

PERHAPS you are wondering why the Iran-Iraq war is taking so long. Modern Marxist theory teaches that the powerful and nearly invisible arms of U.S. corporations can reach deeply into "sovereign" countries. The Avalon Hill Game Company (makers and owners of Diplomacy) wanted to be the first to produce a boardgame simulating an actual war still being fought. So they whipped together a game, and asked the Iraqi and Iranian High Commands to play-test it for accuracy and realism. The Iranians predictably and conveniently refused, but the Iraqis took the bait. But AH was using the old dippy tactic of obscuring its real purpose with the cover story of "play-testing". The game was structured so that Iraq would do best with slow, ponderous tactics rather than the kick-ass techniques usually preferred by generals, armchair and real. So the influence went the other way, as the Iraqis adopted all those long and boring artillery barrages and moved ever so slowly forward. And thus AH has had time to prepare its marketing surveys and advertising copy, and to retool the assembly line to get the game out before the war ends. And if anyone asks, say you heard it first in #41 of

DIPLOMACY DIGEST

Issue #41
November 1980
Potpourri Issue

Mark L Berch
492 Naylor Place
Alexandria, VA 22304

Subs: 10 for \$3.00
Europe: 10 for \$3.50
Circulation: 115

As this issue will be used as a sample, a bit of self-description is in order. DD presents articles about Diplomacy, usually reprints. No postal games are actually run. The range of topics here is as wide as the hobby: Personalities, alliances, drop-outs, crossgaming, hobby history, humor, Houserules, play of specific countries, puzzles, strategy and tactics, villifications and tirades, stabbings, stalemates, variants, gamesmastering, cheating and ethics, press, publishing, ratings, and whatever else I can come up with. The articles are drawn from my archives, which at over 6200 zines is the second largest organized archives in North America. Most issues are arranged around a single topic. In addition, The Zine Column is a regular feature, commenting on what appears in the hobby's zines (the one in this issue is tamer than they usually run!). And there's a front page editorial, which usually doesn't start by telling my regular readers what they already know. All back issues are in stock, and are for sale to subbers to DD. Any questions, just ask.

I should clarify that line crossed out of page 1 of lastish. The day the zine came back from the printer I did hear from Kathy. She said that her source was the TZC in DD #38. However, as that editorial mentioned neither her nor VOD, I find that a little hard to believe.

In a recent Brutus Bulletin I said, incorrectly that ENVOY had folded, but I had confused it with HAVOC. Its still going strong, chock full of games, and has openings in regular diplomacy, an amazon game (all women), some variants (Deadman, and Grand Tournament) plus some related games (Kingmaker, Rail Baron, After the Holocaust). His newest game, 1980IP has lots of SO1 naval action: Aus F Adr, French F Eng and Rus F Bla! (Roy Henricks 128 Deerfield Drive Pittsburg Pa 15235. Subs 3 $\frac{1}{4}$ /digest sized page plus postage, in units of \$2 $\frac{1}{2}$ with a minimum of \$5. Complicated!)
((Please turn to page 12, middle of the page))

((Kicking things off is this item from the 1975 I.D.A. Handbook, which has been out of print for 4 years now. The Author is Edi Birsan))

FAMOUS STABS IN POSTAL DIPLOMACY

When a group gets together and talks of Diplomacy, they invariably come to the topic of stabs. Who stabbed whom? How? How often? Isn't it terrible? Isn't it fun? Stabs are one of the most dramatic parts of the game and gives it that spicy flavor of suspense when reading the moves. What follows is a brief review of some of the more notorious knifings from North American games, with a short write-up on each stab's strong points, weak points and lessons.

GAME: 1971EH ZINE: Platypus Pie GM: Brenton ver Ploeg

Positions at end of Winter 1901:

Austria: (Bob Ward) A Vie, Tri, Ser, Bud; F Gre (5)
England: (Walt Buchanan) A Bel; F Lpl, Lon, Nth, Nwy (5)
France : (Greg Warden): A Par, Bur, Por; F Mar, Spa(sc) (5)
Germany: (Edi Birsan): A Mun, Hol, Ruh; F Den, Kie (5)
Italy : (Conrad von Metzke) A Pie, Tun; F Rom, Trh (4)
Russia : (Randy Bytwerk) A War, Mos, Sev, Rum, StP; F Swe, Ank (7)
Turkey : (Buddy Tretack) A Arm, Bul; F Aeg (3)

Past History: France had attacked Mun in FO1 and was stood out; Turkey had ordered A Arm-Rum via a Russian convoy which was not ordered by the Russians, obviously. Austria had ordered to Bud ((A Vie-Bud, I assume)) in SO1 and ordered it to hold in FO1, not supporting the Russians. So presumably we have France and Germany at war with Italy and England committing themselves also to attack France. Austria remains uncommitted in the east in the face of a R-T war with T on the hurting side.

As an exercise, picture in your mind, or write down what you think will be the most effective stab. Take into consideration what you think what you think would be the best strategic stab as well as tactical. Take into account not only what you plan to get out of it immediately, but also what effect it will have on the future of the game, for whatever country(s) you choose ((really, this is the best way!)).

The stab:

Austria: A Ser-Bul, F Gre S A Ser-Bul, A Vie-Boh, A Tri-Tyo, A Bud-Vie
Russia: A War-Sil, A StP-Lvn, A Sev-Arm S by F Ank, A Mos-War, F Swe-Den, A Rum S Aus A Ser-Bul
Germany: A Mun S A Ruh-Bur, A Hol-Kie, F Den S F Kie-Bal ((I'm combining things here))
England: F Nwy S F Nth, F Nth S F Nwy, F Lpl-NAO, F Lon-Eng, A Bel-Pic
Italy: A Tun H, A Pie-Mar, F Rom-Tus, F Tyh-Lyo
France: F Spa(sc)-Wes, F Mar-Lyo, A Bur-Mar (dislodged), A Por-Spa, A Par-Bur
Turkey: F Aeg-Con, A Bul S F Aeg-Con, A Arm U (ret Smy), A Rum-Sev (nsu)

For this stab, Randy Bytwerk and Bob Ward won the 1972 Johnny Award for Best Stab. (The Johnny Awards were the precursors to the current Calhamer Awards.) Lets look at it in detail ((Again, you might want to do your own analysis before continuing)).

Strong Points: There was no real indication at the end of WO1 that such a move is to come off. The lack of Austria support for the Russian move into Rum in FO1 would give support to the mistake belief that the two were not going to cooperate. Furthermore the Germans had really no choice but to play to the west and trust that things would stay quiet on the central front in time for him to deploy in the Baltic. ((Note that F Den S F Kie-Bal does not necessarily mean that he saw a Russian attack coming, but would be a natural result of a G-E alliance)). Not that there was a good possibility of a German stab on England, taking Bel and putting two fleets on Nth; however, with France tied down by an Italian attack, and the lack of a Russian build of F StP(nc), it would have gotten Germany very little strategic ground.

The use of 6 armies into Germany ((I'd say toward Germany)), three on the front and three following up, spells a very bad time for the Germans, who are faced with a

a hostile France that can cut vital supports needed for the defense of Munich. The Austrians can also cooperate with the Russians against Turkey. Note the total utilization of forces by the stabbing alliance, thus making it somewhat more difficult than usual for an intra-alliance stab as there are really no uncommitted units available for a decisive sting. Also note how quickly the game is moving, with fast development and heavy blows crossing the great divide between the East and West spheres of the game.

Weak Points: Such a move is a diplomatic gamble as it presents to the other players the very good possibility that A and R are long-term allies as their forces are jointly committed on two fronts thus giving them more reasons to maintain the alliance than to break it. This will force a solidification of the E-G alliance which will fight Russia on the north while trying to eliminate France and stalemate the center. It puts Italy in a strategic pivot-point between the block alliances of G-E and A-R once T and F have been eliminated. It also projects England into the limelight as the dominant western power forced to prop up a weak German ally for as long as the eastern alliance holds together. If the west is able to move diplomatically fast, they might be able to clobber Russia in the north ((fat chance)) and hold the center. Thus from a Russian viewpoint the stab, to be game long effective, must be followed up by a breakdown in E-G cooperation which will allow Russia to build up in the north. Otherwise the game moves to a strategic battle between England and Austria, each dominating their spheres of power and using stabs in the middle and end-game against Germany, Italy and Russia to race for the win.

The Outcome, for those who are interested ((In FO2, Austria got both Bul and Mun, and brought fresh units into Boh and Aeg. England slid into Bre and swiped StP from Russia! Germany compensated for the loss of Mun with the gain of Mar)) was the elimination of France and Turkey early in the game, with the east halted at the line Bur-Ruh-Kie. The endgame saw a replacement player for Italy (Vagts) go with the west as England stabbed Germany before the east could get it together. Confused play on the part of the east allowed England to steamroll for the win. A poor finish to what could have been a successful blitzing from the start

GAME: 1971BC Zine: Hoosier Archives GM: Walt Buchanan

Positions at the end of Spring 1904

Austria: (Len Lakofka) A Gal, Bud, Ser, Bul; F Aeg (5)
France: (Edi Birsan) A Edi, Bel, Bur, Pie; F Cly, Nth, Eng, Mid (8)
Germany: (Jeff Key) A Hol, Boh, Mun; F Den, Hel (5)
Italy: (Rod Walker) A Smy, Tyo; F Ion, Eas (4)
Russia: (John Smyth) A Swe, Mos, Rum, Ukr; F Nwg, Sev, Nwy (7)
Turkey: (Buddy Tretick) A Arm, Con; F Bla (3)

Past History: This was the first of the Hoosier Archives Winner Invitational games. France had just finished a blitz of England (Gene Prosnitz) by convincing him, erroneously, that Russia was behind the three-pronged attack on him and thus England literally gave his centers away to France. France had received three builds during 1902 and had declined one during 1903. In SO3 there was a R-A alliance formed as Russia pulled out of Budapest to destroy a Turkish army in Rumania. Germany had moved east becoming part of a confused constant switching of alliances that had seen A-R, A-T, A-I, R-I alliances in as many moves.

The stab:

Austria: A Gal-Vie, A Bud-Vie, A Ser-Bud, A Bul S F Aeg-Con
France: F Nth C & A Bel S A Edi-Hol, F Eng S F Nth, F Cly-Edi, A Bur-Mun, A Pie-Tyo
Germany: F Den-Bal, F Hel-Den, A Hol-Bel/r/, A Mun-Sil, A Boh-Gal
Italy: A Smy S Aus A Bul-Con (nso); F Eas S A Smy, A Tyo-Ven, F Ion-Tyh
Russia: F Nwg S F Nwy, F Nwy S F Nwg, A Mos-War, A Ukr S F Sev, A Rum S Aus A Bul F SevH
Turkey: (replacement-Doug Beyerlein) F Bla S A Con, A Con H, A Arm-Smy

As a result of these moves: Aus built one, France built three, Germany removed 2, Italy built 1, Turkey remove 1, Russia even. For this stab, besides going on to win the game, the subtle French player would earn a reputation for the sharper arts that would

remain with him to this writing.

Strong Points: The key to the stab was the tie-in with a diplomatic overture. Unlike the previous stab this one emphasis and charm comes from the talking of the Germans into moving completely east, thus not only opening up the German heartland but at the same time putting the Germans in a position where they had previously alienated the Austrians, and, on the stab turn, they alienated the Russians by attacking them. In contrast with the previous stab which was a massive attack, this one employed somewhat less force, tho for a more direct gain. Note the move from Pie to Tyo which simultaneously ends the cause of conflict with Italy as well as pulls the Italians out of position. It would also allow the French to turn the corner on Munich should something have gone wrong and the German army remained in Munich ((sic, Burgundy is intended)).

Furthermore, the stab was a heavy psychological blow to Germany who was confronted with the alternatives of fighting on the side of the east and thus most likely being eliminated --- or accepting an offer, simultaneously with the stab by France, to "Run Before the Bulls" and thus survive by becoming, in effect, the vanguard of the advancing French forces.

Weak Points: The stab was a strategic gamble that the east would not be able to solidify in time to stop the French. There was no easy fight of it in the north, with the two Russian fleets. Concerted action by the east could have propped Germany up long enough to defeat Turkey and swing back in force. However, the history of the constant betrayals in the east and the personalities involved ((??)) tended to play down this strategic risk and gave further emphasis to making the attack now before Germany had a chance to build up or France was forced to become committed against either R in the north or Italy in the south.

The outcome: Germany ran before the French hordes which quickly moved against Italy using the Tyrolian pivot first to support the Germans into Vie and then to support himself into Ven. The east tried to get it together but were once again caught disorganized. Walker's Italy moved on Austria, and in an almost identical set-up with that of Germany a year earlier, the French forces slammed into Italy from the sea and the north, thus sewing up the game, and winning by concession in 1906.

((There are more stabs in the article, but I'm going to cut it off here because of space. The rest will appear in the next pot-pourri issue, possibly #45))
!!
((Bob Lipton's The Mixumaxu Gazette is nearly gone now. This bit of drollery comes from #73 of 16 October 1977))

WHY THIS ISSUE IS LATE or How Schedules Foul the Soul

I have the most understanding readers in the world. If a magazine like Grastark were three months late, there would be an unending outcry at the inefficiency. Here some people hardly notice that my magazine is late.

I have some very valid reasons for being late this issue. First of all, there was the Bert Lance affair and that depressed me so much that I was unable to carry out any concerted action for weeks on end. Then I got a job, and teh five hours a week really cut into my schedule. I have had to cut back my sleeping time to ten hours a night. Finally, ther has been problems with the games. You players have been very rude. Here you have to get your moves in only four times a year, and you find yourselves unable to do that simple task. Is it any wonder that I am losign intereest in producing a diplomacy magazine? In any case, since I have run out of people on my standby list, I am delaying the games until next issue; please note the corrections I have made in the adjudications. With any luck, we'll have 1901 over in eight issues. The deadline is set for three weeks from today. I insist on rigid adherence to the schedule. I am going to pull this zine out of the doldrums despite whatever you readers do.

There are some people who do not realize that an editor cannot devote all his time to what is essentially a hobby. If, despite the great sacrifices of not watching tele-

vision as regularly as I like, I find myself unable to type this, if I am too short of money to mail this because I charge fees that do not cover my expenses and I have no way of making up the difference, this can hardly be called my fault. Is it not, actually, a measure of respect for the reader, that I wish to produce only a quality work for him? Is not this minor sacrifice of exact deadlines easily worth the expansion of quality in the production of this work? Is it reasonable to expect inhuman efficiency from a purely human man?

Pettifoggers have no choice but to notice that my scheduling has improved. In 1974 I produced 17 issues, proving that I am wholly capable of living up to my word; in 1975 I merely dropped a few issues because of the inevitable crises such as a bad attack of acne that paralyzed me for three weeks, but nevertheless I was able to produce 14 issues, no great loss. 1976 was bad, I admit, but this can be explained by my being depressed over my failing to advance with the rest of my class into 7th grade. Nevertheless, the three issues that I produced contained over 20 pages, of which more than 10 was non-game material.

This year has shown a fantastic improvement. The year has more than two months to go and I have already produced 5 issues.

The reader is asked to reflect: have I not shown my concern for the subscribers by insisting on keeping the games? I could easily have orphaned the games, but what would have faced the players then? They are definitely better off with me than they would have been had they would up in the hands of unscrupulous gamesmasters.

The latest issues of Celtica has arrived, and it is a piece of crap. Sloppily reproduced, badly gamesmastered, the magazine is a piece of pure crap. Eventually the readers will realize this, and that will be the end of an abominable piece of junk that has been defiling the hobby for far too long.

There will be no regular features this issue. It is now 2 AM and I am tired. Our regular features will reappear next issue. Never fear. I shall start work early.

My 4th anniversary is coming up in January. I can hardly be expected to do every thing myself, so how about some contributions?

((For you newcomers, TMG has in fact never been late, and is presently playing out its final games. There is no "Celtica"

#####

((Finding variant material that will appeal to the non-variant reader as well is not so easy. The following is from Mad Policy #57, edited by Richard Walkerdine, who I seem to recall is reentering the hobby))

A Cautionary Tale by John Lettice

About a year ago now I was being stood up in a St. Andrews bar. The throbbing in my head blended with the throbbing pain in my wallet, and I had just decided to leave when, through the smoke, an ancient mariner hove into view. I recognized him as Jerry Milne, disastrous Dark Lord from a long dead Third Age game, but now he informed me he was making good commanding minesweepers on "goodwill" visits to Portugal. I made to leave, but found myself unable to button my coat because of the glass of whiskey which had miraculously appeared in my hand. Never argue with a live ancient mariner --- I settled down to hear his tale.

It concerned a age gone by - 1973, when giants walked the Diplomatic stage; Pig-gott, Sharp, Yare (for pygmies also walked that stage). Brian Yare was a St. Andrews gamesmaster whose zine, Grafeti, had fallen on hard times. Circulation had peaked at "67 and still rising" and he was casting about for some way to unload some of his games. One game, a game of Third Age ((a Tolkein-based dippy variant)) was in the process of being won by Gondor, controlled by Bob Harris, and Eriador, controlled by John Robertson, the proprietor of a shop selling ...ah... therapeutic books, Mordor, losing, was controlled by our friend Jerry Milne.

As I say, Yare wished to unload as many games as possible, and at this point in

game, as Gordian armies hammered on the gates of Mordor, there was a confused scuffle, when victor was awarded to Gondor, revoked and the game restarted, Jerry Milne was replaced by Duncan Morris as Dark Lord, and Brian Yare replaced by Geoff Corker as GM. (Corker started a complete new zine for the occasion, filled with games which, as Yare told me later, would have taken the rest of his life to GM. Corker later dies of boredom.)

Games of Third Age that are not won by Mordor in the first few seasons usually take a very long time to GM, but here a very strange thing happened. Morris slashed his way thru to Eriador, with no apparent regard for what was happening elsewhere, and took the ring from Eriador's ringbearer, and won! Luck? Not according to Duncan. He told the story of how he had gone thru to Dundee to see John Robertson, ruler of Eriador, at his shop, and induced him to explain the game to him (the Robertson Empire, diplomatic and otherwise, was controlled from his shop) by pretending that he was not Duncan Morris. I actually arrived at the end of this meeting to collect my weekly ((!!)) copy of "Necrophiliac Lust in the Undergrowth" (purely medicinal), and Morris, having met me at ScotDipCon feared his scheme was rumbled. Fortunately for him, I appeared not to recognize him. (Hell, can you remember every hick you've beaten at Decline and Fall?) Anyhow, Morris absconded with the loot --- the knowledge of the position of the ring, imparted by the outrageously urbane and overconfident Robertson. We left asking each other who the hell that idiot was. And, except for the victory, that was the last time I heard of the game until that fateful night in the Cross Keys Hotel.

The Milne story differs at no point, but draws attention to the first attempt at stopping the game. This was triggered by Gondor's forcing the Mordor ringbearer to retreat. If the Mordor ringbearer is eliminated victory goes to the largest of the other powers. Yare saw the chance to reduce his workload and collared Jerry, pointing out that he could retreat it, or disband it and thus end the game. Jerry, a figure whose saintliness transcends even that of St. Francis and Allan Ovens, totally unsuited for Diplomacy, had already said he wished to end the game and naturally opted for disbandment. The snag was, however, that the rules state that multiple armies like Mordor's ringbearer cannot be disbanded, and when this was realized Yare had to continue the game. Jerry declined to continue, and Duncan Morris took over.

So far, so good. But, when the game had "finished" for the first time, Morris, who was living at the same address as Yare at the time and had taken a keen interest in the progress of the game, had actually inquired as to the whereabouts of the ring, and had been told! Despite this, Yare allowed him to join the game. ((Its not clear here if Yare knew that Duncan knew this crucial fact)). Morris's "espionage" trip to Dundee was in fact window dressing to explain his making a bee-line for the ring, and to check that it really was where he thought it was.

I smiled. The tale had ended and, as everybody knows, ancient mariners let you go on your way at this point. So it was with mounting horror that I watched him launch into the tale of why Brian Yare failed to get, or even be allowed to present, his PhD.... ((Duncan's most spectacular stunt was detailed way back in DD #4/5))

The Zine Column #33

Three Canadians heard from

Vast numbers of trees were felled for the gargantuan Passchendaele #29, which came to an unbelievable 104 pages. Yours truly went completely overboard and had 5 articles printed, including the first two in a series that will continue in various zines on Principles of Endgame Play (advt). Original Contributions also came from Smyth ("Dumping and Ally"), Ralph Morton (3 cover illos), Leeder, Walker, Mills, Beyerlein, Lischett, Polzey, Verheiden, Kissner and many more. Francois really got good cooperation in his call for articles. There are a wide variety of reprints, three games with commentary, and a wide variety of material from Francois, including a look at the A-R alliance, comments on hobby politics, rating systems, political stuff, and a raft of sizable plugs. It really is an astounding amount of work, impossible to read all in one

the first time in an Ohio face to face game ((??)) and the results were startling even to the players there. The only alliance that held thruout the game was that of the French and the Germans. A married couple, each decided to stay allied rather than fight it out and go into divorce procedures.

The early game period was dominated by two alliance blocks.: Russia and Turkey in the east, and F and G in the west. There was a strange period from 1901 to SO2 when it looked like the two power blocks might clash, leaving E, A, and I in the middle of a massive power grab. There were strange things going on. Russia opened with three units going north by moving armies to Lvn and StP.. Playing E, I heard the Turks declair war on me in SO1. I asked the Russians for a few minutes before they made the FO1 moves and they refused! Things looked bad, the only bright spot being that Koning playing Italy was sold on the idea of attacking both F and G in the first three sets of moves. This gave me the breather that I desparately needed. For the first 5 years I was struggling to make sure that the French and the Germans were always comitted eastward as their solid alliance would be deadly if they had a few turns to think over what they could do to me.

In the east the game was broken up by the austrians. Played initially by Carol Wrobel ((hostess, and wife of the Turkish player)) she managed to contain her husband somewhat and to destroy Konig in a masterful 1902 stab. As WO3 came around she had worked Italy down to 1 unit and A up to 9. At that point Smyth took over Austria. (It had been arraigned beforehand that Smyth would take over whatever country Carol had when he came in). The White Council which at this point consisited of England, France, Germany, Italy and Russia was making gains against the eastern reversal of alliances to an Austrian-Turkish one. As England, I was able to work into a postion of backing up my allies without really getting to the front line. In short, I did what was one of my better set ups for a stab. That brings us to about 1906 with A-T (14 units) losing a tough battle to the white Council (20 units).

In the critical period before the conclu ion of 1906 moves we had a break for dinner (Pizza). Smyth (A) and me went out for it. In the following half-hour the most intense diplomacy of the game probably took place. Smythe and I once again went over the possibilities of a double stab as I take over the white council and he hits the turks. Unfortunately for me and Smyth, while we were away the other 5 players (actually 4 as Konig had been eliminatated) had also been going over the board. I had hoped for a clear stab and instead when everyone read their moves while eating dinner there was a rip-~~roaring~~ turn around. The Russian_s andthe G-F alliance turned west just as I locked up half of France and most of the German coast. The Turks tore into the Austrians as the Austrians prepared to hit them. On the next turn the Russians were double crossed bythe Germans who tore the heart out of the Russian hopes for revival. On top of all this was the Austrian defection from the English player after one turn. Smyth who was to spare an army for operation against the western powers signed or spoke over a non-agression pact with the Germans in 1907. This allowed the Germansto concentrate all their forces in the west. When his ((German)) wife ((F)) asked to leave the game and talk over more important matters with Carol (who had been replaced by Smyth) the Germans were allowed to make moves for F and G ((F=3, G=5 at this point)). This then moved the game into its middle stages which lasted from 1907 to WO8. In those two years there were two separate wars: In the east the Turks and the Austrians were making a deal every turn during the diplomacy period of the move and then sitting down at the board to write their orders. Looking up at each other they would burst out laughing and continue to stab eachother. In the West, the English, now the sole member of the White Council was making a determined effort ot destroy the French and to eliminate the last German fleet. ((Giving 1908: E=11, F=2, G=7,, T=7, R=2, A=9)).

In 1904 the gameentered its last and most deadly part. In the west, with France nearly gone, the Germans were still abâe to hold onto their fleet, but were unable to make headway against the English. In the east, the turks and the austrians united in a powerful stop-Birsan union. From 1909 on it was Birsan vs Younstown (11 to 23) I had a slight chance at pulling off a win, but that one German fleet on the wrong side

of the Atlantic was a killer. Nevertheless, the tactical play of the game from 1909 till S15 when the game was declared a draw between A and T and agreed upon by the other players (me at 11 and G with 2) was really fine despite the questionable moves on my part. The supply center chart .. may be misleading as the game ended in a victory for A-T, tho the English had more units than either of them ((11 vs 10-10)). Yet their position was such that the Mid Atlantic stalemate was lost as well as most of France. The projected invasion of England would have begun around 1920 and the game ended finally around 1924-5 if the game was allowed to go with the present alliance structures. Of some interest to all of us was the difference in playing styles in different parts of the country and the more definite break in the outcomes had the game been played by mail instead of over the board. ((I suspect that many of my readers have never been in a face to face game, particularly a long 7-player one, and I thought this reprint might give you some of the "feel" of such a game))

((From Hoosier Archives #111, 4-7-73 by Don Kellogg comes...))

THE INFLUENCE OF SWITZERLAND

In the game of Diplomacy, the country of Switzerland is labeled as "impassable". ...This upholds the neutrality that Switzerland has maintained thru history. The result would be the same as if one ignited his butan lighter and burned a hole in the middle of the board. This hole in the center of Europe changes the policies of the 4 countries which border it: Italy, Austria, France, and Germany.

Italy is probably the most influenced by the position of Switzerland for not only is Italy surrounded by four seas, but because of Switzerland in the north, the Italian armies can move east or west but not straight north. This makes Italy a veritable island, much like England, but she starts with just one fleet and not two. ((This point should not be ignored. Italy, if she is to win, must, in most cases, become more a naval power than an army power. This arises primarily from 1) the limits placed on A Ven by Switzerland 2) The limited scope of A Rom and even worse, A Nap, without fleets 3) The large number of seas spaces surrounding Italy, and her resultant vulnerability to T, F, and E fleets. In my opinion, the most common -- and serious -- mistake made by those who play Italy is to ignore this central fact about Italy)). Italy's main concern seems to be the Austrian fleet at Tri, which is within easy striking distance. France is not to be forgotten, but with Piedmont as a buffer, Italy will hardly be surprised.

Tho only the smallest part of Austria's border is on the Swiss border, the neutrality of Switzerland alters the view that Austria must take. While Austria's thrust initially is southward to pick up the SCs of Gre and Ser, she can never fully take her eyes off Ital A Ven. By moving A Ven-Tyo, A Rom-Ven, the Italins can place enuf leverage against Tri that a block by A Vie would not be enuf to keep the Italians out... (As you can see, he's really straining here. Switzerland has no important direct effect on A; the main important effect is indirect --- it makes Austria Italy's most preferred victim))

For the French, Switzerland might be called a blessing. In the first year or two, France can take the comfort of moving A Mar-Spa and not have to worry about an Italian land invasion. Thus Switzerland acts as a block or "fourth army" for France. Unless France titally ignores Mar and moves all her armies north, Italy cannot capture Mar by land attack only...Italy must beuild fleets to lend support to land attacks...

The main significance fore Germany is that because Italy must spread in 2 directions, the German player can easily form an I-G alliance in either direction. Against F, the Italins could easily need an alliance to break the stalemate, and against the Austrians the support of Ger A Mun for A Ven-Tyo might be needed, and the Italians would be happy even with a neutral Germany.((Actually, I-G is most efective in late mid-game))....

Thus the placement of Switzerland in central Europe effects 4 of the 7 powers. To the Germans and Austrians, it is a nuisance never to be totally disregarded ((actually it is a bit more than a nuisance for attacking France)); for the Italians Switzerland

is a boulder in a flowing stream forcing the waters to part in two directions, and for the French, a 4th army which can be utilized in preventing the flow of foreign invasion. ((Well, there's a bit more if it than that. Switzerland helps England in a significant way. In any F-G war when both sides are fairly evenly matched, some flanking action will be needed. Either E or I must either take sides, or allow passage thru their territory for combatant units. Switzerland's impassibility limits Italy's ability to take sides, and makes England a more promising choice for an ally, putting her in the catbirds seat. Of course, Italy's preoccupation with the east works in the same direction.

Also, realize that all arguments cut both ways. The Swiss block helps her defensively, but impedes rapid progress into Germany. It also helps Italy's defensive position --- France can only attack with Fleets, really.

Probably the biggest effect of Switzerland is something not touched on --- its pivotal role in creating stalemate lines. It needs no unit to occupy or back up, and as a result, most lines run thru Switzerland in some way. These lines have enormous strategic implications, a topic covered in DD #10/11)

((The present dippy set has been in use long enuf so that many are probably unaware that different physical versions have existed. Two letters by Fred Davis in BUMM #16 May 1976 and #18 Sept 1976 shed some light on this.))

I presume you are aware that in the original sets produced by Calhamer in 1959 ((before he sold the game to GRI)), every unit had a unit printed on it in gold leaf. Each of the 8 armies, for example, were numbered 1-8. This made it easier for the GM to remove an A or an F in the case of Civil Disorder. There was some rule that either the highest or lowest number would be removed first...I think only 500 were made. The numbering was done away with in the Second Edition (1961), produced by GRI, when the rule was dropped. The idea of marking the units with arrows or "S"s is a good one. I've handpainted an "A" for attacks on one side of all my army pieces on my old set. When the blank side is up, it means either H or S ((seems to me they could be labeled, too))...In actual play, I found the players pretty much ignoring the markings in favor of shoving the pieces halfway into the adjacent pieces.

The New game board and box was introduced at "Origins II"((Baltimore, June 1976)) I was slightly disappointed in the new map It still retains 3 colors for elevations ((the old, or GRI one, had at least 6. It used a real Hammond map as the base map. But AH saw no need to pay this royalty to C.S.Hammond. The old map was much more rectangular and just had the one fold along the War-Ser line)) I would have preferred either having each country a different color, as on the Philmar ((British)) map, or having all land areas a single color. Topography has no place in Diplomacy, so why show it? There is one change and one error on the map. The change is that "Ukraina" has been anglicized to "Ukraine" Everybody always wrote Ukraine anyway. The error is that the lady artist who drew the map knew nothing of the rules of the game, and drew a heavy blue border in such a way as to indicate that Ion does not touch Eas! The error was discovered only AFTER the first 10,000 copies had been printed. Fortunately, there was still time to include an errata sheet in the Rulebook...((So much for dippy trivia, folks))

((But while I'm on the subject, here's a curiosity from Paroxysm #19, Christmass 1975))

Is your Diplomacy set getting a little worn around the edges? Are you a man of good taste, one who chooses the better things in life? In other words are you loaded? Well we have just the Diplomacy set for you. We note in the current issue of Wargamers Newsletter there is a description of a unique Diplomacy set of which there will be only one made. The price is 650 pounds, but no one will quibble when you hear what you get. "The new set itself consists of a collection of 42 handpainted lead soldiers depicting the kings, dinitaries, officers and infantry of the seven nations involved in the First World War. The British Army, for example, consists of King George V in full dress, Lord Kitchener, General Earl Haig and three infantry soldiers of the Irish Guards. The

Navy of each country consists of 6 lead battleships, 2 3/4" long hand painted in the appropriate colors. The board itself is a handdrawn War Map of Europe in 1914 printed on white paper and measures 4' by 4 1/2'. It is contained in a dark red velvet map case. Each player is also provided with a leather bound notebook, with the name of the country he is playing written in gold leaf on the front, to write orders for the Spring and Summer (((sic))) offensives. Her majesties Government has also given their permission for the firm to manufacture a red leather royal dispatch case as used by the Queen and Ministers of the crown. The box is being specially made by the makers of the originals (??) and will have King George's insignia printed in gold on the top. The inside of the case will contain red leather notebooks and the collection of 42 battleships and soldiers, which will be held in place by especially constructed trays covered in dark red velvet for the kings and officers, and dark green for the soldiers. The box itself will be lined with dark red velvet." ...First come, first served. Knowing the finances of most dappy players, I really don't think people will be breaking down doors to buy it. Well, its nice to dream about anyway. For further information, you can write: Elvaston Collection of 10 Elvaston Place S.W. London ((Who knows, the offer may still be open)).

((Finally, this note from 1901 and all that #50, Aug 1, 1975)) Ed Summers in Brazil has come across Brazilian Diplomacy! The rules seem to be a free translation of the original; moves are Summer and Winter and North Africa is a 35th S.C! the game is called 1914. Anyone (Yanks especially) ever heard of it? ((Another bootleg version was mentioned in DD #21-22. This was a commercialized version of 1958 Diplomacy, the version Calhamer invented before the present one.))

((Continued from Page 1))

There have been so many fakes that I've had some trouble keeping track. One I forgot to mention is the "Mellow Yellow" fake of VOD. It has a very good imitation of a Linsey opening editorial, tho his "Hollywood" article was clumsy. There was a deft parody of strict HRs: "Neillehto, altho out of the game with no SCs, neglected to send in his retreats and thus forfeits his NMR fee ... Well, I know it hurts losing your job at the auto factory but you are in poor shape indeed if you can't spring for a stamp of a 10¢ post card. 'Nuff said." I also got a 24 page issue of something purporting to be Retaliation, but it looks awfully suspicious to me. Also, it has a page in it purporting to be from "Donovan", the faker of the aforementioned VOD fake, so who knows, this may be by the same person. 1980 has featured the heaviest level of faking in the history of the hobby by a very substantial margin.

Some short takes here. #40 garbled the address of Don Del Grande, editor of Life of Monty. His new address is: Priestly Hall #208 2400 Durant Ave Berkeley CA 94904, starting Jan 1, 1981.... Diplomacy World #26 is out, with a pair of articles on publishing by Benes and Beyerlein, two old hands at that, a solo diplomacy variant by Pulsipher, some interesting endgame statements for the Demo game, a pair of anonymous articles, a report on DipCon XIII by Allan Calhamer, and much more. This is the hobby's flagship zine (Jerry Jones 1854 Wagner Street Pasadena CA 91107, 4/\$5).... Jerry also runs tri-weekly games with no standbys in his zine LDNS for \$10 (which also covers your sub, tho I don't know if you're covered for the whole game, or just your position in it) I personally think that no-standbys produces an inferior game unless some screening is done, but I can see the other side, too. Jerry even offers to fone incase of GMing error.... Glen Taylor 443 O'Shaughnessy Blacksburg VA has openings in Youngstown XII, a 12 player variant, with a game fee of \$4.

Usually publishing a dipzine is a mixture of fun and drudgery, in highly variable proportions. There are times, rare times, when it can be a welcome diversion. A good part of the typing for this issue was done in the immediate aftermath of the shooting of John Lennon. Both his music and what he did with his life had a great deal of meaning to me, and the whole business had---and has---me very depressed and horrified. It was a relief to be able to take my mind off matters for a while by hitting the keys for another issue of DIPLOMACY DIGEST.