

THE

COPYHEIDS

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The Copyheids is the name of the International Diplomacy Association's Complimentary sine being mailed to you on behalf of the Novice Committee. It is published quarterly with novice information and reprinted articles of interest to the new play-by-mail Diplomacy players. It is published by Peoples City Publications, Toronto, Canada.

If you have any questions about play-by-mail Diplomacy, or about the International Diplomacy Association Novice Committee, we encourage you to write one of the following committee members:

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We hope that the enclosed material will be of help to you, and that you will contact us if you have any questions, suggestions, or special problems.

Diplomacy is of course, the registered trademark of a game invented by Allan B. Calhamer, and copyright by Games Research Inc., 300 Harrison Ave., Boston, MA 02118 U.S.A. If your Diplomacy set does not include the revised 1971 rulebook, we encourage you to order it from Games Research. The cost is \$11. postpaid. The 1971 rulebook offers many clarifications of problems experienced with the 1968 rulebook.

SOME BASICS by Joel Klein, IDA Novice Committee Chairman

Postal Diplomacy is not new, games have been conducted by mail since 1963. It is approximated that there are over 1500 postal players throughout the United States alone. While the core is in North America, postal games are conducted throughout the world.

Let's look at some definitions of useful terms:

The Game Master: (or GM) He is the 8th party in the game. It is his responsibility to adjudicate and publish the results of each move with impartiality, reasonable promptness, and consistency. The important thing to remember is that the hobby consists primarily of amateur hobbyists who are giving up their leisure time. As with most other things, it's a matter of finding a game master who strikes you as reliable, funny, or possesses what ever qualities you're looking for. Their publications vary, some G.M.'s simply print-out the results with no commentary, others add bits of humour and articles of interest. Usually you can't go wrong by choosing an established game master or a game insured by the IDA (regulation later), which for a small fee, will assure that if your GM and magazine should disappear, (and it can happen) your game will continue.

Subscriptions: Most publishers, even when there are no games being opened (started) by said publishers, solicit subscriptions at a prescribed rate (10 issues for \$2., for example,

Subscriptions: (cont.) but the price varies). Watching a game in progress can be instructive and is frequently a reason for subbing.

Game fees: Since it is your interest to play postally the entry fee will be of some interest. The fee is necessary for the publisher to help offset his costs of printing and mailing. Most publishers operate at a loss; in fact, I cannot think of a single publisher who breaks even.

Fees range from about \$2. to \$10., depending on the magazine. There are two basic methods of charging the fee to the player:

- a) a flat fee, say \$5, for which you will enter a game and receive all issues required for completion of said game, and
- b) a newer method, wherein you pay \$2. or so to enter the game, and you maintain a subscription throughout the length of the game. This works out to a reasonable fee, but it does cover a publisher for a rise in costs, such as mailing, which looks

Needless to say, a) and b) are mutually exclusive.

Deadlines: Games are basically run on 3 or 4 week deadlines. That is, orders are called for on a certain date and the next deadline is 3 or 4 weeks away, (depending on the GM) which allows about 2-3 weeks for communication (depending on the whims of the mails and how soon after the deadline, the issue is mailed). The general sequence runs: Spring orders, Fall orders (with spring retreats), winter builds and removals (with fall retreats), repeated each year. Some 'zines run only two seasons per year, (spring, and then fall orders with prophetic retreats and builds) instead of the 3-season system aforementioned. It's a matter of personal choice as to which is the best system, with 2-seasons it's a faster game, but the person playing might not prefer prophetic adjustments

Press: (Propaganda) One large difference of postal (Play-by-Mail) Dippy as opposed to face-to-face play, is the nature of press releases. They are generally submitted with orders, sometimes intended for supplement, then (i.e. referring to the moves) or as a separate entity (a story). Most zines carry press releases. They vary from dull policy statements to short stories, humour, character assassination, and range from one-shot affairs to lengthy series, with a thread running through (an example of the latter being Brenton Ver Ploeg's Glomph, which was a mainstay of his writing). Occasionally press will overshadow a game, and in some cases is the reason for a game's following among non-players. Some people can write, others cannot (but consistently write, it's sad to say). Further explanation of propaganda is out of the scope of this material.

Magazine: Or 'zine for short. This term encompasses any amateur publication dealing with Diplomacy. They range from carbon-copy affairs (usually move printouts with no press) to full fledged magazines (sometimes running 20 plus pages with game, press, articles, and occasional editorializing by the publisher). It is a matter of personal taste as to which is superior. You will probably pay less for straight game printouts, but not necessarily. Further distinctions are: even does it include editorializing, and carries carries games (for the most part this is what has been referred to up to now) and carries carries the games and deals with general articles on Diplomacy. Propaganda: carries propaganda from one or more players in a specific game.

Boarding Number: These are used to identify postal Diplomacy games. They are in the form 1975-A, in which the A indicates the year in which the game was started, and the X refers to the specific game. So the first game started in 1975, is called 1975-A. The next would be 1975-B, 1975-C, (except 1975-E, 1975-A, 1975-B, and so on. The present "Number Custodian", the person who keeps track of all games and assigns numbers to new games, is Doug Beyerlein.

House Rules: Well written though the Diplomacy rulebook is, it certainly is not all-inclusive and questions do arise over certain rulings. As a result, some, though not all, publishers print house-rules. Besides stating policy as per deadlines, fees, and the like, they often include listing of rule adjudications on what may be considered dubious points. When entering a game, the GM will furnish you with a copy of the house-rules (if he has any, of course) which will clear most foul-ups before they occur. If you are also new to Diplomacy in general, these will provide some help.

Playing time: The amount of time spent on any one game varies. However, one should roughly figure on an hour or two when the game starts (to write everybody if possible, your neighbours otherwise). There is the time spent reading and often answering letters you receive as well as posting orders regularly (a set should preferably be posted immediately upon receipt of the magazine. This way you have time to revise them if you wish, but you are still assured of not being caught without orders). The amount of time spent on any one game (ie: whether writing, setting up the board, planning, varies substantially. One full hour each deadline is a good guideline.) There is usually more effort put into a postal than face-to-face game, but it's spread over a long period of time.

It would be well to warn newcomers not to overload themselves. It would be a good idea to enter only one game to start, perhaps two. Play these for a few months, and then set a limit as to how many games you feel you can handle. You ought to be able to get a rough idea by this time. I would advise entering only a few games, building up slowly, and preventing any conceivable overload. Remember it takes two years basically, to finish a game of postal Diplomacy. If you start entering games too often, you might at sometime find yourself over committed. In addition, we offer another mild warning: GM's are people, and for them as for most of us, most of everything else we do is more important than Diplomacy. This will cause the occasional unavoidable delay, and occasional player difficulties. For most of us, this is a labour of love.

When a player resigns or disappears from a game, a replacement is assigned. Most GM's maintain a list of "standbys", people willing to enter a game in progress if needed. Usually a GM will ask for standby orders after a player misses a move. Standby orders are a set of Conditional orders submitted by the person named by the GM. These standby orders, conditional on the fact that the current player misses a second move. Usually, if the present player misses a second move and the standby orders are used, the standby player then takes over the position. In most cases, the cost to standby is only the cost of a subscription to the magazine.

Being a standby is a reasonable way to join games and one can build up experience as well as a good rating by entering games as a standby. Several player ratings systems are maintained and most of them do not penalise players for a poor standby finish, especially if the original position was a poor one. These positions provide valuable playing experience (often in middle and end game stages). Replacement policy varies among GM's, so check it out.

A note ought to be made of the International Diplomacy Association (IDA) especially since this is, after all, sponsored by the group. It is basically an organisation of players for the intent of improving the hobby by organising and furnishing services such as this Novice Packet. For further information on IDA write: Walt Buchanan, R.R. #3, Lebanon, IN 46052

I'd like to express my appreciation to Burt Labelle as he helped furnish me with some ideas on the from his Andromeda Chronicle which was in turn partly derived from Red Walker's Pontrevedria.

If you have any questions about play-by-mail Diplomacy, please write me or any of the members of the Novice Committee. (see page 1 for our addresses).

Before we give you some ideas on some new tactics and strategies to employ, first let's look at a couple of "novice-oriented" articles. Although the material is generally quite straightforward, I think these two articles will provide an overview on the game. The first article is by one of the hobby's most successful players and present custodian of the Boardman Club, John Boyer. He has written many fine introductory articles, and I think that one is one of the best. We reprinted this article with the kind permission of Boyer and will be glad to send you a copy of it if you write to me. This article appeared in Impassable #3. Impassable is a fine magazine and if you are not already a subscriber or playing. Rates are 12/\$2., the address: John Boyer, 117 Garland Dr., Carlisle, PA 17015. Minimum reproduction, 12 pages, every three weeks. Games, letters, and articles.

People play Postal Diplomacy for many reasons. In order to understand the opposition, a player must understand the game. The game of Diplomacy is based upon which the game of Diplomacy is based—all else in the game is merely a colourful backdrop to keep players interested in the game. Strategies and tactics are appendages which can be added only after the diplomacy has been conducted. Therefore, diplomatic negotiations are the key to the whole game.

In Postal Diplomacy most negotiations between players are done through the postal service because of the relative inaccessibility of many players. There are many various techniques and methods of conducting diplomacy through the mail. I will briefly cover a few techniques which I use in corresponding to other players.

1) When the game announcement (usually \$900) arrives from the game master, immediately (that very day if possible) write to all six other players. Even if you do not plan to ally or are not in the same camp or balance as another player, write to that and all other players. An initial move may become a very valuable ally later in the game.

2) Try to correspond with all the other players, (friend and enemy) as often as feasible. In your letters discuss things which have nothing to do with the game. Feel out the other players interests and ideas on various things. Together with the physical events of the game correspondence should give you a mental image of the other players. Using this correctly and with a little psychology, negotiations will be a lot more successful and backstabs or double crosses fewer.

3) If you cannot instantly remember every game you are playing in, all the other players and their countries, the game season, being deadline, and the positions of all your units then you are playing in too many games. Many players join in a large number of games hoping to at least do well in a few. This however, is the wrong attitude in playing Diplomacy. To be a good player you must be completely familiar and ready to act in all of your games. Only then will you be actually competing in the games.

4) Keep in good spirits with the Postal Diplomacy community. Join in Diplomacy related affairs if you think that you will contribute to the good of Postal Diplomacy. This will involve extra work outside of your games, but is an excellent form of good public relations and extra stature. And, above all else, keep out of feuds. You will get more than enough enemies from the game. Extra enemies means extra trouble. And no one really ever wins a feud.

The above four techniques are a few of the ones I use. As any good player knows, these techniques are really just good common sense. Good use of diplomatic negotiations is the key to good play of Diplomacy. In other words, Diplomacy is what you make of it.

Len Lakofka has always been among Postal Diplomacy's best rated players. The following article is included because it has been my experience that many new Diplomacy players miss deadlines and golden opportunities just because they haven't developed a system to handle all their correspondence, and double checks on move deadlines. Len has some good ideas to prevent this from happening to you. Thankyou to Len for his permission to use this article, and also to Walt Buchanan for his permission to reprint the next few

articles, from his excellent publication Hoosier Archives. Hoosier Archives has been replaced by Diplomacy World for about the past year. Diplomacy World is a 40 page publication printed by photo-offset, a truly beautiful result in the world of Diplomacy publications, and is published 4 times a year. Each issue contains a wealth of articles and information about the hobby. I strongly recommend it to every Diplomacy player. Sub rate is \$3. per year. Walt will send you a sample if you will send him a couple of stamps, (20¢).

Write: Walt Buchanan, R.R.#3, Lebanon, IN 46052. The following article is from Hoosier #63.

THE ORGANIZED DIPLOMACY PLAYER by Len Lakofka

The most vexing thing that happens to a player is a missed move. Second to that is failure to communicate with an ally because of carelessness. This carelessness can be due to poor playing ability or to poor organization. I'd like to address myself to the latter topic.

Organization is a function of how meticulous you are and how much time and money you care to invest in keeping accurate records. Early organization is just keeping all correspondence from each game separate in a large envelope, along with the game record itself. From that point, you can branch out all over.

Phase one is the organization of the game adjudications. All of the game records should be removed from the magazine and placed in a file for that game. If you are at home with a particular notation, then copy the moves from the mine and keep the game record in that form. You can, using 7 different colored pencils, describe the moves or final positions to maps-- if these can be obtained and/or arranged, before are a few ways of keeping track of the game that are quite good.

Get a columnar pad with at least 24 horizontal lines and about 20 columns. Label the columns S'OL, F'OL, W'OL. Use 7 different coloured pencils to list the final position of each piece at the end of the move (pieces are noted in the next column in small print). Now, by placing the position of the piece in the next season's column, you can also trace the piece's movements. Growth and decline of each country can be seen as a 7-part, single-line graph as more (or less) space is used for each country.

Another method is to obtain a cork board, or large piece of cardboard, that can be moved and stored or hung in the office. Now, coloured pieces of paper can represent pieces on individual maps or the order can be placed up next to one conference map. Thus, as the new adjudication arrives, you place the new position of the piece on the columnar pad, a map, or just replace the new moves with the old.

Phase two is organization of dated material. First of all, we have the deadlines for the game. (1) a date pad (list the deadline FIVE days before the actual date of deadline), (2) use a note on a columnar pad for the particular game. This latter method will be elaborated on in a few minutes.

Other dated material involves correspondence. When you mail a note and expect a response (or require a response) by a certain date, be sure to note this on a columnar pad or on a date pad. Be sure to allow adequate time for the movement of the mails!

The actual submission of orders, using a receipt method (stamped self-addressed card or envelope or postal receipt) is also dated material. If the receipt does not come back in time, slip off another set of orders. Also, the receipt method can be used to have an exact duplicate of orders sent to the GM with his signature on it. This can be useful if there is a GM error.

Phase three is organization of the correspondence. Part one of this system is to keep up-to-date files of all addresses and phone numbers. This is best done in one of two ways; (1) keep a separate list of each game roster on a single sheet of paper in the game file or (2) go to a store that sells philatelic supplies and get a stamp ledger that holds individual stamps in creases on the pages. Now place each player's address on a blank business size card (available in all stationery stores for about 100/39¢) and place them on one page for each game. Address/player changes are made just by replacing the cards.

Part two of this phase is keeping track of the diplomatic notes. The best method is to keep a file on each player in a master file for the game. Blank file folders are only about 10¢ each, and standing file racks are only a few dollars. Obtain a date stamp and date

every piece of correspondence on the day it arrives—do not go by dates on the page—they are often wrong. Use coloured paper, placed upright in a file, to signal a letter(s) you have yet to answer. Place all agreements and treaties, along with a note on duration, in a separate file folder in the set. In this way, you will always know what was and was not answered at the end of the week.

The columnar pad can solve a lot of problems. Head the columns: Game, Game#, GM, Player (for separate correspondence), Deadline, Deadline Extension, Season, Receipt Mailed On, Receipt Returned, Correspondence Sent On, Reply Received On, Sealed Orders Filed, Sealed Orders Updated, etc. Thus, with one or two pages per game, you have complete and accurate records.

Keeping the sheets in one binder puts all of your games at your fingertips! As for myself, I use the Tower of Babylon system. This means—throw all your letters, bills, advertisements, and mash notes in a large pile until it falls over. Place all loose pieces of mail in any envelope handy, shuffle and answer the first 10. It is a wonderful system!

The following article is among the best strategic Diplomacy articles ever written. Although the Lepanto Opening is well known, it is still an often considered strategy. In addition it is valuable, as to make one reconsider the opening positions of every country on the Diplomacy board. Ed. Bixan is well renowned as one of Diplomacy's most brilliant players. He is presently President of the International Diplomacy Association. This article originally appeared in Hoosier Archives #43, it is reprinted with permission from Walt Buchanan.

The LEPANTO OPENING by Ed. Bixan

By most means of statistical analysis, Italy is the weakest power on the Diplomacy board. This could be attributed to several factors: poor players, a weak position between Austria and France, or the inability of effective trust development between the Austrians and the Italians due to the unusual situation of adjacent home supply centres. More often than not, the Italians are unable to overcome the Turkish position quickly and fall prey to a combination of Turkish resistance and back stabbing by a western power.

A possible reversal of the Turkish domination of the southeast is an alliance between Austria and Italy which uses an unusual opening by the Italians to quickly secure the fall of the Turks. The principal problem in attacking Turkey is that players find the corner position very difficult to track. Italian initiative combined with Austrian pressure can remove the Turks for the corner advantage by the emplacement of an Army deep behind the Turkish position in Syria! While it may be an unusual position for an Italian army, it is the most effective manner to turn the Turkish flank and to threaten the Turkish mainland. The trick then becomes to get there before the Turks block you.

The Spring 1901 moves for Italy should not reveal an open bias toward Austria and should indicate instead a kind of calm wait-and-see attitude. Thus, the Spring should see the Italians moving Fleet Naples to the Ionian Sea, Army Rome to Apulia, and Army Venice holding. This position gives the Italians a secure position in case of Austrian threats. Note that the Italians can support themselves in Venice from Apulia if a threat does materialise. Hopefully, the French will be involved in the West and the Austrians will be moving to Albania with their fleet and occupying Serbia.

In the fall of 1901, the Italians make the initial set-up for the drive to the East. This is done by conveying the army in Apulia to Tunis. This leaves the Austrian-Italian alliance with two fleets that can threaten the Aegean as well as the flexibility provided by the army in Tunis which can be conveyed back to Italy or to Albania if plans go wrong. The Italian army in Venice holds and is thus able to provide some security in the North. Note that should the Russians and the Turks combine, the Austrians will be in desperate need of an extra army to fend off Russian attacks.

After a winter build of a fleet in Naples, the traditional build of Italy in the first winter, the Italians order the following for the Spring: Fleet Ionian to the East Med., Fleet Naples to the Ionian, Army Tunis and Army Venice hold. This secures the convoy route, for in the Fall, the Italians are clear to convoy Army Tunis straight to Syria. The fall of the Turks is now a certainty. The positional advantage of moving to the Eastern Med. is enhanced by the existence of the Austrian fleet in Greece. When the Italians make their move to the Eastern Med., the Austrians should also attempt to force the Aegean, more to keep the Turks out than to gain it for themselves. In the Spring of 1901, the Austrian-Russia alliance will have three fleets that can come to bear on the Aegean as well as an Army that can threaten Smyrna. For those who wish to fantasize, visions of the Italians moving on Sevastopol can be conjured up by the movement of the Eastern army to Armenia. Or, if the event that the Austrians are to be stalled, the army could be used to very effectively turn any Austrian position in Constantinople.

While this opening is very effective in crushing the Turks caught unaware, it is futile to attempt it if the Turks have their fleet to Constantinople in the Spring of 1901, for they will surely move it to the Aegean in the Fall and build a fleet in Smyrna in the Winter, with Spring orders bringing it to the Eastern Med. Here we see the flexibility of the opening moves, as the Army in Arabia could be used for other things, as such a Turkish opening usually means that the Austrians are in for a lot of trouble from the Russians, but then that is another battle and another article.

There are many areas of contention of the Diplomacy Board. We are pleased to present this article on the Black Sea, certainly a body of water fought over with just cause. Thanks for this article goes to Tom Hubbard, and it's original publisher—Walt Buchanan. The Black Sea was first published in Hoosier Archives #12.

THE BLACK SEA by Tom Hubbard

The Black Sea is almost always a major area of conflict in any game of Diplomacy. It borders on five supply centres, more than any other sea space except the North Sea. Three of these are home centres, and unlike the two home centres on the North Sea, these are distributed between two different powers. Each of these powers begins the game with a fleet in one of these centres; thus, there are two players capable of occupying the Black Sea on the first turn.

The Black Sea is often the key to the Balkans. A player who attempts a land invasion will have a very hard time capturing Bulgaria and Rumania, as they can receive holding support that the invader cannot cut. Once he has managed to take them, he still cannot rely on them for effective support for other action, as long as the fleet can attack them. There are three nations for whom control of the Balkan countries (here defined as Greece, Serbia, Rumania, and Bulgaria, although Albania is sometimes included) is essential to a victory, and for them the Black Sea is vitally important.

The first of these is Turkey. Of the three, Turkey has perhaps the best claim to the Black Sea as it borders on two of her home centres. She is certainly the best equipped to take it, at least in the early game. Provided she captures two supply centres, she can build two fleets in centres bordering on it and once it is secure, she can move as many fleets as necessary through the Dardanelles to the Aegean. Fleets are far less useful to Russia and Austria than they are to Turkey, and can only be used in a limited way, in conjunction with armies. The province of Bulgaria, which again borders on the Black Sea, is almost invariably Turkish, giving Turkey three centres to protect.

To Russia, the Black Sea has more defensive value, unlike Turkey. Because of the immediate threat to Sevastopol, as well as the general dangers of Turkish expansion, the Russian player is often satisfied with merely keeping the Black Sea out of the Turk's control. The situation with builds is considerably different with Russia. If he maintains more than two fleets in the South, he is likely weakening his armies. It will be some time before these fleets can be used in the Mediterranean, whereas armies

in Warsaw, Armenia or Galicia have infinitely more possibilities. The Balkans can be secured quite easily without a Tr. Bla, through Galicia and Rumania. In conjunction with an Italian offensive, the Turkish fleets can be drawn west as armies in Tyrolia and Trieste complete the annexation of these provinces.

Austria has almost no chance of taking the Black Sea herself, or at least not until the outcome of the battle in this region is German compulsion. At this point, much later on, the Black Sea forms an important part of the Austrian defensive line as it supports an army of 150,000 men, and it is the three Turkish centres from enemy capture.

But while the situation is still fluid Austria must be careful, as if at all possible, to remain on good terms with whichever power seems most likely to control it. Turkey will often be happy to help the Austrians take Rumania, weakening the Russians, while the converse is true of Bulgaria. To ally with either power, Austria must grant them custody of the Black Sea. If she allies with Turkey, then once the Russians have been dispatched, the Turks may possibly agree to evacuate the Black Sea and send their fleets west. However, once Turkey has taken Constantinople, and possibly Vienna, Austria is strategically, and in line for Turkish expansion. This problem does not exist in reverse, as the Russians can expand on other fronts without bothering Austria, but they will be far less willing to move out of the Black Sea upon request. Conflict in the Mediterranean will be left mostly to Austria anyway, which means that any Russian fleets will be simply laying idle. A possible solution here is for Russia to disband these units if he suffers a setback elsewhere, but then again, if Russia is weakened, he may not want to trust his former ally. The alternatives for Austria regarding the Black Sea are extremely risky.

In closing, I will briefly discuss opening moves for these three players, relevant to the points made above. The Turkish fleet's being placed in Ankara, rather than in Constantinople, strikes me as a deliberate intention to provoke action in this space, by removing the Aegean alternative. If Turkey can take this space on her first turn, she can practically guarantee a second build. If she doesn't, but manages to keep the Russians out, she need not worry for her home centres. The great temptation for Russia is to forego the Black Sea for a fleet in Rumania. This is my opinion, is foolish. In nine cases out of ten, Sevastopol will immediately be threatened, and only successful guessing can open it for a build. To keep the Turks out in the spring is far safer, while moving to Ukraina and/or Galicia. Then the fleet can be supported into Rumania in the fall, while a safe build is practically guaranteed. The standard Austrian opening commits her to nothing. By taking Serbia and Albania, she is capable of supporting either power into Rumania, has a good chance of taking Greece and has a backup unit to try for Munich, Warsaw or Venice, or it may simply give additional protection to the 3 mutually-adjacent home centres. This course gives her until after the winter build, before she need commit herself anywhere, but allows for the possibility of a surprise attack before then.

We don't generally stick two articles by one author in the same issue, but this one looks like it will just fit this space very nicely, and well, I like it very much so.. here goes. Thanks again to Walt Buchanan for permission to print this fine article which appeared in the second issue of DIPLOMACY WORLD. It's the magazine I mentioned before, remember to subscribe.

HOW TO WIN WITH GERMANY by Douglas Beverfield

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

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

An attack on England is difficult, but possible. The gain of the North Sea and adjoining territory gives Germany the ability to protect the gains and allow for flanking actions with the German offensive might. All together, a very powerful position.

At the same time it must involve England and France have to allow over the English Channel. This diverts England's eastern movement that it should aim to one side southward at France. If this diversion cannot be accomplished in 1901, then France will gain most or all of England in the coming campaign. Germany's progress towards a win is then hampered unless a new target can be quickly found.

However, let's assume that the diversion of the war to the south is successful. For Winter '01, Germany builds two fleets and an army in Munich. The new army is to protect the homeland while the fleets get into position for the coming assault on England. The North Sea is taken and London and Hamburg become German by the end of 1902. Germany may also lay claim to Norway if Russia gets careless in the north. Control of this new region gives Germany a corner of the board and room for future expansion.

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

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

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

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

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

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

France and Russia are gone with the final push for victory about to begin. England runs the flanks (or at least the Mediterranean one) with the German armies forming the centre of the line. Opposing England and Germany are one or more of the southeastern powers. If the southeastern opposition is smart and unified, they will recognize the Anglo-German threat and immediately try to occupy the provinces to hold a stalemate line. If they accomplish this, then

Germany has no chance for victory and may become a victim if there is a change in alliances on the board. Harming this problem, it is a race between England and Germany for control of Europe and victory. Germany's easy access to central Europe and its wealth of supply centres may be offset by England's umbrella effect. With English units stretched from St. Petersburg to Spain, England can control the outcome of the game. If Germany must use diplomacy to overcome its military advantages, it may be doing probably as well as it can in 1938.

The 1939 Russian attack on Poland is an example of a surprise attack on a front which is generally least preferred or where there is the least resistance. The most likely moment with a single free hand in the west. The Russian attack on Poland in 1939 is an example of a surprise attack. By 1971 it is in the process of developing into a surprise attack on England. As I mentioned earlier, Germany gets the short end of the English wedge if England heads east towards Scandinavia and not south against France. France can then speak in the backwoods of the Irish Sea and the Atlantic. Germany, when seeing that this is about to happen, must quickly seek out a new target. Continued aid of the French will not help and will only place Germany in a worse position. The Russian attack on Poland in 1939 is an example of this. In 1971-72, the Russian attack on Poland is an example of this. In 1971-72, the Russian attack on Poland is an example of this.

Therefore, the Russian attack on Poland is an example of this. And because Germany is alone in the west, the attack is most successful if it is a surprise. The conveyor from the Atlantic to the North Sea is a great operation. It is strikingly expected. The Russian front line of St. Petersburg, Moscow and Warsaw are all threatened by a single blow. This move combined with the eastward advance of one or more German armies from Munich and/or Berlin quickly reduces Russian resistance.

While the land attack is in progress, the German fleet (at least two are needed) are busy in the Scandinavian countries. Both Sweden and Norway should fall within a year. Thus by Fall 1939, Germany should control at least three of the Russian home centres and all of Scandinavia. As in the English attack, Germany has now found a corner of the board to call its own. This puts the German player in a good position for a second phase of the attack.

Germany is again faced with a question of which way to go. If France is agreeable to keeping the North Sea and the Norwegian Sea neutral, then Germany has a secure backyard. An attack through central Europe is now probably the most profitable venture. With an established front line from Munich to Moscow, the German armies have plenty of options. Of course, again there is the problem of the southern power constraining a steady line which is not that difficult.

If it appears that Germany is faced with a non-cooperative France, then peace should be made in the east. The German fleet must quickly occupy the North and Norwegian Sea in face of the French threat. Germany must launch a three-prong attack. The armies hit Belgium and Burgundy, convoys should be made onto French-occupied England, and an out-flanking action through the North Atlantic and Clyde should be attempted.

Here again, infiltration through the French line is basic for success. The gains from France, in addition to previous gains, should be enough to guarantee the German victory.

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

If you are looking for a good collection of articles, and some nice ideas on how to play, as well as a Demonstration Game printed in its entirety with player analysis, perhaps you might consider the purchase of the IDA Handbook 1974. The handbook is a 72 page mimeographed production, released last summer at the annual Diplomacy convention. It is available to IDA members for \$2., non-members for \$3. It is available from: John Boyer, 117 Garland Ave., Carlisle, PA 17013. For info on IDA see Joel Klein's article--page 3.

Law Pulsipher has always been helpful in introducing novices to the world of variant Diplomacy. Law wrote the following article specifically for publication here, we hope you will find it of interest, and that you will at some time look into the variant Diplomacy scene.

INTRODUCTION TO DIPLOMACY VARIANTS

by Lewis Pulsipher

Variants are games more or less based on standard (regular) Diplomacy which are played by over half of all postal players. One quarter of all postal Diplomacy type games begun in 1973 were variants. Some variants use a new or altered board and situation and retain almost all of the rules; others retain the board and change one or more of the rules; still others change board and rules extensively. Some closely resemble the standard game, while others bear little in common with it. There are even variants of variants. The games included in the rulebook for other than 7 players are variants with "altered board" (new starting positions and different board shapes).

Some zines are devoted solely to variants, and a few players play only variants, but a mixture of standard and variant is more common.

Almost any subject you care to name has been used for variant Diplomacy, though more are being produced each month. Among these are science fiction, fantasy (eg Hyborian Age, Foundation), historical (17th, 18th, 19th, 20th centuries), extensions of the standard board and scenario (Youngstown, Abstraction), hypothetical (Low Sea Levels), and abstract (Anarchy, Black Hole). There are over 200 Variants with new boards and situations using the standard board.

Why do people play variants? Some like new scenarios for purposes or simply for a change. Others like a greater challenge than the simple standard rules provide. Some become bored with standard Diplomacy after repeated play. Many variants require different skills and a different type of thinking than is needed for standard Dippy, and many are more realistic. Some variants offer better play balance than those in the rulebook for numbers of players other than 7, and there are variants which can be played by more than 7 people. Finally, an inexperienced player has a better chance because experienced players cannot depend on memorized lines of play - all the players must learn the new situation.

Variants are not often designed for general popularity. Usually they are aimed at a smaller group which is attracted by elements particular to that variant, and most variants are played only a few times by mail, if at all.

Variants are usually available from individual publishers (who are often also designers) for 15-30¢ each. The best way to gain an idea of what typical variants are like is to order the DW variant package, \$1.75 from Paul Wood, 24613 Harmon Ct., St. Clair Shores, MI 48080. This includes an introduction to variants, rules and maps for a dozen variants, and a list of rules that can be used with the standard game, all printed photo offset.

The best current source for variant information is Diplomacy World, which carries a "variant information" column as well as at least one new variant each issue. DW #3 contains the latest comprehensive list of variants available in North America, and is \$1.75 from Walt Buchanan, RFB3, Lebanon, IN 46052.

The following handle special variant projects: Robert Sacks, 15-F Tang Hall, 550 Memorial Dr., Cambridge, MA 02139 is the Variant Postal Diplomacy Designation ("Miller Number") Custodian. He assigns a unique identifying symbol to each postal game in the same manner as the "Boardman Number" custodian. Dan Callagher, 6425 King Louis Dr., Alexandria, VA 22312 is the Director of the North American Variant Bank. Most variants are now available from this one source. Lewis Pulsipher, Box 1021, Graduate Centre, Duke University, Durham, NC 27706 is the Diplomacy World Variants Editor. All newly published variants are reviewed-described in DW.

The following is an example of a variant with a new board and some minor rule changes. The map (opposite) is printed by the photo-offset method. PLEASE NOTE: One error on the map is that SERBIA is printed as a supply centre, it is not a supply centre, but a normal province. RISK counters or wargame counters may be used for units on this map. Thanks to Harry Drews for permission to reprint his variant.

NAPOLEON'S EUROPE designed by Gerald Drews

1. All rules of regular Diplomacy apply, unless otherwise below.

2. There are seven major powers on the map: Austria-Hungary, France, Great Britain, Ottoman Empire, Prussia, Russia, and Sweden. Starting units are:

- Austria: A Carinthia, A Salzburg, A Tyrol, A Vienna
- France: F Brittany, F Provence, F Champagne, F Normandy, F Paris, F Picardy, F Flanders, F Normandy, F Normandy
- Great Britain: G Ireland, G Scotland, G London, G London
- Ottoman: O Greece, O Anatolia, O Arabia, O Arabia
- Prussia: P Denmark, P East Prussia, P Sillesia
- Spain: A Castile, A Navarre, F Granada
- Russia: A Circassia, F Siberia, F Volynia, F Moscow

3. There are 17 supply centres in total. The winner is the player who first owns 17 supply centres at the end of a full turn.

4. The first turn of the game is dated Spring 1795.

5. Fleets cannot move North Sea-Danish-Baltic Sea. Instead they have the choice of either North Sea-Danish-Baltic or North Sea-Sweden-Baltic. Fleets cannot move directly from the Aegean to the Black Sea. They must move F Aegean-Rumelia-Black or F Aegean-Anatolia-Black. Rumelia and Anatolia are single coasted. An army cannot move directly from Rumelia to Anatolia. An army can move directly from Denmark to Sweden. An army cannot move directly from Naples to Sicily.

Designer's Comments: This variant was designed as to force some early confrontations. This is the most clear cut way to have a player's diplomatic skill made apparent. If you can't cut the mustard early then you may be cooked. The supply centres are distributed in a very uneven manner. They lie so tempting and inviting for every power except Russia. But can you trust your neighbours enough to forget your borders and go after the supply centres (the neutral ones)? An early alliance in this game will be able to roll right over the opposition if it is disorganized. Russian access to many neutral centres is limited at first, but there are built in compensations. Some liberties have been taken with history. France is weakened and Prussia and the Ottoman Empire strengthened specifically to provide for an interesting game. I would appreciate all comments. At least try the game out. We hope the game is interesting and allows for varied strategies for each country. (Harry Drews, P.O. Box 282, Kitchener, Ontario, Canada. N2B 3X9)

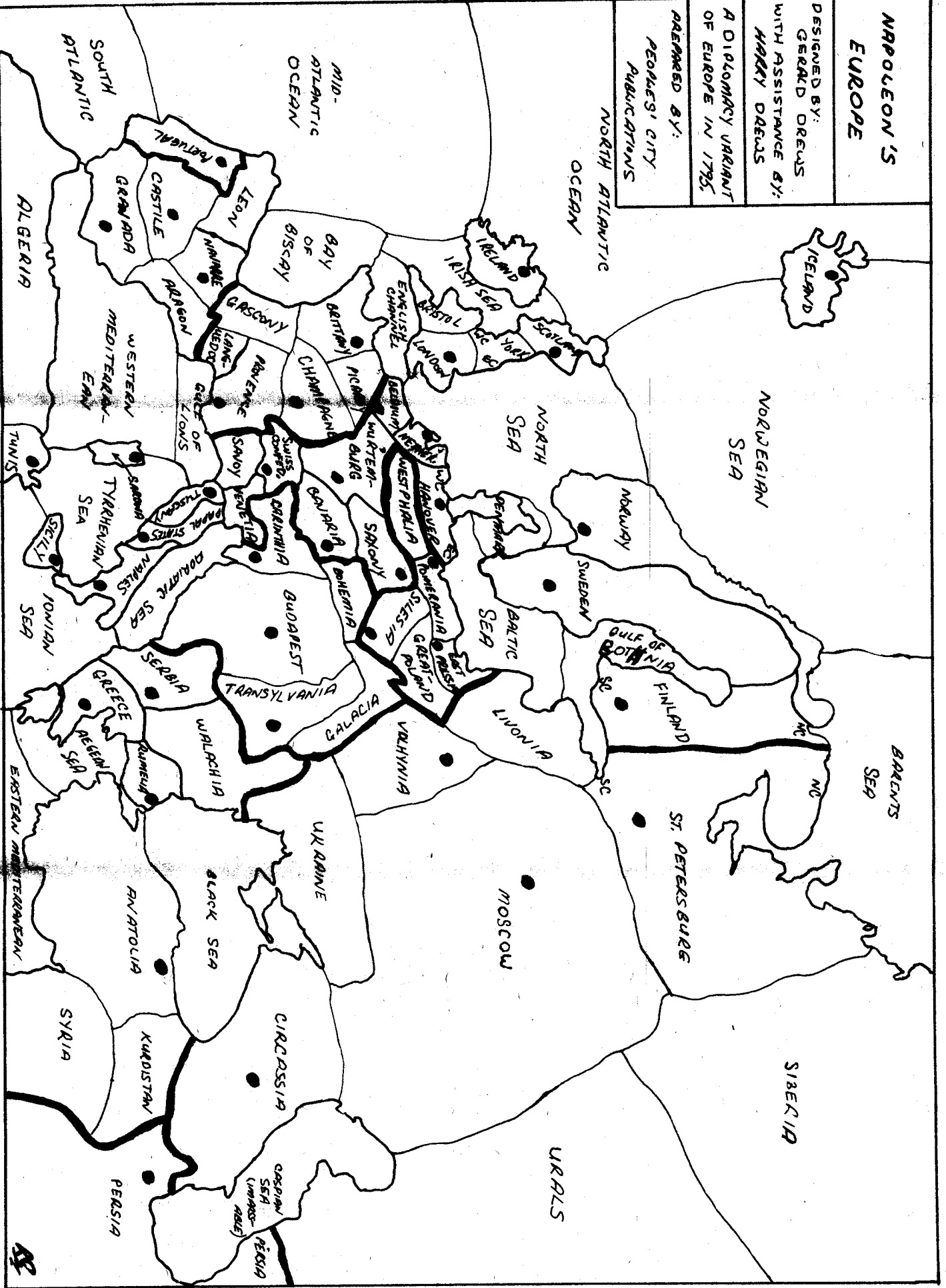
Remember: Please note the error on the map! Serbia is not a supply centre as indicated. Thanks.

**NAPOLEON'S
EUROPE**

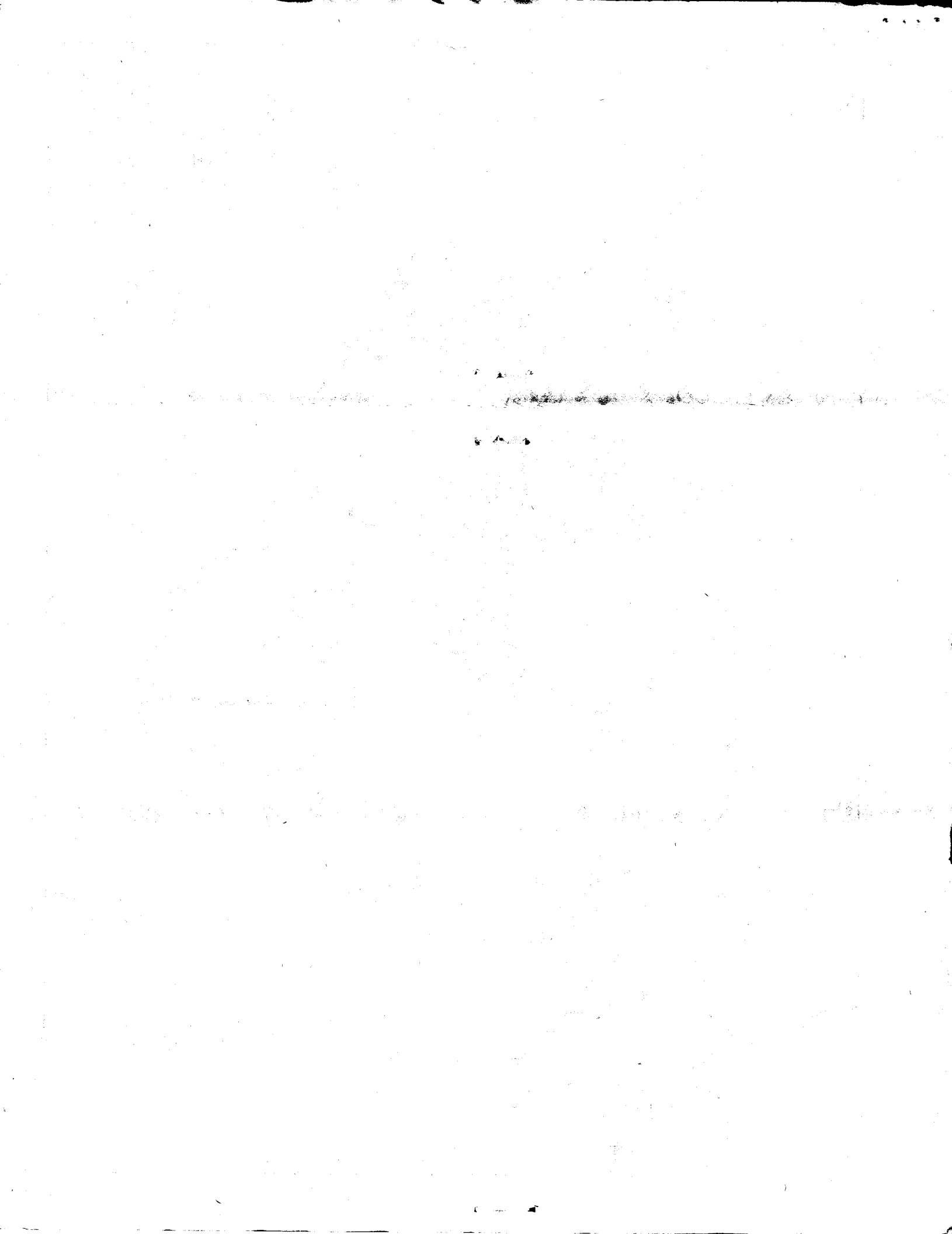
DESIGNED BY:
GERARD DREWS
WITH ASSISTANCE BY:
HARRY DREWS

A DIPLOMACY VARIANT
OF EUROPE IN 1795.

PREPARED BY:
PEOPLES' CITY
PUBLICATIONS



AP



This sheet is prepared as a supplement to the CEPHEIDS, in order to provide an up-to-date listing of game openings that we hear of. The bulletin is prepared irregularly, updated when ever we hear of sufficient new openings to make the previous sheet dated. Included are current subscription rates, and game fees where applicable. Most publishers will send a sample copy of their zine for a stamp.

DIPLOMACY OPENINGS

Len Lakofka (644 W. Briar Place, Chicago, IL 60657) has openings for novice players only. The gamefee is \$6. or \$8. for North American Airmail (all for Foreign Air Mail). These games will be carried in LIAISONS DANGEREUSES. Subs to LD are \$2./3 issues, \$2.35/3 N.A. Airmail, or \$3/3 Foreign Air Mail. New Players may standby in current games at NO COST. Ditto.

Laurence Gillespie (23 Robert Allen Dr., Halifax, Nova Scotia, Canada, B3M 3G9) has 14 openings in 2 games of Diplomacy. The price is \$5.75 (\$5.00 for IDA members) the games will be carried in ZEPPLIN! Sub rates to ZEPPELIN! are 12/\$2. Ditto.

Flying Buffalo Inc. (P.O. Box 1467, Scottsdale, AZ 85252) has unlimited openings in Diplomacy at \$6.50 each. The games are not run in a "zine" but are run by carbon copy letter. Flying Buffalo also runs approx. 200 other multi-player games by mail, inquire.

Claw & Fang (c/o Don Horton, 16 Jordan Ct., Sacramento, CA 95826) has plenty of openings available at \$2. plus a sub of 5/\$1. Countries selected by lot. Ditto.

Dave Kadlecak (1447 Sierra Creek Way, San Jose, CA 95132) openings in regular Dippy in SPECULUM. The gamefee is \$1.50 plus sub—10/\$2. or 10/\$2.30 N.A. Airmail. Ditto.



David Head (Box 1231, Huntville, Ontario, Canada. POA 1K0) has openings in his zine APPRAIT. The price is \$6, which includes a game long subscription. (IDA Members \$5.) Mimeo.

Michael Homeler (238 N. Bowling Green Way, Los Angeles, CA 90049) has openings in THE MACH MACHIAVELLIAN. Gamefee: \$1. plus sub at 12/\$2.50. Ditto.

ZGANUNBCBADSH (c/o The Underground, 1625 F. San Martin Ave., San Martin, CA 95046) has game openings at \$1 plus sub. Subs are 6/90¢. Ditto.

David Glanstein (2475 W. 16th St., Brooklyn, NY 11214) has game openings in his new publication THE EXPONENT. Maintenance of sub., only requirement to play—Subs 10/\$1. Mimeo.

Peter Berggren, (Davistown Schoolhouse Rd., Orford, NH 03777) has openings in TURNABOUT. Gamefee is \$1. plus sub. 

 DIPLOMACY WORLD (c/o Walt Bush, ) is a non-game zine devoted to presenting articles on play, ratings systems, and general information to the hobby's players. This professionally printed magazine also includes a demonstration game. Sub rate is \$3. per year (quarterly). Walt will send you a sample if you'll send him a couple of stamps.

Another publication I strongly recommend is IMPASSABLE. Impassable is more of a "gamezine" but John Boyer, its publisher, always has a good lot of general interest articles and letters. Also maintains a good list of game openings. Very reliable. John Boyer, 117 Garland Dr., Carlisle, PA 17013) Subs are 12/\$2. or 6/\$1. mimeo.

DIPLOMACY PUBLICATIONS (cont.)

THE INTERNATIONAL DIPLOMACY ASSOCIATION'S DIPLOMACY HANDBOOK released this summer at the annual Diplomacy Convention is still available. The handbook is a 78 page mimeographed production which includes articles on good play, tactics, and general interest. Hoosier Archives' Demonstration Game 1972-CR is reprinted in full with analysis by Doug Beyerlein. All Available to IDA Members for \$2. Non-members for \$3. Write: John Boyer, 117 Garland Dr., Carlisle, PA 17013)

Incidentally, if you are not a member of the International Diplomacy Association, you should consider joining. The IDA publishes a bi-monthly newsletter (approx 12 pages) to its members called DIPLOMACY REVIEW. Your dues contribute to such worthwhile projects as the IDA Novice Packet, Game Insurance, and Variant Diplomacy Information. Dues are \$2. per year. Write the Vice President/Treasurer: Walt Buchanan, R.R. #3, Lebanon, IN 46052.

Iggdrasil Chronicle (John Van De Graaf, 37343 Glenbrook, Mt. Clemens, MI 48043) is a Diplomacy zine affiliated with the Midwest Gamers, although he has no openings at the moment, this is an excellent zine, all games are insured by the MGA GM group. Some articles and letters. Subs: 10/\$2. Mimeo

DIPLOMACY VARIANT OPENINGS

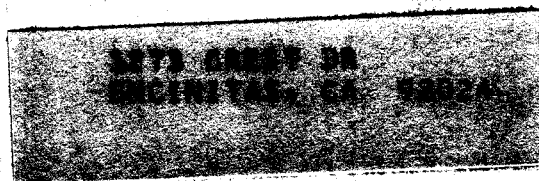
Harry Drews (P.O. Box 282, Kitchener, Ontario, N2G 3X9 Canada.) openings in Napoleon's Europe. The game is to be carried in Paroxysm. Gamefee: \$5 deposit, plus 15¢ per turn, plus maintenance of a sub. Subs are 10/\$2. Ditto.

Dave Kadlecak (1447 Sierra Creek Way, San Jose, CA 95132) openings in Third Age (Gamefee of \$1.50 plus sub), Youngstown Variant (Gamefee of \$2. plus sub) and Fish's Delight (Scacchocracy) (Gamefee sub only) Subscriptions to SPECULUM, where the games will be carried are: 10/\$2 or 10/\$2.30 by N.A. Airmail. Ditto.

CARN DUM (Ray Heuer, 102-42 Jamaica Ave., Richmond Hill, NY 11418) has openings in: 30 Years War, Excalibur, Wars of the Roses, Downfall, Westphalia VIII and in Origins of W.W. II. Gamefees are \$3. for Origins and Minor Powers in 30 Years, and \$5. for everything else. Subscriptions are 8/\$2.

We hope that you will be able to find enough satisfactory openings from this list to keep you happy. If you have any problems, or questions, please don't hesitate to write any member of the IDA Novice Committee. Our addresses are on page 1 of the Cepheids. Thankyou.

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