

DIPLOMACY DIGEST

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Turkey

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This issue marks the end of an era, or more precisely, the end of a cycle. It began with #2, the first theme issue, one on Italy. The second one was #16 (Austria). I remember thinking that at this rate, it would be 100 issues before I did all the countries. Which is the way it turned out; this is the seventh country theme issue. But stick around. Sometime in the latter part of 1987, I'll do another theme issue on Italy, and the cycle will begin anew.

This issue was rather severely delayed, but I wanted to include the Runestone Poll results, and the review which appears further down the page. Its also somewhat oversized. If anyone is seeing DD for the first time, be advised that normally, single issues are 11 or 12 pages.

With the next issue, DD will hit #100. It will be a very special issue, a double and possibly a triple, and work on it has already begun, but don't expect it until September.

Once Upon a Deadline

For publishers and GMS comes Once Upon A Deadline, the new Handbook --- with an emphasis on the "book". This astonishing publication runs over 200 pages, and by the usual hobby standards, these are oversized pages. There are well over 100 items appearing here, ranging in size from a fraction of a page to 5+ page jobs. 29 people wrote material for this publication, and when reprinted material is included, you will hear the voices of 80 people, surely a hobby record.

The result is a publication of both diversity and depth. Almost every topic imaginable has been covered. Handling the Cloaked Error, the Great Joint Orders Soup, Game ending votes, The Psychology of Folding, Conditional Orders, and keeping game records are just a few examples of topics which are seldom written on, but are important.

Even more impressive are the topics on which you are exposed to several different points of view. Should We Blacklist Dropouts? Should results be given out by phone? Trades vs Mutual Subs --- which is better? Strict vs Lenient GMing. Best of all are topics on which a whole range of people contribute. For example, what actually constitutes GM interference? Bruce sets out 10 hypothetical situations. You can then sit back and hear ten different people approach these questions, and you'd be surprised and how varied the responses will be. The excellent "House-

rules Forum", which recently ran in a number of issues of Costeguana, has been collected here, and it reflects a lot of careful thinking about how games should be run, and what choices a GM makes, whether he realizes it or not.

It is this diversity of viewpoints that is not only QUAD's greatest strength, but also the way in which it most faithfully reflects the game and hobby of diplomacy. Postal diplomacy is fascinating, in large part because the game draws into it such different approaches and philosophies of play. And the hobby has remained vibrant because it presents, and integrates, a wide variety of views and values. Unlike, say, the Gamer's Guide to Diplomacy, which largely presents one person's view, QUAD presents a wide array of views, exactly as the hobby itself does. It makes for the most well-rounded hobby publication I have ever seen.

Bruce has been able to attract a tremendous amount of high quality original writing. DD has always been published professionally (offset), but I learned some things from Ulmer Winton's thoro essay on the topic. Von Metzke, who has written and published some of the best press, has written as good an article as you will ever see on this topic. Alan Stewart is a new pubber, and has a fine essay on just that topic. Baumeister covers ditto, and Brown (Calif) does wineo, with Fleinman covering computers, and Ken Hill doing "electronic mail dipoy. Scott Hanson has contributed several on out of the way topics: Zip+4 codes, Copyright, and a somewhat premature essay on the death of the magazine. Carrier has his iconoclastic view of feuding. Steve Knight has good coverage of the nitty-gritty of publishing, the kind of stuff that can really wear you down, and has a second essay, a splendid piece on international contacts (but I must say, Steve, that even I, a firm believer in mutual subs, use trades exclusively for foreign zines.) Custodians contribute descriptions of their jobs, such as Peery on DW and the Black and Blue Book, Davis on the North American Variant Bank, Kendler on the Miller Numbers, Quinn on the BNC (and Heinowski, the upcoming BNC on what makes games be irregular) etc. And much more.

I've contributed a number of items to this. The best of these (I think) is a brand new proposal on how to forestall the first NMR, an idea which I hope will be playtested by GMs in the next few years to see if it will work. I've also got essays on specialization, on the role of personality in the zine, on subzines, and some others. I've written more items for this than I've done for any other single publication.

And of course, Bruce has written a great deal for this too. Some of these are written jointly, such as one with Paul Gardner which debates the desirability of having House rules. The discussion goes back and forth many times, and is very successful in presenting each side of the argument strongly. Bruce also presents a detailed account of how to run a standby list, some thoughts on the ticklish subject of Praise and Criticism, How to handle excess material, and Outline for what FRs should try to cover, and many, many other items.

Did I mention J.R. Baker's piece on Art? Coughlan on doing a fake zine? Stewart on Establishing a Letter column? Davis on using the phone? Perry on Team publishing? Winsome on Folding? There isn't room here to even mention all the original goodies.

There is also a wealth of reprinted material. Bruce has made some fine selections from the IDA publisher's Handbook (now out of print), and the British one, "Greatest Tips". The latter includes a series from Wallace Nicholl on graphics, including design and layout, photos, lines and drawings, and lettering (the latter doesn't include the method I use here), including such details as describing different types

(continued near top of page 16)

((Very few writers attempt to write fictional games. And those who do, usually go for entertainment (humor) rather than something more didactic. And such games, for whatever purpose, normally focus on the opening, rather than end game. Thus the following, by Len Lakofka from Phil the Frog #46 March, 1974, is all the more unusual))

"The key to a turkey's success is its ability to become a vulture."

Jan 11, 1902

William Tremain Leonard

When Turkey begins to plan its future growth it must look ahead to middle game. This is also true of Turkey's alter-ego, England. These two powers, relatively safe in their corner positions, seek expansion by stabbing neighbours who are off to war in another part of the board. Both England and Turkey can be dormant for a few early game years to suddenly expand with vigour and power as late as 1905 through 1907! When they perform such a feat, it is usually due to proper alliance structure in the early years of the game. Therefore, as Turkey, you should seek the early destruction of two countries, so they will not prevent your win later in the game. These two countries are Russia first and England second.

A strong Russian ally allows you to expand west in great haste, but it also gives the Russian far better play for the win, and it is the win that you want to achieve.

An ideal game plan for Turkey calls for an early alliance with Austria to destroy southern Russia first, then blitz into Italy. In the west, you wish to see Italy and England take on France and Germany, with Russia playing a minor part versus England. If Italy goes west, your plan should work perfectly. Rumania and Sevastopol will fall easily and in 1903 a big swing into the southern waters and the middle of the game board will yield a sure four-way draw by 1905. It is important to blitz Italy quickly, as that is the key to the sure stalemate position.

It is at this point that Turkey turns vulture. He stabs Austria only if the Austrian armed forces are all fighting in Germany and Italy, and resistance is not yet firmed up. This stab will give Turkey most of Austria before she can hope to recover.

Let's examine the positions and supply centre holding of the great powers through the winter of 1904. Specific tactics will not be explored, because most will be self-evident.

1901, after Winter builds:-

AUSTRIA: f gre, a ser, a rus, f tri, a bud, a vie. (6)
 ENGLAND: a yor, f nth, f nwy, f lon. (4)
 FRANCE: f par, a spa, a bel, f mar, f bre, a par. (6)
 GERMANY: a hol, f ska, a den, f kie, a mun. (5)
 ITALY: f rom, f tys, a tun, a pie. (4)
 RUSSIA: f swe, a ukr, f sev, a mos, a war. (5)
 TURKEY: a arm, a bul, f ank, f con. (4)

1902, after Winter builds:-

AUSTRIA: f adr, f gre, a gal, a boh, a vie, a bud. (6)
 ENGLAND: a wal, f nwy, f nth, f eng. (4)
 FRANCE: f gol, a spa, f nao, f bre, a pic, a bel. (6)
 GERMANY: a hol, f hel, f ska, a den, a sil. (5)
 ITALY: f tys, a naf, f tun, a pie. (4)
 RUSSIA: f swe, a ukr, a mos, a war. (4)
 TURKEY: a sev, f bla, f aeg, a bul, f may. (5)

1903, after Winter builds:-

AUSTRIA: f adr, f gre, a apu, a ven, a gal, a ukr, a tri. (7)
 ENGLAND: a wal, f nwy, f iri, f nth. (4)
 FRANCE: f eng, a mar, f nao, f mao, a pic, a bel. (6)
 GERMANY: a swe, f ska, f hel, a sil, a hol, a mun. (6)
 ITALY: f tys, f tun, a pie. (3)
 RUSSIA: a lvn, a war, a mos. (3)
 TURKEY: a sev, f bla, f ion, f aeg, a bul. (5)

1904, after Winter builds:-

AUSTRIA: f gre, a rom, a ven, a boh, a gal, a ukr, f adr, a tri. (8)
ENGLAND: f stp(n), a lon, f iri, f yor. (4)
FRANCE: f nao, f eng, f wal, a bel, a pic, a mar. (6)
GERMANY: a nwy, f ska, f nth, a sil, a hol, a den, a mun. (7)

ITALY: f tun. (1)
RUSSIA: a war. (1)
TURKEY: a nap, a mos, f sev, a con, f ion, f smy, f aeg. (7)

((Note that Len has been careful not to give Turkey an especially successful opening game. In the first three years, he has taken only 2 SCs, Bul and Sev, and has only one forward unit, F Ion. Even in 1904, with the fall of Mos and Naples, he is not dominating the east, as Austria has one more center than he has

From this position, we see your plan has worked quite well. You are still tied to Austria through 1905 because positions have not yet firmed up. However, the slow English death has worked to put a large portion of the Franco-Prussian forces on England's doorstep. Here is what Spring 1905 would look like:-

AUSTRIA: f gre s (turkey) f aeg-ion; a rom-tus; a ven-pie; a boh-mun; a ukr-war s by a gal; f adr holds; a tri-ven.
ENGLAND: a lon holds; f iri-lpl; f yor-edi; f stp(n)-nwy.
FRANCE: f nao-iri s by f wal; f eng-lon; a mar-pie; a bel, a pic hold.
GERMANY: a hol-yor c by f nth; a nwy holds; f ska-nrg; a den-kie; a sil s (russia) a war; a mun-boh.
ITALY: f tun holds.
RUSSIA: a war holds (retreat to lvn).
TURKEY: f ion-tys; f smy-aeg; a con-bul; a nap holds; f aeg-ion; a mos s (austria) a ukr-war; f sev-bla.

The stage is now set for the big push. England is going to get crushed in the fall. The time for the big stab is ripe. Should you ally with someone in the final push? Yes. Germany. This will give you a good race for the win - if you stay unallied, the Franco-German alliance has the better chance for the win. So in Fall 1905:-

AUSTRIA: f gre holds; a ven-pie s by a tus; a boh-sil s by a war; a gal s a war; f adr holds; a tri-tyr.
ENGLAND: f stp(n) holds; f lpl-iri; f edi-yor s by a lon (both disband).
FRANCE: f iri-lpl; f wal-lon s by f eng; a mar-pie; a bel, a pic hold.
GERMANY: a nwy holds; f nrg-cly; a yor-edi s by f nth; a kie-hol; a sil-mun; a mun-bur.
ITALY: f tun holds.
RUSSIA: a lvn-war.
TURKEY: a nap-rom s by f tys; f aeg s a bul-gre; a mos-war; f bla-rum; f ion holds.

The supply centre result is now:

A: gre, ser, rom, tri, vie, bud, rom, ven, +war (6) - remove 2.
E: lon, lpl, adr, stp (2) - even.
F: bre, por, spa, mar, par, bel, +lon (7) - build 1.
G: nwy, swe, den, hol, mun, ber, kie, +edi (8) - build 1.
I: tun (1) - even.
R: war (0) - out.
T: con, ank, smy, bul, nap, sev, mos, +gre, +rum, +rom (10) - build 3!

From here, there should be these odds: Turkey 3:1 in favour of a win, Germany 2:1, France 4:5, Austria 2:5 in favour. All you have to do is to keep France and Germany fighting, and you should get the win easily.

For Spring 1906, we have:-

AUSTRIA: f alb-ion s by f adr; a gal-ukr s by a war; a tyr-vie; a tus-ven.
ENGLAND: f iri-nao; f stp(n)-nwy.
FRANCE: f lpl holds (retreat to iri); f eng-nth s by f lon; a mar-gas;
a par-gas; a pic-bur s by a bel.
GERMANY: a nwy-stp; a edi-lpl s by f cly; f nth holds (retreat to den);
a hol-ruh; f kie-hol; a bur holds; a mur s a bur.
ITALY: f tun s (austrian) f adr-ion (retreat to naf).
TURKEY: f ion-tun s by f tys; f aeg-gre; a gre-ser; a rom-ven;
a ank-arm; f smy-ems; a con-bul; f rum, a mos hold.

And in the Fall:-

AUSTRIA: a ukr-mos s by a war; a vie-bud; f ion-tun; f adr-tri; a tus-rom.
ENGLAND: f stp(n) s (french) f nth-nwy; f nao-lpl.
FRANCE: f lon-wal s by f iri; f nth-nwy; a pic s a bel; a mar-gas;
a par-gas; a bel holds (annihilated).
GERMANY: a nwy, a lpl hold; f cly-edi; a bur-bel s by a ruh & f hol;
a mun-bur; f den-nth.
ITALY: f naf s (austrian) f ion-tun.
TURKEY: f tun holds (retreat to was); a mos-stp (retreat to lvn);
f tys-nap; a rom hold; f ems-ion; a arm-sev s by f rum; a bul-ser;
a ser-bud; f gre hold.

Austria now has 7 (builds 1), England 1 (removes 1), France 6 (even), Italy is out, Germany has 10 (builds 2) and Turkey 10 (even).

Notice that Austria will certainly lose Moscow, and the drive on Austria proper and the Ionian will surely finish him in two to three years. France is effectively doomed, as the Turkish escape to the Western Med and the German push will end it all soon.

ESAYS

((Let's move from that intense material to something on the lighter side. This comes from Pdi Birsan (often Len's nemesis) and appeared in #26 of his zine Arena, March, 1973))

AND STILL THE GODS WERE ANGRY

Saturday morning, March 3, 1973 was like any Saturday morning on which I was to play a face to face Diplomacy game. I got up and practiced accepting concessions, went thru a few graceful bows as I went over my opening arguments for stabbing this country or that. In general I had a wonderful time warming up for the game.

AND THEN ... the country assignments came and I pulled Turkey in the first game. "Yummy" I thought to myself. When all the sudden right there on the spot that Indian-Hoosier-Babyfaced-stabber-in-the-front-side-and-rear; Walt Puchanah, who shall remain nameless to protect the innocent, turns to the Indians among the board and says:

"Everywhere we read about Pdi going here and there and doing everybody in. Wouldn't it be great if the world's Greatest Diplomacy Player was dumped on Lebanon."

At that point, I looked quickly over the board. Buchanan had Italy, Austria and Russia (P. Walker and T. Keller) were also from Indiana. In fact, outside of me, the only one who wasn't was Pyle on the other side of the board. Then --- Pat Walker and Keller looked at me and smiled. And then they laughed. But worst of all, Buchanan mentioned that in 7 years of over the board play, I had never been completely wiped out. Beaten down yes, wiped-no.

And that was the cruncher. The Anti-Birsan opening was created right there. Everything that Italy, Austria, and Russia had went flying at me. It was my great joy to survive 1903 and hustle 50¢ from Walt on a side bet. And then in the Winter of 1904 it happened: "Turkey remove one and OUT, OUT for the first time in his life."

Five minutes of cheers and applause was followed by the immediate drawing of the game between the six remaining countries as I had come back from the grave to make sure that th dastardly folks in Indiana would never have a win ove the board.

.....After looking over the board and my past glories slipping away, I raised my hand and pronounced a curse upon Indiana for the deed they had done:

"Let there be no victory in this state
"Till some future unknown date
"When I return to claim at Rest
"The 18 centers close to my Chest!"

((Fortunately, Edi was a lot better at Dippy than at doggerel. The story had an ironic reprise. 8 years later, I got into a postal game with Birsan. This time, I was Turkey, and Edi was Austria, and the rat was Russia, Konrad Baumeister. Konrad tells Edi that while I've been beaten at postal diplomacy, I'd never been eliminated. That's all Edi needed to hear. From then on, he was singleminded in his devotion to knocking me out. I'm not making this up --- he said as much in a press release at the time. This was the Hoosier Archives Demo Game. Check out the next Diplomacy World to see how it all turned out))



((Diplomacy is based reasonably well on the world as it existed in the context of World War I. The strengths have been equalized to make for a more balanced game, and other alterations were made. On the other hand, Calhamer, for some reason, chose "1901" as the label for the start of the war, not 1914, and postal GMS have always used that convention. The following is thus slightly off the subject, since it looks at Turkey at the turn of the century. But this should be useful for writing Turkish press, if you want to be "authentic" in the way that press is labeled, i.e., starting at 1901. It appeared in Diplomania #31, Sept 1966. I don't know who wrote it; possibly the editor, Don Miller))

TURKEY AD 1900

The current Turkish government is despotic. The monarch, usually called the "Sultan", is regarded by the Turks as the caliph or head of Islam. His edicts bear the name of Hatti-sherif, and his government is often designated as the Sublime Porte. The public officers who conduct the administration under the Sultan are divided into three classes: (1) That of law and religion, at the

head of which is the *emir-ul-Islam*, who governs a judicial and ecclesiastical body called the *Ulemas*. (2) The "officials of the pen", or the members of administration, at the head of which is the grand-vizier of *Sadrazan*. (3) The "officials of the sword", headed by the *Seraskier* or minister of war, and the *Capudan Pashā* or minister of marine. The supreme deliberative body is the *divan* or privy-council, with the grand-vizier at its head, and the other members including the *Sheik-ul-Islam* and the ministers of war, finance, marine, commerce, education, justice, etc. The immediate possessions of the Turkish empire are divided into general governments or *vilayets*, at the head of each of which is a governor bearing the title of "*vali*". The *vilayets* are themselves subdivided into *sanjaks*, administered by *mutessarifs*; and these are again divided into *kazas* administered by *kaimakams*.

The people are of very diverse races. First in order are the *Osmanli Turks*, who (as the dominant race) are diffused over the country. The *Greeks* form the bulk of the population over most of the *Aegean* coasts and the islands, and are, to a very considerable extent, the mercantile and trading community of Turkey. *Arnavuts*, or *Albanians*, are found in the west throughout *Albania*; the N.W. is occupied by *Servians*; and *Bulgarians* inhabit the district south of the *Danube* and east of *Servia* and *Albania*. In *Asiatic Turkey* the *Turks* are an important element, but there are also large numbers of *Armenians*, *Arabs*, *Kurds*, *Greeks*, *Jews*, *Circassians*, etc. The *Turkish* language belongs to the *Turanian* family of languages, and is allied to the *Hungarian* and the *Finnish*. There is a large quantity of literature, although it is not very original, consisting in large part of translations from the *Persian* and the *Arabic*, and in recent times from the literature of some of the *European* nations.

The land itself is considerably larger than the Turkey with which you are familiar in 1966. It occupies a considerable portion of the *Balkan* peninsula, in *Europe* -- but there is an even larger portion in *Asia*. The capital, *Constantinople*, is in the *European* portion. Those portions of *Europe* directly under the rule of the *Sultan* extend from *Montenegro*, *Bosnia*, *Servia*, and *Eastern Rumelia* on the north to the *Aegean* and *Greece* on the south, and from the *Black Sea* to the *Adriatic*, the *Straits of Otranto*, and the *Ionic Sea*. The area under direct *Turkish* rule was greatly reduced by the 1878 *Treaty of Berlin*, another result of which was confirmation of the independence and extension of the limits of several of the formerly tributary states. Still nominally under Turkey are the autonomous province of *Eastern Rumelia*; the island of *Crete*; the tributary principality of *Bulgaria*; the semi-detached provinces of *Bosnia*, *Herzegovina*, and *Novibazar*, administered by *Austria-Hungary*. A number of islands in the *Aegean* belong to Turkey, and *Egypt* is also nominally part of the *Turkish* dominions. Total area in *Europe*, *Asia*, and *Africa*, is approximately 4,576,700 square miles. Population is in the neighborhood of 38,791,000.

European Turkey is quite mountainous, being traversed in different directions by numerous mountain chains, among which the main systems are the *Balkan* range, which stretches from west to east between *Bulgaria* and *Eastern Rumelia* to *Cape Emineh* on the *Black Sea*; *Rhodope*, south of the *Balkans*; the *Shardagh* and *Grammos* on the west, continued north-west under various names into *Bosnia* and *Herzegovina*. The most important river basin is the one which drains into the *Aegean Sea*, which receives the *Vardar*, the *Struma*, the *Mista* (or *Karasu*), and the *Meritza*. There are several plains notable for their fertility and beauty. The climate is not as mild as its latitude might seem to indicate, with the winter being severe -- but the summer heat is excessive. No part of the world is better adapted for the raising of grain, the chief crops being *maize*, *wheat*, and *barley*; also produced are *rice*, *millet*, and *buckwheat*, as well as *flax*, *hemp*, *sesame*, and *madder*. There is a general cultivation of *tobacco* and *cotton*. The chief fruit is the *fig*, while

the olive is cultivated along the coasts of the Archipelago and the Adriatic. Another important product is wine, and roses (for otto or attar) are grown in some parts. The only manufacturing, which is of little importance to the economy, is done in Constantinople, Adrianople, and Salonica.

Turkey in Asia comprises the peninsula of Asia Minor, the country intersected by the Tigris and the Euphrates, the mountainous region of Armenia between their upper ranges and the Black Sea, the ancient lands of Syria and Palestine, and the coastal strips of Arabia along the Red Sea and the Persian Gulf. The islands of Chios, Rhodes, Lesbos, etc., belong to Turkey, while the island of Samos is a tributary principality. The principal towns in Asiatic Turkey are Smyrna, Damascus, Bagdad, Aleppo, and Beyrout.

Keeping in mind the value of the dollar in 1900, it is interesting to note the Turkish "balance-of-payments" deficit -- in the latest figures available (1898), the total exports (chiefly raisins, figs, dates, silk, cotton, wool, mohair, opium, coffee, wheat, wine, valonia, olive oil, and tobacco) amounted to \$57,375,000, while imports (cotton, woolen, and silk goods; metals, iron, steel, glass-ware, and the like) totaled \$138,340,000. They did manage a balanced-budget, though -- 1900 revenue was \$84,142,325, while 1900 expenditure was \$83,770,095. The public debt, however, is approximately \$625,000,000. (Note, please, that the 1900 figures given above are for fiscal-year 1900.) The principal railways are those from Salonica to Uskup and from Constantinople to Adrianople; total length of track open for traffic is about 3,000 miles. Length of telegraph lines is close to 21,800 miles.

Petty cash consists of "grush" or piastres, the value of which is a bit less than $\frac{1}{4}$ ¢; 100 piastres make a Turkish "lira" or gold "medjidie" (value about 36¢) (a good example of the whole being worth a lot less than the sum of its parts), and 500 make a "purse". The unit of weight is the "eke", which is equal to about $2 \frac{5}{6}$ pounds avdp. The usual linear measure is the "arshin", equal to about 30 inches.

Mohammedanism is the established religion of Turkey, but the Greek form of Christianity is professed by most of the Greeks and Bulgarians, and part of the Albanians are Roman Catholics. In accordance with the law of 1869, the educational system provides for the building of elementary schools in every community, and of secondary schools in the larger towns. A university was opened at Constantinople in 1870; there are also law, military, and medical schools there.

The standing army consists of 700,620 officers and men; on a war-footing, 900,000 men are available. The navy consists of 12 coast defense ships; 2 cruisers, 2nd-class; 4 cruisers, 3rd-class; 6 gunboats and the like, 19 torpedo boats, 1st-class; and 7 torpedo-boats, 3rd-class. Oh, yes, the current Sultan is Abdul Hamid II, who has ruled since the deposition of his nephew, Murad V, in 1876. Oops! -- must go (time waits for no man, you know) -- see you in Russia next ish. TTT



((One of the oddities of the Diplomacy board, perhaps one of its limitations, is the fact that Austria and Turkey basically eye the same set of S.C.s when they are looking for a win. This is by Howard Mahler, and is from Hoosier Archives #123, Oct 9, 1973))

THE TURKISH 18

cularly difficult for the Austrian or Turkish ((hereafter, "Turkish")) player to turn a strong midgame position (about 10-14 centers) into a win.

The most likely centers to make up a Turkish win are T, A, the Balkans, Italy (wit'out Tun), Sev, Mos, War, Ber, and Mun. Expansion beyond that has certain problems. First, StP is usually out of the question because it can only be attacked by two Turkish units. Second, an unbreakable barrier can be hastily thrown up across western Germany as follows: A Bur & A Ruh S Kie. Both here and in what follows, notice the effect of Switzerland, particularly how it acts as a boulder which forces the Turkish stream of expansion to branch either north or south. Third, Tunis can be absolutely guarded against the Turk with the "Mediterranean barrier": NAP S Tun, P Wes & P Mar S P Lyo. With fewer units, P Tyh S P Tun can hold until reinforcements arrive.

To add to the Turkish problem, certain of the 18 centers listed about can be denied. Berlin can be denied by the more elaborate German barrier: A Bir, A Ruh S A Kie, Kie & P Bal S Ber. The rearrangement of these 5 units can deny Mun as well: A Bur & A Ruh S A Mun, P Bal ((or A Kie)) S Ber. The Italian centers can be denied by a more complex and less likely setup requiring 7 units: Tun, P Tyhm Nap S Apu, A Pie & A Tus S Ven.

A big step towards the solution of this problem when you are Turkish is to realize that it exists. You must keep these possibilities in mind from the middle game on. Try not to give time for the barriers to form. One turn can spell the difference between a win and having the door slammed in your face. If necessary, concentrate on the area north or south of Switzerland, while neglecting the other.

As Austria ((or here, as Turkey in a game where you can overrun Austria rather quickly and decide on a heavily army-oriented strategy)) you are closer to Germany than Turkey is, so you are less likely to be stopped by the German barriers. The simplest thing is to have broken thru Germany early (as often happens with a Russian ally). Perhaps after reading this article, you'll lean more toward doing this, altho it's hard to get to 10-14 centers so that you may be excused if you had to neglect to attack Italy. We're concerned with the times Austria hasn't broken thru Austria early ((normally the case if you're Turkey)). Perhaps you can delay mopping up a situation against T, R, or I in order to break thru Germany NOW.. Sometimes this will involve risks of help reaching your victim, but nothing ventured, nothing gained. Similar ideas apply to an Italian barrier set up by a former Italian ally, or France, except that fleets help here.

With Turkey, the situation of the German and Mediterranean barriers is reversed. Turkey is more likely to have broken thru into the Western Medit basin early, and if he hasn't, is more likely to have the necessary fleets on hand. On the other hand, he is more likely to find all of Germany denied to him. In the future, as Turkey, you might lean more toward a quick naval breakthrough in the Mediterranean as opposed to a quick push north.

As a side thought, we notice one reason why G and I are weak -- they are located at a crossroads. In order to win, an Austrian or Turkish player must expand thru one or both of them. Specifically, a Turkish-Italian alliance is unlikely to long outlast the destruction of Austria. Altho A shares with G and I the general malady of being a central power, its weakness is more in the form of being open to a first-year blitz. I would like to see some figures on Austria performance in games where it's gotten 5 (or 6) units in the first year.

Don't get me wrong - I'm not trying to paint a win by T or A as something of a miracle. I'm saying that these countries are

particularly vulnerable to stop-the-loader alliances (often formed by F and B). Recognizing the problem might allow you to turn a draw into a win, or as a western power turn a Austró-Turkk win into a draw

((So what should you do? Lets turn and have a look at how some Turkish games were won. In Greatest Hits #88, October 1981, Pete Birks looked at 20 games in which Turkey had won, and looked at those 18 centers (or more) held, or where "it was made clear what those centers would be". Home, Gre, Sul, Ser, Rum, Sev, Mos, Tri, Rud, and Vie were all at least 90%. Ven and Nap were at 85%. That gives us an essential core of 14 centers. The next most popular are War at 80%, and Tun at 75%, for 16. The only other centers held at least half the time were Rom, 65%, Berlin, 60%, and Mun, 55%. It would appear that about 1/3 of the players made their win in the southwest, with Mar-35%, Spa-40%, Por-25%. In the other direction, a surprising 40% took StP, with another 15% taking NWy as well. Other than Kie's 20%, everything else was 10% or less.))

((All this suggests several strategies. Wahler points out that Turkey is better placed to get a fleet breakthru, and Austria is better poised in Germany and the north. One approach then is to ride the AT alliance as long as possible, and thereby break down both doors. You then stab your Austrian ally at a fairly late point in the game, when the western powers are now weak, and nowhere near the stalemate points. Of course, you risk getting stabbed yourself first. A second approach is to get a western power to open the door for you. It doesn't take a great deal of help to do this -- perhaps German support into StP, or French help into Mun. You are basically looking for a short term puppet who would like to settle an old score. A third approach is to play to your strength --- fleet power thru the Med. Here, you set a singleminded goal of taking Mid, normally done in alliance with Russia. Here, you very much want Germany to dominate the west. His success will weaken the naval threats of England and France, making it less likely that either can spare the three fleets needed to barricade Mid. He will also act as a great stumbling block for Russia, who you will probably need to stab for Sev-Rum-Rud-Vie and the win. A fourth approach is much more dicey, and rarely seen, but it is possible to get into scandinavia. This requires an early crippling of Russia, so that he removes his northern fleet. Then, England gets into a war with France, in a little over his head, and he thins out his Scandinavian

outpost, Turkey makes a surprise attack on StP, and rushes to Fin. It sounds strange, but I saw it done at a game in DipCon 1982. PTA had carved up Russia, and then IV were crushing A. Meanwhile EW were mauling G, but England decide that France was getting too much, so he switched it to EG vs F. England needed everything he had, and so left one fleet in the north. Austria suddenly sprang from War/Sev to LVN/Mos, and in a couple of years, had StP, NWy, Swe. The English losses, plus tying down a German unit in Den, gave France the upper hand, and allowed Turkey to slam into Eastern Germany. I don't recall exactly how it ended, but I think he made a grab for Italy's Austrian holdings for the win.

Two final points. Turkey must be very sensitive to the set-up in the west. Which plan is best may very much depend on what configuration develops there --- are, for example, armies or fleets dominating? Second, Turkish players must recognize that this is a much easier country to draw with than to win with --- the opposite, for example, to neighbor Russia))

DIPCON 19

For the first time since 1971, DipCon took place at what was basically a dippy-only gathering (the other games were of course played, as they always are at DipCons). MaryCon was the host, which practically guarantees people that things would be smoothly run.

The tournament was won by Malcolm Smith of Norway, which I believe is the first time a DipCon has been won by someone from outside the US. He also took best England with a win. This is all the more remarkable since 1) Malc was eliminated twice at last year's MaryCon, and 2) shades of the Emperor-has-no-clothes, the truth of the matter is, no one can understand more than about 10% of what Malc says. You just have to make educated guesses on the basis of his gestures, and a word grasped here or there. The man's British accent is just too strong. Of course, he won, so I'm working on my accent for next year.

Marc Hurwitz grabbed best Turkey with a win, and came in second. He made a long term alliance with Italy; they swept the board. It was a sight to see --- vast numbers of Italian fleets and Turkish armies. At the end, Italy arranged huge numbers of fleets for a Smy-Strp convoy. Instead, Mark stabbed him for the win. Howard Christie, whose father Hugh was there in his first Con, came in third. Other best countries were Morgan Curley (I and G-tie), Jeff Bohner (G-tie), James Wall (F), Bill Thompson (R) --- who has won 2 of the past 3 MaryCons, and Mike Gonzalves (A).

The scoring system was kept secret, on the theory that this way, players won't let the scoring system influence their play. This is wishful thinking by people who simply don't know better. Players just orient their play to how they think the scoring system will operate, which just introduces an element of guesswork (=luck. If you're lucky, you've guessed right) where none should be. For example, on one board, the minor players were willing to accept a 2-way draw. The major powers refused, wanting to play it out for a couple of years to increase their SC holdings, on the estimate that this would increase their score. In another case, I overheard two players debating on whether the same scoring system as was used last year would be used again (specifically, whether the feature of 5, 6, and 7, way draws being worthless would be used again). The scoring system is an integral part of Tournament Diplomacy, and players are entitled to be told. Otherwise, the lucky one will be those who guess correctly, or whose personal philosophy just happens to match the scoring system. But I digress.

What was it like? Allan Clehmer (the game's inventor) explains that he hasn't played in years, but now that he's in a game (a pickup game in Sat night), he feels his enthusiasm coming back strongly, and he later played a gunboob game.... Rex Martin outlines the effects of specialization has had on the general wargaming community Deb Peters giving an earnest and enthusiastic sales pitch for MadCon to be the host for next year's DipCon, even tho there were no other bids.... Larry Peery announcing the Awards Winners (Koning award for best player went to Dan Stafford, Miller Award for Service went to BNC Bill Quinn, and Pod Walker Award for Writing went to Daf Langley for her warm and informative essay on hosting a Con).... Jim Verkey informing me that my

problem in the game was that I had stabbed all of my neighbors, but "you didn't actually get rid of any of them" --- this as they, including him, were nibbling me to death...marveling at the fact that 5 people had come from Canada.

I think 80 people attended, with about 62 playing in the tournament. The new administrative committee is Debi Peters, Ken Peel (who agonized for several minutes out loud as to whether he should accept the nomination) and Mark Frueh.

The weekend also generated a lot of "outside" interest. The Washington Post ran a large feature item on it (since reprinted in Politesse's June issue). I'm told (I didn't hear it) that MWR's "All Things Considered" did a short piece on it. Larry Peery talked at some length to someone from People Magazine, but apparently nothing came of it. There are nice writups in Praxis #7 and the July Politesse.

THE ZINE COLUMN # 93

Runestone '86

COSTAGUANA has won the Runestone Zine Poll for 1986. This result was richly deserved. Between Conrad's superb writing, and the exceptionally nasty letter column, you have a sensational zine, one of only three that I rated 10 in the poll. Alas, in Vol II, #1, Conrad announces that he's got 98 subbers, and he cannot accept any more subs or trades. This should not, however, deter you from trying to get this extraordinary zine. Write him anyway (4374 Donald Ave San Diego, CA92117) and put on the full grovel treatment. Alternatively, ask to go on the waiting list. Every zine has some turnover, and Conrad implies that he will be pruning some deadwood out. In addition, I stand willing to form a secondary market in Costaguanas. If you would like to sub, but can't, or if you do sub, and are willing to pass your copies along to someone else, contact me, and I will try to match people up. I know this is an extreme action to take, but Costaguana-depravation is not a pretty thing, and my subbers to DD do deserve the best.

Europa Express came in second, while newcomers It's a Trap! and Praxis came in #3 and #4. Rounding out the top ten were Excelsior, DW, DD (up one from #8 last year), the Zine Register, No Fixed Address and Magus. I'm pleased to note that except for Magus (where Steve cancelled my sub), I get all the zines on the top ten.

Ron (Canad) Brown's D-Day!, which appears in No Fixed Address, won the subzine poll. Oddly, his wife won this poll last year with her MeANNderings. Hobbytalk! came in second, and The Megadiplomat came in third; all three were new, as were 6 of the top 8. All consist almost entirely of the writings of their editor.

60 zines got at least ten votes, the minimum for the main list. I was delighted that DD got 61 votes, behind only EF and DW in that regard. DD continues to be widely read. Except for Dippy, every zine on the main list had at least 5 people who voted for both that zine and DD.

The CM poll was won by Gary Coughlan, with Mark Larzelere (last year's winner) and Dave Kleinman tied for 2-3, with Benes and Lis-chett tied for 4-5. You needed 5 votes to make the main list here, and in general, far fewer votes go to each candidate. Except for von Metzke,

no GM got more than 15 votes, which I think reflects the lower GMing load that GMs carry these days.

The results and much more appear in The Cream Shall Rise #2, available from Bruce for \$2. The issue also includes an appreciation of the winners of the zine, subzine, and GM Poll, and the top rookie zine. There's also some discussion of polling methods and issues, a list of the voters, addresses, etc. There is also a new idea, a combined poll looking at all the Runestone Polls of the past (scoring was 10 points for a first place finish, 9 points for a second place, etc). The winner by a vast margin was Europa Express, but I was delighted to see DD in there at 4th. This is an interesting sort of poll, which favors longevity and consistency, but it emphasizes that each year's results are just a piece of a longer process. This publication is a sort of snapshot of the hobby, in much the same way that the Zine Directory is, and along with the pages of stats, has a lot of good reading in its 52 pages. Its only \$1 to those who voted, which about covers the postage.

211 people voted, with ballots coming in from 7 countries. That total dwarfs any previous year other than last year. Over 3 dozen zines publicized the poll. With a virtual absence of controversy this year, it's clear that the poll is in its best shape ever.

THE ZINE COLUMN # 94

"So, what happened? Well, basically, I ceased to be a zine editor. I didn't realize it immediately, of course. It's possible that I ceased to be a zine editor quite some months ago; but over the last 3 weeks, this feeling has hardened into total certainty, and arrangements have been made." And so Pete Birks announced the fold of Greatest Hits, which I believe was the longest running mainstream British Dipzine, in issue #129. Greatest Hits has been mentioned many times in this zine, and its material will be reprinted here for many years to come. What stands out the most to me is the stellar quality of Pete's writing. It wasn't always, or even usually, absolutely top notch, it was so often enough that his zine was a pleasure even if the particular topic didn't greatly interest me. In some ways, the zine resembled the old The Mixmaxu Gazette, especially in the editor's willingness to write on a very wide range of topics. Pete will not be disappearing entirely (and GH had a publishing break of 4-5 months once before), so his writing, I hope, won't be gone entirely. The zine, tho, will be missed.

Another one which will be too is The Inner Light, which is folding after 13 issues, with the games having gone to Conrad von Metzke. TIL was on the outer edges of the hobby, with Keith making a deliberate effort to have very very little to do with the game and not much more to do with the hobby. Instead he tried, generally successfully, to give the flavor of his California lifestyle. It was one of the most personalized dipzines of all times, and I for one look forward to Keith's return, should we be so lucky.

Also folding is Winsome-Losesome, with the conclusion of its last game. "Judy Winsome" turned out to be a he after all, and the zine was considered to be a superb place to play postal dippy.

...If you want to play electronic mail Dippy (you need a modem and a computer) contact Ken Hill 3002 Sawdust Lane Dublin Ohio 43017....Fred Davis 1h27 Clairidge Rd Baltimore MD 21207 has openings on "Balken Wars III", a variant with no neutrals, so the game should get off to a right vicious start. \$9 gets you map, rules, and a sub to his fine Bushwacker for as long as the game lasts

Richard Sharp's superbly written Dolchstoss, which at one time was my most favorite zine has hit #100, with some reminiscences of days gone by. I had a publishing break of over 4 years. People didn't, generally, scream and shout about their sub balances; they waited patiently for the return!

I've finally gotten my copy of the second edition of the novice publication, Masters of Deceit. The false information, and the criticism of DD has been removed, but beyond that, this isn't much improved. In fact, in some ways, the political slant to this has become even sharper. The Plugs for Europa Express and No Fixed Address (which finished #1 and #2 in the 1985 Runestone Poll) have been axed. Their publishers have tangled with Ceruso, who prepared this list, so that's no big surprise. The other novice publication, Supernova is nowhere mentioned, which shows you how interested they really are in informing novices. Many publications are mentioned, some of them more than once, but The Lexicon of Diplomacy and Diplomacy Digest are boycotted. A number of awards and polls are mentioned (most of them defunct), but the Runestone Poll, the oldest and the one with the strongest hobby support, isn't mentioned at all. And that's not all. Langley's "Questions..." essay has been retyped, but many of the ambiguities and outright errors are still there. I have a lot of other problems with this, but what's the use? This is a second-rate publication put out by political hacks, who have given a decidedly slanted view of the hobby. Not recommended.

Writing in YVSC #8 1/2 Jim Burgess reveals that the US Orphan Service is broke; its absorbing more money than Jim can supply from his pocket. DipCon this year, unwisely in my view, decided not to fund any hobby service other than next year's DipCon. Robert Sacks has funds from Atlanticon, but Jim is very doubtful that he'll get any. Sacks' reasons are too idiotic to detail here, but will be familiar to almost anyone who has had to deal with him. Jim is only the most recent in a very long line of people who have been unable to deal with him because of his hyper-political approach to any hobby project. That leaves as the best alternative a "PBO Auction", a fundraising method that has worked well twice in the past for hobby projects. If you're interested in running such a thing, contact Jim at 100 Holden St, Providence RI 02902. Jim also keeps up a list of GMS willing to take orphaned games, and people willing to standby in orphaned games.

THE ZINE COLUMN # 45 EPITAPH for THE NOT FOR HIRE

I have never before expressed satisfaction in these pages over the folding of a zine, but I'm going to make an exception. In The Not For Hire #9, Steve Langley announces that the zine has folded. Good.

While there was some interesting reading in TNFH, it was completely overshadowed by the unprecedented campaign of calumny against me (as well as Steve Hutton and Bruce Linsev). The most heavily repeated, and serious charge, was that I had been a thief, stolen his money. But his story in this kept changing again and again, until he came down to a version in which he referred to a "little note" on the cover of an issue of Magus, which would be there "if I'm telling the truth". But no such note was on any issue, because Steve wasn't telling the truth. And when I presented Xeroxs of covers to prove it, Steve just used TNFH as a forum for a new charge, viz, that I was "deliberately attempting to manufacture misleading evidence." In another incident, Steve accused me several times of libeling Bill Highfield. So far as I'm aware, Bill never made such a charge. But Steve never presented a shred of evidence that what I said

was untrue. He just assumed it wasn't. In another situation, he noted that I had complained about not being permitted to respond to "Volunteers from the Audience", and yet, Steve accused, I had never mailed him anything about it. This was provably false. I had sent him 2 letters, one of which he had refused, and the other I know he got because he wrote me back about it. But the facts never mattered in TNPH. In one issue, he printed a really vicious story about me. He refused to name his source, and he admitted "I don't know the details". The story was a lie, pure and simple when it appeared in Magus, and Steve was apparently so pleased with it, he repeated it in TNPH. He presented no evidence that the story was true, but instead, invited me to disprove it! Serious charges without any proof was the kind of zine TNPH was.

And it wasn't just Steve. Take for example, the following from John Caruso's letter in the last TNPH: "To Steve Langley: Has Mark Berch returned the \$1.35 to you yet? You know, the money he admitted is in error way back when, in TNPH. If not, then he most certainly is a thief. He knows of the error, and he refuses to correct it himself, voluntarily." That is, typically for both Caruso and TNPH, a smear job --- completely unconnected from the facts. The truth is that Steve, without ever discussing the matter with me, cancelled my Magus sub. sent me a refund check, waited till I cashed it, and then accused me of a thief. I then discovered a subtle error in his calculations (he refunded me not on the basis of what I had paid for the Magus issues, but on the basis of the then-higher sub rates. This came to \$1.35 overpayment). In the same letter that I pointed this out (TNPH #4, page 6-7), I did volunteer to repay it: "I stand willing to repay the \$1.35 ... if you so desire" In the next issue (page 11) Steve declines: "My error so you get to keep the money" And when he had occasion to send me another check, he didn't deduct the \$1.35. So what it boils down to is that Steve calls me a thief, I discover an error (in my favor) Steve made, offer to repay, Steve declines, and Caruso says that shows I'm a thief. That's the kind of smear TNPH ran.

Nor is that all from Caruso's letter. He goes on to say, "Mark Berch says everyone does it, so everyone must be a thief too." Another smear. I never said anything of the sort. I challenge Caruso to come up with where I said this.

Later on in the letter, he says that he will no longer be distributing "Diplomacy Introductory Publication". This being TNPH, however, means that this routine announcement has some fingerpointing attached: "The idea was good, but support was intermittent, and when Linsey starting feuding, his friends stopped plugging, and participating." More deception. Yes, I'm Linsey's friend, and yes, I didn't participate in the second edition --- John wouldn't let me. When John put out a call for coupons to go into the second edition, I said, sure, I'll participate So I typed up a brand new coupon, and sent it off to John. A short time later, the envelope came back, unopened and marked "Refused". I'm sure if Bruce had sent in a coupon, the same thing would have happened. Have you any idea what would happen if Bruce pulled such a stunt --- didn't allow someone to participate in e.g. the Runestone Zine Poll?

When John isn't busy villifying me or Gary Coughlan in TNPH, there's always Bruce Linsey. Here's a real gem from that same letter: "You ((Linsey)) are trying to gobble up every hobby job that is vacant to gain credibility." Izzat so? Both the PNC and the MNC positions are changing hands, and Bruce made no attempt at either one. When slots opened up with the U.S. Orphan Service, he didn't attempt to get into that either. When Ben ricks decided to give up the Zine Directory, Bruce didn't try for that either.

But facts were never that important to Langley and his pals at TNPH; their accusations didn't require facts to back them up. If it happened two or three times, that would be one thing; no one's perfect.

but ungrounded, and false accusations were a staple of TNEH.

Now some of you may be saying, there goes Berch, feeding again. I have not raised new issues; I am responding to what was written in TNEH. If Steve could have put out one last issue --- just one --- without that same tired crap, believe me, this editorial would not have been written.

So good riddance, The Not For Hire. You were rotten from the start. May the hobby not see the likes of such a zine for a long, long, long time.

(from Page 2)

of pens. Also reprinted is Doug Beyerlein's definitive treatise on the fundamentals of adjudicating. He has also ransacked 16 zines, varying from the recent (Praxis) to the old (Phil the Frog) to the obscure (The National) for dozens of additional items. These were well chosen to fill in gaps left by the original materials used --- for example, essays on proxy orders (that one from Sharp's book) Joint Orders, and the history of a successful zine.

If you were worried that Bruce was going to shut out, shall we say, a certain segment of the hobby, relax. Masters of Deceit, for example, refused to mention any of Bruce's projects at all, but is mentioned here at least 4 times. I also saw references to Kathy's Korner/Whitestonia, Coat of Arms, and The Prince.

Unfortunately, since this was put out by Bruce, its inevitable that some publishers will not tell their readers about this publication, or will dump on it, for just that reason. Indeed, that began well before it came out. Dick Martin, who hadn't seen a single page of it, writes (in Life of Monty #63) that "it's a one-man show, by Bruce Linsey, for the greater glory of Bruce Linsey" and that its "another desperate grasp for attention by Linsey." And John Caruso has made some disparaging comments as well. Unfortunately, the hobby will always have its John Carusos and Dick Martins, people for whom an ad hominem attack is, well, better than no attack at all. I don't even think these people understand how completely irrelevant their automatic-Linsey-bashing routine has become in the hobby. They can wallow in their if-its-done-by-him-it-must-be-awful routine if they like. The rest of us are going to judge things on their own merits, which in this case are nothing short of superb.

Even if you never intend to publish a zine or GM a game, I am sure you will find this of interest and value. Anyone who reads this will gain a greater understanding of, and appreciation for, what GMS and publishers do. And if it tempts you to start up a zine, try a sub-zine, or contribute to one, or perhaps Guest GM a game, so much the better. These activities are a lot of work, but immensely rewarding, and there are many different ways of going about doing it. That message comes very clearly thru the Handbook.

I'm an @rchivist, and I've seen it all. In my view, this is the richest amateur publication ever to arise from the Diplomacy Hobby. Of course, not every single essay in here is first rate; that would be virtually impossible for something of this size. But taken collectively, this publication is a triumph. Everyone who contributed should be pleased that their writing appeared in such a splendid vehicle.

I cannot urge you too strongly to buy this. If you just don't have the \$3 at the moment, and you're a DD subscriber, I'll loan you the three bucks. And if you are dissatisfied, send it back, and I personally will refund you the purchase price. (Bruce Linsey, 73 Ashuelot St Apt #3, Dalton MA 01226. \$3)