



# CARPETBAGGER

This is the Carpetbagger, bringing a bag-full of postal Diplomacy games, articles, and other items both related and not related to the game of Diplomacy.

Carpetbagger is edited and published by Stephen Bell, the last of the great carpetbaggers. Bell, born in Indiana and raised in Ohio, has migrated south to seek fame and fortune. He is still looking.

credits:

Diplomacy is an invention of Allan B. Calhamer, and is published by Games Research Incorporated, of Boston.

The sneaky-looking character portrayed at the left was adapted from a famous 19th-century cartoon by Thomas Nast.

## MORE COMMENTS ON THOSE DURN HOUSERULES

Issue #2 of Carpetbagger provoked many new thoughts about the CB houserules, and I can't help noting that the houserules which prompt praise from some people are the same houserules that prompt criticism from others. Apparently, the 2cd edition of the Bell System eliminated all of the rules that were disliked almost universally (the trading policy, for example), so the controversial rules that are left could be topics of potentially endless debates.

There is, however, one thing upon which all, myself included, agree: the Bell System is not perfect. It has flaws. As time goes by they will become obvious, and they will be corrected.

Thus, rather than to fill more pages with commentary on the Bell System now, I will wait a few months. By then, everyone can see how my houserules have worked in practice, and a new round of discussions, based to a greater extent upon precedent than upon prophesy, will be covered in CB.

In the meantime, there is one certain conclusion that can be reached from my experience with the CB houserules: establishment of a set of universal houserules for all of postal Diplomacy is something that, even if desireable, will be nearly impossible to do.

## THE FIRST POSTAL DIPLOMACY WORLD CHAMPIONSHIP TOURNAMENT

Many of you have, no doubt, already heard of this tournament, which is being sponsored by The Diplomacy Association. The FPDWCT promises to be one of the biggest events ever to take place in our hobby.

However, I have some very strong reservations about the theory and practice of "championship tournaments" in general, and I have still more reservations about this tournament in particular. My fears may prove to be groundless, but then again, they may prove to be all too valid. Thus, I refuse to either endorse or oppose the FPDWCT. On the other hand, I will go so far as to say that I do urge those of us (myself included) who are relative newcomers to postal Diplomacy to avoid the FPDWCT. If the FPDWCT is successful, then all of us will have an opportunity to participate in another WCT in the future; if it is not, then we will have saved a lot of money, a lot of time, and perhaps a lot of strained inter-personal relationships.

For a more specific analysis of the FPDWCT, contact Larry Peery, Box 8416, San Diego, California 92102, and ask for a copy of Councilatory Notes #3; this publication gives both sides of the story in a concise but fair-minded manner; perhaps I had better add that Larry may not have any extra copies of this publication available for mass distribution in response to all inquiries, but I am sure that he can provide you with any information that you might want. On the other hand, if you do want to participate in this tournament, for details contact Chris Schleicher, 5122 W. Carmen Avenue, Chicago, Illinois 60630.

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## GAME OPENINGS

Yes, Carpetbagger has game openings, although they are dwindling much more rapidly than I had dared to hope! Here is a listing of them:

Carpetbagger "a": this game was originally for experienced players, but due to a lack of interest, this has been changed; "a" is now especially for newcomers; one spot has been filled.

Carpetbagger "b": this game is especially for players with some experience in postal play; two openings are left.

Carpetbagger "c": this game is especially for players who like to write good press releases; four people are registered for this game.

Carpetbagger "d": this game is especially for newcomers, and five openings have already been filled; this game will start soon, so submit your gamefee immediately!

Carpetbagger "e": this game is now underway.

Carpetbagger "f": this game offers a different kind of gamefee structure; rates are exactly half of what they are in the other Carpetbagger games, but no portions of the gamefees will be returned; six openings in Carpetbagger "f" remain.

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Today the boxer  
Is fashionable and snappy;  
But I never saw a boxer  
Who looked thoroughly happy.     -- E.B. White

## RATES

The gamefee for Carpetbagger-sponsored games is \$5. A player who pays this fee, and who plays through to the elimination of his country or to the conclusion of the game, may request \$4 of his original gamefee returned.

Since much of the gamefee pays for Carpetbagger itself, traders, as they already receive Carpetbagger, will only be charged a gamefee of \$4.

Subscriptions are 50¢ for five issues to those who have never before received Carpetbagger on a regular basis.

Trades are conducted on a title-for-title or an all-for-all basis.

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## CARPETBAGGER "E" BEGINS

The world is filled with masochists, and seven of them just paid \$4 (plus a \$4 deposit) for the right to be cheated, backstabbed, and humiliated! For the benefit of those who are fascinated by deviant human behavior, here are their names, addresses, and telephone area codes:

BRUCE CHIN, 628 Melrose Drive, Salinas, California 93901 (408)  
 LEE GREENWOOD, P.O. Box 266, Payne, Ohio 45880 (419)  
 GREG GREER, Winthrop C-43, Cambridge, Massachusetts 02138 (617)  
 RICHARD I. MEYER, 812 N. Anthony Blvd., Ft. Wayne, Indiana 46805 (219)  
 JOHN MCBRIDE, 11 N. Spooner Street, Apt. 2, Madison, Wisconsin 53705 (608)  
 DAVID SCOTT, 9543 Poole Street, La Jolla, California 92037 (714)  
 PATRICK WALKER, 3805 Bennett Drive #11, Indianapolis, Indiana 46254 (317)

Here is the country preference list:

RUSSIA -- Bruce Chin ..... F - R - t - g - e - a - i  
 GERMANY -- Lee Greenwood ..... G - r - e - f - t - a - i  
 TURKEY -- Greg Greer ..... T - e - g - f - r - i - a  
 ENGLAND -- Richard I. Meyer ..... E - r - f - t - g - i - a  
 ITALY -- John McBride ..... no list submitted  
 FRANCE -- David Scott ..... F - r - g - e - t - a - i  
 AUSTRIA -- Patrick Walker ..... f - t - A - g - r - e - i

David Scott was the lucky winner of my dice roll, so he received France; Patrick Walker's second choice was already claimed, so he received his third pick, while Bruce Chin did get his second pick.

Now, this is the first game of Diplomacy for many of you, just as it is the first game that I have ever gamesmastered, so mistakes may be made; hopefully, we can learn from them as we go along. Let me also emphasize something that I have already told many of you in personal correspondence: if you ever have any complaints, please report them to me. This is your game, not mine.

The deadline for Winter 1900 press releases is 27 October 1972.

The deadline for Spring 1901 orders is 17 November 1972. Don't forget!

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My Christmas will be a whole lot wetter and happier  
 if somebody sends me a six-week-old Boston terrier. -- E.B. White

Below is the first part of an original article authored by Len Lakofka for Carpetbagger. Original articles are welcomed, and will be very greatly appreciated. My thanks go to Len Lakofka.

### KEYS TO THE KINGDOM

-- by Len Lakofka

The tactics of military movement in Diplomacy depend on the concept of "supply center complexes". In 1901-1902 these "complexes" are the 7 major powers and those supply centers in their "spheres of influence" and normal expansion. The "key" to each "complex" is a space(s) which, if held by a proper enemy unit, will compromise the "complex" and force an inordinate number of units to deal with the intruder.

To exemplify, let's look at each of the "developed" 7 major powers (i.e., with the classic centers added) :

1. Austria's "key" is a complex one. If an enemy unit is in Budapest, Trieste, or Serbia, he attacks three Austrian centers. This is why Austria is so vulnerable to attack and why loss of any of these centers to an enemy army is so damning.

2. England's "key" is the North Sea and then Yorkshire. Each of these spaces attacks three English centers if occupied by the proper unit. Notice England's advantage here. Loss of any other "space" (place on the board, center or not) is loss of a center or a threat on only two centers. Also, both keys are not supply centers. Lastly, Yorkshire is hard to achieve except through/via the North Sea, so protection of the North Sea protects Yorkshire to a high degree.

3. France's "keys" are Mid-Atlantic Ocean and Gascony. An army in Gascony will drive the Frenchman wild! Note that France is split up like England, and unless its "key" falls, the remainder is defendable and isolatable!

4. Germany's "keys" are Ruhr and Kiel. Both can attack four centers (Ruhr three, unless Belgium is German). Kiel is deep within Germany, and therein lies its advantage. It is hard to get to. So even though compact like Austria, it is less prone to devastating attack.

5. Italy's "keys" are Apulia and TyrrSea. Italy is "semi-compact", but its "keys" are split; thus it can receive devastating attacks from two sides.

In this discussion, note that a "key" can be achieved from a few spaces. A "key" is open to attack if a unit can move to it from a space not adjacent to a supply center in the "complex". Thus, North Sea, TyrrSea, and Trieste of the "keys" we've discussed so far are open to attack. Others, such as Apulia, Serbia, and Budapest, can be attacked only if one center already in the complex is attackable or overrun. Thus, these "keys" are deeply buried in the "complex", and are thus more defendable. Some "keys" can be attained only by capture or threat against two centers, such as Yorkshire, Ruhr, Kiel, or Gascony. Thus, those "keys" are even more defendable. What I'm saying is that to reach a "key" you have to fight your way in if the "key" is deeply buried, and therefore collapse of the entire "complex" is less likely and is more difficult to achieve for the enemy.

6. Russia's "keys" are Ukraine, Moscow, and Livonia. All of these are at least one center deep.

7. Turkey's are Aegean, Constantinople, and the Black Sea. Two are open; one is deep.

Let's look at a calculation:

"key" = a space from which three or more centers in a complex are placed in jeopardy. Let each key = one point per center in joo-

parry. Add one point if the key is a center. Thus, Kiel = 5 points, Yorkshire = three points, Gascony = 4 points, etc. (if occupied by a proper piece).

"access" = the number of centers in the complex that must be placed in jeopardy (or captured) to reach a key. Thus, "access for Kiel is (1) for Holland (one German supply center is captured or placed in jeopardy when Kiel is attacked through this avenue) + Helgoland Bight (2) + Denmark (1) + Baltic Sea (2) + Berlin (2) + Munich (2) + Ruhr (2) = 12. Seven is the number of access points, so  $12/7 = 1.714$  = average "access" to Kiel. Ruhr is also a "key"; its average access is  $12/5 = 2.400$ . However, adjacent "keys" do not figure in a just calculation, so access to the "couplet" of Kiel-Ruhr is  $1+2+1+2+2+2+1+1 = 12$ , and  $12/8 = 1.500$ . The "keys" Ruhr-Kiel are valued at 8 points together; their value divided by their total access = vulnerability, so Germany has a vulnerability of  $8/1.5 = 5.333$ .

Austria's Serbia-Budapest-Trieste "complex" =  $12/.677 = 18 !!!$

England's North Sea-Yorkshire "complex" =  $6/.916 = 6.555$ .

France's Mid-Atlantic Ocean-Gascony "complex" =  $7/1.364 =$

5.133 .

Russia's Livonia-Moscow-Ukraine "complex" =  $11/1.5 = 7.333$ .

Turkey's "BlackSea-Constantinople-AegeanSea-Ankara-Smyrna" "complex" =  $17/.875 = 19.422$

Italy's Apulia "key" is  $3/1.8 = 1.66$ , and the TyrrSea "key" is  $3/1.28 = 2.33$ . Some re-calculation must now be done, for the realities of the board discount some of the pure math. Naples, for example, can be achieved only through the keys or through other spaces adjacent to a key. Thus, it becomes part of the "key complex". Thus,  $8/1.375 = 5.817$ .

Also, Turkey is a special case in that Eastern Mediterranean and Syria can only be achieved through other access points. Finally, Smyrna and Ankara can only be achieved through "accesses" or keys, and thus the rating for its five keys at 17 is too high; 11 is a better approximation, and considering the Eastern Mediterranean and Syrian accesses, a calculation of the order  $11/1=11$  is a bit more in line.

Note that these calculations give the vulnerability of "keys"; once a center is lost to an attacker, the key is diminished by that one point!

To put the values in words, Austria is most vulnerable to attack. If it is penetrated, many units are required to defend it and prevent further incursions. After that, we see that if Turkey is penetrated it also requires great masses of units in defense. The other powers' keys are buried within the country and are harder to get to, and thus are more easily defended.

This entire discussion, of course, can be applied to any supply center complex. When a complex is very vast, however, only border spaces and spaces adjacent to border spaces should enter calculations.

Naturally, this entire discussion doesn't mean a damn if you are being heavily attacked or if you are on the attack. As new supply center complexes take shape, always drive for a "key" in that complex. That space is the most important first term goal of a strong attack.

... part 2 of "Keys to the Kingdom" will appear in the next issue of Carpetbagger.

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If you love me as I love you,  
We'll both be friendly and untrue. -- Samuel Hoffenstein

"Most publishers will print any articles are submitted to them. The articles of this column achieved the rare status of having been rejected by at least one publisher."

### DIPLOMACY ARTICLE REJECTS

Note-- In issue #2 of Carpetbagger, I described how I came to learn "The Wrong Envelope Ploy". At the conclusion of my article, I mentioned that I had already employed this strategem in one of my numerous postal games. This is the story of that game.

#### "A Master-Mind Diplomat" -- by Stephen Bell

1971HD had just gotten underway, and I was playing as Germany. Now, many players for Germany establish survival itself as their ultimate goal, but I had recently learned the "Wrong Envelope Ploy", so I was confident that, by skillful use of this strategem, I could win an easy victory.

The first step in my master scheme was the attainment of king-making power for Germany in the Western Theatre; I wanted to be able to choose between a Franco-German alliance against England and an Anglo-German alliance against France. I began my diplomacy by writing a Germany-to-France letter and mailing it to England; the letter said that Germany would not cooperate in French plans to destroy England; I was hopeful that this would encourage a friendly English attitude toward Germany, and sure enough, England promptly proposed an alliance against France. Next, I wrote a Germany-to-England letter and mailed it to France; this letter said that Germany was not interested in destroying France, and within a week I had received a French proposal of a game-long alliance.

Things had gone so well, I decided that Germany had the power to dominate the other European theatres as well. I wrote a Germany-to-France letter in which I encouraged France not to attack Italy; naturally, I mailed this letter to Italy, in hopes that Italy would attack France (I knew that if Italy did stab France in the midst of a German-French assault upon England, then Germany would be the only western power to grow). I also wrote a Germany-to-Austria letter that I mailed to Russia, a Germany-to-Italy letter that I mailed to Turkey, a Germany-to-Turkey letter that I mailed to Austria, and I even wrote a Germany-to-Italy letter that I mailed to Russia.

If the deadline for Spring 1901 moves had been called then and there, I am sure that all of the other countries of Europe would have been in a state of mass confusion, and I could therefore reap immense gains. However, the deadline was yet five weeks away, and although I did not realize it at the time, this fact was to be the downfall of my beautiful plans.

As I was to learn later, England was totally fooled by my Germany-to-France letter, and became so enraged by it that he had my letter photocopied and mailed it to France about this time, demanding an explanation. When France read it, he immediately grasped what I had been doing, and he decided that he would try his luck at the Wrong Envelope Ploy, too. Of course, France's decision would have been completely unbeknownst to me, had I not begun to receive France-to-Italy, France-to-England, France-to-Russia, and France-to-Turkey letters.

When I caught on as to the monkey wrench that France was throwing into my plans, I decided that the situation demanded a new round of mistakenly addressed German letters, so during the next week I mailed several dozen of them. However, just when I began to relax in the con-

confidence that Germany was once again in complete control of the situation, I received a Russia-to-Austria letter, a Turkey-to-Italy letter, an England-to-Austria letter, and an Austria-to-France letter. On the following days I received 19 more mistakenly addressed letters, and by the deadline I had received a total of 106. Completely confused as to the situation, I played it safe by ordering all of my units to hold.

Well, when the Spring 1901 orders were published, I learned that I was apparently not the only one who was confused. Indeed, all seven players ordered their forces to hold! Taking a brief time-out to assess the situation, I theorized that the winner of 1971HD would either be the player who was confused in the right direction, or the player who was confused to the least extent. I realized that the first player would be determined by Fate alone, so I set out to become the least confused by increasing the chaos among my opponents. To achieve this goal, I opened up several of the new weapons in my arsenal.

First of all, I wrote a Germany-to-England letter that, following the pattern of previous mis-addressed letters, should have been mailed to France; however, I compounded the confusion by mailing this letter to Russia. I authored several other letters of a similar variety, mailing them to various opponents.

Secondly, I wrote a Germany-to-England letter, and I mailed it to England! The success of this note encouraged me to write similar letters to other players.

My third, and greatest, secret weapon was a forged Austria-to-Italy letter that I mailed, with an accompanying Germany-to-Russia expansion, to Turkey. As I was to learn later, this package was to be the direct cause of France's resignation, but now I'm getting ahead of myself.

Anyways, I soon learned that I was not the only player at work on new strategems. I received several different Italy-to-France letters. I received at least one anonymous-to-Russia letter. One day I was surprised to receive a France-to-France letter. Confusion degenerated into chaos, and when the Fall 1901 orders were published, all 22 forces were again ordered to hold.

As I now look back upon 1971HD in retrospect, if I possessed even a partial comprehension of subsequent negotiations I would attempt to explain them to you; however, I do not, and perhaps you will understand why I say that I am trying to forget those unhappy days. In one season (Fall 1902, I believe) Italian units attacked themselves, France submitted to the gamesmaster orders for my German forces, and I topped them all by mailing orders for Turkey's forces to the player for Russia. The situation became so bad that names, addresses, and countries lost their meanings, and I responded accordingly; one day, I wrote the names of the countries, the names of my opponents, and their various addresses on cards, and I shuffled them around. In this manner, I moved from North Carolina to Omaha, as I switched from the player for Germany to the player for Syria.

Finally, the game began to affect its players in their outside lives. The French player resigned (for reasons of "health"), and as no stand-by seemed to have the courage to replace him, France entered civil disorder. The English player was reported to have total insomnia, as he made the mistake of actually trying to figure out what was going on. The Italian player suffered even more, as he was tortured by horrible nightmares too horrible to repeat in print. Austria and Russia acquired amnesia with respect to postal Diplomacy, and even today they have no recollection of their previous involvement in 1971HD.

or any other games. Turkey was hit worst of all, experiencing first a nervous breakdown, then complete insanity. As for myself, I lost my ability to construct coherent sentences, and unable thus was letters write to good; I am still suffering slight after-effects of this malady. In the end, the gamesmaster refused to accept letters from any of the players in 1971HD, and as no other publisher had the nuts to take the game over, 1971HD was abandoned and drawn seven-ways.

There was an important lesson to be learned from 1971HD. The Wrong Envelope Ploy is to be used only when it is to your benefit to have the game end in a seven-way draw. In other words, when you risk an embarrassing finish in a postal game, the Wrong Envelope Ploy is an excellent way to guarantee that the game terminates abruptly and to your relative benefit. Otherwise, the Wrong Envelope Ploy is ~~perhaps~~ as dangerous to your mental health as is the authorship of goo literature in the Soviet Union. Beware!

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Song: "Don't Tell Me What You Dreamt Last Night"  
-- by Franklin P. Adams

A debutante was sitting in the parlor of her flat;  
A brave young man upon her he was calling.  
They talked about the weather and the war and things like that,  
As couples will, for conversation stalling,  
The talk it all went merry quite until the young man said:  
"Last night I dreamed that you had gone away --"  
The debutante put up her hand and stopped the young man dead,  
And softly unto him these words did say:

chorus

"Don't tell me what you dreamt last night, I must not hear you speak!  
For it might bring a crimson blush unto my maiden cheek.  
If I were you, that subject is a thing that I'd avoid--  
Don't tell me what you dreamt last night, for I've been reading Freud."

A loving husband sat one morn at breakfast with his wife,  
And said to her: "Oh, Mirmie, pass the cream.  
Last night I dreamed that Fritzi Schaff pursued me with a knife,  
And though I tried, I couldn't even scream."  
His little wife put up her hand, and said: "Oh, pray desist!  
To tell the rest of it might break my heart.  
That dream, I fear, is plain to any psychoanalyst,  
And then she softly wept, and said, in part:

chorus

"Don't tell me what you dreamt last night," etc.

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