

Eternal Sunshine #100

May 2015

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On the web at <http://www.whiningkentpigs.com> – or go directly to the Diplomacy section at <http://www.whiningkentpigs.com/DW/>. Also be sure to visit the official Diplomacy World website which can be found at <http://www.diplomacyworld.net>.

All Eternal Sunshine readers are ***encouraged*** to join the free Eternal Sunshine Yahoo group at https://groups.yahoo.com/neo/groups/eternal_sunshine_diplomacy/info to stay up-to-date on any subzine news or errata.

Check out my eBay store at <http://stores.ebay.com/dougsrarebooksandmore>

My book "It's Their House; I'm Just a Guest" is available in softcover and Kindle from Amazon at http://www.amazon.com/gp/product/1501090968/ref=ox_sc_act_title_1?ie=UTF8&psc=1&smid=ATVPDKIKXODER

REMEMBER: NO STANDBY PLAYERS WILL BE CALLED IN ANY GAMES EXCEPT THE NEW ONES.
CONSECUTIVE NMR'S = CD

Hey folks...want to keep this zine going? Sign up for my games and (just as important) sign up for Richard Weiss' games! If I run out of games it'll all fade away. TAP should be out in a week or two, we've been on different schedules lately because of MIA players and (more importantly) Jim-Bob's chemo. Please keep him in your thoughts and prayers, we need him to get well so I can keep blaming things on him.

ON ETERNAL SUNSHINE'S 100TH ISSUE
By Larry Peery

For over seven years Doug Kent has been cranking out Eternal Sunshine, first as a sub-zine and then as a stand-alone publication, and this issue marks its 100th issue --- no small accomplishment in a time and hobby whose whining mantra seems to be "And what have you done for me lately?"

To celebrate this occasion I decided to do what Doug has raised to an art form in Diplomacy --- whine!

From Television
Archie Bunker (male) and Lucille Ball (female)

The Right Biggest Whiners in Action Movie History
1)Violet Parr from The Incredibles
2) Ruby Rhod from The Fifth Element
3) Fredo Corleone from The Godfather Part 1 and 2
4)Ron Weaseley from The Harry Potter Movies

- 5) Robin from Batman and Robin
- 6) Willie Scott from Indiana Jones and the Temple of Doom
- 7) Marvin the Paranoid Android from The Hitchhiker's Guide to the Galaxy
- 8) Pvt. Williams Hudson from Aliens

From Professional Sports

- 1) A-Rod
- 2) Jennifer Capriati
- 3) Tiger Woods
- 4) Peyton Manning
- 5) Jack Nicklaus
- 6) Pete Rose
- 7) Barry Bonds
- 8) Cristiano Ronaldo
- 9) John McEnroe
- 10) Al Davis

From Politics

Richard Nixon

For those who whine about the lack of quotations about whining...

The writer has a grudge against society, which he documents with accounts of unsatisfying sex, unrealized ambition, unmitigated lo ...

Renata Adler

I throw myself down in my chamber, and I call in, and invite God, and his Angels thither, and when they are there, I neglect God a ...

John Donne

I am two fools, I know,
For loving, and for saying so
In whining poetry.

John Donne

No far-fetched sigh shall ever wound my breast,
Love from mine eye a tear shall never wring, ...

Michael Drayton

O City city, I can sometimes hear
Beside a public bar in Lower Thames Street, ...

T.S. Eliot

We're not always aware of subliminal messages we send, like "Big boys don't cry" or "Stop whining," which is a reflection of socie ...

Elyse Zorn Karlin

Madonna is the true feminist. She exposes the puritanism and suffocating ideology of American feminism, which is stuck in an adole ...

Camille Paglia

When I work I am pure as an angel
tiger and clear is my eye and hot ...

Marge Piercy

Whining is like chalk scratching on a blackboard for most parents.

Nancy Samalin

Then the whining schoolboy, with his satchel
And shining morning face, creeping like snail
Unwillingly to school.
Shakespeare

All the world's a stage,
And all the men and women merely players. ...
Shakespeare

In a valley late bees with whining gold
Thread summer to the loose ends of sleep....
Allen Tate

I have been spending my first night in an American "summer hotel," and I despair
of the Republic! Such dreariness, such whining ca ...
Edith Wharton

I despair of the Republic! Such dreariness, such whining sallow women, such utter
absence of the amenities, such crass food, crass ...
Edith Wharton

Even a moment's reflection will show that the spoken American language is backed
by expressive features lacking in the written lan ...
Harold Whitehall

And finally from the World of Diplomacy

- 1) Andy Bartalone
- 2) Jim Burgess
- 3) Rev. Brian Bailey
- 4) John Boardman
- 5) Bill Lafosse
- 6) Robert Sacks
- 7) Tobias Harris
- 8) Bjorn von Knorring
- 9) Jaap Jacobs

What! No Doug Kent you're whining? Of course not, I had to give Doug something
to whine about, right?

“Inside the Third Reich” by Albert Speer

Reviewed by Paul Milewski

I have read of Albert Speer as “the good Nazi” for his admission of guilt feelings. Having read this book (his memoirs), I find nothing good about him. So far as I can tell, he just thought he was doing his duty as a good German. He was a civilian, though he is shown wearing a military-style uniform in the many photographs included in this book, and he had never fired a pistol and didn't learn how to fire one until the war was nearly at an end. I guess it's a lot of fun to wear a snazzy German uniform. His book reminds me of every other book of memoirs written by any German participant in WWII, Nazi party member or not. For those of us who watched the TV show “Hogan's Heroes” and remember the character of Sergeant Schultz, it can be summed up in Schultz's inevitable protest, “I know nothing.” Speer spent 20 years in Spandau Prison for his role in the use of forced labor. Cynics among us will note that others, such as the rocket scientist Werhner von Braun, had their records expunged and were never held accountable. It's good to have a marketable talent like rocket science, or looking at it differently, von Braun may have been a Nazi, but he was our Nazi. Below is from pages 375-376.

One day, sometime in the summer of 1944, my friend Karl Hanke, the Gauleiter of Lower Silesia, came to see me. In earlier years he had told me a great deal about the Polish and French campaigns, had spoken of the dead and wounded, the pain and agonies, and in talking about those things had shown himself a man of sympathy and directness. This time, sitting in the green leather easy chair in my office, he seemed confused and spoke falteringly, with many breaks. He advised me never to accept an invitation to inspect a concentration camp in Upper Silesia. Never, under any circumstances. He had seen something there which he was not permitted to describe and moreover could not describe.

I did not query him, I did not query Himmler, I did not query Hitler, I did not speak with personal friends. I did not investigate—for I did not want to know what was happening there. Hanke must have been speaking of Auschwitz. During those few seconds, while Hanke was warning me, the whole responsibility had become a reality again. Those seconds were uppermost in my mind when I stated to the international court at the Nuremburg Trial that as an important member of the leadership of the Reich, I had to share the total responsibility for all that happened. For from that moment on, I was inescapably contaminated morally, from fear of discovering something which might have made me turn from the course, I had closed my eyes. This deliberate blindness outweighs whatever good I may have done or tried to do in the last period of the war. Those activities shrink to nothing in the face of it. Because I failed at that time, I still feel, to this day, responsible for Auschwitz in a wholly personal sense.

Published by Richard Weiss. richardweiss@higherquality.com.

GM Musings: Spring has sprung in Western OR. Today was a surprising 80 degrees with medium humidity. Habits are already starting to form. I don't always remember that I stopped at the light or looked at the crosswalk for pedestrians, but got to work/home OK.

More police brutality. I haven't seen a TV show address it. I haven't seen politicians jump into zero tolerance. Do I really live here? Is this really my beautiful country? (To paraphrase the Talking Heads.)

If the 2016 primary Bourse had started, some would be selling Hillary shares now, pending release of *Clinton Cash* and following the rapid acknowledgement by the Foundation that errors were made. As a conspiracy theorist who has avoided most of the TV shows with twist on twist on twist, it's impossible to decide how much is Hillary, how much is trying to stop her from winning, how much is foreign influence into USA politics, and so many more potential options.

The total sign-ups for games had doubled. One before the first issue and two for this issue. At this rate, we will be at critical mass long before the chess board is covered with kernels of corn. Come one, come some, come all, pick a favorite, sign up!!

Game Offerings:

1. Intimate Dip

A great two-person variant. This game has been around for quite a while, even had a FTF tournament. I've been playing in Geoff Kemp's subzine *Tween*, in *Variable Pig*. The rules are printed below. I am waiting for his son to send me the app he runs it on. If anyone else wants to send me an app that allows me to show the maps and the adjudication for Dip, I'll give you a free game start.

I think Intimate Dip will become the new "WITKIN" and start being played in a lot of zines. Get in on the roller coaster ride early and sign up here.

Takes two. Will run multiple games.

Signed up: Geoff Kemp

2. WITWIKN: The first game I attempted to run didn't have enough players for critical mass, so this game will start when I have at least six signed up. If anyone doesn't know the rules, please let me know. (Or go to any other zine being published on the planet and read those rules)

The *Zero Sum Wrinkle* of WITWIKN (ZSWWITWIKN) is the location is not a metropolitan location but a "famous" landmark (Building, Geographic Feature, National Park, World Famous Beach, Mountain, Wonder of the World, etc.). While guessing, one may guess a metropolitan area for convenience (my convenience also). I use <http://www.distancefromto.net/> as my mileage distance determination.

Can take any number. Minimum of six before the game starts.

Signed up: Doug Kent, who will be a guest in KN's house. Maybe we should call this, Where in the World is Doug Kent in Kendo Nagasaki's House?

3. Snowball Fighting

I think this will be called the Cathy and Pete Gaughan Memorial Snowball Fighting Game. I first played at their apartment on what I thought was the original field and the original algorithm to determine the odds of success in throwing. How that relates to the founding of the game and playing by mail has slipped into a slight fog in my memory.

For those who have played, this is a frivolous game of runny around the yard throwing various types of snowballs at whomever, sometimes running into the house to have hot chocolate with Mommy, and sometimes making all the snow and icicles on the roof fall down on an unsuspecting kiddo.

However, I need the map, rules, etc. to be sent to me. So, if someone has run this game and wants to play, please send me the app.

Can take any number. Need 6 to start.

Signed up: Jim Burgess;

4. Nuclear Yuppy Dip now changed to **Nuke A Gay Baby Seal for Christ Dip** (after my favorite outrageously offensive to everyone bumper sticker of all time)

JimBob did send me the rules to Nuclear Yuppie Evil Empire Diplomacy (NYEED), as well as the Black Hole variant combining Senior von Metzke's variant. However, the rules sent were not what I remember playing, so likely the game morphed into something different than I remember from the original variants or else, my brain was still in the sixties at the end of the last millenium.

Therefore, I am offering (NAGSFCD), a shorter variant.

Game requires seven players. Send in requests for home countries. Algorithm decides per GM whim. Rules per regular Dip except as below. Spring 01 orders are submitted for units and also orders for the nukes each country has. Each country has 5 nukes, except Russia has 4. Thus, 34 SCs and 34 nukes.

Spring 01 is adjudicated as moves first and then nukes.

Nukes are ordered to provinces. If there is a unit in the province nuked after the moves, the unit is annihilated and the province becomes impassable for 224,666+ years. If the province has an SC, the SC is annihilated.

If a nuke is not ordered to another province, it is effectively decommissioned and does not remain available. Send it or lose it. There is no requirement to send nukes.

For Fall 01, players submit orders for their units remaining. Provinces that are impassable are impassable.

Winter 01, is per regular Dip with the addition that each home SC remaining in control of the original country is given another Nuke.

For Spring 02, players with units and/or home SCs submit orders for the units and any nukes gained in Winter 01. Moves first, then the nukes. Then Fall 02 and continues until all annihilated, one victor, or no more home SCs and units stuck without viable moves. A single victor or survivors draw or all lose.

I'd play on a map of the middle east to make this more realistic, but, heck, who wants to play a realistic and scary game.

Needs seven.

Signed up: Jim Burgess

5. 2016 Republican and Democratic Presidential Candidate Bourse

I will list all known, likely, potential candidates for each party. Each entrant gets stock in each candidate. You have to sell stock to get money to buy additional shares in someone you think will win. Sales trigger price changes – up with purchase and down with sales.

There will be a candidate in each party named, “Other/Not named.” Each person will get shares in *Other*. When a named candidate emerges from the *Other* pool, each shareholder will be able to transfer whatever amount of shares he or she has in *Other* to the named candidate, or not. The newly named candidate’s share value is what *Other* was trading at before the candidate emerged.

Players get initial shares in the candidates in each party. Each party is separate regarding money and shares. Winner of the Bourse is determined in 2016 after the conventions, most money combined between Republican and Democrat candidates. Only the stock of the winner has any value.

Needs enthusiastic investors. Profit guaranteed. Money invested is tax deferred.

Signed up:

INTIMATE DIPLOMACY 1A: by Adrian Baird and Steve Doubleday

Via Geoff Kemp and his subzine “Tween,” with some minor edits

Intimate Diplomacy (ID) is a two-player variant. Each player controls one country (his or her “Home” country) for the entire game. The remaining five countries are known as “mercenaries.”

1. The official rules of Diplomacy apply except where amended below.
2. To determine home countries, each player submits a preference list of seven countries. If their first choices are different, both players get their first choice. If their first choices are the same, but their second choices are different, then both players get their second choice. If the second choices are identical then each gets their third choice etc. If both preference lists are identical then the GM draws lots and the first player gets first choice and the second player chooses his or her choice from the remaining countries.
3. The five countries not “home” countries are called “mercenary” countries. Control of the mercenaries is determined each game year by “bids.” The first bidding season occurs Spring 1901; and, thereafter, between each Winter and Spring season. Bids are sent to the GM, who reveals the bids. The highest bidder for each country has the size of the bid deducted from their credit balance and gains control of the country for the following year – including winter adjustments.
4. At the start of the game, the two home countries each receive a credit balance. The credit balance for each home country is determined from the chart below:
 - a. E,F,R, &/or T = 20 credits;
 - b. G = 22 credits; and,
 - c. A &/or I = 24 credits.

The difference in the starting credits is to even out the relative strength of the countries.

5. Credits are awarded following each Fall season. Each player is given one credit for each SC owned by his home country. (E.g. if your home country controls 10 SCs, 10 credits are added to your credit balance.) These credits are added to the credit balance.
 6. Players are permitted to bid more than their credit will cover. However, if a player successfully bids more credits than they hold, they lose their entire credit balance. Also their opponent gains control of all countries the opponent bid for at only one-half price, rounded up. (E.g. G and T are home countries. G outbids T in various countries and “wins” more than G has credits. G loses all credits. T gains control of those countries T bid on, and only loses one half rounded up, of the credits T bid.)
 7. When bids for a country are equal, neither player controls it and it is treated as if in Anarchy for the year. Neither player loses credits when the bids are equal.
 8. Play is carried out as in regular Diplomacy, with each player submitting orders and retreats for the countries that they control. In the Winter season, all builds due to mercenary countries must be taken if possible.
 9. If the player controlling a Mercenary country fails to order builds, which that country is due, the GM will build armies, alphabetically by home center spelling (Fleets for England). If a Mercenary country fails to order removals off the board (disbandments) the GM will remove units by distance from a home center and fleets before armies if tied (for all but England, which removes armies before fleets). In case of ties, the GM will disband randomly from those equidistant.
 10. The sequence of play during one game-year is Bids >> Spring moves and retreats >> Autumn moves and retreats >> Winter builds and disbandments.
 11. Victory Criterion: The game ends when one player occupies one of the opponent’s home SCs with one of their own units, no matter the season.
 12. If both players occupy an opponent’s home SC(s) simultaneously, then the player occupying the most home SCs of the opponent wins (with the exception that occupying 4 Russian SCs is no better than owning 3 of another country’s home SCs). If a tie remains, the game is won by the player with the largest credit balance (counting credits awarded during the season in which the home centers were invaded, whether Spring or Fall). If a tie still remains, the game goes one more game year, and so on, when all of the above criteria are again considered.
 13. A game may develop into a stalemate situation once all neutral and mercenary countries have been eliminated. In this case, the winner is the player with the most supply centers. Note, a game does not end just because one country reaches 18 SCs.
 14. Concessions may be proposed and accepted, at any time.
 15. True to the premises of Zero Sum as a game theory and as a subzine, no draws are allowed.
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Octopus's Garden

Issue Eighty-Nine

18th April 2015

Sub-editorial

HELLO, good evening and welcome to Octopus's Garden, the subzeen with its very own 7 x 7 Gunboat Diplomacy tournament. It is a subzeen to Jim Burgess' [The Abyssinian Prince](#), which continues to be a subzeen to Douglas Kent's Eternal Sunshine. It's produced by Peter Sullivan, peter@burdonvale.co.uk. It's also available on the web at: <http://www.burdonvale.co.uk/octopus/>.

THAT WAS THE YEAR THAT WAS - 1903

The third of our an annual (in game years!) summary of the latest state of play in the Octopus's Garden 7 x 7 Gunboat Diplomacy tournament.

Game 2 in the tournament is called "HENRY WILSON". Games in Octopus's Garden are all named after Vice Presidents of the United States. Wilson was originally called "Jeremiah Jones Colbath," with the forenames being those of an elderly, childless neighbour whom apparently his father hoped to secure an inheritance from. Being somewhat above such shenanigans, Henry changed his name by deed poll to something more neutral as soon as he came of age.

As a Republican member of the House of Representatives, he was Chairman of the Committee on Military Affairs and the Militia, and hence worked closely with the Lincoln administration during the Civil War. He was elected as Vice President in 1872, replacing the controversial Schuyler Colefax as President Grant's Veep for Grant's second four-year term. However, he had a stroke shortly after assuming office in 1873, and died just over 2 years later in 1875, leaving the post of Vice President vacant until the end of Grant's term in 1877. (There were no procedures for replacing a vacancy in the Vice Presidency, until the passing of the 25th Amendment in 1967.)

In the tournament as a whole, 1903 saw our first elimination, with AUSTRIA in Game 1 and Game 6 both being eliminated, whilst neutral Sweden in Game 5 is still proudly flying its flag. I'm sure that there some metaphor there about the futility of war and all that, but I'm not going to go there for the moment.

Current supply centre counts in each game are as follows:

Player	Game 1	Game 2	Game 3	Game 4	Game 5	Game 6	Game 7
Player A	Tur: 5	Ger: 4	Rus: 3	Eng: 4	Ita: 7	Aus: 0	Fra: 4
Player B	Aus: 0	Tur: 6	Ger: 7	Rus: 6	Eng: 7	Fra: 7	Ita: 4
Player C	Fra: 6	Aus: 5	Tur: 7	Ger: 7	Rus: 4	Ita: 5	Eng: 4
Player D	Ita: 8	Fra: 6	Aus: 4	Tur: 6	Ger: 5	Eng: 4	Rus: 6
Player E	Eng: 6	Ita: 4	Fra: 6	Aus: 4	Tur: 5	Rus: 7	Ger: 7
Player F	Rus: 4	Eng: 6	Ita: 5	Fra: 2	Aus: 2	Ger: 6	Tur: 4
Player G	Ger: 5	Rus: 3	Eng: 2	Ita: 5	Fra: 4	Tur: 5	Aus: 5
Neutrals	0	0	0	0	1 (Swe)	0	0
Total	34	34	34	34	34	34	34

Full details of all seven games, for those interested, are in the three issues of that wholly remarkable zeen, C'est Magnifique, which can be found at:

- Spring 1903 : CMag 150 <http://www.burdonvale.co.uk/gunboat/CMag150.pdf>
- Fall 1903: CMag 151 <http://www.burdonvale.co.uk/gunboat/CMag151.pdf>

That was Octopus's Garden #89, Startling Press production 385.

Game Openings

Gunboat Diplomacy (Black Press): Signed up: Six players; need one more.

Diplomacy (Black Press): Signed up: None, need seven more.

***Multiple Openings in Richard Weiss' subzine –
check them out NOW!!***

Eternal Sunshine Game Section

Acquire Game #2 - "Juliet" – Eternal Sunshine

Players: Tom Howell, Mark Firth, Andy Bate, Richard Weiss, Hank Alme

Turn 12

Andy plays 10-H and buys three Worldwide.

Richard plays 5-F and merges American into Continental. Richard and Hank each receive \$5,300 in bonus money. Richard sells his American shares. Hank and Andy both sell their shares. Richard buys 3 Luxor and drops a dead tile.

Hank plays 6-C and buys three Festival.

Turn 13

Tom plays 12-G and merges Luxor into Continental. Richard gets \$4,000 and Tom gets \$2,000. Tom sells his Luxor shares. Andy sells his shares. Richard sells his shares. With Continental big enough, Tom declares the game over. Tom buys three Festival and trades in a dead tile.

Bonuses are paid as follows:

Tower: Tom and Andy each get \$5300.

Worldwide: Mark gets \$3000 and Andy gets \$1500.

Festival: Mark gets \$3000, Tom gets \$1500.

Continental: Mark gets \$12000 and Tom gets \$6000.

Shares are all sold: Festival is worth \$300, Worldwide is worth \$300, Tower is worth \$700, and Continental is worth \$1200.

Tom Wins! Barely!

Player	Cash	Tower	Luxor	American	Worldwide	Festival	Imperial	Continental
Tom Howell	\$37,100	0	0	0	0	0	0	0
Mark Firth	\$35,800	0	0	0	0	0	0	0
Andy Bate	\$33,800	0	0	0	0	0	0	0
Richard Weiss	\$23,400	0	0	0	0	0	0	0
Hank Alme	\$16,400	0	0	0	0	0	0	0

1-A	T	T	T	5-A	T	T	8-A	9-A	F	F	12-A
1-B	2-B	T	T	T	T	7-B	C	C	10-B	11-B	C
T	2-C	T	4-C	T	T	7-C	C	9-C	10-C	11-C	C
T	T	T	4-D	T	T	7-D	C	9-D	10-D	C	C
T	2-E	3-E	4-E	5-E	6-E	C	C	C	C	C	C
1-F	2-F	C	C	C	6-F	C	C	C	10-F	C	C
C	C	C	4-G	C	C	C	8-G	9-G	10-G	11-G	C
1-H	C	3-H	C	C	C	C	8-H	9-H	C	C	C
C	C	C	4-I	C	C	7-I	W	W	10-I	11-I	C

Richard Weiss EOG Statement: Oh to have a crystal ball... Thanks for the fun Doug, competitors. Congrats to Tom. In my limited experience, it is not often that the largest shareholder of the 41+ chain doesn't win. Playing Acquire reminds me why so many games have been designed since this one, with further refinements and why Euro games without dice, cards, or trading have come to be popular within a niche of board game players.

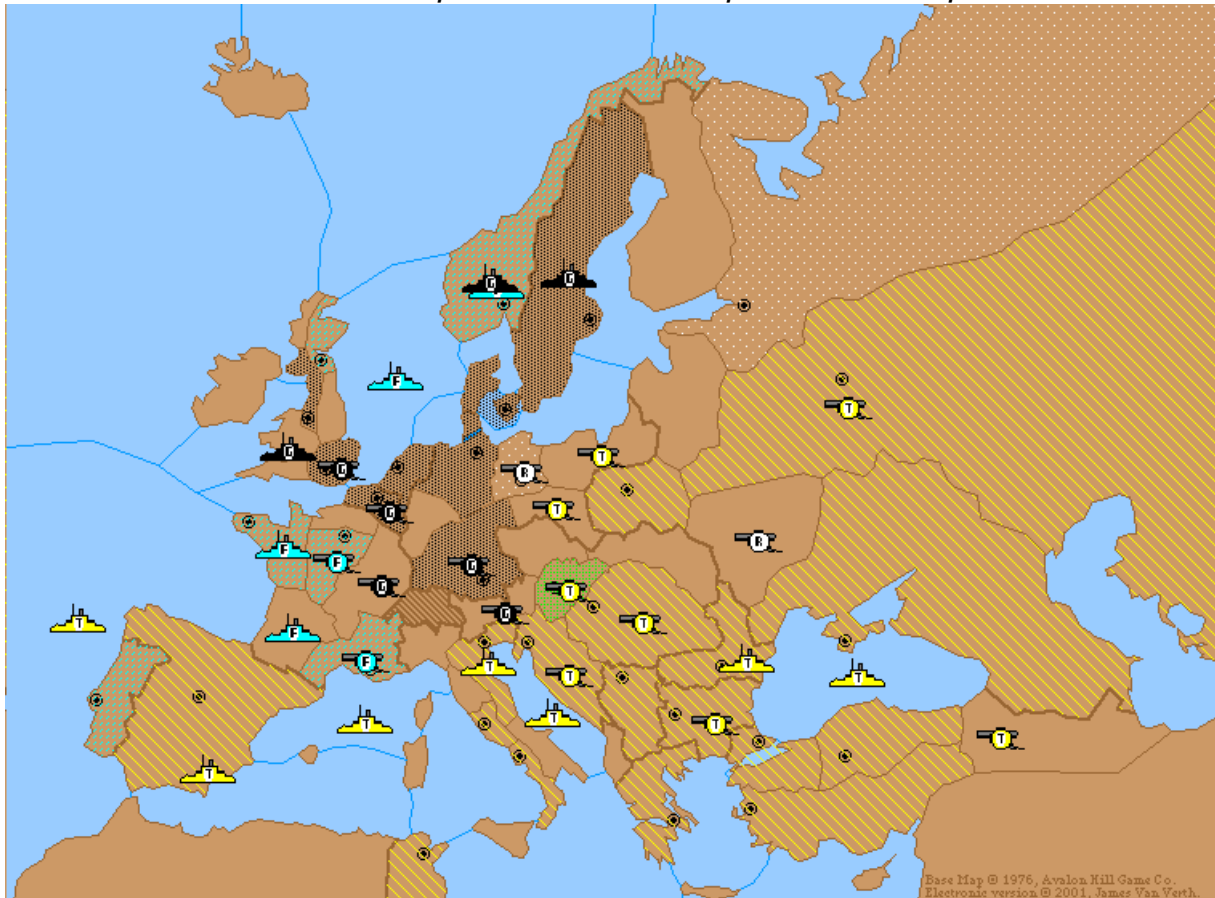
Diplomacy "Jerusalem" 2012A, Game End

Geoff Kemp (Turkey): This game was a step into the dark for me as not played with the American seasons before and unfortunately it showed at first. It was also unusual that I was playing against 5 people who I had never played before, that had not happened for many years. In fact the only player I knew in the game was Mark Firth as Italy. I started by trying to juggle the problems of the southern corner of the board, trying to balance out and maintain my place in the game where the alliances were very fluid and this went on for a while until it became noticeable that England & Germany were rapidly taking out France and if the rest of us kept fighting they would have an easy win. So I tried to patch up an alliance in an attempt to hold the line despite the scepticism of the other 3 that it would work. To be honest I was not sure it would hold up myself but it had to be done. To the surprise of all of us it held and we even gradually managed to push England and Germany back in places. I think the hardest part was keeping Austria and Italy from fighting and keep persuading Russia that I was not sending him up against England/Germany in the north so that I could stab him in the back.

There were errors of movement in there from most of us, including me, and I was struggling with this game and others due to ill health which at one point almost saw the alliance crash down in flames before everything could be smoothed over. I still don't know why there was a level of antipathy between Italy and Austria but it saw Italy change sides once which unfortunately saw Austria eliminated. I was desperately trying to keep Austria in the game but it was not to be. I am sorry about that Melinda. John as England was often emailing me to try and encourage me to stab the others and go for the win and felt I was letting the side down by not doing so. This isn't the case, I honestly don't believe that a win was viable at any point during this game for me and if I had tried the only winner would have been John. Richard as Russia was very carefully, it seemed, to be placing his units so as to nip any potential stab in the bud and I know that John was hard at work trying to get anyone to stab which

would have given him the game. It was sad when we lost Germany who had played well and the replacement struggled to work out what was happening which did give us at the eastern end of the board a bit of respite in the middle of the game. All in all I enjoyed the game but feel it was harder to play than just going for a win. Thank you to all the other players for an interesting game and I would happily enjoy meeting up with you again in another. Thank you also to Doug for running the game and putting up with my struggles during the course of the game. I am sorry John if you felt that I spoil the game by not going for a win, but at no time did I feel in a strong enough position to do so and I still believe that any stab would have given you the win.

Black Press Gunboat, "Fred Noonan", 2013Arb32, W 12/S 13



France: Remove F Wales, F Barents Sea... F Brest - Mid-Atlantic Ocean (*Fails*), F Edinburgh - North Sea, F Gascony - Spain(nc) (*Fails*), A Marseilles Supports F Gascony - Spain(nc), ~~F Norway Supports F Edinburgh - North Sea~~ (*Dislodged*, retreat to St Petersburg(nc) or Barents Sea or Norwegian Sea or Skagerrak or OTB), A Paris Hold.

Germany: A Belgium Supports A Burgundy, A Burgundy Supports A Tyrolia - Munich (*Fails*), F Liverpool - Wales, A London Supports F Liverpool - Wales, A Munich - Kiel (*Bounce*), F North Sea - Norway, F Sweden Supports F North Sea - Norway, A Tyrolia - Munich (*Fails*).

Italy: Civil Disorder. ~~A Vienna-U.~~

Russia: A Berlin - Kiel (*Bounce*), A Ukraine - Rumania (*Fails*).

Turkey: Build A Constantinople, A Smyrna, F Ankara.. F Ankara - Black Sea, A Budapest Supports A Trieste - Vienna, A Constantinople - Bulgaria, F Gulf of Lyon Supports F Spain(sc), F Ionian Sea - Adriatic Sea, F Mid-Atlantic Ocean Supports F North Sea - English Channel (*Void*), A Moscow - Warsaw (*Bounce*), A Prussia - Berlin (*Fails*), F Rumania Hold, A Serbia - Trieste, A Silesia - Warsaw (*Bounce*), A Smyrna - Armenia, F Spain(sc) Supports F Mid-Atlantic Ocean (*Cut*), A Trieste - Vienna, F Venice Hold.

All Proposals Fail.

Now Proposed - Concession to Turkey, F/G/R/T. Please Vote. NVR=No

Deadline for W 10/S 11 is May 26th at 7am My Time

Supply Center chart

Balkans:	Ser, Gre, Bud, Vie, Tri, Swi, Par, Bel=8	Even
England	Lvp,Lon=2	Even
Italy	Nap, Ven, Rom, Cre, Mar, Por, Mad=7	Even
Russia	Mos, War, Sev, Stp, Gal, Ber, Kie, Mun, Hol, Den, Swe, Nwy, Edi=13	Even
Scand.	Ice=1	Even
Turkey	Ank, Con, Smy, Bul, Rum, Tun, Mor, Bre=8	Build 1

PRESS

T-I : Is it over yet? Has Western Front collapsed in order to contain a few T/I fleets?

I-T: No - Almost over! Yes! At long last the Atlantic is our Ocean!

RUSSIA to ENGLAND: Blimey, if I had known it was so pleasant here, I'd have brought more armies here earlier!

BALKANS to TURKS: I think it's cool you got a fleet all the way to Brest! I hope you enjoy the wine and cheese in the port. It does appear like I'll have to drop somewhere to support it, but that's OK!!!

RUSSIA to TURKEY: No, I don't think so, everything's OK down here, nice and peaceful. We should get together for a drink!

RUSSIAN ILLNESS CENTRAL: Yes, the rumors of my illness are very much founded, but we intend to survive to the end of this battle. It's been a game of trading illness...Geoff had his really tough time earlier!!!

GM – Russia: Does my mental illness count? Or do we just define that as a personality defect?

Diplomacy, "Milk and Trash", 2015A, Winter 1901 Seasons Separated by Player Request

Austria (Jack McHugh – jwmchughjr "of" gmail.com): Build A Vienna..Has A Budapest, A Galicia, F Greece, A Vienna.

England (Mark Firth – mark.r.firth "of" capita.co.uk): Build F London..Has F English Channel, F London, F North Sea, A Norway.

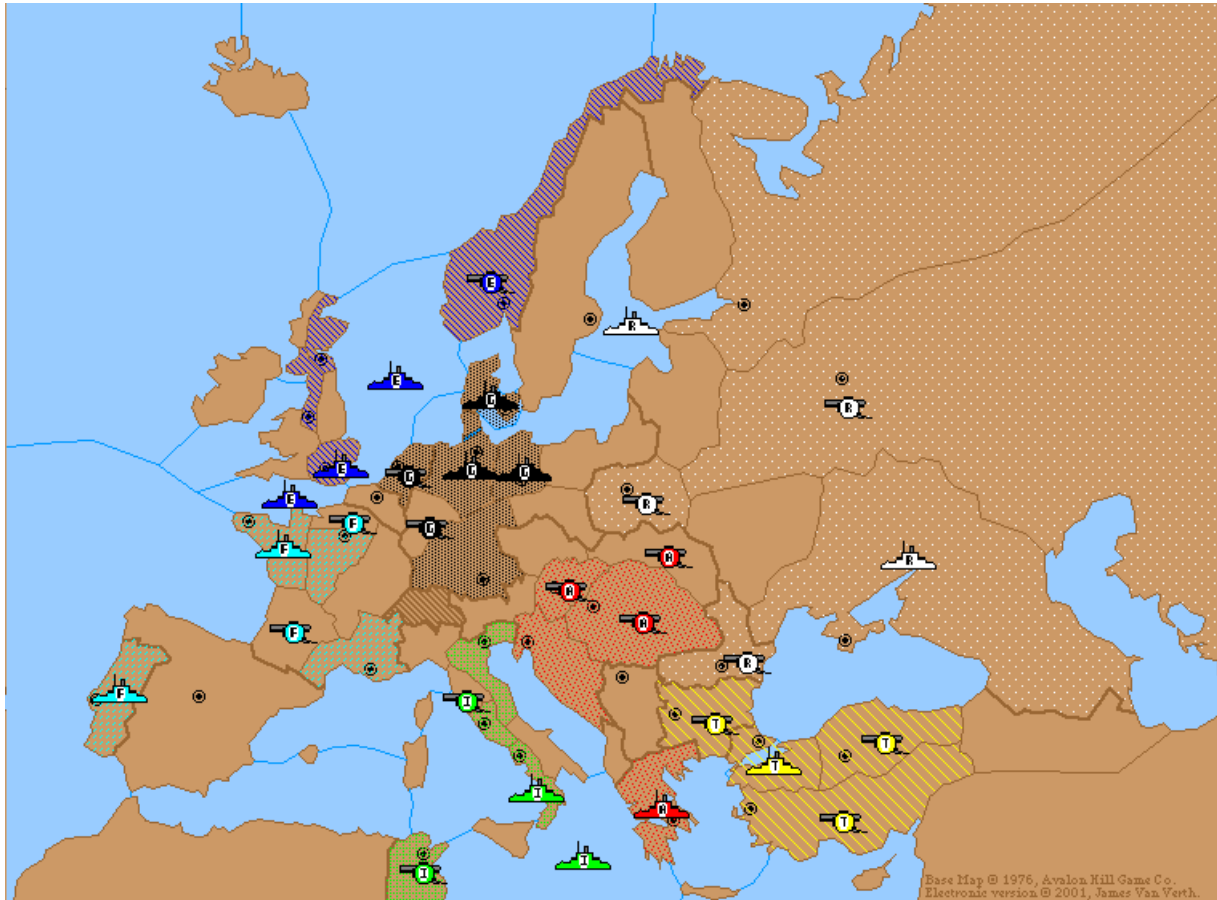
France (Paul Milewski – paul.milewski "of" Hotmail.com): Build F Brest..Has F Brest, A Gascony, A Picardy, F Portugal.

Germany (Jim Burgess – jfburgess "of" gmail.com): Build F Kiel, F Berlin..Has F Berlin, F Denmark, A Holland, F Kiel, A Ruhr.

Italy (John Biehl – jerbil "of" shaw.ca): Build F Naples..Has F Ionian Sea, F Naples, A Tunis, A Tuscany.

Russia (Kevin Wilson – ckevinw "of" comcast.net): Build A Moscow..Has F Gulf of Bothnia, A Moscow, A Rumania, F Sevastopol, A Warsaw.

Turkey (John David Galt – jdj "of" diogenes.sacramento.ca.us): Build A Ankara..Has A Ankara, A Bulgaria, F Constantinople, A Smyrna.



Concession to Russia Fails
Deadline for S 02 is May 26th at 7am my time

PRESS

(France to Italy) A Armenia - Syria would have been better.

GERMAN SHIPYARDS to the WORLD: Sorry, we're so tired we can't talk much, the Kaiser really cracked the whip!

GERMANY to ENGLAND: If you don't talk, I have little choice, do I?

Russia to my secret admirer: I appreciate the vote of confidence with your proposal to concede to me. Why don't you raise your hand so I know who you are... and thus, who is my first target.

**General Deadline for the Next Issue of Eternal
Sunshine: May 26th, 2015 at 7:00am my time.
Hope to See You Then!**