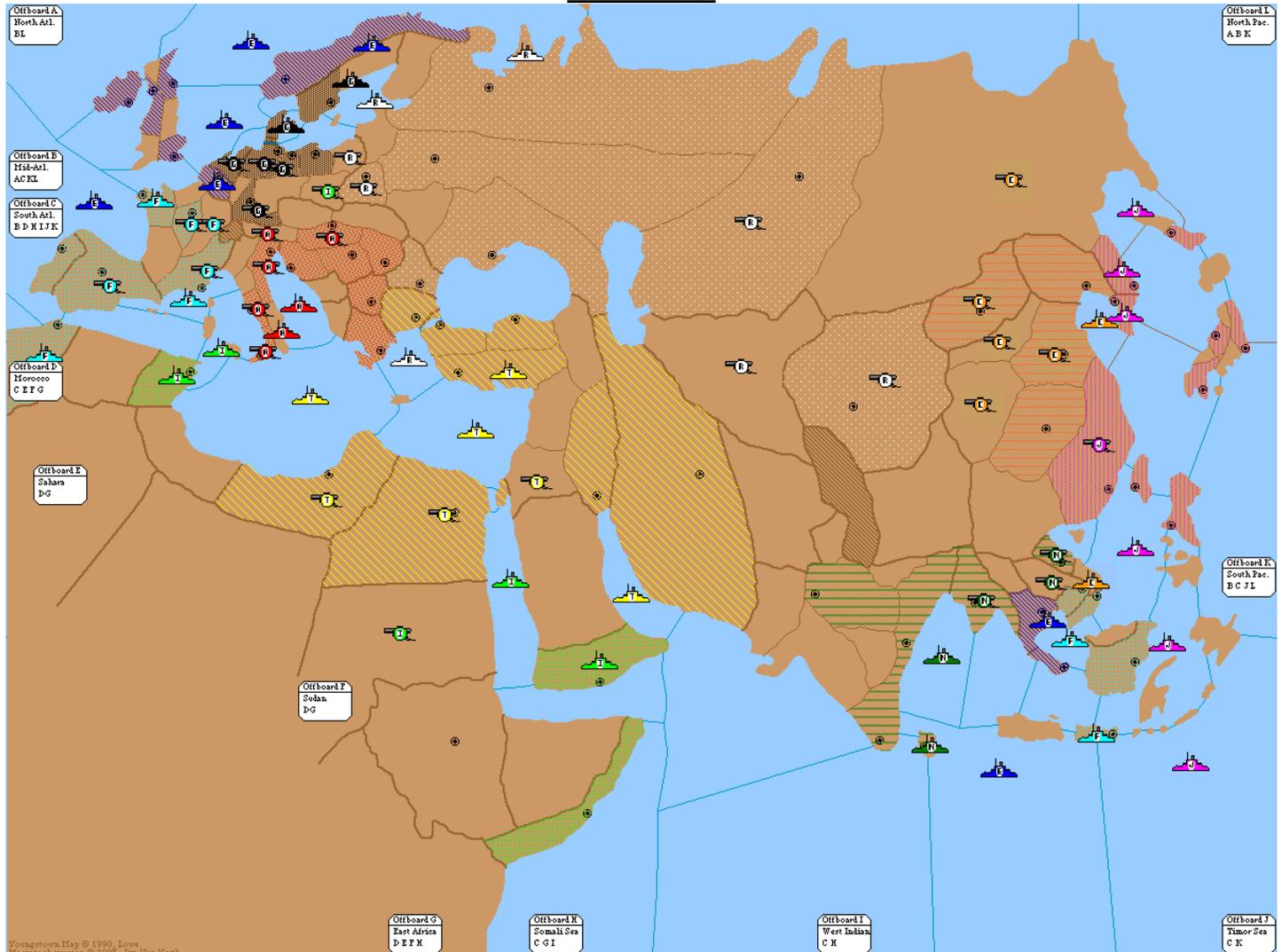
"Very interesting," Buchanan said in a non-committal voice. "Our sources in the Philippines also indicate a major battle is looming in the area. And our sources in China and Japan expect a conflict between those two at any moment. The question is, will Japan launch a land invasion of China, and how big a mistake would that be?"

**(A few days later):** "Thanks for the ship's tour, captain. Very impressive," Buchanan said as he waited for the launch that would transfer him from the Empress of India to a British destroyer a few hundred feet away. The captain grinned as he said, "Good having you. Don't worry, the launch crew does this all the time. It's a quiet day on the North Sea. Winds about 40 knots and waves at about 10 feet. Should be a piece of cake. The destroyer is the fastest in the Northern Fleet and will take you to rejoin the Kentucky off the Isle of Wright. From there you'll be in Gibraltar in two days. Have a good voyage."

Buchanan looked ruefully down at the rope ladder wondering why he hadn't accepted that assignment as Navy attaché in Cuba. Oh well, he thought, this will be a story the President will enjoy. (A week later): Buchanan puffed on a cigar on the observation deck of the Kentucky as the battleship flying the Stars and Stripes moved out of Gibraltar harbor and headed for its next stop, Malta. The British Mediterranean Fleet commander in Gibraltar seemed confident as he had shown Buchanan around his underground command post deep under The Rock.

Buchanan had noticed there were plenty of French, Italian and Austrian ship symbols on the plot board and the Ionian and Eastern Mediterranean were a mass of Turkish symbols. Who knew the Turkish Navy was so large he thought. Even the Russians were exiting into the Mediterranean through the Dardanelles, a fact that would drive the British nuts! Still, Buchanan, wondered if the British fleet heading toward the Mediterranean would be enough to hold off the RAT allied fleet? And would it arrive in time??

### Autumn 1903



**Austria:** Has F Adriatic Sea, F Apulia, A Venice, A Naples, A Rome, A Tyrolia, A Vienna.  
**China:** Has F Annam, A Inner Mongolia, A Kansu, F Yellow Sea, A Outer Mongolia, A Peking, A Siberia.  
**England:** Has F East Indian Ocean, F Belgium, F North Sea, F Mid-Atlantic Ocean, F Norwegian Sea, F Norway, F Thailand(ec).  
**France:** Has A Burgundy, F Gulf of Siam, F Java, A Marseilles, F Morocco, A Paris, F Brest, A Spain, F Gulf of Lyon.  
**Germany:** Has F Sweden, F Denmark, A Holland, A Kiel, A Munich, A Berlin.  
**India:** Retreat F East Indian Ocean – Ceylon, F Timor Sea-OTB..Has F Bay of Bengal, F Ceylon, A Laos, A Burma, A Viet Nam.  
**Italy:** Retreat A Egypt - Sudan...Has F Red Sea, A Sudan, A Silesia, F Tunis , F Tyrrhenian Sea, F Yemen .  
**Japan:** Has F Celebes Sea, A Canton, F Korea , F Timor Sea, F South China Sea, F Vladivostok, F Sea of Okhotsk.  
**Russia:** Retreat F Norway - St. Petersburg(nc)., F Sweden - Gulf of Bothnia..Has F Aegean Sea, F St. Petersburg(nc), F Gulf of Bothnia, A Omsk, A Prussia, A Sinkiang, A Turkistan, A Warsaw.  
**Turkey:** Has F Smyrna, F Eastern Mediterranean Sea, F Ionian Sea, A Jordan, A Pentopolis, F Persian Gulf, A Egypt.

### Supply Center Chart

Austria:	Budapest, Greece, Klug, Naples, Rome, Serbia, Trieste, Venice, Vienna=9, Build 2
China:	Hankow, Manchuria, Outer Mongolia, Peking=4, Remove 3
England:	Belgium, Edinburgh, Ireland, Joharra, Liverpool, London, Norway, Thailand=8, Build 1
France:	Borneo, Brest, Cambodia, Java, Marseilles, Morocco, Paris, Portugal, Saigon, Spain=10, Build 1
Germany:	Berlin, Denmark, Holland, Kiel, Munich, Posen, Sweden=7, Build 1
India:	Burma, Calcutta, Ceylon, Delhi, Madras, Viet Nam=6, Build 1
Italy:	Magudisco, Tunis, Yemen=3, Remove 3
Japan:	Canton, Formosa, Korea, Kyoto, Osaka, Philippines, Kar, Tokyo, Vladivostok=9, Build 2
Russia:	Moscow, Omsk, Rumania, Sevastopol, Sinkiang, St. Petersburg, Warsaw=7, Remove 1
Turkey:	Ankara, Baghdad, Bulgaria, Constantinople, Egypt, Iran, Pentopolis, Smyrna=8, Build 1
Unowned:	Ethiopia.

### PRESS

**India:** The new government of the Indian Empire offers a peace alliance with the Austrian and German Empires, and will never attack them. This government also wishes for an amicable relationship with the Sultan and the Tsar, though We are not sure if the feeling is mutual...

### Fall and Autumn 1903 Commentary:

Rick Desper (Normal Arial)

**Jim Burgess (Bold Arial)**

Jack McHugh (Comic Sans MS)

As often happens, the player who had to hope, hope, hope that he wasn't getting stabbed was, in fact, stabbed. In this case it's our China.

We thought this might happen. Japan has convoyed into Canton and taken Korea. China also lost Vietnam to the Indians and has to remove three.

**Yes, it is quite rare in Diplomacy when you set yourself up to be down three or more at this point in a game and don't take it on the chin. At times in my gaming I would walk into these situations, but you really almost can't call it a stab when it was this easily set up.**

Now we'll get to see just whether this stab was worth doing. China can retake Canton, but it'll require all four of his forces to do so. But the real issue here is whether

the central powers (esp. Russia) will be able to get armies into China to exploit this reversal quickly.

**Yes, it actually MIGHT have been a mistake from Japan if Russia gains a lot from this.but Russia is down one himself. So I think Japan can keep rolling. The question is whether Italy and the European colonial powers can team up to stop him.**

Yes, well as we discussed earlier, the Chinese-Japanese relationship is a delicate one in this variant. The problem for the Japanese is there aren't any close powers to attack or centers to pick up once the neutrals are divided up at the start of the game. This requires the Chinese to play aggressively because only a strong China will keep the Japanese from attacking China.

**Correct, Jack and China really wasn't looking that strong.**

China still has a decent position here provided Russia doesn't lower the boom on him from the West. The goal of China should be to hold out and try get the Japanese to turn south or west or to get some other powers—like India or the Western colonial powers—to threaten to move on Japan.

**If everyone in the east teams up on Japan over this, the Japanese are in a bit of trouble, but diplomatically I don't expect that, so like often happens in this variant Japan is going to be the Eastern power in the endgame.**

While China's position isn't very good for expanding, unlike Italy, he has a relatively intact core of 3-5 centers and will be hard for Japan to take without help. Yes, India took Vietnam from China but is in no position to even threaten, let alone take, any further centers from China.

**Agreed, China survives for a long time, but he won't be an endgame player, and so in some sense, does it matter? If the Chinese bear knocks a tree over in the woods, does anyone hear it?**

The fact that we have a new Indian player also bodes well for China since it means he has a chance to restart negotiations with an important neighbor. Of course, the Japanese and others will have the same opportunity.

Russia had himself a bad move in Europe, however. The brief cease fire with England didn't last, as England and Germany made the double attack to take away Norway and Sweden. With the Russians also leaving Posen, this gives Germany a badly needed build.

**Russia always has a bit of a messy double front in this variant, and Nathan hasn't found consistent traction yet. He has a lot of people to talk to this turn.**

Russia got hosed this last turn as Nathan gave up Posen to David's Germany and in return the David kicks him out of Swe and allows the Graham's England to kick Nathan out of Norway as well. Down three centers with nothing but a shiv in your back to show for it is not a good turn.

In Asia, Russia and China continue to work together—at this point neither power has much choice as both are besieged by attacking powers on the rest of their borders.

France and England stall in Europe but make progress in SE Asia. The French now own Java, and with only two forces over there to defend four SCs, Larry might decide to drop a build in Saigon.

**For the long term, France and England need to grow their SE Asian outposts and then hook up through the Off-Board boxes. Will that happen here? Maybe. We can't tell yet, and I agree with Rick that we will see this time if there is a Saigon build.**

The collapse of Italy is not good news for France and England—it has allowed Turkey & Austria to quickly move into the Italian peninsula and put armies on France's southern door step.

Austria continues to deploy armies as far west as it can. I think the next logical step is for Austria to work with France and England against Germany and Russia, but we'll have to see if the French and English diplomats are up to the task of making such an alliance work as I'm sure Austria will be under pressure from Turkey to not work with E/F.

**I don't ever remember seeing Austria one of the top couple of powers this far into the game. Andrew is behind only France in the center count. I didn't know Andrew before, but I'm thinking I have to watch him play again.**

At least the Turkish Navy is still stuck back in the Aegean and Eastern Mediterranean, but really, how long can that last with Italy collapsing faster than tent in a tornado? France needs to be more aggressive in moving into the Mediterranean—this methodical advance will allow Turkey to take the Ionian if France and England aren't careful.

**Well, it will not be surprising for Italy to keep Yemen, Red Sea, and Sudan, pick up the stray Ethiopian center and try to grow or at least hang on from Africa. This puts the French against the Turks immediately. A question for Turkey is whether he pushes against the African Italian or just contains him. I vote for the containment.**

England and France should consider building fleets in Asia—with their campaign grinding slowly forward—if

at all—in Europe, they should give Japan something to think about since their centers are natural next targets for the large and hungry Japanese Navy.

The Indians lose ground, but make the proper retreats at sea. With a rebuild in Madras, he can hold a line at the East Indian Ocean. He's also the only one with armies in SE Asia, and that should count for something. He might need to worry about the Turkish growth, or the Italian collapsing might play the pirate and help J/E/F.

I would argue that India is one of the better positions in the game—look at the map, there are no units anywhere near his home centers. Although India hasn't picked up as many centers as Japan, India is also, like Japan, facing very little opposition. With Turkey and China, India's closest neighbors in this variant, absorbed with other issues (for Turkey, its been swallowing Italy, for China, it has been attacking Russia and fighting off Japan) India hasn't had much pressure put on it in this game. India has even gotten away with pressuring China and then sort of backing off.

Harold inherits a great position, I'm curious to see what he will make of it.

**I agree, Harold comes in and gets to start over. I think the question is whether India forms a large anti-Japanese coalition or teams up with Japan. I see gains for India either way, but the Japanese alliance sends him more clearly to strength in the endgame, I think that's what Harold will do.**

Italy continues to ignore Ethiopia and write illegal orders based on bad geography. I wonder if he's got a good copy of the map. Brad is not having a good game.

I suspect my good friend Brad's problem is his 25 plus years of experience playing Diplomacy has

burned the standard Dip map into his brain so he has to make the mental adjustment to this variant. I also suspect interest maybe down a bit due to the massive stab carried out by Turkey a few turns ago—it is only natural to lose some interest when your position becomes much worse.

**Brad is Brad, I bet he's playing on his iPhone. I gave up trying to comment in this game on my iPhone, I can't see the map there either.**

Turkey builds one and Austria builds two. I suspect the Turk will build in Baghdad and start getting more active in Asia. I want to see another Austrian fleet, even though getting it out will take quite some time.

The near future is going to lead to some clogging up of the map. Sadly, even though there are many more forces on the map, there are many areas where the front can be blocked by a small number of units, "mini-stalemate lines" so to speak. The off-board boxes relieve the pressure slightly, but not quite enough to make this variant as fluid as I would like. Well, we'll see how it goes.

I agree with Rick on this variant—I think adding provinces in Africa and the Pacific would help enormously by opening up this variant. I would also sub-divide some of the larger Asian provinces to make it harder to march across from Europe/Africa to Asia and vice-versa.

**Right, but these player haven't been playing lock up stalemate lines to date, why start now??? I think we'll see the fluidity in the alliances to keep things moving.**

**Then there is the press, I'm actually enjoying Larry's press, I don't always enjoy it. But would someone PLEASE join him!!**

### Winter 1903

**Austria:** Build F Trieste, A Budapest..Has F Adriatic Sea, F Apulia, A Budapest, A Naples, A Rome, F Trieste, A Tyrolia, A Venice, A Vienna.

**China:** Remove F Annam, A Outer Mongolia, A Siberia..Has A Inner Mongolia, A Kansu, A Peking, F Yellow Sea.

**England:** Build A Joharra..Has F Belgium, F East Indian Ocean, A Joharra, F Mid-Atlantic Ocean, F Norwegian Sea, F North Sea, F Norway, F Thailand(ec).

**France:** Build A Saigon..Has F Brest, A Burgundy, F Gulf of Lyon, F Gulf of Siam, F Java, A Marseilles, F Morocco, A Paris, A Saigon, A Spain.

**Germany:** Build A Posen..Has A Berlin, F Denmark, A Holland, A Kiel, A Munich, A Posen, F Sweden.

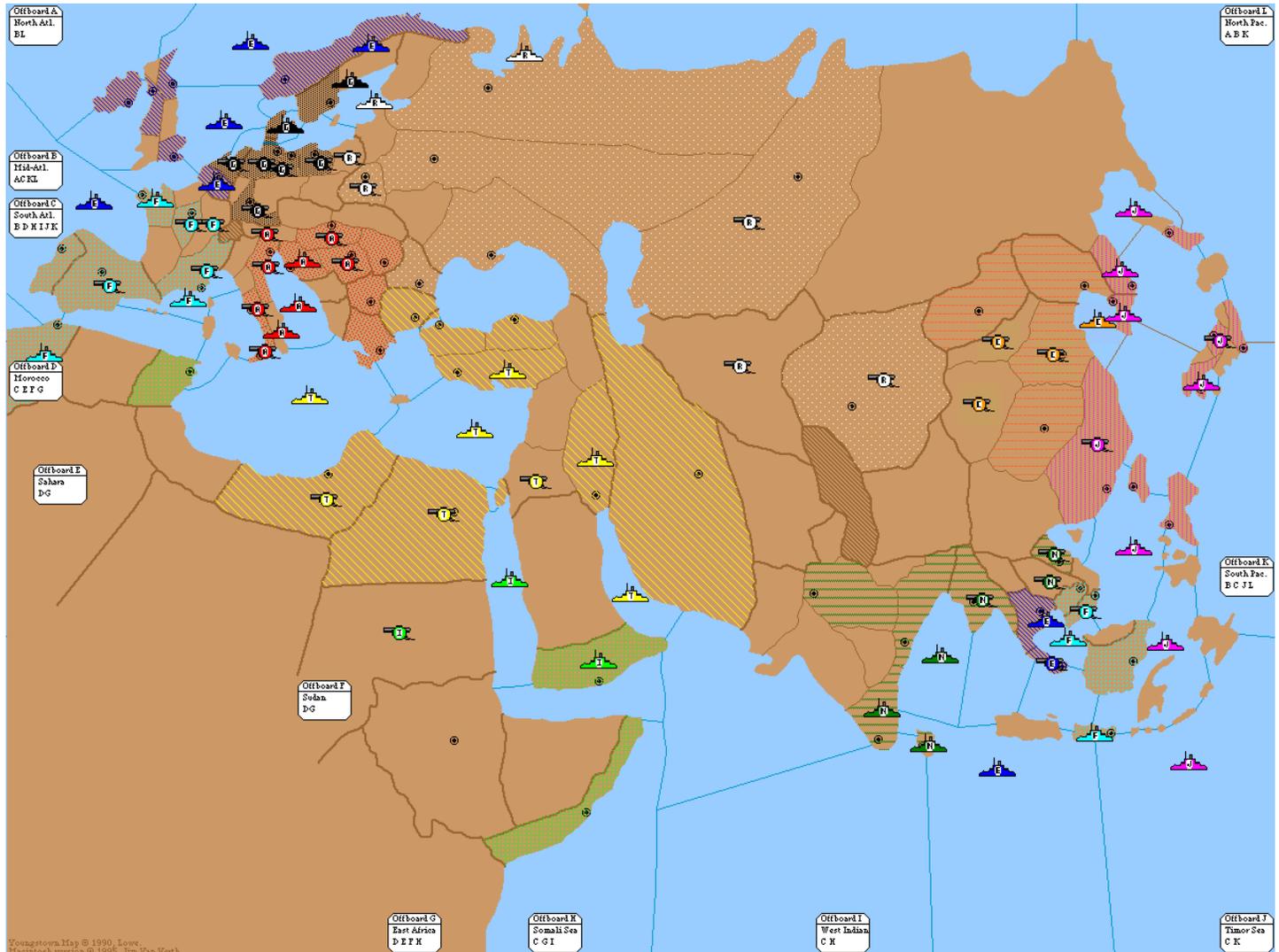
**India:** Build F Madras..Has F Bay of Bengal, A Burma, F Ceylon, A Laos, F Madras, A Viet Nam.

**Italy:** Remove A Silesia, F Tunis, F Tyrrhenian Sea..Has F Red Sea, A Sudan, F Yemen.

**Japan:** Build F Osaka, A Kyoto..Has A Canton, F Celebes Sea, F Korea, A Kyoto, F Osaka, F South China Sea, F Sea of Okhotsk, F Timor Sea, F Vladivostok.

**Russia:** Remove F Aegean Sea..Has F Gulf of Bothnia, A Omsk, A Prussia, A Sinkiang, F St. Petersburg(nc), A Turkistan, A Warsaw.

**Turkey:** Build F Baghdad..Has F Baghdad, F Eastern Mediterranean Sea, A Egypt, F Ionian Sea, A Jordan, A Pentapolis, F Persian Gulf, F Smyrna.



## PRESS

**The Sultan** sends warm greetings to the new government of the Indian Empire and offers its full support against the depredations of the Anglo-Frankish barbarians. The Turkish Admiralty even now prepares to sail to the aid of our friends in the Indian Empire. The Sultan also suggests to the Chinese Emperor that now

would be a good time to mend diplomatic relations with the Tsar of Russia, who may be able to support China in its resistance to Japanese Imperial aggression.

**It's a rat infestation!** - The New York Times reports that today hundreds of apartments across the world are

infested with rats. As a public service announcement, city hall would like to communicate that these rats are large and dangerous. Native to Begger's Canyon, this breed of rat can only be destroyed through the use of a T-16 Sky Hopper. It is rumored that France, England, and Japan are working on such a vehicle in an unprecedented cooperative venture.

**To the Chinese Emperor:** Austria sends its condolences for China's current predicament. We invite the Chinese to communicate with us if we can in any way provide help or aid.

**The Rising Sun** has shown its true colors now. Let nations beware that they don't trust Japan for more than a turn. He will stab you in the back without warning. Yes, China is done for but, I will do what I can against this expansionist fool. Japan is now the target, you must all attack him before he becomes so large he overwhelms everyone. Use the boxes guys.

**Anon:** A Diplomacy player named Mack Wanted to make a pre-emptive attack. But he had to depend On a neighbouring "friend" -

What he got was a knife in the back.

I got email from a desperate German  
Who said "All my neighbours are vermin!  
They all have the hots  
For my beautiful dots  
And they think that my damn name is Hermann!"

**ADEN-** Italy has an Empire, if not an Italy!

**Anon:** "Commander Frtiz?"  
"Yes, soldier."

"Sir, I bring good news from the front! The Italians have been routed from Rome, Naples, and Venice. We effectively control the Italian peninsula."

"That is excellent. I shall pass the news along to General Kirk."

**Anon:** A long turn ago, in a land far far away....  
\*queue fanfare\*

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Japan stabbed China.

#### Winter 1903 Commentary:

Rick Desper (Normal Arial)

**Jim Burgess (Bold Arial)**

Jack McHugh (Comic Sans MS)

Not much to say here. I'll go alphabetical for a change.

Austria builds another fleet, as well as A Bud. A lot of Austrias who play Youngstown make the mistake of thinking along the lines of the standard board. On the standard board, Austria can get away with being an army-only power. That won't work here. An army-only Austria just sits and waits to get smacked by the board leaders in the end game.

**I agree, ultimately Austria needs to fight its way to some edge of the map, a question will be whether France can be outflanked, but in any case, building more fleets as the game progresses is essential.**

China keeps the armies at home and the vital F Yellow Sea. He can put up a fight against Japan, but he'll need help.

**That's the biggest question in this game now, do the European colonialists side with China or against him, this is a diplomatic question, I hope the Diplomacy is going hot and heavy. China has good interior defense lines and options if he gets an ally. I don't expect Japan to make up to him though.**

England builds an army in SE Asia. So does France. The English fleet in Thailand is blocking the army.

**Yes, so the colonial powers are going to try to expand down here, the question is where? I think they need to team up with at least one of the three Asian powers, it wasn't completely clear last turn which one or ones they might be. I think Spring will be very telling.**

Germany also has a good number of armies in Middle Europe. He probably won't want to get into a shooting war with Austria. An interesting swing power.

**That brings up interesting question, I had been thinking the Anschluss AG alliance was pretty set at the moment, but maybe it isn't? In these big variants if you get stuck on a front, you're dead once you're outflanked. So Germany has to decide if AG keeps moving forward together or not. I was thinking it was a no-brainer for them to stay together, but maybe not. Let's watch that closely this game year. They have to gain together or the frustration will set in.**

India has an interesting force inland, but is a bit short with his fleets. He really needs help from Turkey, soon,

or he'll face a naval invasion from the Japanese and his colonial allies.

**That presumes that the European colonials do stick with Japan, I don't see that as guaranteed. If Japan gets much bigger, it will be an essential piece of the endgame. If there is will to stop the Japanese, it will come together now. India needs to push this.**

Italy has retreated to have a small but frisky force in East Africa. Probably facing a losing fight against Turkey, but this is his best chance.

**I agree, but I also expect no success. Italy eventually is eliminated, and probably ties up Turkey for awhile. This could be to Turkey's detriment, but Turkey has to do it and take out those Italian units as fast as possible.**

Japan has added another fleet to his sizable navy, as well as an army. Those fleets won't be able to move inland, so I'm guessing he'll be moving offboard once he chases down the last Chinese fleet.

**Well, that's the interesting point, isn't it. Going off-board means primarily attacking the colonial powers in Europe. So, ARE they allied or not? This will evolve this game year, I think. Let's watch the details of the Spring moves.**

Russia has opportunities in the East, but problems in the West. He'll have to try to break the E/G team that smacked him out of Scandanavia.

**I sort of think Russia has peaked and is in REAL trouble in the midgame. This game year also is key for him.**

Turkey is in good shape in Africa and would be well-advised to send at least one of his fleets to help India. He'll also want to get a fleet into the Suez soon.

**Turkey and India are definitely game board situation allies, but there are questions of focus here. And Turkey COULD just help to take India down. This game year should be really exciting.**

Pretty boring turn--all builds and removals were what is to be expected

England/France/Germany a bit too comfortable with each other in the West. I don't know how long France can comfortably sit between E/G/A--I expect to see the other shoe to drop in the West in the next year or two.

Turkey and Japan continue to have the best positions, although Austria and India are a close second--all four are expanding regularly with very little to stop them.

Jack's top ten positions as of Winter 1903:

1. Turkey
2. Japan
3. Austria
4. India
5. England
6. Germany
7. France
8. Russia
8. China
9. Italy

Larry's press continues to add nothing for me as he tends to point out what has already happened.

