

# Black Frog



## Astrological guide to Diplomacy

The information for this special issue has been prepared with the help of one of Southern California's leading consultant astrologers, who prefers to remain anonymous!

### Aries

(The Ram, 22 March to 20 April)

If you are an Aries, you are probably lonely--and with your personality it's no wonder. Although the Aries born do become attached to others, the others rarely become attached to them. So, if you're an Aries, it's best to take up single games at an early age, like solitaire and mugging.

At Diplomacy, the Arian plays an exciting game. He is inclined to show off, going for unnecessary stabs with poor timing. His impetuous nature loses him more games than it wins. In fact he but rarely wins games or ends up in two-way draws. He loathes criticism himself, but is fairly free when it comes to criticising others. He is not the most courteous or tactful of players and terrible is his anger in defeat! For a

truly explosive game of Diplomacy, watch an Arian start off in alliance with a Sagittarian or a Leo; and then watch the fireworks develop after the Arian's premature and poorly conceived stab.

Best countries for Arians to play: Russia, France.

Easiest signs for Arians to beat: Virgo, Capricorn.

Best zine for Arians to play in: Emhain Macha.

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## Taurus

(The Bull, 21 April to 21 May)

Men and women born under this sign are known in Zodiacal circles as "The Silent Ones." No loud talkers here. No orators. No loud-mouths. But it's mainly because they have nothing to say. In spite of this, they usually manage to destroy an interesting conversation.

As a rule, Taureans don't make great Diplomacy players. They play a safe solid game, but they lack the flair and daring of winners. The famous Taurean obstinacy means, however, that they are determined players. In a postal Diplomacy game, it is easy to recognize the Taurean. He seldom writes or negotiates over the phone. He never provides press releases. But he also never NMR's. If he is your foe, he will never forget the minor sleight of three or more seasons ago and will carry this grudge to the bitter end. The best way to deal with the Taurean in your game is to eliminate him quickly and expediently.

Best country for Taureans to play: Turkey.

Easiest signs for Taureans to beat: Pisces, Aquarius.

Best zine for Taureans to play in: Voice of Doom.

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## Gemini

(The Twins, 22 May to 22 June)

Pluto and Neptune, the planets that are bad news everywhere, are the Gemini's planets, making him irresponsible, incorrigible, unmanageable and fun to be with. Gemini do not believe in the accurate, proven, time tested predictions of horoscopes. Thus most astrologers can't stand them any more than their relatives can.

Almost everything that the Gemini does, he does well --but not superbly. This is very true of Diplomacy. The Gemini is quick witted and a natural born liar, he is potentially the very best Diplomacy player--but the potential is seldom realized. They often become over involved in more postal games than they can handle. Or, because they are restless and impatient they tend to lose interest in the end game and often lose or draw a game in which they had a commanding lead at the start.

Since the Gemini is inclined to be romantic--not always in a very faithful way!--you will find that their postal games suffer if they happen to have a love-match on their mind.

Best countries for Geminis to play: Germany, France, Austria.

Easiest signs for Geminis to beat: Cancer, Libra.

Best zine for Geminis to play in: Black Frog.

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## Cancer

(The Crab, 23 June to 23 July)

Cancerians are the "chosen ones" of the Zodiac, lucky in love, good-natured, terribly, terribly fat and ill-mannered. If you are a Cancerian, you will find great happiness with anyone, anywhere, at any time, doing anything. But marrying another Cancerian is not recommended since moon children are usually out of work and you'd both starve to death.

At Diplomacy the Cancerian could always win if he competed only against small stupid children or people with great mental handicaps. Actually they do manage to win their share of Diplomacy games and are gracious winners. But, unfortunately, they are very poor losers, inclined to sulk in defeat. Worse than that, they may even quarrel about the house rules and blame the GM for their loss.

Best countries for Cancerians to play: Russia, Italy.

Easiest signs for Cancerians to beat: Capricorn, Pisces.

Best zine for Cancerians to play in: Retaliation.

# Lion

(The Lion, 24 July to 23 August)

The most famous person born under the sign of Leo was Marvin A. Brown, and there have been very few others, born under the sign that even approach his fame. The Leo-born are often thought to be sentimental. This is not true. Actually they are cry babies. You can identify a Leo by finding a person who is sucking his thumb and telling everybody how poor off he is. If you sympathize with him he cries because he thinks you agree; if you don't, he cries louder because you are such an insensitive person.

Leos make good GM's and often pub their own zines. They are strong and decisive Diplomacy players and play a very good game. They know all the standard opening combinations by name and usually have their games planned ahead for at least four seasons. They are not innovative, and this is their biggest fault in a Diplomacy game. One of the most fiercely fought postal matches (still in progress) of all time involves two Leos, a Gemini (playing in best form) and a Saggittarian.

Best countries for Leos to play: England, Turkey.

Easiest signs for Leos to beat: Cancer, Libra.

Best zine for Leos to play in: Murd'ring Ministers.

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# Virgo

(The Virgin, 24 August to 23 September)

The Virgo is extremely talented, quick to absorb facts and free food. Due to the Virginal aspects of this sign, chastity, purity and cleanliness are permanent, damaging hang-ups. Virgos are usually down on their luck and have financial problems. So many people are out to get them that it is a good idea to speak softly and carry a bail-bondsman's phone number.

Diplomacy is not a game for Virgins. The best thing to be said in favor of Virgos as Diplomacy players is that they never forget a deadline and that their orders are always very neatly written and accurate. Apart from that, they're hopeless. Quiet, gentle, careful, they don't have the spirit or daring necessary to make a successful player. What's more they are completely incapable

of telling a convincing lie. Virgos loathe all war games in general; for the most part they would be better off if they stuck to Badminton. There are exceptions of course, but not too many. A postal Diplomacy game was once won by a Virgo--but only once, and this was a fluke of a sort where two of the other players were also Virgos.

Best country for a Virgo to play: None.

Easiest sign for a Virgo to beat: Capricorn.

Best zine for a Virgo to play in: Why Me?

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## Libra

(The Scales, 24 September to 23 October)

Libra is the marriage sign. Librans possess cheerful dispositions, generally attracting members of the opposite sex, and, occasionally, some of the same sex. But no matter. Librans tend to remarry often, with or without legal sanction. Life is one big tacit wedding vow after another. If your wife is a Libran, it is suggested that you buy your milk at the store, burn wood (so no one come to read the gas meter) and, if you have a best friend, shoot him since it's a cinch something is going on.

Librans play Diplomacy because it is relaxing to them and provides an opportunity to have a few pen-pals and to exchange a few letters. Librans do not have a strong desire to win, although they are capable, self-assured and composed at all times as players. They make ideal allies because of this and their obvious desire for fairness and honesty. If a Libran tells you he is going to use his army in Ruhr to support you into Belgium; you can believe him--and quickly rip-off both Munich and Belgium for big fall gains!

Best country for Librans to play: Italy, France.

Easiest signs for Librans to beat: Virgo, Scorpio.

Best zine for Librans to play in: Volkerwanderung.

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## Scorpio

(The Scorpion, 24 October to 22 November)

Men and women born under this sign have active minds, bodies and police records. (The Scorpian has a thing about

sex. Crying out for love, but shoving it away when it comes. (Doesn't this choke you up?) Scorpio women are very giving by nature, which makes them much sought after by men who throw big parties. Scorpio men, on the other hand, should find happiness in the Armed Forces, since they are marvelous cheaters at craps and poker.

Scorpios live for sex, and while every good Diplomacy player is pretty fantastic in bed too, a single-minded devotion to sex at the expense of everything else means that the quality of one's game inevitably suffers. At the same time, they are compulsive winners and just as they hate to lose at love, they don't take kindly to being defeated--much less stabbed--in a game of Diplomacy. Watch out for the Scorpio in a temper tantrum after your stab--he will do his best to get back anywhere! Cross-gaming is very much a part of his standard repoir.

Best countries for Scorpios to play: Germany, Russia.

Easiest signs for Scorpios to beat: Virgo, Taurus.

Best zine for Scorpios to play in: Brutus Bulletin.

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## Sagittarius

(The Archer, 23 November to 22 December)

Sagittarians are represented by the Centaur--half horse and half man. Naturally, this half-and-half symbol produces a dual personality, both parts equally unpleasant. The constant conflict keeps coming to the surface and making Sagittarians people who are impossible to get along with. A Sagittarian would even have trouble making friends with a rubber tree. The nicest person born under this sign was Scrooge.

At Diplomacy the Sagittarian is very good. There are only a very few Sagittarians in the hobby, however, as most of them prefer more active physical sports. The few Sagittarians in the hobby, however, always do well and gain more than their share of victories. But while the Sagittarian makes a good player, he makes the very worse type of ally. He is the balance of power type of player and loves shifting alliances. If you are his ally now, do not doubt that he has planned well in advance the exact moment when he will stab you. And he will stab!

Best countries for Sagittarians to play: France.

Easiest signs for Sagittarians to beat: Aries, Virgo,  
Pisces.

Best zine for Sagittarians to play in: St. George and the Dragon.

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## Capricorn

(The Goat, 23 December to 19 January)

People born under the sign of Capricorn make excellent cheapskates. If you were born on the 15th, you are two days older than people born on the 17th--but it doesn't matter because you're all cheapskates anyway. Capricorns must fight their primary weakness--delusions of adequacy. Although with concentration and dedication it is possible for many of them to become average--the fact is that few ever do. Capricorns must never forget that they are substandard persons.

Capricorns are perfectionists, meaning that they like every thing in order and just so. Diplomacy games seldom are, thus Capricorns either do not play the game or do rather poorly. Capricorns have been known to win at Gunboat Diplomacy--but you will have to ask Vern Schaller about that.

Best country for Capricorns to play: None!

Easiest signs for Capricorns to beat: None!

Best zine for Capricorns to play in: Dreadnought.

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## Aquarius

(The Water-Carrier, 20 January to 19 February)

Aquarius is the water sign and people born under it are all wet. These people love the sea and all waters everywhere, often becoming stowaways or lifeguards of low moral character. Some of the more dedicated Aquarians even swim upstream to spawn. Aquarians like to give others advice. It is always bad since not only does the Aquarian lack wisdom but he probably had to cheat to make it through third grade.



As a Diplomacy player, the Aquarian is the best kind of opponent to have. Not only will he believe your initials lies, but he will give you the benefit of the doubt every time when you alibi your lies and deceits. When you do stab him, he is very likely to write and say: "Hey your a better player than me, let me puppet to you." As a further plus, he is absent minded and if you should ever encounter him in another game, he will most likely forget that it was you who stabbed him before.

Best countries for Aquarians to play: England, Italy.

Easiest signs for Aquarians to beat: Libra, Scorpio.

Best zine for Aquarians to play in: Italiano Pribe.

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## Pisces

(The Fish, 20 February to 21 March)

Pisces men are sweet and gentle with the opposite sex and often excel at bilking old maids and widows out of their life savings. Women born under the sign are also romantically inclined and have trim, lithe, well-formed gums. A Pisces woman is especially open and sharing if you buy her a beer or two.

Pisceans are generally good Diplomacy players, but they are notorious for getting their orders written wrong. They also resent any criticism. If you want to really unnerve your Piscean foe, insult him in the press, or write him and tell him that his spelling or grammar is bad. At the same time don't tease him too much in a face-to-face game. If anybody is going to break down and cry over being the first eliminated, it's him.

Best countries for Pisceans to play: England, Germany.

Easiest sign for Pisceans to beat: Aries.

Best zine for Pisceans to play in: Whitestonia.

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BLACK FROG is the Diplomacy Zine that emphasizes the fact that postal Diplomacy is fun to play. As of January 1st 1981, subscriptions are 50¢ per issue for new subbers. Minimum sub is \$6.00. The publisher is John H. ('Jack') Masters, 25711 N. Vista Fairways Drive, Valencia, CA 91355. Extra copies of the "Astrological Guide to Diplomacy" are available for \$1.00 each.